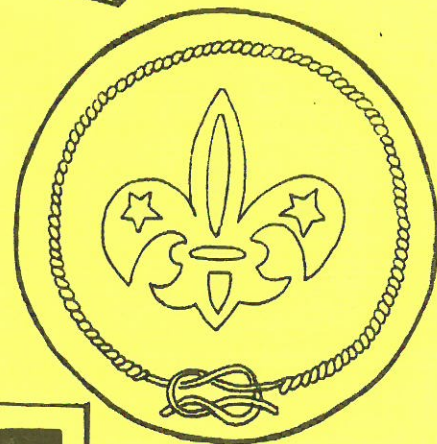
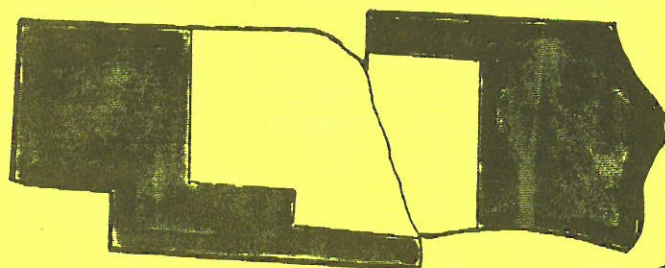




MID-AMERICA COUNCIL CUB LEADERS POW WOW

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LET'S GET EXCITED ABOUT SCOUTING

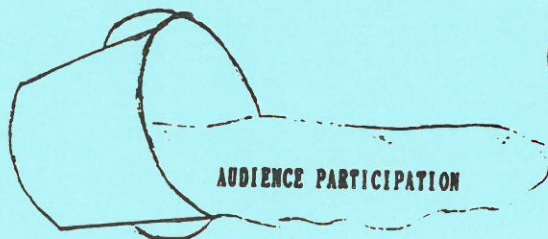
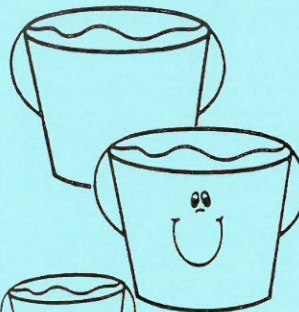
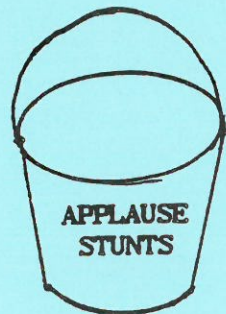
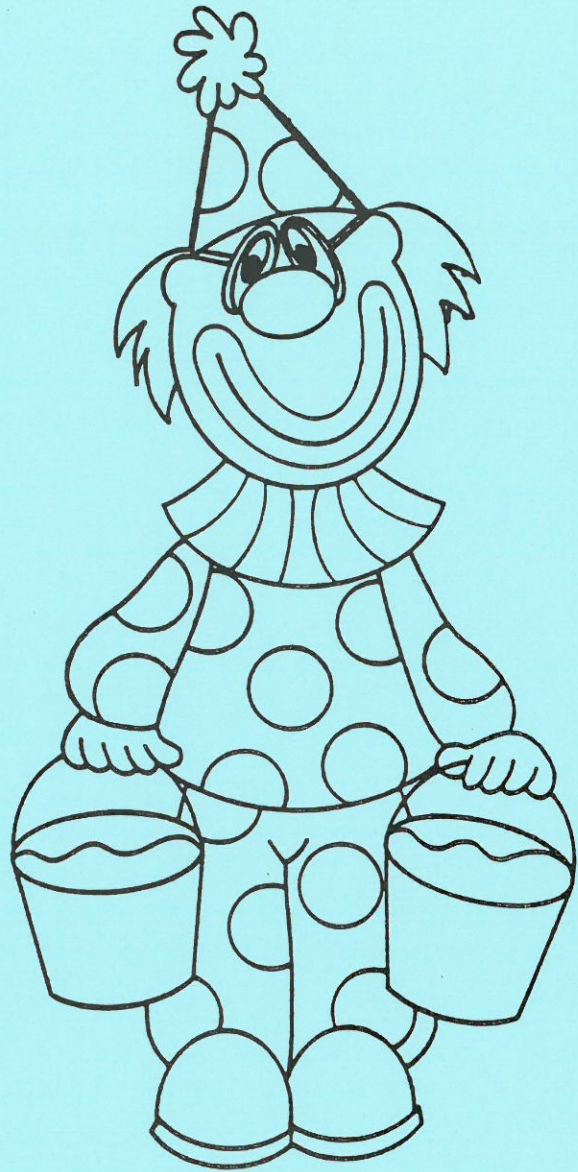
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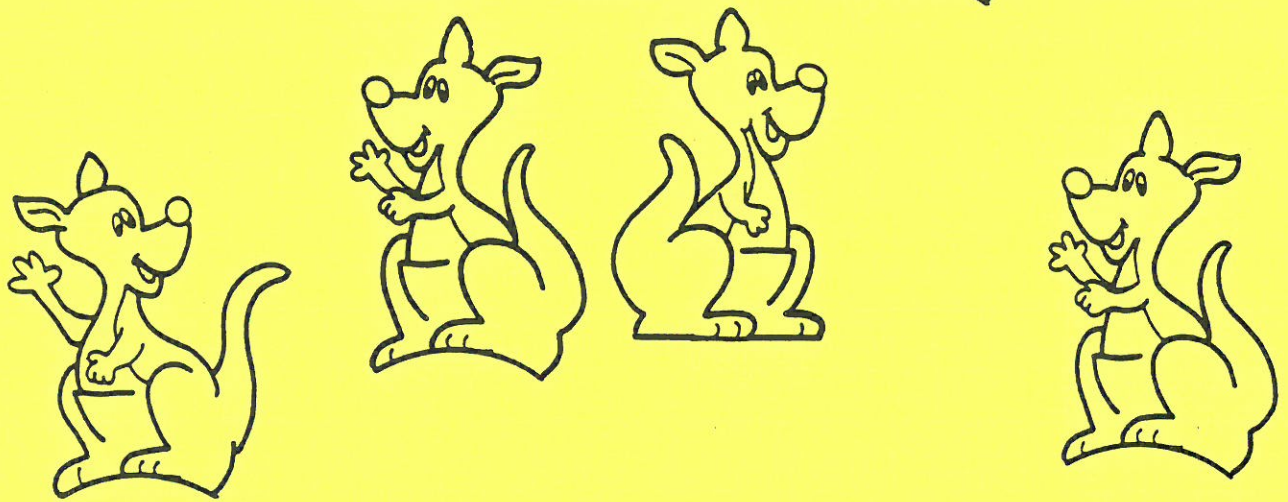
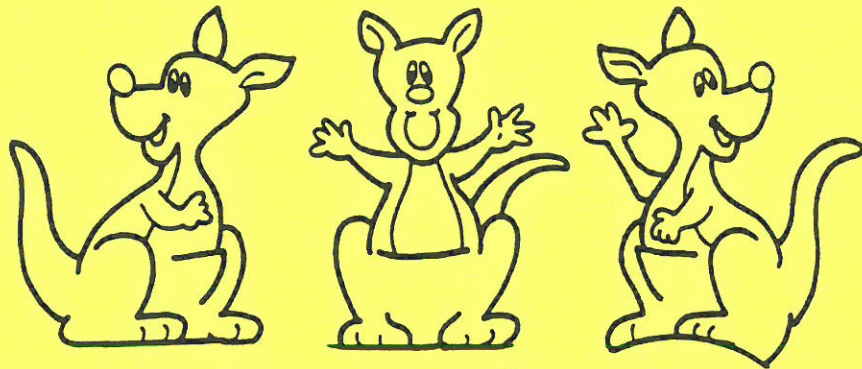
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Buckets of Fun



APPLAUSE



STUNTS



Applauses are used to add spark to your meetings, say WELL DONE to a person or group (Den or Dens), or in general add a bit of PAZZAZZ to a meeting. Leaders can use them in a Den meeting so the boys can lead them in a Pack Meeting. MAKE IT FUN !!!

DECEMBER - GIVING GIFTS

LIGHTS IN THE SKY: "Twinkle, Twinkle"

GIANT SNEEZE: Divide group into three sections. On signal, one group says "O-hishie". Do this one after the other. Start slowly, go faster until everyone combines to one giant sneeze.

ORDINARY APPLAUSE: This is just plain hand-clapping. Some people would say this is used by those who lack imagination. But it always gets a good response and forces the group to participate.

THREE HOWS: Leader thrusts fist downward and cubs yell "HOW". Leader does it three times very fast.

TWO AND HALF HOWS: Same as "Three How" except on the third signal, everyone says, "Ugh".

NEW PERSON: "Hi there, welcome, welcome, welcome".

BIG THUMB: Hold your arm out in front of your body, double your fist with the thumb held up.

PAPER BAG: Make motions to simulate opening a paper bag, forming a neck, blowing it up and popping it, saying "POP!" loudly.

SANTA CLAUSE: HO - HO - HO!! (you can pat your tummy too)

GOOD BY SANTA: Pretend to throw a pack onto your back and say "Merry Christmas to all and to all a good night".

RUDOLPH: Put your thumbs to your head with fingers up like antlers. Then, wrinkle your nose while saying "BLINK - BLINK -BLINK".

SLEIGH APPLAUSE: Bob up and down on chair like riding in a sleigh and say "Ting-a-ling" (3times).

SNOWBALL: Gather up a handful of snow, mold a ball, throw it, then clap hands together as it makes impact.

JANUARY - FIESTA

APPLAUD AND CHEER: When you raise your right hand, the audience is to applaud. When you raise your left hand, they yell or cheer. When you raise both hands, they do both to the same time. Do the actions quickly and alternate hands.

JANUARY - FIESTA (CONT.)

TORTILIA: Slap hands together, alternating one hand and the other from top to bottom. On every 4th clap, shout, "OLE".

POPCORN: Close one hand and cover it with the other hand. Let the closed hand "grow" from under the other hand. Then spring the fingers open saying "Pop! Pop! Pop!"

MEW PERSON: "Hi there, welcome, welcome, welcome".

TRUMPET: "Da-da-da-da-data-da--CHARGE"

CATSUP BOTTLE: Hold bottle in left hand and try to pound catsup out of the bottle with your right hand.

BULLFIGHTER: Hold cape to one side and make pass, yelling "OLE". After 3 passes, get gored, with an "UGHHH".

SPANISH APPLAUSE: Stand with left hand on hip and right hand held above head in the manner of a flamenco dancer. Simultaneously, snap fingers of your right hand and stomp your feet in a fast tempo, while turning slowly. Continue until you have made a complete circle. About every quarter-turn, yell "OLE".

FROZEN CUB: Wrap your hands around yourself and say "Brrr, Brrr, Brrr".

MELTING ICICLE: Hang fingers down and say "Drip, Drip".

FEBRUARY - BLUE & GOLD TRADITIONS

COMMUNITY SNEEZE: Divide audience into 3 groups. (1) Hashee; (2) Hishee; (3) Hoshee. At signal they all shout at once.

FRUIT SALAD: Pretend to eat watermelon, spit out seeds; then a cantaloupe, spit out seeds; then a cherry (finger in cheek and give one small pop).

GOOD JOB: Divide room in half, as you point to one side they say "Great", and when you point to the other side they say "Going". Vary the speed and the direction in which you point.

ROUSING HAND: Hold hand with palm open in front of you about waist high then thrust it high into the air, going up and down several times.

STANDING "O"VATION: From a sitting position, stand up forming a circle with your arms above your head saying "Oooooooooohhhhhhhhh".

COOKIE: Crummy! Crummy! Crummy!

DESERT: Named after the yucca plant, shout three times, "Yucca, Yucca, Yucca".

FEBRUARY - BLUE & GOLD TRADITIONS (CONT.)

CHEESE GRATER: Act as if you are looking for the cheese grater in the kitchen drawer. Once you find to start grating cheese and say, "Great, great, great, GREAT, GREAT". The "Great" should increase in tempo and intensity.

GEORGE WASHINGTON: "1776, 1776, 1776".

B L B CHEER: Give me a "B" ... "B"
Give me a "L" ... "L"
Give me a "B" ... "B"
Put them all together and what do you have?
(putting finger between lips, go "Blb, blb, blb")

FOOD: Rub stomach and say "YUM, YUM,".

CUBBY: Leader yells "What's the best den?" and all dens respond with their number.

PACK: Yell in unison "Clap your hands" (clap 5 times), "Stomp your feet" (stomp 5 times), "Pack _____ Can't be beat!!"

OVEREATERS: Looking uncomfortable, Rub stomach and say slowly, "I can't believe I ate the whooooole thing".

AFTER DINNER: "Plop, plop, fizz, fizz. Oh what a relief".

MARCH - SEA ADVENTURES

PINEWOOD DERBY: Hold right hand above your head and bring in down with hand pointing in front of you as a pinewood car going down a track, while saying "Swoooooosh, Thud".

CLAM: Fold hands together, interlocking fingers. Make noise by pressing palms together.

DEEP SEA DIVER: Say "Blubb, Blubb, Blubb".

PIRATE: "Avast you land-lubbers, walk the plank! Glub, glub, glub.

COLUMBUS: Put hands up like holding a telescope and shout "LAND HO"

SWORD: Pretend to have a sword in your hand. Swing it across your body three times saying, "Swish, Swish, Swish, Swoosh".

TURTLE: Fold arms, place in front of bowed head, spread arms and stick head out. saying "Nerk, Nerk".

APRIL - CANADA, OUR NEIGHBOR

A NICKEL'S WORTH: Flip your thumb as though flipping a coin, then catch it and slap it on the back of your other hand.

APRIL - CANADA, OUR NEIGHBOR (CONT,)

TONY THE TIGER: Roar like a tiger and say, "IT'S GREAT".

UPPER HAND: Stand on your toes, holding your hands straight over your head to applause.

GRAND SALUTE APPLAUSE: Strike knees with hands 5 times, "Count 1, 2, 3, 4, 5,", stomp feet 5 times, clap hands 5 times and then stand and salute.

HOW YELLS: Three How Yell - How, How, How.
Three Hows, Southern Style - How, How, How, Y'all.
Three Hows, Texas Style - How, How, Howdy Pardner.
Heavenly Hows - How, How, Howlelujah (raise arms to the sky).
Indian Style - How, How, Heap How.
Mule Skinner Style - How, How, Hee-ap How.

MAY - BACKYARD FUN

BANANA: Make the motions of peeling the banana and then eating it, then say to "spit out the seeds", but everyone knows that bananas don't have seeds.

JOLLY GREEN GIANT: "HO, HO, HO" (in deep voice)

FROG MATING CALL: Spin an yarn about a native frog to your area and then tell the group that they can simulate it's mating call.

Group 1 - Muddy water, muddy water (repeat over and over)

Group 2 - Rib-it, rib-it, rib-it (repeat over and over)

Group 3 - Luv-it, luv-it, luv-it (repeat over and over)

DISCO MOSQUITO: Slap your body 4 times, say "ASH" with each slap, then give a Disco pose, extending right arm into the air saying "Staying Alive, Staying Alive".

PINK PANTHER ON A PICNIC: Say "Dead ant, dead ant, dead ant, dead ant, dead aaaaaant" to the Pink Panther theme.

WATERMELON: Pretend you're holding a watermelon, run it past your mouth while slurping and turning head from right to left, then left to right spitting out seeds.

BIG SNEEZE: Divide group into three parts. On your signal, group one yells "a-hish". Then group two yells "A-hash!". Then group three yells "A-chooo". Finally, again on your signal, all three yell their parts at once.

MOSQUITO: Make hand as though it were a mosquito flying through the air - while making a buzzing sound. "Mosquito: lights on opposite hand, then make a sucking sound. "Mosquito" starts to fly off - smack both hands together like you've swatted the "Mosquito". Make finger go in circular motion toward the floor - when mosquito appears to hit the floor, stamp on it.

MAY - BACKYARD FUN (CONT.)

SNAKE OR LEAKY TIRE: Hiiiiissssssss!!!

BUBBLEGUM: Blow three times, clap your hands loud once, then peel off the gum from your face.

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

LIGHTNING: Shake your finger like a jagged lightning and go "Shhh, Shhh" on each jagged movement. Do twice.

BEE: Put arms straight out and pretend to fly, while going "Buzz-z, buzz-zz-zz".

QUARTER POUNDER: Place a pretend quarter in your right palm, make a fist with right hand and pound your left hand.

SPIDER: Walk all 4 fingers of one hand up the other arm and scream, "EEEEKKKKKK".

SKUNK: Hold fingers to your nose, yell "P....U".

WOLF HOWL: Simulate wolf howling at the moon.

JUNE - WORKING WITH WOOD

BROKEN TROLLY: Pull the bell rope as if ringing a bell, saying "Clunk, Clunk, Clunk".

DRUM: On your legs go "Rat-atat-tat" three or four times; then twice on stomach with a "Boom, Boom".

NAIL POUNDING: Start the nail, drive it in and hit the thumb, "Oooouucccchhh".

SQUEAKY DOOR: Hold out arm, moving it slowly from right to left while saying, "Squeeeeeek". When over to left side lift up left hand and clap hands sharply together as a slamming door.

TWO-HAND SAW: Pair off in twos. Everyone stick their hands out, thumbs up. Alternately grab the others thumb until all four hands are together, each holding thumb. Make a back and forth motion as if sawing.

WOODPECKER: Shout "How" three times and knock on your chair three times.

JULY - HIGH COUNTRY USA

VOLCANO: Twirl hands while making a rumbling sound in your throat. At the end, throw up hands and go "Barroooooooooooooom!".

JULY - HIGH COUNTRY USA (CONT.)

AMERICA: A-M-E-R-I-C-A CUB SCOUTS CUB SCOUTS U - S - A!

BROKEN ARM: Hold your arm out, hanging limp from the elbow and Shake it.

FLOWER: Like a flower blooming, raise part way up in chair, look around and then stand up quickly, yelling "Sproooooooooong".

ROADRUNNER: "Swoo-sh, swoo-sh swoo-sh".

HIKER'S: While jogging in place, shout "Water, water, water, glug, glug, Ah-h-h-h-h!"

CUCKOO: Nodding your head up and down like a cuckoo clock, say "CUCKOO, CUCKOO, CUCKOO".

EAGLE: Lock thumbs and flutter fingers like wings and say "Cree, Cree".

FLAPJACK: Pretend to pry a spatula under a pancake. Then throw it up in the air and nod three times as if watching flapjack flip in air, then catch it on spatula as you bring your other hand down with a loud clap.

BEAVER: Cut a tree by tapping your front teeth together, slap your tail by slapping a palm against a thigh, then yell "T_I_M_B_E_R".

SQUIRREL: Pretend to have two nuts and pound them together.

CHIP-CHOP: Divide the room in half. As you point to one side, they say "Chip" and when you point to the other side, they say "Chop". Vary the speed and the direction you point.

AUGUST - CUB SCOUT MAGIC

GIVE A BIG HAND: Hold out an open palm towards performer or audience.

ROUND OF APPLAUSE: Clap while moving hands in circular motion.

HANDKERCHIEF: Throw a handkerchief into the air with instructions for the applause to last until you catch it or it falls to the floor. Vary the length of applause. Long throw, short throw, or no throw at all.

WIGGLE YOUR TUMMY: Ask everyone to wiggle their tummy - most will try to wiggle their tummy. Put your fist in the air and wiggle your thumb.

RELAY: Have one boy or person in each row or section start this one. They will clap twice and then clap the hand of the person next to them. They continue to clap in unison in this manner until everyone in the room is clapping.

AUGUST - CUB SCOUT MAGIC (CONT.)

ALMOST: Place your hands far apart, then rapidly bring them towards each other, passing one beneath the other, but not meeting.

MAGICIAN'S: Stand and pretend to reach up sleeve ----- pull hand out and yell "Sha-zan".

SEPTEMBER - COMMUNICATIONS

"CLASS A" CLAP: Clap hands to this rhythm: 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1 (A big one).

"CLASS B" CLAP: Clap hands to this rhythm: 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4, miss the last one (move hands past each other).

"CLASS C" CLAP: Clap hands to this rhythm: 1-2-3-4, 1-2, 1-2, 1-2-3-4, 1-2, 1-2, 1-2-3-4, miss the last one, then clap 1 (first move hands past each other, then clap one).

ECHO: Divide Den or Pack into two lines or groups. First one side claps 1-2-3-4, and then the other side answers 1-2, 1-2. This is done twice.

HUM: Have everyone stand and start to hum "Aaaaaaaah" until they run out of breath, then they sit down. The last one standing wins.

WHEN I DO, YOU DO: Give the order: "When I applaud, you applaud - when I don't, you don't." Go through several false motions to see if you can catch the group napping.

TELEGRAPH: Tap two index fingers together and say, "Click, clickety, click, clickety, click".

TYPEWRITER: Pretend to type, with fingers moving rapidly while saying "Click, click, click, ding, click, click, click, ding."

SHORT GRAND HOWL: Have everyone form a circle (if possible) around the person to whom the GRAND HOWL is to be given. Ask each person to squat, make the two-finger Cub Scout sign with each hand, and touch the fingers of both hands on the floor between his feet. Then lead the boys in a long howl, "Ah-hkay-y-la! We-e-ell Do-o-o Ou-u-r BEST!" As they yell best, have them jump to their feet with their hands high above their heads and give the Cub Scout sign.

POW WOW: After an especially good act, the leader shouts, "POW!" and the audience responds by shouting "WOW".

OCTOBER
LIVING IN THE 21st. CENTURY

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

OCTOBER - LIVING IN THE 21st. CENTURY

ROBOT: Walk in place, stiff-legged and stiff-armed, saying "Does Not Compute, Does Not Compute".

SUPERSONIC: Wave arms wildly and open mouth as if yelling. Then sit quietly for a few moments, then yell loudly.

SKY ROCKET: Pretend to strike a match on trousers and pantomime lighting a rocket. Put hand to eye and pretend to watch rocket go up and say "Sssssssssssss, Boooooooooooooom! Ahhhhhhhhh". Flutter fingers to represent falling debris, then place your right hand over our eyes and peer out exclaiming. "Isn't it lovely?" (this is more effective if when after all have fluttered their fingers, the leader pauses and then he alone exclaims "Isn't it lovely?"

GHOST: "Whooooo, Whooooo, Whooooooooo, - Boo!!"

U F O: Hold index fingers to forehead and shout, "Take me to your leader".

NOVEMBER - PIONEER DAYS

ARTILLERY: Begin applauding slowly in unison and gradually increase the speed. Then slow down until finally, the hands are not brought together at all.

STAMPEDE: Everyone stand up and start stomping feet as fast as they can.

OKLAHOMA INDIAN: Hold Cub Sign behind head hide feathers, with your right hand. Say "Ugh". Make a bow and "Ugh". Now stand up and jump up very fast and remove the Cub Sign from the back of your head to high in the sky and yell, "Yessssssssss".

SIX SHOOTER: Poke finger in air and say "Bang, bang, then blow on finger to cool off the barrel and put in holster.

TURKEY: Say "Gobble, gobble, gobble", then rub your stomach saying "YUM, YUM".

PILGRIM: Place the edge of the hand over the eyes as if shading them and yell "Land Ho", and then point with the other arm.

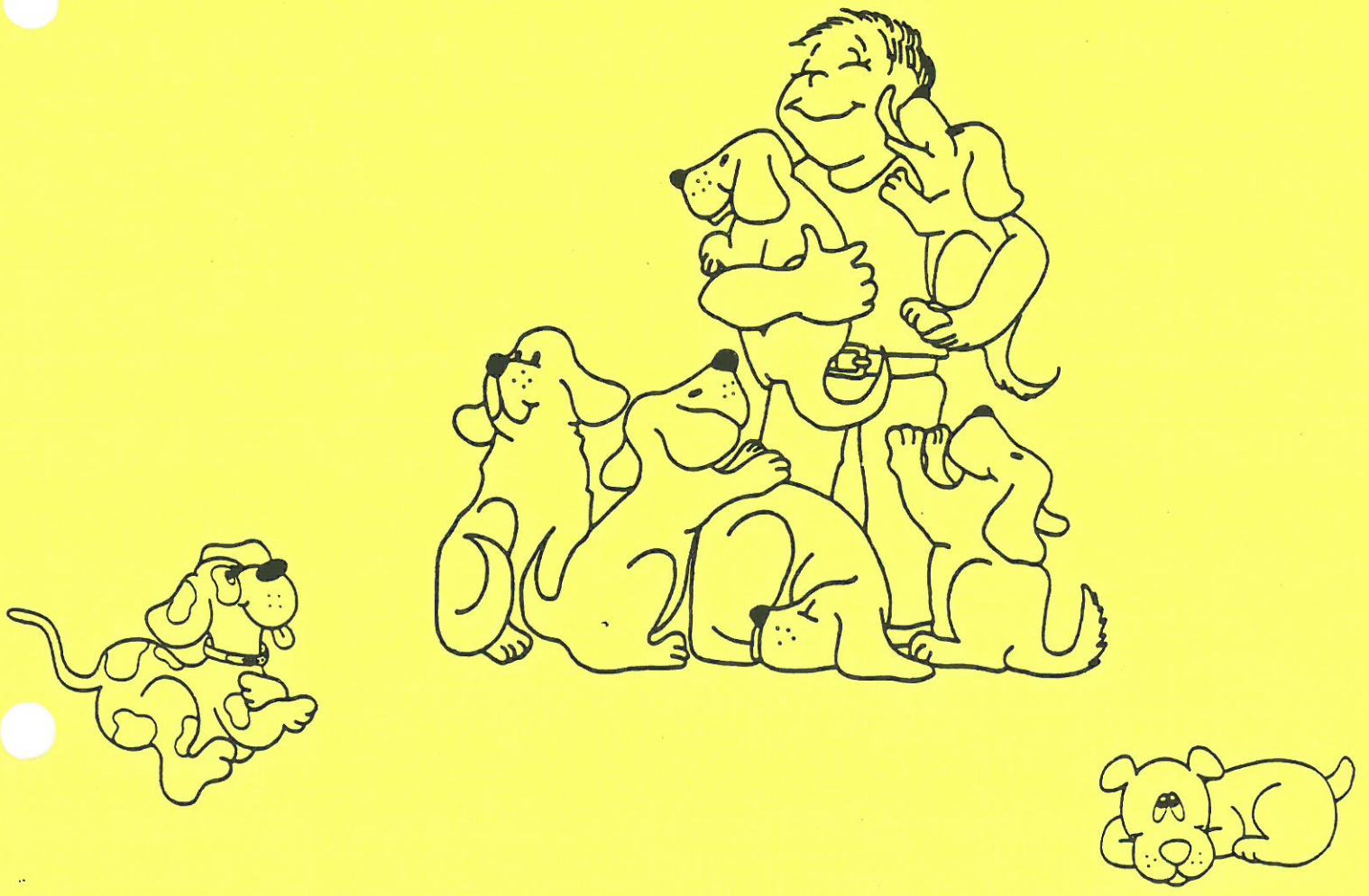
PAUL REVERE: Pretend to be riding a horse while moving up and down saying "The British are coming, The British are coming".

BLUNDERBUSS: Pretend to pour powder into the gun barrel, tap it down, raise the gun and fire, "BANG".

COW: Make fist with left hand with thumb down, grasp thumb with right hand and pretend to be milking a cow while saying "SH-SH-SH".

PATRIOTIC: Shout "U. S. A." and thrust hand with doubled fist skyward and then shout "Hooray, Onward, Upward".

AUDIENCE PARTICIPATION



AUDIENCE PARTICIPATION CAN BE FUN FOR EVERYONE!!

AS THE GROUP LEADER YOUR ENTHUSIASM IS THE KEY!!

HERE ARE THE RULES.

1. DIVIDE THE AUDIENCE INTO GROUPS.
(one for each character listed)
2. ASIGN A CHARACTER ROLE TO EACH.
3. HAVE THEM REHEARSE THEIR PARTS ONCE.
4. AS YOU READ THE STORY PAUSE WHERE YOU COME TO _____.

AS EACH CHARACTER IS MENTIONED,
THE GROUP STANDS UP,
SHOUTS THE PROPER RESPONSE,
AND SITS DOWN.

NOW YOU READ THE STORY

AND WATCH THE FUN BEGIN!!!!

IN SOME CASES THE RESPONSE IS ONLY IN ACTION,
IN OTHERS IT IS A COMBINATION OF BOTH.

K	I	S	M	I	F
E	T	I	A	T	U
E		M	K		N
P		P	E		
		L			
		E			

TELL ME A STORY....

I'LL TEACH YOU MY SONG....

ISN'T THAT WHAT FRIENDS ARE FOR?

DECEMBER - GIVING GIFTS

SLEEPY DONDER

Raindeer - "Twinkle, twinkle"	Cat - "Mew, mew"
Sleep - "Snore-e-e-e"	Dog - "Bow - wow"
Candy - "Yum - yum"	Cow - "Moo - moo"
Dress - "Swish - swish"	Quiet - All rise hands and are quite

You've heard that Santa, when he makes his trip on Christmas eve, usually drives eight tiny reindeer. _____. But do you know what when the weather all over the world is mild on Christmas eve, he drives only six? Then he leaves at home Donder and Blitzen, his two storm reindeer. _____. Now Donder and Blitzen are the strongest, fastest animals that Santa owns. They are the ones who lead the others if they must dash through hail, sleet, snow, or rain as they make their yearly trip. But one upon a time Donder had a bad habit. He liked to sleep _____ and sleep _____ and sleep _____.

Yes, just as some boys like too much candy _____ and some girls like too many dresses _____. Donder liked too much sleep _____. One day he said, "Santa, all winter the ground hog sleeps _____. All winter the black bear sleeps _____. This winter, why can't I sleep _____?" "You can't" said the cat _____. "You can't" said the dog _____. "You can't" said the cow _____. Santa took down an great big book. He looked inside and said, "Donder, My big almanac says that this year on Christmas eve there will be mild weather all around the world. Why don't you sleep _____ and see how you like it"?

Donder went off to a cave to sleep _____. Up in his work shop Santa toiled. Around him were his cat _____, his dog _____, his cow _____, and all the other reindeer. _____. At last it was Christmas eve. Santa looked out of his window. Snow was beginning to fall. The almanac was wrong! There was going to be a storm! "Donder" called Santa. But Donder was sound asleep _____.

"Donder!", called all the animals called at once...the cat _____, the dog _____, the cow _____, and the other reindeer. _____. "Quiet!" _____, called Santa.

Out of the cave came Donder. "What a beautiful snowstorm!" he exclaimed. "To think that I nearly missed it! I'll never try to spend another winter asleep _____". Into their places ran all the reindeer. _____. Into the sheigh jumped Santa. "Merry Christmas" called the cat _____, the dog _____, and the cow _____ as they waved good by to Santa and the reindeer. _____.

"Merry Christmas", called Santa as he and the reindeer. _____, led by Donder and Bitzen, disappeared into the snowstorm on their way to deliver toys and candy _____ to good boys and girls all over the world.

THE ONLY GIFT IS A PORTION OF THYSELF

DECEMBER - GIVING GIFTS

WHY SANTA HAS A BEARD

Santa - Hold hands on stomach. "HO - HO - HO"
North Pole - Fold arms, hugging self tightly. "BRRRRR"
Sleigh - Wave right arm from right to left across front of body
"SWOOSH HHHH"
Workshop - Hold hands over ears. "BANG, BANG, CLATTER"

You've all heard many stories about Santa____ and his workshop____ at the North Pole____. You have also heard stories about his sleigh____ and reindeer. But there is a story about Santa____ that very few people know, so if you will listen very closely, I'll tell you how Santa____ decided to grow a beard.

As you know, the weather is very, very cold at the North Pole____ where Santa____ has his workshop____. He works very hard throughout the year with his little elves, making toys for his Christmas Eve visit. Like everyone else, Santa____ needs relaxation, and a chance to get away from it all. His way to relax was to take a leisurely ride in his sleigh____.

With such cold weather, Santa____ always had to bundle up tightly before taking a sleigh____ ride. Once he forgot to bundle up as tightly as usual and he failed to wrap his heavy wool scarf around his face, leaving only his eyes exposed as he went sleigh____ riding. When Santa____ got back from his ride and walked into the workshop____ where Mrs. Clause and the elves were happily working, he had the most beautiful white icicles, covered with sparkling white snowflakes hanging down the sides of his face and chin, just like a beard.

When Mrs. Clause looked up and saw him, she squealed with delight. "Why, Santa____, you look absolutely marvelous with your sparkling white icicle beard", Well, when Santa____ saw how delighted his wife was, he was very flattered and decided right then and there to grow a long, flowing white beard and mustache. And that is what he did.

Of course, by doing this, Santa____ killed two birds with one stone. He made himself so handsome to Mrs. Clause that whenever she passed by him in the North Pole____ workshop____, she gave him a big smile. This made Santa____ blush so much that to this day, he is still blushing. That's why his cheeks always look so rosy. And now he doesn't have to wrap a wool scarf around his face when he goes sleigh____ riding at the North Pole____. Mrs. Clause has even started taking sleigh____ riding with Santa____ because she is so happy that he grew a beard.

YOU CANNOT CLIMB UPHILL BY THINKING DOWNHILL THOUGHTS

DECEMBER - GIVING GIFTS

"CHRISTMAS AROUND THE WORLD"

Tree - "Sparkle, Sparkle"	Christmas - "Merry, Merry"
Candle - "Flicker, Flicker"	Santa Clause - "Ho, Ho, Ho"
Ornaments - "Glitter, Glitter"	Star - "Twinkle, Twinkle"
Family - "God Bless Us Everyone"	

Most countries around the world celebrate Christmas____, but their customs are all different. Christmas____, is also known as Yule, Noel, and the Nativity.

Santa Clause____ visits children in many lands. He is known by several different names. He is called St. Nicholas in Germany, England and the Netherlands. In Italy Santa Clause____ is called Befana. In France, he is Petite Noel. He is called Hoteiosho in Japan, San Nikolas in Russia, Papa Noel in Brazil, Dun Che Ren in China and in Switzerland, he is called Christkindle.

The legend that Santa Clause____ comes through the chimney comes from the early Norsmen. The Norse are responsible also for our custom of burning the Yule Log.

In many countries, the family____ makes their own ornaments____ for the Christmas tree____. In Poland the ornaments____ are made of paper. In Finland, they make ornaments____ from reed, straw and wood. In Sweden, they are made from straw and balsa wood. The Norwegians make ornaments____ from wood shavings.

A lighted candle____ in the window is a custom in Ireland, Denmark, Austria and Germany. Many years ago, candles____ were used to light the Christmas tree____, but now electric lights are used because they are safer.

In Alaska, a large star____ is carried through the streets on Christmas____ Eve while carols are being sung. The custom of carrying the star____ is also found in Poland, Rumania and the Ukraine. Carolers in these countries carry a transparent Star____ with Christmas____ scenes on it. The star____ has a light inside which shines through the paper.

In all countries, Christmas____ is a special family____ time, celebrating the birth of Jesus. In most places, gifts are exchanged on Christmas____. Gift-giving represents the gifts which the Wise Men brought to the baby Jesus on the first Christmas____.

THE GREATEST GIFT YOU CAN GIVE ANOTHER
IS TO ALLOW HIM TO BE HIMSELF

DECEMBER - GIVING GIFTS

THE HELPFUL CHRISTMAS MOUSE

Mouse - "Squeak, squeak"
 Night - "HO-Hum"
 Santa - "HO, HO, HO"

Tw'as the night _____ before Christmas, and fast asleep in the house,
 Was wonder of wonders, a little fat mouse _____.
 A mouse _____ sleeping at night _____. Oh, what a riot!
 But the reason it happened - he was on a diet!
 How the mouse's _____ stomach began to hurt and growl,
 But sense he was dieting, at night _____ he shouldn't prowl.
 Mom was so thoughtful before she retired that night _____,
 And for dear old Santa _____, she had left a bite.
 That night _____ in his dreams, the mouse's _____ nose did twitch,
 As the smell of the food made him dream of a sandwich.
 The more the mouse _____ lay there and quietly slept,
 The more the smell of food into his nostrils crept!
 Soon the poor little mouse _____ began to claw at his nose,
 And he began to quiver from his head to his toes.
 Though he was trying to sleep with all his might,
 His sleep had ben ruined for the rest of the night _____.
 So up the mouse _____ got, with a great big yawn,
 He peeked out the window and there on the lawn,
 He saw something there...indeed a strange sight!
 For there sat old Santa _____ in the cold, dark night _____.
 He was holding his bag, as if ready to leave,
 But great salty tears were bouncing off his slave;
 The mouse _____ just stood there, as if in fright,
 Trying to imagine what was wrong that night _____.
 Then he crept to the door, and threw it open wide,
 And motioned for Santa _____ to come and join him inside.
 So Santa _____ came in and sat down with the mouse _____,
 And confessed that night _____ he felt like a louse.
 He had eaten so much during the Holiday season
 That he couldn't go down the chimney - that was the reason.
 So Santa _____ and the mouse _____ made a contract that night _____.
 That he would help Santa _____ make Christmas come out right.
 Off they went together, old Santa _____ and that mouse _____,
 To pay the yearly visit to each and every house.
 The fat little mouse _____, so filled with delight,
 Ate for old Santa _____ all the snacks left that night _____.
 He had helped Santa _____ a Merry Christmas to give.
 He'd just sacrifice...a fat mouse _____ would live.

BOYS HANG UP STOCKINGS FOR SANTA'S VISIT

A YEAR BEFORE THEY HANG UP ANYTHING ANYTHING AGAIN

JANUARY - FIESTA

"THE GOOD OLD WINTER TIME"

Wintertime or

Winter - "Brr-rr-rr" Fold arms around self as if shivering
 Snow - "Soft and Pretty" move fingers downward like falling snow
 Ice Skates - "Glide, Glide" move body back and forth

This is a story of wintertime ____ fun,
 Which can be had by everyone.
 If you live in a place with lots of snow, ____
 You can have snow ____ ball fights don't you know.
 And if there's a pond or lake close by,
 Over the ice with ice skates ____ you can fly.
 Winter ____ can hold a lot joys,
 With fun in the snow ____ for girls and boys.
 But if you don't live in a land with snow ____,
 Then to an ice rink you can go,
 When you wish to ice skate ____ you see.
 Yes, wintertime ____ is fun don't you agree.
 Shoveling snow ____ is something to be done,
 Though some may think it not so fun.
 The greatest winter ____ fun it seems to me,
 Is to make a snow ____ man as plump as can be.
 You make him a jolly roly poly fellow,
 Who turns from white to a dirty yellow,
 As the sun smiles on him from day to day,
 Your snow ____ man never dies but just melts away.
 But when the next winter ____ snow ____ does again fall,
 You can make another one big and tall.
 But whether you choose to just ice skate ____,
 Or a jolly snow ____ man to create,
 Wintertime ____ fun can be had by all,
 Whether you are big or a child so small.

CUBBING IS.....
 AN ENTHUSIASTIC MOTHER WITH
 A BRAND NEW BABY, WORKING
 PART TIME, AND TRYING TO HOLD
 DEN MEETINGS.

JANUARY - FIESTA

WINTER SPARKLER

Winter - Stand, shiver, rub arms and say "Brrrrrrrrrrr"
 Cubmaster - Stand and give the Chinese cheer, "Phooy, phooy, phooy"
 Sleigh - Stand and say, "Jingle, jingle, jingle"
 Den Leader - Stand, shake finger and say, "Now boys!"
 Horse - Stand and say, "Ciip-clop clip-clop clip-clop"

Once upon a time, on a cold day in winter____ a Cubmaster____ took his pack on a sleigh____ ride. Naturally, all of the Den Leaders____ begged to go along, so the Cubmaster____ allowed them to ride on the sleigh____ in the cold winter____ weather. As the horses____ pulled the sleigh____ through the woods and fields on the cold winter____ day, all of the Cubs sang songs as they sat quietly on the sleigh____. The Cubmaster____ and the Den Leaders____ however, would not behave, but kept running around, pushing each other off of the sleigh____ and frightening the horses____. The Cubs tried their best to restore order, but as soon as they began to sing in beautiful harmony, the Den Leaders____ would begin to scream, push, kick, throw snow, and otherwise act in a rowdy manner. The Cubmaster____ would only laugh, scaring the horses____ rolling in the snow.

"Look at me." the Cubmaster____ would scream in glee, as he did a summersault off of the sleigh____ into the cold winter____ snow. "He's going to break his neck!" laughed the Den Leaders____, who by now had lost their mittens, scarfs, and caps. "Please," implored the Cub Scouts. "Try to behave or we will never go on another sleigh____ ride again". The Den Leaders____ quieted down briefly, but as soon as the Cub Scouts began to point out the pristine beauty of the snow-covered landscape, the Cubmaster____ began throwing hay at the Den Leaders____, filling their boots with snow, and shouting loudly in an attempt to frighten the horses____. This time the horses____ were frightened and began to run away through the woods, with the sleigh____ bouncing along behind. One by one, the Den Leaders and the Cub Scouts were thrown off the sleigh____ into the cold winter____ snow as the horse____ ran faster and faster through the woods. Then, just as the Cubmaster____ was flying off of the sleigh____ and heading straight for a tree, HE WOKE UP!!

HOW HIGH I AM

HOW MUCH I SEE

HOW FAR I REACH

DEPENDS ON ME

FEBRUARY - BLUE AND GOLD TRADITIONS

A SCOUTING STORY

History - "Way Back When" Hold index fingers pointing different directions.

Scouts - "Be Prepared" Give Scout Sign.

Cub Scouts - "Do Your Best" Give Cub Scout Sign.

This is a story that you won't find in a history____ book, but no doubt it will bring back memories to many of you who have had a similar experience. The story is about a Cub Scout____ named Johnny, and his first experience with hiking and camping. This is how it all started. It was approaching the birthday of Scouting____ which is celebrated in February every year, and Johnny's Cub Scout____ Den Leader who had read to the boys a story about the history____ of Scouting____ and how it all got started.

Johnny could hardly wait until he was old enough to be a Scout____ so he asked his mother if he could plan a day of hiking around the neighborhood and park, and a night of camping in their backyard with some of his friends. Mom consented so Johnny Cub Scout____ called his friends and they planned it for the next weekend.

When the day arrived, Johnny was so proud of himself. He thought he would someday be a Scout____ who would go down in history____, because he was so well prepared. At last, he thought he was prepared when the day began. The lunches had all been packed and put in the back yard tent. When Johnny Cub Scout____ went out to the tent to get the lunches, he was shocked to find the paper bags and torn paper scattered all over the back yard. Looking around the yard, Johnny saw his dog, Scampy, munching on the last bit of the sandwiches, and looking very contented. "Oh, boy," thought Johnny, "I thought I would make a well-prepared Scout____, but I wasn't prepared for this!"

After new lunches were made, the boys took their hike. It was a great success and Johnny Cub Scout____ felt sure that history____ had been made by the record time in which they had accomplished everything that day. But alas! When bedtime arrived, the tent slumped down in a heap because it had not been put up tight, and the sleeping bags were muddy from Scampy's dirty feet, and the batteries in the flashlights were dead. Johnny Cub Scout____ hung his head and said "Boy, have I got a lot to learn about the Scouts____. Gosh, I sure hope today's events aren't recorded in history____.

So Johnny learned in one day that he still needed to learn about being a Scout____ before he could perform a manner which would make him proud to go down in history____. Later his Den Leader told him that is what Cub Scouting____ is for - to teach boys to Do Their Best and to prepare them to become Scouts____.

TAKE CARE OF THE MINUTES AND THE HOURS WILL TAKE CARE OF THEMSELVES

MARCH - SEA ADVENTURES

PEG LEG PETE'S PREDICAMENT

Pirates - "Yo-Ho-Ho"
Peg Leg Pete - "Clomp, clomp"
Treasure - "Gold! Gold!"
Map "It's That-a-way"

Back in the swashbuckling days of pirates___ bold, there lived a certain one named Peg Leg Pete___. His only goal in life was to find a hidden treasure___ which could be found by following a map___. Only one copy of the map___ existed among all the pirates___, and it happened that Peg Leg Pete___ had possession of the map___.

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

In a rage, the pirates___ took out their swords and killed Peg Leg Pete___, tore the map___ into shreds fighting over it, and then fought until they all were killed. So the treasure___ is still buried right where it has always been At The End Of The Rainbow!!!!

GET YOUR FACTS FIRST
AND THEN YOU
CAN
DISTORT THEM
AS MUCH AS YOU PLEASE

MARCH - SEA ADVENTURES

DISCOVER AMERICA

Columbus - "Anchors away"
Ocean Blue - "Water, water everywhere"

A great navigator, Columbus____,
Back in fourteen-ninety-two,
Went out in three fine ships,
To sail the ocean blue_____.

Columbus _____ must prove to all the world,
That the earth was round as can be.
So he sailed the ocean blue_____,
To prove his point you see!

Columbus_____ said the earth was round,
But others claimed it flat,
So that mighty navigator,
Sailed the ocean blue_____ and proved that!

One day from Spain he set sail,
For a trip that was so rough,
Taking along with him,
Men who were hardened and tough.

Upon the ocean blue_____ they sailed,
Searching for a month for ground.
And then Columbus_____ did rejoice,
An island at last he found!

He called the natives Indians,
Thinking India he was near.
Then Columbus_____ discovered more land,
And started a colony without fear.

Then taking natives back with his,
He sailed again the ocean blue_____,
Returning back to the land of Spain,
To see what else he could do.

Again sailing the ocean blue_____,
In fourteen-ninety-three,
Columbus_____ returned to the New World,
Only to find hardship and misery.

Four voyages Columbus_____ did make,
Across the ocean blue_____,
But only after he died,
Did people realize what he did do.

And so today Columbus_____,
As discoverer of America is known,
And by sailing the ocean blue_____,
Earth's being round was shown!

MARCH - SEA ADVENTURES

BETTING IN THE SWING

Joey - "A Cub Scout"
 Mrs. Rogers - "Den 1, Lots of Fun"
 Cub Camp - "Oh Boy, Oh Boy"
 Swim - or - Swimming - "Splash, Splash"

"Oh boy, oh boy!", exclaimed Joey____. "I get to go to Cub Camp____ this year!" "How nice". Said Mrs. Rogers____, Joey's____ Den Leader. "I know you'll have a lot of fun". "You bet, Mrs. Rogers____". "I get to make all kinds of crafts and work with wood, but best of all, I get to swim____ every day in the big pool!" said Joey____. "But Joey____, you have a swimming____ pool at home don't you?" asked Mrs. Rogers____. "Sure I do" replied Joey____. "Then why are you so excited about going to Cub Camp____ to swim____?" Mrs. Rogers____ asked. "Well," said Joey____, "At Cub Camp____ I'll get to swim____ with a whole bunch of guys and we can play games and have have fun in the pool, someone should be there to see that no one gets hurt. My Mom says that she just doesn't have the time to watch us. "At Cub Camp____ they have life guards to watch us swim____ and play games". "Yes," said Mrs. Rogers____, "and also to see that the games don't get to rough. You know, Joey____, that unless care is taken, boys can be badly hurt playing in a pool". "Oh sure, Mrs. Rogers____, but at Cub Camp____ they use the Buddy System and each boy has a buddy that he watches out for". "And Joey____, I sill speak to your Mother and maybe she will let the whole Den come over and swim____ this summer. if so, I will go along and be the life guard for you".

SKIN DIVERS SONG

(Tune: Sailing, Sailing)

Diving, diving, into the deep blue sea,
 And many a fish we've scared away
 On that you will agree,

Diving, diving, into the ocean blue,
 With flippers, and mask and oxygen gas
 We'll have adventure true.

THE ONLY THING THAT GOD GAVE US FROM
 WHICH TO MAKE A MAN IS A BOY

APRIL - CANADA, OUR NEIGHBOR

CLIMBING THE MOUNTAIN

Boy - "Wow"
Chief - "Ugh"
Mountain - "To the Top"

Afar in our dry southwestern country is an Indian village; and in the offing is a high mountain, towering up out of the desert. It is considered a great feat to climb this mountain, so that all the boys____ of the village were eager to attempt it. One day the Chief____ said: "Now boys____ you may all go today and try to climb the mountain____. Start right after breakfast, and go each of you as far as you can. Then when you are tired, come back; but let each boy____ bring me a twig from the place where turned."

Away the boys____ went, full of hope: each feeling that he surely could reach the top. But soon a boy____ came slowly back, and in his hand he held out to the Chief____ a leaf of cactus. The Chief____ smiled and said, "My boy____ you did not reach the foot of the mountain____; you did not even get across the desert." Later a second boy____ returned. He carried a twig of sagebrush. "Well", said the Chief____, "You got up as far as the mountain's foot, but you did not climb upward." The next boy____ had a cottonwood spray. "Good", said the Chief____ "you got up as far as the mountain springs." Another came later with some buckthorn. The Chief____ smiled when he saw it and spoke thus: "You were climbing; you were up to the first slide rock."

Later in the afternoon, one boy____ arrived with a cedar spray, and the old Chief____ said; "well done. You went halfway up." An hour afterward, a boy____ came with a switch of pine. To him the Chief____ said: "Good, you went to the third belt; you made three quarters of the climb."

The sun was low when the last boy____ returned. He was a spirited boy____ of noble character. His hand was empty as he approached the Chief____ but his countenance was radiant, and he said: "My father, there were not trees where I got to; I saw no twigs, but saw the shining sea." Now the old Chief's____ face glowed too. as he said aloud and almost sang: "I know it, When I looked on your face, I know it. You have been to the top. You need no twigs for token. It is written in your eyes and it rings in your voice. My boy____, you have felt the uplift: you have seen the glory of the mountain____."

Scouts, keep this in mind then. The badges that we offer for attainment are "treasures". Treasures are things of little value but often have great meaning. These Badges are tokens of what you have done and where you have been. They are the twigs from the trail to show how far you climbed up the mountain____.

ADAPTED FROM A STORY BY EARNEST THOMPSON SETON

MAY - BACKYARD FUN

A LESSON FOR THE BIG BUGS

Bees - "Buzz, buzz"

Frog - "Croak, croak"

Ants - "Hup, two, three, four"

Woods - "All sounds together"

Mosquitoes "Bite, bite"

This is a story about Billy and his family and their adventures in the woods____. One fine spring day, Billy's family decided it was a good day for a picnic in the woods____ where they could enjoy nature. They packed an nice lunch and left of their outing.

As soon as they arrived at their destination, they picked out a nice spot to spread their picnic. Billy and his brother ran off to chase a frog____. They heard some bees____ gathering nectar, and watched some ants____ busy at work. They even swatted some mosquitoes____ and felt right at home with their nature friends.

When they got back to the picnic area, they began telling the rest of the family about the woods____; the bees____; the ants____; the frogs____; and even the mosquitoes____. Dad listened intently as he opened another sandwich and carelessly threw the wrapper on the ground. Their sister threw her pop can under a bush, and ran off to chase a frog____ that hopped by. Non threw her napkin on the ground and jumped up in disgust. "That does it!" she said. "The ants____ seem to have taken over our lunch."

Dad stretched out for a nap and had just about dozed off when he heard sister scream. She had been stung by a bee____. Mom took care of her, so Dad tried again to sleep. But this time the pesky mosquitoes____ would not leave him alone. Finally he announced they were all going home.

Billy said: "Why do we have to leave now?" Dad replied "Well, Billy, it seems we aren't wanted by the woods____. We sure haven't been treated very well. The mosquitoes____ are eating me alive; the ants____ took over our lunch; and a bee____ stung your sister.

Billy said: "It seems to me that the woods____ and the mosquitoes____ and the ants____ and the bees____ are trying to tell us something." "What's that?" asked Dad. "Well" said Billy, "just look around here and you will see that we haven't been very nice visitors in the woods____. Look at all the trash we've thrown around. It seems that we're the worst bugs of all - Litterbugs".

So the family started to clean up the mess and afterwards they all felt better. They took a nice walk through the woods____ listening to the sounds. They actually enjoyed the buzzing of the bees____; the croaking of the frogs____ and they even watched an army of ants____ at work.

When they returned home they were tired, but happy that they had learned an important lesson that day. The worst kind of bug is a Litterbug!!!!

JUNE - WORKING WITH WOOD

THE COBBLER - SHOEMAKER, INDEED!

Cobbler - "Tap, tap" (Quick and sharp sound)
Blacksmith - "Bang, bang" (Slowly with ringing effect)
Carpenter - "Sa-a-aaw" (Draw it out)
Colony - Hustle, hustle" (Spoken quickly)

Back in the days of the pilgrims in each colony____ everything had to be handmade, so the men had to learn how to make their family's shoes. Those men who set up a trade doing that task were known as cobblers____. Other men of the colony____ who were good at working with iron, set up shops to do this type of work and they were called blacksmiths____. Still others who were good at making things from wood, set up carpenter____ shops and thus the things that were needed in the colony____ were made by all the talents of the men put together.

They traded their services back and forth, helping each other and their families. The cobbler____ would keep all the families in shoes and so for that service, the blacksmith____ would make many useful items from iron and the carpenter____ would get the services from there men in the colony____ by making wooden items of great use to them.

Busily they would all work keeping things done up and all the necessary items for the families made. One day, however, it was noted that some of the families were badly in need of shoes and the cobbler____ was not producing shoes as fast as he was before. The carpenter____ was still turning out his work and the blacksmith____ was keeping his work up. So some of the men in the colony____ decided to pay a visit to the cobbler____ and find out what his problem was. As they entered his place of work, they saw him busily working on something. However, it wasn't anything that resembled a shoe in any way. When they inquired why he had not been keeping up with his work like the carpenter____ and the blacksmith____, he replied, "Is not a cobbler____ a shoemaker?" When they agreed, he was indeed a shoemaker, then he held up an object which looked like a flat square of leather nailed onto a stick. What kind of shoe could this be they all thought. Then he replied, "Since, I've been having trouble with flies bothering me while I am working, I took time out to make something shoo the flies away. Is that not being a Shoooo-maker?" The other men of the colony____ held their sides in laughter. The little old cobbler____ then offered to make one of his new inventions for the blacksmith____ and the carpenter____ and others in the colony____. Of course, he first promised them he would catch up on his other work and get the shoes made for the families in need of them.

Thus was the beginning of the fly swatter by none other than a Shoooo-maker!!!

WHEN IN DOUBT, TELL THE TRUTH. - MARK TWAIN

JUNE - WORKING WITH WOOD

BILLY BUILDER - THE GENIUS

Saw - "Zip, zip"

Hammer - "Bang, bang"

Nails - "On the head"

Billy Builder - "If I had a Hammer" (in tune)

Robot - "Does not compute - does not compute"

One fine day, young Billy Builder____ had nothing to do. So he decided to build a robot____ with nothing but a hammer____, a saw____, and some nails____. He decided that his robot____ should be very large, so it would require many nails____, and much hard work. Billy Builder____ drew his plans, picked up his hammer____ and reached for the nails____. He started to work, day and night, and he wore out saw____ after saw____. His hammer____ was worn out, and the robot____ was still not finished.

Ten year past and Billy Builder____ was still at work; hammer____ and saw____ busy for days on end. Finally, after many years of hard work, Billy Builder____ had run out of nails____ and his last saw____ was dull: and his last hammer____ was broken. But his robot____ was complete. It stood 35 feet tall and was a work of art!

Now the moment had come for Billy Builder____ to activate the mechanism that would make him famous. His name would go down in history as a genius. He laid down his saw____, and what was left of his hammer____. Pushing aside the remaining bent nails____, he made his way to the robot's____ controls. He pushed a button and waited. The robot____ said: "Should your name be linked to this project, I will deny any knowledge of your existence, and I will completely self-destruct in 5 seconds!!"

IF YOU WANT A RESTLESS VOYAGE,

CROSS THE OCEAN IN A SHIP

THAT HAS NO CARGO

GOOD CHARACTER,

LIKE GOOD SOUP,

IS USUALLY HOMEMADE.

JUNE - WORKING WITH WOOD

WHEN TO STOP AND GO

Go - "Zip - Zoom"
Stop - "Scree-eech"

Once there was a boy who was always on the go. ____
And how to make things he really did know.
He's spent hours and hours in his dad's workshop,
Never wanting to take time to ever stop. ____
He'd fiddle with this and tinker with that,
Making many things go for he never just sat.
One day he decided a robot he'd create.
One that would stop ____ and go ____ in a manner so great.
So the boy worked hard for many a day,
Never taking time out even for play.
Off to the workshop he'd go ____ in a hurry,
Never did he stop ____ in his hectic flurry.
He banged and he nailed and soldered and wired,
Until the hour was late and he was so tired.
Never once did he think to stop ____ in making his robot,
Only to go full-speed ahead until the right combination he got.

Then finally at last his project was done,
And now with his robot he could have lots of fun.
He called to his friends to come watch his thing go. ____
He could switch to fast or even to slow.
He switched it to go ____ right before their eyes,
And the robot took off much to their surprise,
But what a disaster, and oh what a flop,
For the boy forgot to put in a switch for the stop! ____
So needless to say that robot - his test run did flunk,
For he ended up in a heap - just a mere pile of junk!
Everything in this world should get up and go, ____
But there's a time to stop, ____ which is important to know.
So now that our story's all told, it's time now dear friend,
To bring this story to a stop ____ and an end.

EVEN A MOSQUITO

DOESN'T GET

A

SLAP ON THE

BACK

TILL HE STARTS

WORKING!

JULY - HIGH COUNTRY USA

SEARCHING FOR THE TRUE MOUNTAINEERS

Den Leader - "Hurry up, hurry up"
Mule - "He-haw, he-haw"
Cub Scouts - "Hike, hike"
Prospector - "Yureka!!!"
Mountain Stream - "Gergle, gergle"

Not so long ago a group of Cub Scouts_____ and their Den Leader_____ went on a hike through the mountains. They were searching for some true Mountaineers.

While on the trail, one of the Cub Scouts_____ spotted a mule_____. Look said the Cub Scout_____ there is a mule_____ up ahead. I wonder said the Den Leader_____ where the prospector_____ is? Maybe he knows where we can find some true Mountaineers! Lets look over by that mountain stream_____ yelled the Cub Scouts_____. The Den Leader_____ and the Cub Scouts_____ and the mule_____ followed the mountain stream_____ looking for the prospector_____. Does anyone see the prospector,_____ asked the Den Leader_____. There he is exclaimed the Cub Scouts_____. He is across the mountain stream_____. The Cub Scouts_____ and the Den Leader_____ lead the mule_____ across the mountain stream_____ to the prospector_____. Say Mister prospector_____, is this your mule_____. By gosh bellowed the prospector_____ that's my mule_____ Bessie. Thank you for bringing her back. Now, is there anything I can do for you? Why yes there is said the Den Leader_____ and the Cub Scouts_____. Can you tell us where we can find some True Mountaineers? Your darn tooten boasted the prospector_____ as he pulled at his ears. These are the truest mountain ears you'll ever see.

There was a fox and a bushel of corn and a goose. How would you get them across the creek without one eating the other up. If you carried the fox, the goose will eat the corn up, and if you carry the corn across, the fox will eat the goose, so how are you going to get them across all in one piece?

First, you take the goose across, you then come back and get the corn and take it across, you bring the goose back and take the fox over, you then come back and get the goose and take him back.

JULY - HIGH COUNTRY USA

THE HAPPY HIKERS

NARRATOR: We're going on a hike. Just do what I do and listen carefully.

(begin hiking in place) Here we go on a hike through the woods and over the mountains. Come on along with me. (smile, wave to audience, hike in place) We're coming to a steep hill. (bend over as if climbing) Now we're on top. What a lovely view. (look around in appreciation) Now, we'll have to go down. (slip and slide down hill) Wheee, we're out of breath. (hold hands on chest, breathe heavily)

Now we're passing through a meadow. (hike in place) What's that I see? (stop, peer to one side) It's a rabbit! And a meadow lark. (look up) And a bumblebee bee! (run swiftly in place, waving arms as if fighting off the bumblebee)

We're happy hikers. (hike in place) We're happy because of the beautiful mountains we see (shake eyes with hand and smile) and because of all that clean fresh air we are breathing (breathe while expanding chest) and especially because we got away from that buzzing bumblebee. (smile, turn heads slightly to rear, and wave good-bye to the bumblebee)

Now we're getting tired. (slow pace, walk droopily) There's what we heed! (points) A cool, refreshing drink from the river. (smile, pick up hiking pace, kneel down at river, drink, scoop water over face) Ahhhh, how refreshing. Let's be on our way (hike in place) Now let's try to jump over the river without getting our feet wet. (take big step, get feet wet, shake them off) Oh well, don't feel too bad about not making it. It was a wide river. At least we have cool toes.

(hike in place) Look what's up ahead... a fork in the road. Hope we take the right road. (still hiking in place) No, it's really the left road...oh well. Let's see what happens. (hike in place, turn to right, then to left) Now we're lost. I guess the right road was the right road after all. (hike in place) Now we're on the right road again.

We'd better stop for lunch. (stop, reach into pocket, bring our imaginary sandwich, munch briefly, take handkerchief from pocket, wipe mouth, replace handkerchief, resume hiking in place) ~~Ummmmmm~~, that feels better.

Look, there's a lovely lake. (points) let's swim across. (making swimming motions) That's better than trying to hike across. (resume hiking) look at that crooked trail ahead. (points) It's nothing but twists and turns. (continue hiking, twisting and turning as you hike) I'm glad that's over....I was getting dizzy.

Looks like we have come to the end of the trail. (stop) What do we do now? (resume hiking in place) Hike some more? Are you tired? Do you want to stop? So do I. (sits down, wipes brow and slumps in chair)

ADOPT THE PACE OF NATURE. HER SECRET IS PATIENCE.

AUGUST - CUB SCOUT MAGIC

WHAT A CUB SCOUT WEARS ON HIS UNIFORM

House - Hands extended over head in an inverted V
 Bedroom - Hands in front of chest in inverted V
 Closet - Show dimensions - length and width - with hands
 Uniform - Put both hands on head and move them quickly down body to touch toes
 Cub Scout - All Cubs stand and give Cub salute
 Badges - Make circle with thumb and finger of left hand
 Service Star - Using forefinger of both hands, cross fingers making an X
 Arrow of Light - Form V with index and middle finger of right hand, topped with horizontal index finger of left hand.
 Arrow pointing right

Tonight we're going to show what we know about the Cub Scout uniform and the different badges. Now that you've learned the actions, just follow along with me.

This is the house___ where a Cub Scout___ lives. This is the bedroom___ that's in the house___ where a Cub Scout___ lives. This is the closet___ that's in the bedroom___ that's in the house___ where a Cub Scout lives. This is the uniform___ that hangs in the closet___ that's in the bedroom___ that's in the house___ where the Cub Scout___ lives.
 This is the Cub Scout___ who wears the uniform___ that hangs in the closet___ that's in the bedroom___ that's in the house___ where the Cub Scout___ lives. This is the Bobcat Badge___ that when a boy joins is worn on the left pocket of the uniform___ that hangs in the closet___ that's in the bedroom___ that's in the house___ where the Cub Scout___ lives.
 This is the Wolf Badge___ which a Cub Scout___ earns to wear on his left pocket of the uniform___ that hangs in the closet___ that's in the bedroom___ that's in the house___ where the Cub Scout___ lives.
 This is the Bear Badge___ which a Cub Scout___ earns to wear on his left pocket of the uniform___ that hangs in the closet___ that's in the bedroom___ that's in the house___ where the Cub Scout___ lives.
 This is the Service Star___ that he earns every year and wears above the pocket where he wears his Bobcat, Wolf and Bear Badges___ on his uniform___ that hangs in the closet___ that's in the bedroom___ that's in the house___ where the Cub Scout___ lives.
 This is the Arrow of Light___ which is the highest award a Cub Scout___ can earn, and is worn at the bottom of the same pocket where he wears his other Badges___ on his uniform___ that hangs in the closet___ that's in the bedroom___ that's in the house___ where the Cub Scout___ lives.
 Now look! You're all wearing your uniform___. It's not hanging in the closet___ that's in the bedroom___ that's in the house___ where the Cub Scout___ lives.

SEPTEMBER - COMMUNICATIONS

COMMUNICATION TROUBLE

Smoke Signals - "Puff-puff, puff-puff"
 Drums - "Boom, boom, boom, boom"
 Runner - "Pant, pant, pant, pant"
 Telegraph - "Dash-dot-dot, dash-dot-dot"
 Telephone - "Ding-a-ling ding-a-ling"
 Telstar - "Beep-beep, beep-beep"
 Woman - All sounds together

One night as C. M. (Civic Minded) Citizen finished dinner, he realized that, as usual, he and his wife were alone at the table. Daughter had to be excused for an important telephone call, older son wanted to get to work on the telegraph set he was building and young son had dashed off to the basement where he was busily practicing on his bongo drums.

"Well," said Mr. Citizen to his wife, "I've finally decided that I simply can't take the chairmanship of the building committee. I'm going to telephone the mayor right away to let him know." Mrs. Citizen murmured that it was a wise decision, and began clearing the table.

Mr. Citizen found his daughter still talking on the telephone, so he picked up the newspaper and tried to concentrate even though the rhythmic beat of the drums in the basement made it difficult. After a few minutes, he finally managed to get the telephone, but all he got after dialing, was a busy signal. "Oh, no," he exclaimed, "One of the mayor's kids is probably having a long-winded conversation".

Mr. Citizen stomped back into the living room to wait. He turned on the T. V. set in time to hear the announcer say that the program was coming from Europe via Telstar. Mr. Citizen thought, "Here we live in an advanced age of communications with programs coming from thousands of miles away and I can't even get a telephone call through to the mayor a few blocks away.

When Mr. Citizen tried to telephone again, he found his older son talking to a friend about his telegraph set. Then young son came in the living room with his drums. "Not tonight," said Mr. Citizen, "Though I may resort to sending a message by drums before I'm through." "I'm learning to send messages by smoke signals in Cub Scouts," said young son. "I could teach you how".

Mr. Citizen dialed again and found the line busy. "This is ridiculous; maybe I should hire a runner to deliver my message." Older son walked in of his way to the kitchen and said, "Too bad my telegraph set isn't working, Dad. You could have sent a message by Morse Code."

Finally Mr. Citizen was able to call the mayor. He said, "Mr. Mayor, I called to tell you that I can't serve as chairman of the building committee." "Yes, I know," said the mayor, "My wife just got back from a bridge party and your wife told her you'd decided not to take the job." "Well, I should have known, said Mr. Citizen. "I've always heard that the best way to broadcast news is to telephone, telegraph, or tell a woman.

OCTOBER - LIVING IN THE 21st CENTURY

THE MOON TRIP

(An Adaptation of "The Bear Hunt")

Take a seated position in front of the audience so they can all see you narrate the following:

Would you like to go on a trip to the moon? OK, let's go! Watch me and do all the things I do and repeat after me the things I say. Here we go!!

10-9-8-7-6-5-4-3-2-1 BLAST OFF!! (Make a blasting sound as you thrust arms swiftly toward the sky)

We are coming to the Milky Way - What a pretty display. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to slide down it. (Put feet out in front of you and hold both sides of the chair as if sliding down slide while saying "Whee-ee")

We are coming to a shooting star - a great big star. We can't go around it. We can't go over it. We can't go under it. I guess we'll just have to ride it. (Hold hands as if holding coil of rope and then throw out as if to lasso a point of the stay and pull back hard while saying "Zoom-oom-oom")

We're coming to a meteorite, a great big meteorite. We can't go around it. We can't go under it. We can't go over it. I guess we'll have to dodge it. Ready, here goes! (Dodge from side to side while saying "Whew-w-w-w")

We're coming to the moon - What a lonely place! We can't go around it. We can't go under it. We can't go over it. I guess we'll just have to land on it. (Jerk back in seat as if jolted on landing) (holding hands over eyes "It sure is dark out there." (Reach out in front of you as if grasping door knob and ever so slowly push open rocket ship door) (Just as arm is extended full length as if door is all the way open a loud voice coming from someplace close by says "BOO!") Lets get out of here!! Quickly pull arm back as if shutting door.

(At this point, retrace all the motions hurriedly, Blast-off, dodging meteorite, riding shooting star, sliding down Milky Way - Hold arms over head in front of you, simulating a parachute, then looking down at floor say loudly "SPLASH". Motion opening space ship door, motion swimming to shore) "I BEAT YOU HOME, AND NOW YOU HAVE BEEN ON A TRIP TO THE MOON"

SEAT BELTS MAY BE UNCOMFORTABLE,

BUT HAVE YOU EVER TRIED A STRETCHER?

NOVEMBER - PIONEER DAYS

THE PILGRIMS FIRST THANKSGIVING

Pilgrims - "Strong and Brave"
Indians - "How"

Back in 1620 when the Pilgrims_____ landed on Plymouth Rock, they found Indians_____ living on the land. But that didn't bother them much for they decided there was enough room for both Pilgrims_____ and Indians_____, so they started out to help each other.

The Pilgrims_____ soon found they had a rough winter ahead of them to brave and the Indians_____ found it wasn't all that bad having somebody to suffer through the winter with them because misery always loves company. So the Indians_____ taught the Pilgrims how to grow corn for they had become masters at that but for some reason the Indians_____ still chose to kill the wild turkey with their bow and arrow while the Pilgrims_____ chose to use their blunderbuss which was still a little frightening to the Indians_____.

Thus we read the story about the Pilgrims_____ and the Indians_____ joining together in that famous feast called the first thanksgiving. The Pilgrims_____ being thankful that the Indians_____ hadn't scalped them yet and the Indians_____ giving thanks that they hadn't had their heads blown off by those frightful blunderbuss things which the Pilgrims_____ insisted on using.

So all of Plymouth rocked on that first Thanksgiving Day when a big calibration occurred. Thus ended the first Thanksgiving with the Pilgrims_____ and the Indians_____.

NO ONE ELSE CAN DECIDE HOW YOU ARE GOING TO ACT...

EVERYONE MUST MARCH TO HIS OWN DRUMS.

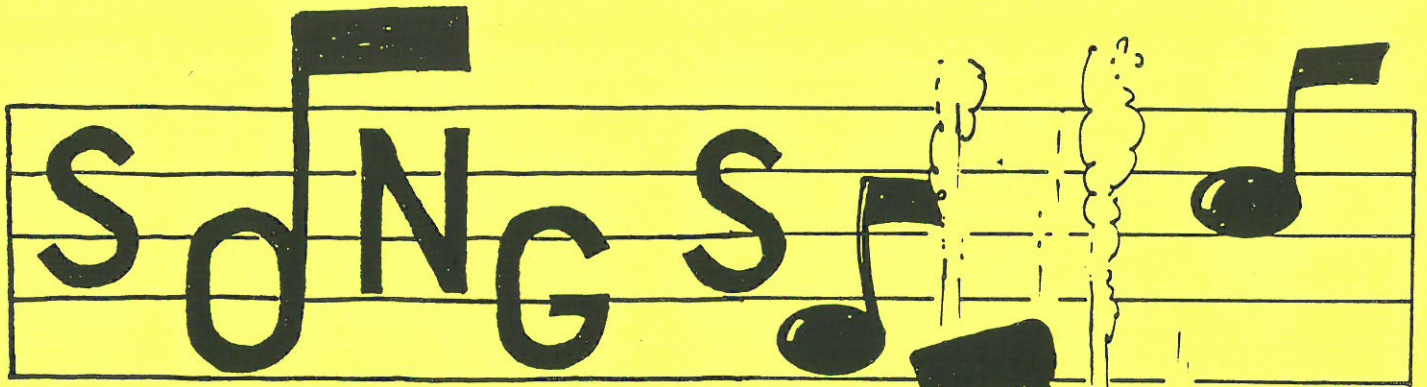
JOHN POWELL

THINGS TURN OUT BEST FOR THE PEOPLE WHO

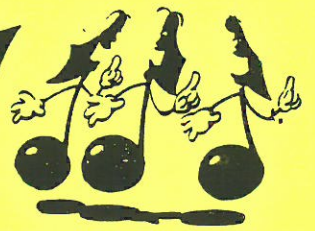
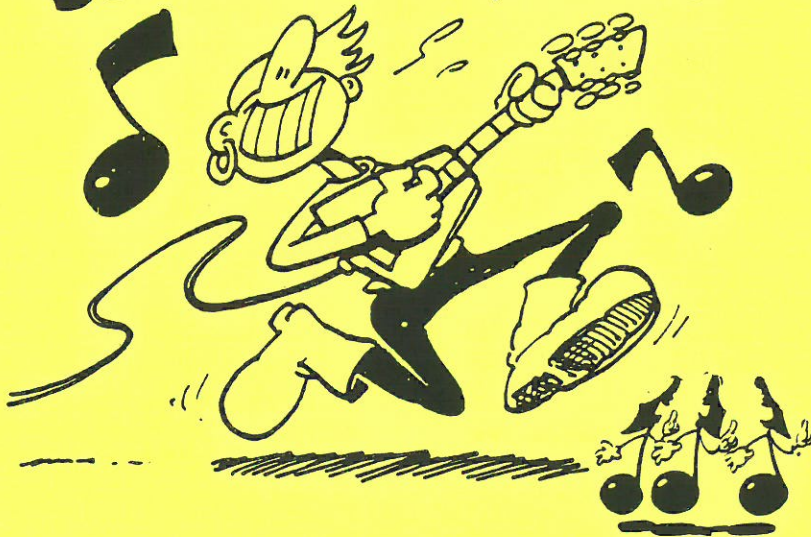
MAKE THE BEST OF THE WAY

THINGS TURN OUT.

ART LINKLETTER



Name THAT Tune



DECEMBER - GIVING GIFTS

Call A Cub

(Tune: When You're Happy)

When you need a helping hand,
Call a Cub!
When you're whittled to a nub,
Call a Cub!
If you're ever in a hurry,
Don't take the time to work,
When your wheel is to the hub,
Call a Cub!

When your down and feeling blue
Call a Cub!
They will know just what to do,
Call a Cub!
When your housework has you beet,
And you're dead upon your feet,
And the floor you have to scrub,
Call a Cub!

Now Cubs are always helpful,
Don't you see,
They will lend a helping hand
to you and me,
They always do their best...
Take it easy, take a rest,
Just set out a little grub,
Call a Cub!

Do Your Best

(Tune: Do-re-me)

DO - to us, means "Do Your Best"
RE - are cheers for all the fun;
MI - is what I do myself;
FA - means father, mom or son,
SO - we'll climb right to the top,
LA - la, las a song we'll sing,
TI - together on we'll go,
And that will bring us back to DO.
Do..Re..Mi..Fa..So..La..Ti..Do
DO YOUR BEST

I'd Like To Teach the World To Sing

I'd like to buy the world a home
And furnish it with love,
Grow apple trees and honey bees
And snow white turtle doves.

I'd like to teach the world to sing
In perfect harmony,
I'd like to hold it in my arms,
And keep it company.

I'd like to see the world for once,
All standing hand in hand,
And hear them echo thru the hills
Of peace throughout the land.

Do Your Good Turn

(Tune: Clementine)

Do your good turn, help a neighbor,
Spread friendship and joy anew.
Your a Cub Scout! Wow, A Cub Scout!
Doing good turns is that we do!

Clean the school yard, pick up litter,
And do errands, yes, we do!
Help our friends to do their homework,
Being helpful, that's not new.

Keep our parks clean, Help our trees grow,
Make sure everything looks like new.
Be a Cub Scout, Wow a Cub Scout!
Doing good turns, that's what we do!

DECEMBER - GIVING GIFTS (CONT.)

The Cub Scout Christmas Song

(Tune: Nat King Cole's "The Christmas Song")

Cub Scouts sitting round the Christmas tree,
 Making wishes big and small,
 Christmas time is a beautiful time.
 When love's available for all.

And a Cub Scout knows,
 That loving is the greatest gift,
 It flows so freely from their hearts,
 So they say, With a smile on their face,
 That Christmas is the time for cheer.

They know that scouting really works,
 It makes them close and friendlier every day,
 And when another is in need of help,
 They'll jump right to it,
 And will help him right away.

As our spirit grows,
 And Christmas time comes into view,
 Please learn this lesson from your scout,
 As he smiles and he says to the world:
 "Merry Christmas to you".

Christmas Song

(Tune: "Rudolph")

Here's to the Cubs in our den,
 As they follow, help and give,
 All of the boys in our den,
 Know just how a Cub should live.

Now that it's time for Christmas,
 We've been very helpful boys,
 We've gathered lots of old things,
 Fixed them up like brand new toys.

Saved our pennies every meeting,
 Brought 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.

Christmas Time

(Tune: Jingle Bells)

School is out, we won't pout
 Cub Scouts shout "Hip-Hurray"
 Something special's coming soon,
 And it's Christmas Day.

Wrap the gifts, trim the tree,
 Mind Mom and Dad.
 You'll get presents if you do.
 Boy, Won't we be glad.

Santa's Coming

(Tune: Brother John)

Santa's coming, Santa's coming,
 Can you hear? Can you hear?
 Jingle bells are jingling, we are happy singing.
 Christmas bells, Christmas bells.

DECEMBER - GIVING GIFTS (CONT.)

IT'S CHRISTMAS TIME

The Christ-mas sea-son is the rea-son ev-ery one in sight goes

This system contains the first two staves of music. The top staff is in treble clef with a 4/4 time signature and a key signature of one flat (Bb). The bottom staff is in bass clef. The lyrics are written below the top staff.

rush-ing by, their arms piled high with pre-sents wrapped so bright _____. Then

2 1 3 2 1

This system contains the second two staves of music. The top staff continues the melody. The bottom staff includes a piano accompaniment with a triplet of eighth notes. The lyrics are written below the top staff.

Christ-mas bells and Christ-mas smells, and a Christ-mas tree so gay _____. There

This system contains the third two staves of music. The top staff continues the melody. The bottom staff continues the piano accompaniment. The lyrics are written below the top staff.

is - n't a doubt what it's all a - bout. At last it's Christ-mas Day _____

This system contains the final two staves of music. The top staff concludes the melody. The bottom staff concludes the piano accompaniment. The lyrics are written below the top staff.

December - Giving Gifts (CONT.)

Stand Up And Sing

(Tune: Auld Lang Syne)

Now every child that dwells on Earth,
 Stand up, Stand up and sing:
 The passing night has given birth
 Unto the children's King.
 Sing sweet as the slender flute,
 Sing clear as the horn,
 Sing joy for all the children,
 Come early Christmas morn.

I'm A Snowflake

(Tune: Clementine)

I'm a Snowflake, I'm a Snowflake,
 I'm a Snowflake yes I am.
 And I'm falling, yes I'm falling,
 Right upon your little head.

Oh I'm melting, Oh I'm melting,
 Oh I'm melting, yes I am.
 Aren't you glad that I'm not yellow,
 But white like I am.

Contra Singing

(Tune: Three Blind Mice)

Menorah Light, Menorah Bright.
 See how it shines, see how it shines.
 The candles shine with a light so bright,
 See how it brightens the darkest night,
 Have you ever seen such a sight in your life,
 Menorah Bright.

JANUARY - FIESTA

Mules

(Tune: Auld Lang Syne)

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

JANUARY - FIESTA (CONT.)

My Aunt Came Back

(Tune: How Dry I Am)

(Actions are done on a continuous basis)

**Repeat

My aunt came back**
 From old Mexico**
 And brought me back**
 A garden hoe** (tap left foot)

My aunt came back**
 From Italy**
 And brought me back**
 An itchy flea** (rt. hand scratches side)

My aunt came back**
 From old Holland**
 And brought me back**
 A wooden shoe** (right foot taps)

My aunt came back**
 From old Japan**
 And brought me back**
 And old hand fan** (left hand fans face)

My aunt came back**
 When she was able**
 And brought me back**
 A ping pong table** (head moves left to right, to left, etc.)

My aunt came back**
 Because she cared**
 And brought me back**
 A rocking chair** (body rocks back and forth)

My aunt came back**
 From Kalamazoo**
 And brought me back**
 SOME NUTS LIKE YOU!!!!

The Happy Cub Scout

Instructions for The Happy Cub Scout song on the following page are:

All participants should be in one long line. Everyone will sing the chorus. Then each will sing his verse and do his actions twice. Boy one will sing, then the chorus will be sung, Boy 2 will sing his verse 2 times, and he will go through it again while boy 1 sings. Everyone sings the chorus again. Boy 3 will sing his verse, then sing again while boy 2 sings his verse, they will sing again while boy 1 sings his verse, etc. This continues until everyone has finished.

JANUARY - FIESTA (CONT.)

The Happy Cub Scout Song

I'm a happy cub scout, as you can plainly see
If I were not a cub scout, a.....I would be!

Fireman..Jump, lady jump.. Doops, splat!
(looks up and follows lady sown with eyes)

Plumber..Plunge it, flush it, look our below!
(do appropriate hand actions to fit words)

Girl Scout...buy a cookie, try a cookie, take one for free!
(offer with one hand to right, one hand to left,
then both hands in front)

Washerwoman..washy here, washy there, washy all your underwear!
(scrub on washbaord to your left, to your right, and in front of
you)

Cowboy..Here's a horse, and there's a horse and there's some yuck!
point to the left, point to the right, and point to your raised
shoe)

Baby Bill..Mommy, daddy, I love you!
(extend right arm out, then left, and bring them together and cross
over chest)

Lifeguard..Reach, throw, row, and go!
(do appropriate actions)

Bird Watcher.. Hark, a lark, flying thru the park, splat!
(point to bird flying then wipe face with splat)

Electrician..Negative, positive, put them together, ZAP!
(hold wire in the right hand, a wire in the left, put them
together and get a shock)

Truck Driver..Here's a curve and there's a curve and there's another
curve! (turn truck wheel to right, then to left, third curve
refers to a female curve)

Cook..Burn it, drop it, they'll never know!
(do appropriate hand actions)

Ice Cream Maker..Ushy, gushy, good ice cream!
(churn the ice cream while making your hips go in a circle)

Archer..Aim the arrow, shoot the bow, oh,oh!
(pull back on bow string, put hand over mouth)

Carpenter..Hammer nail two by four nailed to the floor.
(do appropriate hand actions)

Stewardess..Coffee, tea or me, sir? Here's your paper bag - Blah!
(serve on a tray, hand the barf bag)

FEBRUARY - BLUE AND GOLD TRADITIONS

The Cheese Song

Verse 1:

It's cheese, it's cheese, it's cheese that makes the world go round,
 It's cheese, it's cheese, it's cheese that makes the world go round,
 It's cheese, it's cheese, it's cheese that makes the world go round,
 It's cheese, that makes the world go round.

Chorus:

Oh! rolling over the billows, rolling over the sea;
 Rolling over the billows of the deep blue sea,
 Oh! Rolling over the billows, rolling over the sea;
 Rolling over the billows of the deep blue sea.

Verses 2 - 7:

It's mice, it's mice, it's mice that make the cheese go round, etc.
 It's cats, it's cats, it's cats that make the mice go round, etc.
 It's dogs, it's dogs, it's dogs that make the cats go round, etc.
 It's boys, it's boys, it's boys that make the dogs go round, etc.
 It's Cubs, it's cubs, it's cubs that make the boys go round, etc.
 It's spirit, it's spirit, it's spirit that make the cubs go round.

Speak To Me Baden Powell (Tune: The Happy Wanderer)

There was a man so long ago, with heart and hands aglow,
 Who grew up in Old England, and scouted lands galore.

Chorus: Yes he tried, and he spied, he became
 A fearless scout for England's army
 Then he know
 Fame as the
 Founder of the scouting game.

Baden Powell did scout in jungle deep,
 In India and Africa, heed creep
 He earned the name from a native there,
 "The Wolf who never sleeps"

Chorus:

This man wrote a lot of books,
 Drew maps and pictures too.
 And he designed scout uniforms
 From army colors he know.
 Chorus:

Let's give a cheer for old BP
 A well deserved leader was he.
 He learned and gave of scouting joys
 He was a boy among boys.
 Chorus:

FEBRUARY - BLUE AND GOLD TRADITIONS

Crust Of The Old Apple Pie

(Tune)

(In the Shade of the Old Apple Tree)

Neath the crust of the old apple pie
 There is something for you and for me,
 Though it may be a pin that the cook
 dropped in
 Or it might be a nice little fly.

It may be a rusty old nail,
 Or the rip of a pussy cat's tail,
 But whatever it be, It's for you and
 for me,
 Neath the crust of the old apple pie.

Celery Song

(Tune: Auld Lang Syne)

Oh celery raw is hard to chaw,
 But celery stewed is
 is quietly chewed.
 Oh celery raw is hard to chaw,
 But celery stewed is
 is quietly chewed.

Bananas, Coconuts, Grapes

(Tune: Battle Hymn of the Republic)

I like bananas, coconuts, and grapes,
 I like bananas, coconuts, and grapes,
 I like bananas, coconuts, and grapes,
 That's why they call me
 (yell) TARZAN OF THE APES!!

Eats Song

(Tune:)

(Hail, Hail, the Gang's All Here)

Soup, soup, we all want soup,
 Tip your bowl and drain it,
 Let your whiskers strain it,
 Hark, Hark, that funny noise,
 Listen to the gurgling boys.

Meat, meat, bring on the meat,
 Fresh and juicy cow meat,
 Ham and pickled pig's feet,
 Lamb chops and pork chops too,
 Any kind of meat will do.

Fish, fish, we must have fish,
 We don't want it bony,
 Nor a little phony,
 Fresh fish, we won't eat stale,
 Any kind of whale.

Do We Like Cubbing

(Tune: La Cucaracha)

Do we like Cubbing?
 Do we like Cubbing?
 Yes, we like it every day.

Do we like Cubbing?
 Do we like Cubbing?
 Come along and see the way.

In the winter, in the springtime,
 We like Cubbing in the springtime
 But in the summer, yes,
 in the summertime.
 We like Cub Scouting most of all.

FEBRUARY - BLUE AND GOLD TRADITIONS (CONT.)

Cubbings Birthday
(Tune: Auld Lang Syne)

Should Cubbings birthday be forgot
no not for cubbers here,
Should Cubbings birthday be forgot
and fun we've had all year.
Oh cubbings fun and learning too,
and helps a boy to grow
Let's keep our Cubbing light aglow
so everyone will know.

Cub Scout Harmony

(Tune:)

(I'd Like to Teach the World to Sing)

I's like to teach the world to sing
In Cub Scout harmony
The Blue and Gold would be the thing
That everyone would see.
Each Wolf and Bear and Webelos
Is doing all he can
To "Do His Best" with all the rest
Of Cub Scouts in the land.

Chorus:

We're the real thing (Cub Scout)
Why not join us, you'll see (Cub Scout)
What fun really can be
(We're the Cub Scouts, Oh Yeah.)

Birthday B. S. A.

(Tune: On Top of Old Smokey)

We were all at the banquet
On Blue and Gold day
The whole family came there
To eat and play.

Then somebody told me
We're ____ years old,
I could not believe
What I had been told

Then they brought out a cake
With candles atop
I counted the candles,
And I didn't stop.

Chicken Song

(Tune: Turkey in the Straw)

Oh, I had a little chicken
And she wouldn't lay an egg
So I poured hot water up and
down her leg
Oh, the little chicken hollered
And the little chicken begged
And the little chicken laid a
hard boiled egg.

Birthday B.S.A. cont.

Now how could a Cub Scout
Be age _____
When I get that old
I won't be alive.

Then somebody told me
An astonishing fact,
That the Boy Scouts of America
Is much older than that.

My Den Leader told me
That I shouldn't fret
That's the age of Cub Scouting.
I'm not that old yet.

BLUE AND GOLD TRADITIONS (CONT.)

Think Blue

(Tune: My Bonnie Lies Over The Ocean)

Think blue and you're thinking of Cub Scouts,
 Think blue and you're thinking of boys,
 Think blue and you're thinking of families,
 Of outings and picnics and boys.

Chorus:

Think blue, think blue
 Think blue, for our Bobcats and Wolves and Bears,
 Think blue, think blue,
 First Webelos then Scout badge they'll wear.

Think blue and you're thinking of friendship,
 Think blue and you're thinking of fun,
 Think blue and you're thinking of good times,
 For Father and Mother and Son.

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 led to his 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 gave inspired us
 To do the best we can.

O Blue and Gold

(Tune: O Tannenbaum)

Oh Blue and gold, Oh Blue and Gold!
 You know it stands for truth untold.
 Oh Blue and Gold, Oh Blue and Gold,
 The youth that wear it aren't so old.

So carry your colors bright,
 Until the whole world you will light,
 Oh Blue and Gold, Oh Blue and Gold,
 The memories live tho we grow old.

MARCH - SEA ADVENTURESSkin Divers Song
(Tune: Sailing, Sailing)

Diving, diving, into the deep blue sea,
And many a fish we've scared away,
On that you will agree.

Diving, diving, into the ocean blue,
With flippers, and mask, and oxygen gas,
We'll have adventure true!

The Blue Fish Lie Dead In The Ocean
(Tune: My Bonnie Lies Over The Ocean)

The blue fish lie dead in the ocean,
The cod fish lie dead in the sea,
They all died of water pollution,
Caused by the oil companies,

Chorus:
Don't swim, don't swim,
Remember the blue fish and cod (and cod)
It's not, our sea,
Texaco leased it from me.

Lobster, Starfish
(Tune: The Old Grey Mare)

Lobster, starfish, octopus, and tuna fish,
Octopus and tuna fish, octopus and tuna fish,
Lobster, starfish, octopus, and tuna fish,
Live in the deep blue sea,
Live in the deep blue sea,
Live in the deep blue sea,
Lobster, starfish, octopus and tuna fish,
Live in the deep blue sea,

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.
Sea is all they saw, Sea was all they saw,
The seamen sailed out to sea, Sea, was all they saw was sea.

MARCH - SEA ADVENTURES (CONT.)

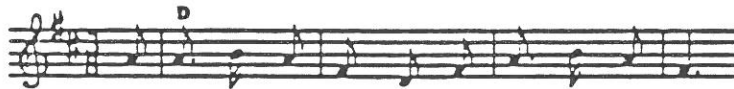
The Columbus Round
(Tune: Mary Had a Little Lamb)

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.

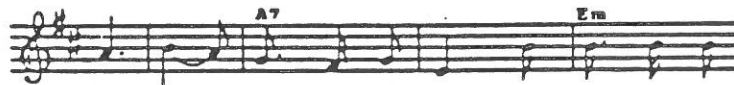
Columbus sailed in a little ship,
Little ship, little ship,
Columbus sailed in a little ship,
And off the edge he didn't slip.

Columbus sailed for the Queen and King,
Queen and King, Queen and King,
Columbus sailed for the Queen and King,
So he got to do "His Thing"

Blow the Man Down



Oh, blow the man down, lad-dies, blow the man down,



Way, aye, blow the man down! Oh, blow the man



down, lad-dies, blow the man down,



Give us some time to blow the man down.

APRIL - CANADA, OUR NEIGHBOR

Walrus Hunt Song

(Tune: Use your own original Eskimo tune)

Leader explains that the Eskimo gets into the kayak and paddles with arms folded (move arms back and forth in paddling motion) > Leader gives directions to Cub Scouts who follow his action and they all sing chorus.

Chorus:

Haukie Taukie Conbah, Haukie Taukie Conbah, Hey Diddle,
Hi Diddle, Ho Diddle Hey.
Haukie Taukie, Conbah, Haukie Taukie Cobah, Hey Diddle,
Hi Diddle, Ho Diddle Hey.

Leader: Eskimo stops and sights for walrus with right hand turned so that he is sighting with the back of his hand shading his eyes while singing:

Chorus:

Leader: He gets within range, takes his walrus gun, aims, and sings:

Hey Tacoma, Mishawaukee-boom, Hey Tacoma, Mishawaukee-boom,
Hey Tacoma, Mishawaukee-boom.

Chorus:

Leader: He gets alongside the walrus. It is heavy. He lifts it into his kayak and sings.

Hey Tacoma, Mishawaukee-Ugh, Hey Tacoma, Mishawaukee-Ugh,
Hey Tacoma, Mishawaukee-Ugh.

Chorus:

Leader: He paddles homeward slowly at first because of heavy load, then picks up speed. Everyone is waiting to greet him. He waves to all, smiles a toothy smile, singing.

Hey Tacoma Mishawaukee, Hey Mishawaukee,
Hey Tacoma Mishawaukee.

Chorus:

MAY - BACKYARD FUNThe Ice Cream Cone

(Tune: Bring Back My Bonnie To Me)

I went to the ice cream store Thursday,
To buy a double dip cone,
I could not decide on a flavor,
So I took my ten cents and went home

Chorus:

Bring back, bring back, bring back,
My ice cream to me,
Bring back, bring back, bring back,
My ice cream to me.

I went to the ice cream store Friday,
To buy a double dip cone,
I could not decide on a flavor,
So I took my ten cents and went home.

Chorus:

I went to the ice cream store Saturday,
To buy a double dip cone,
I could not decide on a flavor,
So I took my ten cents and went home.

Chorus:

I went to the ice cream store Sunday,
To buy a double dip cone,
I could not decide on a flavor,
So I took my ten cents and went home.

Chorus:

I went to the ice cream store Monday,
I picked out two flavors so sweet,
But on the way home that double dip,
Fell off of the cone to the street.

Chorus:

On Top Of Spagetti

(Tune: On Top Of Old Smoky)

On top of Spaghetti,
All covered with cheese,
I lost my poor meatball,
When somebody sneezed.

It rolled off the table,
And on to the floor,
And then my poor meatball,
Rolled out of the door.

It rolled in the garden,
And under a bush.
And then my poor meatball,
Was nothing but mush.

The mush was as tasty,
As tasty could be,
And then the next summer,
It grew into trees.

The tree was all covered,
All covered with moss,
And on it grew meatballs,
And tomato sauce.

So if you eat spaghetti,
All covered with cheese,
Hold on to your meatball,
Lest somebody sneeze.

Ground Round

(Tune: Downtown)

When you eat meat but hate the meat that you're eating
Then you've surely got - GROUND ROUND
It's so unnerving when they're constantly serving it in
eating spots - GROUND ROUND
It may be called a salisbury, cube steak or beef patty,
No matter what it's called, it's always overcooked and fatty.
What can you do?
Sound off to your waiter there.
Loudly pound on the table,
Stand up on your chair, and shout - GROUND ROUND!
Always they're conning me - GROUND ROUND!
Piled on my plate, I see - GROUND ROUND!

MAY - BACKYARD FUN (CONT.)

In The Backyard
(Tune: Clementine)

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

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

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

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

The Meat's All Gone
(Tune: Hail Hail The Gang's
All Here)

Hail, hail, the meat's all gone,
What'll be the next course?
What'll be the next course?
Hail, hail, the meat's all gone,
What'll be the next course now?
(go through various kinds
of food)

All You Et-a
(Tune: Alouette)

All you et-a, think of all
you et-a,
All you et-a, think of all
you et-a,
Think of all the soup you et,
Think of all the soup you et,
Soup you et, soup you et,
OH-----
All you et-a, think of all
you et-a,
All you et-a, think of all
you et-a,
Think of all the corn you et,
Think of all the corn you et,
Corn you et, corn you et,
OH-----

3 Potatoes	5 Meat
4 Salad	6 Ice Cream etc.

Get Along Little Doggie

Verse 1. As I was awaiting my campfire dinner,
The coals were glowing as red as could be,
The smell told me the meal was a winner,
The cook was shouting with dinner time glee.

Chorus:

Yippee ki yi get your long long little doggies
Slap mustard and ketchup inside of your bun,
Yippee ki yi get your long little doggies
They're hot and they're juicy and really well done.

Verse 2. Two days later my heartburn subsided,
My hunger returned, I was ready to eat,
The coals in the campfire were ignited,
The cook once again called me for his treat.

Verse 3. Three weeks later my insides were healing,
I walked by a pet store just down the street,
The campfire cook stood wheeling and dealing,
To sell dachshund puppies to each one he'd meet.

MAY - BACKYARD FUN (CONT.)

I Want Some Apple Pie

(Tune: My Bonnie Lies Over The Ocean)

My mother's an apple pie baker,
My father, he tests them you see,
My sister eats them while helping,
Then there's none at all left for me.

Chorus:

I want, I want,
I want some of mom's apple pie,
I want, I want,
I want some so bad I could die!

My Mother she fills up the house,
With the aroma of fresh apple pie,
But smell is all that I get,
Can't they see without some I'll die!

Won't someone please tell my dear mother,
That boys must have pie to survive,
Without it I'm sure I won't make it,
To live till I'm a hundred and five.

So if some apple pie I'm to get,
A chef I'll just have to be,
Then I can eat all of my pies,
And no one can eat them but me.

Soup, Soup, Soup

(Tune: Hail, Hail, The Gang's All Here)

Soup! soup! We all want soup.
Needn't stop to strain it,
Tip your bowl and drain it,
Hark! Hark! the funny noise,
Listen to the gurgling boys.

Meat! meat! Bring on meat,
Fresh and juicy cow meat,
Ham and pickled pig's feet,
Lamb chops and pork chops too.
Any kind of meat will do.

Pie! pie! We all want pie,
Coconut and cherry,
Peach and huckleberry,
Mince pie and apple too,
Any kind of pie will do.

JUNE — WORKING WITH WOODWhacked My Thumb

(Tune: The Blue Tail Fly)

When I was young I went to play,
 In father's wood shop one fine day,
 I took a hammer, some wood and nail,
 And tried to make some kitchen scales.

Chorus:

Whacked my thumb and I don't care,
 Hit it bad, but I don't care.
 Wacked it good, but I don't care.
 The feelings gone away.

I tried to hang a picture frame,
 Sent to me by dear aunt Jane,
 To hang the picture on the wall,
 I swung that hammer, and let it fall.

One day I tried to make a boat,
 I worked real hard to it would float,
 I nailed my fingers to the bow,
 I'm bandaged to the elbows now.

I joined the local Cub Scout Pack,
 I learned to make a neat tie rack,
 A little skill is all it took,
 They had instructions in the book.

Final Chorus:

I missed my thumb, I've learned to care.
 I missed my thumb, I've learned to care.
 I missed my thumb, I've learned to care.
 The feelings here to stay.

JULY — HIGH COUNTRY USAMountain Music

I like mountain music
 Good old mountain music
 Played by a real Hillbilly band!
 Give me rural rhythm
 Let me sway right with them
 I think the melody is grand!
 I've heard Hawaiian play
 In the land of the Wicky-wacky.
 But I must say -
 "Can't beat that turkey
 or straw by cracky!"
 I like mountain music
 Played by a real Hillbilly band!
 Yee-Haw!

I Love The Mountains
(can be sung as a round)

I love the mountains,
 I love the rolling hills,
 I love the flowers,
 I love the daffodils,
 I love to be with you,
 Boom-de-ah-da, Boom-da-ah-da.
 Boom-de-ah
 Boom-de-ah-da, Boom-da-ah-da,
 Boom, boom, boom.

JULY - HIGH COUNTRY USA (CONT.)

The Bear Went Over The Mountain
(can be sung as a round)

The bear went over the mountain;
(repeat three times)

To see what he could see,
And all that he could see.
And all that he could see.
Was the other side of the mountain.
The other side of the mountain,
The other side of the mountain,
Was all that he could see.

Hiking

(Tune: Caisson Song)

Over hill, over dale,
We will hit the greenwood trail.
As the Cub Scouts go hiking along.
In and out, all around,
You will never see us frown,
As the Cub Scouts go hiking along,

And it's hi, hi, hee,
The Cub Scouts are for me,
Shout out our name and shout it strong,
Where'er we go, we will always know,
That the Cub Scouts go hiking along.

AUGUST - CUB SCOUT MAGIC

Making Magic

(Tune: Polly Wally Doodle)

There was a little chigger and he wasn't any bigger
Than the head of a very small pin.
But the lump that he raises just itches like the blazes
And that's where the rub comes in.
Comes in, comes in, And that's where the rub comes in.
Oh, the lump that he arises just itches like the blazes
And that's where the rub comes in.

Said a thousand legged worm as he began to squirm
Has anybody seen a leg of mine
If it can't be found I'll have to hop around
On the other nine hundred ninety nine.
Hop around, hop around on the other nine hundred ninety-nine.
If it can't be found, I'll have to hop around
On the other nine hundred ninety-nine.

AN OUNCE OF MOTHER IS WORTH A TON OF SCHOOL
Spanish Proverb

DRAG YOUR THOUGHTS AWAY FROM YOUR TROUBLES.
IT'S THE HEALTHIEST THING A BODY CAN DO.
Mark Twain

SEPTEMBER - COMMUNICATIONS

Commercial Mix-up

(Tune: Farmer In The Dell)

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

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

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

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

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

Advertise

(Tune: Batt Hymn Of The Republic)

The fish it never cackles 'bout
It's million eggs or so.
The hen is quite a different bird.
One egg -- and hear her crow!
The fish we spurn but crown the hen
Which leads me to surmise
Don't hide your light,
But blow your horn,
It pays to advertise!

Johnny's Problem

(Tune: Yankee Doodle)

Johnny tried to dial the phone,
He got a tape recording,
That recorded a lady's voice,
It started in reporting;
"Check in your directory
For the place selected.
We can not complete your call,
That number's disconnected".

Communications Rounds

(Tune: Are You Sleeping?)

Are you sleeping, are you sleeping?
Billy Smith, Billy Smith.
Your telephone is ringing.
Your telephone is ringing.
Answer it, answer it.

Roll the presses, print the paper
Read the news, read the news.
Delivery on schedule,
Delivery 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.

IT OFTEN TAKES THE CHILD IN US
TO SEE THE BEAUTY IN THINGS

OCTOBER LIVING IN THE 21st. CENTURY

Shivery Yells

We're on sidewalks, we're on porches,
Dressed in costumes to scare.
Through the city we're ringing doorbells,
Trick or treating, candy eating,
Goopy stuff in our hair.
But the most fun is shrieking out loud:
Shivery yells, shivery yells,
That's the Halloween nitty-gritty.
Moan and groan, leave us alone;
Halloween's just one night a year.

The Halloween Song

Chester's roaming in an open patch;
Jack is stepping on his toes;
We're all waiting for Great Pumpkin to come
And we're dressed up in goblin clothes.
Everybody knows the goodies that Great Pumpkin brings
Help us to make our "spirits" bright,
Pumpkin followers with flashlights aglow
Will keep their watch all through the night,
They know Great Pumpkin's coming back
He'll bring a lot of toys and goodies in his sack
And all the kids will gather in a batch!
And so I'm offering this wise advise --
"Your gonna grin from ear to ear
On Halloween night when the Great One returns
If your patch is sincere"!

I'm Dreaming Of The Great Pumpkin

I'm dreaming of the Great Pumpkin
Just like I do this time of year.
When he brings nice toys
To good girls and boys
Who wait for him to appear.

I'm dreaming of the Great Pumpkin
With every Pumpkin card I write.
May your Jack-o-lantern burn bright
When the Great Pumpkin visits tonight.

The Twelve Days Of Halloween

On the twelfth day of Halloween
my true love gave to me twelve bats a-flying,
eleven masks a-leering, ten ghouls
a-groaning, nine ghosts a-booming, eight
monsters shrieking, seven pumpkins glowing,
six goblins gobbling, five scary spooks,
four skeletons, three black cats, two trick-
or-treaters, and an owl in a dead tree.

OCTOBER - LIVING IN THE 21st. CENTURY

Pumpkin Wonderland

Screech owls hoot, are you list'nin'?
 Beneath the moon, all is glist'nin'
 A real scary sight, we're happy tonight,
 Walkin' in a pumpkin wonderland!

In the patch, we're watching for Great Pumpkin,
 We've been waiting for this night all year,
 For we've tried to be nice to everybody
 And to grow a pumpkin patch that is sincere!

Later on, while we're eating
 What we got trick-or treating,
 We'll share all our sacks,
 Waitin' in a pumpkin wonderland!

Up In The Pumpkin Patch

Up in the pumpkin patch,
 Witches pause.
 Out jumps the Great One;
 Hear the applause?!
 Down through the rows
 With goodies and toys
 All for his followers'
 Halloween joys!
 Haunt! Haunt! Haunt!
 Who wouldn't want..
 To be in the pumpkin patch?
 Cheer! Cheer! Cheer!
 Waiting for the Great One
 And being sincere!

Great Pumpkin Is Coming To Town

Oh, you better not shriek,
 You better not groan, You better not howl,
 You better not moan.
 Great Pumpkin is coming to town!

He's going to find out
 From folks that he meets
 Who deserves tricks
 And who deserves treats,
 Great Pumpkin is coming to town.

He'll search in every pumpkin patch,
 Haunted houses far and near,
 To see if you've been spreading gloom
 Or bringing lots of cheer.

So, you better not shriek,
 You better not groan, You better not howl,
 You better not moan,
 Great pumpkin is coming to town!

NOVEMBER — PIONEER DAYS

The Cowboy's Sweet Bye and Bye

(Tune: My Bonnie Lies Over The Ocean)

This is a song a cowboy would sing on a cattle drive.

Last night as I lay on the prairie,
And gazed at the stars in the skies,
I wondered if ever a cowboy,
Could drift to that sweet by and by.

Chorus:

Roll on, roll on,
Roll on little dogies,
Roll on, roll on,
Roll on little dogies, roll on.

The road to that bright heavenly region,
Is a dim narrow trail, So they say,
But the road that leads down to perdition,
Is posted and blazed all the way.

They speak on another Great Owner,
Who's never o'erstocked, so they say,
But who always makes room for the sinner,
Who drifts from the straight narrow way.

They tell of another great roundup,
Where cowboys like dogies will stand,
To be marked by the Riders of Judgment,
Who are posted and know every brand.

Bless The Cub Scouts

(Tune: Bless This House)

Bless the Cub Scouts, Lord we pray,
Keep us healthy all the day,
Let us know our Cub Scout sign,
Have it always on our mind,
If you do, we promise then,
We'll become good future men.
Hear our prayers at night and day,
Guide us Lord, along your way.

Hockey Pokey

You put your right foot in,
You put your right foot out,
You put your right foot in,
And you shake it all about,
You do the Hoky Pokey,
And turn yourself around,
And that's what it's all about (clap)

Use left foot, right arm, left arm, head, and whole self

A round dance to be done with everyone standing
in a large circle. Do action as the words of the
song suggest.

NOVEMBER - PIONEER DAYS (CONT.)

Our Pilgrim Forefathers

(Tune: Battle Hymn Of The Republic)

They came as strangers to a wild land, brave and unafraid,
In spite of many hardships they still bowed their heads and prayed,
"We're thankful for the growing crops, the beauty of our land,
And freedom to live as we planned."

Chorus:

Our Pilgrim fathers make us proud,
They accomplished what they vowed,
We will sing their praises loud,
And freedom marches on.

Squanto was an Indian and he helped the Pilgrims out,
He taught them how to plant their corn and how to fish for trout,
They hunted in the woods for deer and caught wild turkeys too,
He was a friend so true.

Bradford was the Governor, He was honest and fair,
He thought it was important that each man received his share,
He planned the first Thanksgiving holiday to celebrate,
A harvest good and great.

Pilgrims Came

(Tune: Yankee Doodle)

The Pilgrims came across the sea,
From England far away,
And now we think of them,
When it's Thanksgiving Day.

The Mayflower was their sailing ship,
Across the waves and foam,
They landed here on Plymouth Rock,
And this was their new home.

The bitter winter was so hard,
That many pilgrims died,
By spring they had some growing crops,
And Indian friends besides.

When harvest time came they were glad,
They had learned many things,
The Indians joined them in their feast,
Their first Thanksgiving.



Some folks think that they were sad,
I think that they were glad,
We thank the Pilgrims every one,
For our Thanksgiving Day.

NOVEMBER - PIONEER DAYS (CONT.)

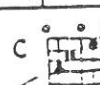




FOUR THING FOR THANKSGIVING

Mother, making preparations for Thanksgiving dinner, asked Jimmy to go to the grocery and get four things that she needed. He didn't to forget anything, so he said the list over and over, all the way to the grocery store.





slowly

C  Am 


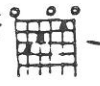
A pound of sug-ar - a doz-en eggs - a
 A quart of car-rots - a bunch of milk - a

C  Am  G7  F  Dm7 


bunch of car-rots - a doz-en eggs - a quart of milk-
 doz-en sug-ar - did I say milk? - a bunch of eggs -

F#  C  F  Dm7 

a bunch of sug-ar - a pound of eggs -
 a quart of car-rots - a doz-en milk-

Cdim  C 

a doz-en sug-ar -
 did I say car-rots? -



Music by Sylvia Worth Van Clief. Lyrics by Florence Parry Heide.

NOVEMBER - PIONEER DAYS (CONT.)

Turkey Song

(Tune: Bring Back My Bonnie)

My turkey went walking one morning,
The November weather to see.
A man with a hatchet approached her.
Oh bring back my turkey to me.

Chorus:

Bring back, bring back,
Oh bring back my turkey to me, to me,
Bring back, bring back,
O bring back my turkey to me, to me.

I went down the sidewalks a shopping,
The sights in whop windows to see.
And everywhere hung great fat gobblers.
O bring back my turkey to me.

Chorus:

I went out to dinner and ordered,
The best things they had I could see.
They brought it all roasted and sizzling,
They brought back my turkey to me.

Final Chorus:

Brought back, brought back,
They brought back my turkey to me, to me,
Brought back, brought back,
They brought back my turkey to me.

The Handcart Song

The melody of this song were actually sung by
the handcart pioneers as they crossed the
Plains to the West.

Four beats to a measure

When pi-o-neers mov'd to the west, With cour-age strong they met the test, They



pushed their hand-carts all day long, And as they pushed they sang this song: "For



some must push and some must pull, As we go march-ing up the hill; So



mer-ri-ly on the way we go un-til we reach the val-ley-o."

NOVEMBER - PIONEER DAYS (CONT.)

SING FOR THANKSGIVING
SINGING - CIRCLE GAME

Each one takes a partner and marches around in a circle, singing the first verse. After the first verse and verses two and three, players join hands in a circle and glide to the tight as they sing the refrain. While they sing the second verse, each one struts around in single file like a turkey, lifting his knees, pointing his toes down, with arms bent at the elbows like wings. For the third verse, everyone dances like an Indian. For the last verse (chorale), each one folds his hands in prayer, moving slowly around in a circle.

Brightly

1. This is the way the Pil-grims walk, Pil-grims walk,
 2. This is the way the tur-key struts, tur-key struts,
 3. This is the way the In-dians dance, In-dians dance,

Pil-grims walk. This is the way the Pil-grims walk, Thanks-
 tur-key struts. This is the way the tur-key struts, Thanks-
 In-dians dance. This is the way the In-dians dance, Thanks-

REFRAIN (after each verse)
Simply

giv-ing Day in the morn-ing.
 giv-ing Day in the morn-ing. Let us be glad and gay to-day,
 giv-ing Day in the morn-ing.

NOVEMBER - PIONEER DAYS (CONT.)

SING FOR THANKSGIVING (CONT.)

gay to-day, gay to-day. Let us give thanks and

pray to-day, Thanks-giv - ing Day in the morn - ing.

VERSE 4 (chorale)

Slowly and sustained

p This is the way we all give thanks,

all give thanks, all give thanks. This is the way we

mf all give thanks, Thanks-giv - ing Day in the morn - ing. *ritard*

JUST FOR FUN

If Your Happy And You Know It

If you're happy and you know it,
Clap your hands (clap hands 3 times)
If you're happy and you know it,
Clap your hands (clap hands 3 times)
If you're happy and you know it,
Then you're face will surely show it;
If you're happy and you know it,
Clap your hands (clap hands 3 times)

If you're happy and you know it,
Stamp your feet. . .

If you're happy and you know it,
Shout "Amen". . .

If you're happy and you know it,
do all three. . .
(clap, stamp, and shout)

Blowin' In The Wind

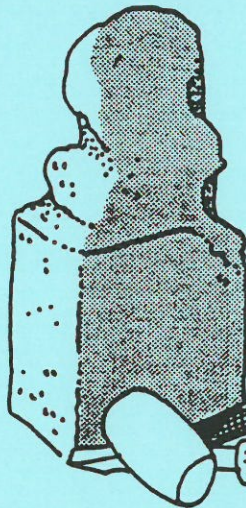
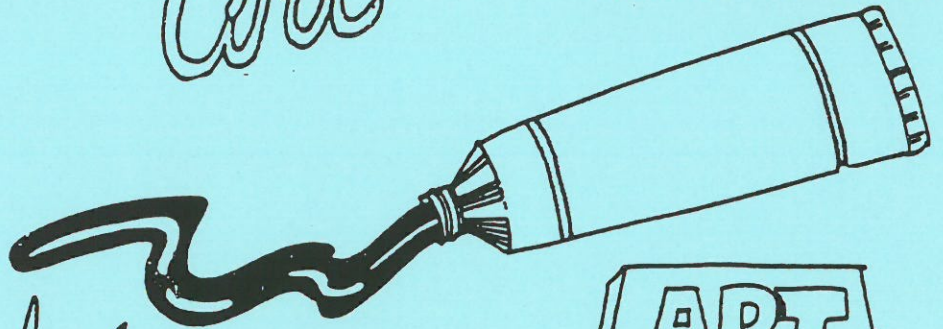
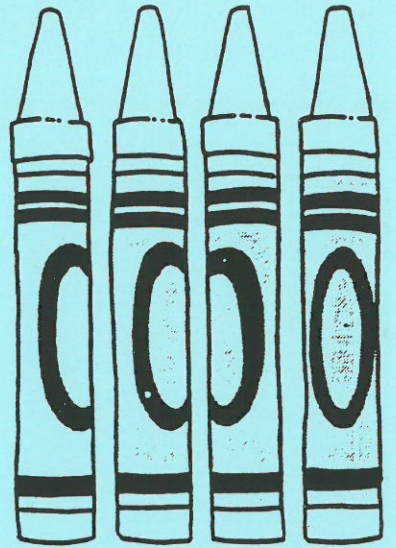
How many roads must a man walk down,
Before you can call him a man?
Yes, 'n how many seas must a white dove sail,
Before she sleeps in the sand?
Yes, 'n how many times must the cannon balls fly,
Before they're forever banned?

Chorus:

The answer, my friend, is blowin' in the wind.
The answer is blowin' in the wind.

How many times must a man look up,
Before he can see the sky?
Yes, 'n how many ears must one man have,
Before he can hear people cry?
Yes, 'n how many deaths will it take till he knows,
That too many people have died?
Chorus;

How many years must a mountain exist,
Before it's washed to the sea?
Yes, 'n how many years must some people exist,
Before they're allowed to be free?
Yes, 'n how many times can a man turn his head,
And pretend that he just doesn't see?
Chorus;



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

Protection - Use a plastic table cloth or drop cloth on floor. Dad's old shirts can be worn as a paint smock to protect uniforms.

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

Stuffing - Lint from automatic dryers makes good, clean stuffing for puppets. Ask for at a commercial laundry or your neighbors.

Plaster Cast Separation - To remove plaster casts from rubber molds easily, rub the inside of the mold with wet soapy hands before casting.

Plaster of Paris - Fill with water and then dump into paper cup, cottage cheese carton, etc. Add plaster until like pancake batter, then pour into a mold and let set. If you want plaster to set up fast, add salt to mixture and to slow setting time, add vinegar. When painting, first spray with plastic spray; this makes the plaster less absorbent, so you will need less paint.

Sealer for Painted Objects - On water painted objects of small size, give a coat of Elmer's Glue or any white glue. This dries quickly, giving a more natural finish.

Tempera Paint - Mix powdered tempera with water and add liquid starch. The paint goes farther, it doesn't run and is cheaper. You can mix this in a blender.

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

Punching Holes in Plastic - Use a hot ice pick or nail held with pliers. Pierce plastic. Coping saws or jigsaws will cut the thick portion of plastic bottles easier than scissors or knives.

Plastic Bottle Necks - When using plastic bottle parts for craft projects, be sure to save the necks. Cut into 1" pieces and use as the basis for neckerchief slides.

Making Candles - Use crayon stubs for coloring wax candles. Before pouring hot wax into plastic containers, check first to see if it will melt the container. It will melt styrofoam! Wax cups can be used.

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

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

Coloring Plaster - Add dry poster paint to plaster of Paris before adding water for colored art objects. Use a little more liquid than usual. Dries slow, but solid, also washes out of clothes easily.

Cleaning Off Melted Plastic - To clean melted plastic off your iron, heat cool iron to wool setting and iron a wet face cloth.

Meat Trays - Paint and use as trinket trays or dresser organizers. Cut into rectangles. String on dental floss or waxed twine for belts or bracelets. To color with a felt pen, paint tray with a mixture of diluted white glue, then color.

Cheap Antiquing - Use black or brown liquid shoe polish and wipe off excess before it dries.

Paint Brushes - Cotton-tipped swabs make cheap throw-away paint brushes.

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

Workable Tempera - If you have trouble with tempera and poster paint not holding, try mixing a little soap with the paint. This also cuts down on staining.

Coloring Macaroni, etc - Buy the cheapest alcohol. Put in jars and add food coloring. Drop in dry ingredients until desired color is obtained. Remove with spoon and spread on paper towels to dry. Turn once.

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

Heavy Duty Glue - Mix cornstarch with regular white glue til as thick as desired.

Costume Make-up - In a jar, mix some liquid skin cleanser with powdered sugar for thickness and add food coloring. This will wipe right off.

Spray Paint Stall - Cut top off a large cardboard carton, make a slot in one side, hang items to be painted from this side. Spray paints will be confined to interior of box.

Stencil or Poster Paints - Combine $\frac{1}{2}$ cup cornstarch & $\frac{3}{4}$ cup cold water. Soak 1 envelope unflavored gelatine in $\frac{1}{2}$ cup cold water. Stir in 2 cups hot water. Cook over medium heat until mixture boils clear. Remove from heat & stir in gelatine mixture and 1 cup soap flakes or detergent. Cool. Put in jars for different colors. Add food coloring, tempera paint or all purpose dye. This can be thinned with water.

Carving Compound - Mix together 4 parts vermiculite, a part cement and 1 part sand. Add enough water to make a heavy paste. Pour into mold (an aluminum pan or plastic container). Blocks can then be cut and carved with a pocket knife.

Bathsalts - (8 pints) 5 lbs. Epsom Salts, few drops food coloring and few drops perfume. Shake salts and coloring. Put in jars and add perfume. Close jar tightly. Let age for 3 weeks.

*Homemade Modeling Clay - Mix 2 cups table salt and $\frac{2}{3}$ cup water in saucepan. Simmer over medium heat, stirring constantly til well heated (3-4 minutes). Remove from heat. Add mixture of 1 cup cornstarch and $\frac{1}{2}$ cup cold water. Mix hard. This will make a thick, stiff dough.

*Salt-flour Modeling Dough - Combine $\frac{1}{2}$ cup salt and 1 cup flour. With your hands, mix and knead in enough water to make a stiff dough.

*Flour Clay - Mix 1 cup flour, $\frac{1}{2}$ cup salt, 3 teaspoons powdered alum, and a few drops of water. Add a little water at a time until mixture is stiff and holds its shape.

*Bread Modeling Dough - Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until consistency of clay.

*Sawdust Modeling Dough - Mix 4 cups sifted sawdust, $\frac{1}{2}$ cup plaster and $1\frac{1}{2}$ cups wheat paste (wallpaper paste). Add water until it is the consistency of clay - moist enough to mold and stick together.

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

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

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

Using Wood - When using wood as a craft project, make rules and enforce them:

1. No one opens paint or stain until he can name the solvent in which he will clean the brush and has available a supply of the solvent.
2. All solvents are poured outdoors under Den Leader's supervision. Never use flammable solvents in the garage.
3. All sawdust and sand dust are swept up before the boys leave.
4. All tools are clean and put away before the boys leave.
5. Use only the tools provided for you. If you need something you don't have, ask the Den Leader. Some tools are off limits for the boys.
6. All projects are to be marked on the underside with the owner's name or initials. Do this before beginning work on the project.

Safety rules for tools:

1. Use each tool for the job intended and way it was intended to be used.
2. Most accidents occur to the hands, face or feet. Protect your eyes, keep fingers and hands away from cutting edges of tools; secure or clamp down the wood on which you are working.
3. Be patient and never use force. Don't work with tools when you are tired.
4. Don't wear loose clothing or jewelry which can get caught in moving parts.
5. Never use electrical tools in damp or wet locations.
6. Unplug all electrical tools when you are finished and put them out of reach of children. Don't leave tools unattended.
7. If extension cords are used, be sure they are heavy duty. Don't use the type extension cords which are used for small appliances.

Tips for Den Leaders:

1. Don't let boys see any material or tools you don't want them to use.
2. Have the scrap wood handy. The scraps should be free of knots; these can be dangerous sometimes.
3. Have a sample of the craft already made and in view. Have the measurements written down; also step by step instructions if you need them.
4. Know the type of sandpaper that would be most suitable for a particular project, or what type of nails, etc.

RELIGIOUS HOLIDAYS

On a den basis, plan interfaith visitations to help teach the boys respect for others' beliefs and brotherhood.

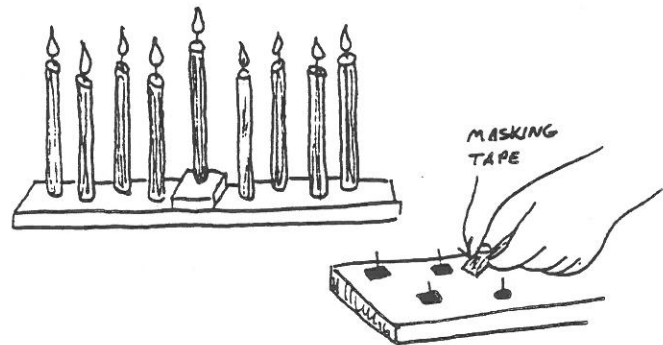
Christmas is the time for the observance of the birthday of Jesus Christ and that it is recognized throughout the Christian world. Our celebrating it with parties and gifts is done in remembrance of the gift God gave the world nearly 2,000 years ago.

Hanukkah, the Festival of Lights, is observed by people of Jewish faith. It, too is a joyous time for giving gifts and celebrating with parties, games, and holiday foods as well as observing religious freedom.

Historically, it is the victory celebration of the Maccabees over Antiochus of Syria 22 centuries ago. The Maccabees, under the leadership of Judas Maccabee, entered Jerusalem after 3 years of fighting, cleaned up the city and the Holy Temple. Finding a jar of oil in the temple, they lighted it, thinking that it would burn for only a day. It miraculously burned for 8 days and became known as a sacred light. This is the length of the period celebrated each year as Hanukkah.

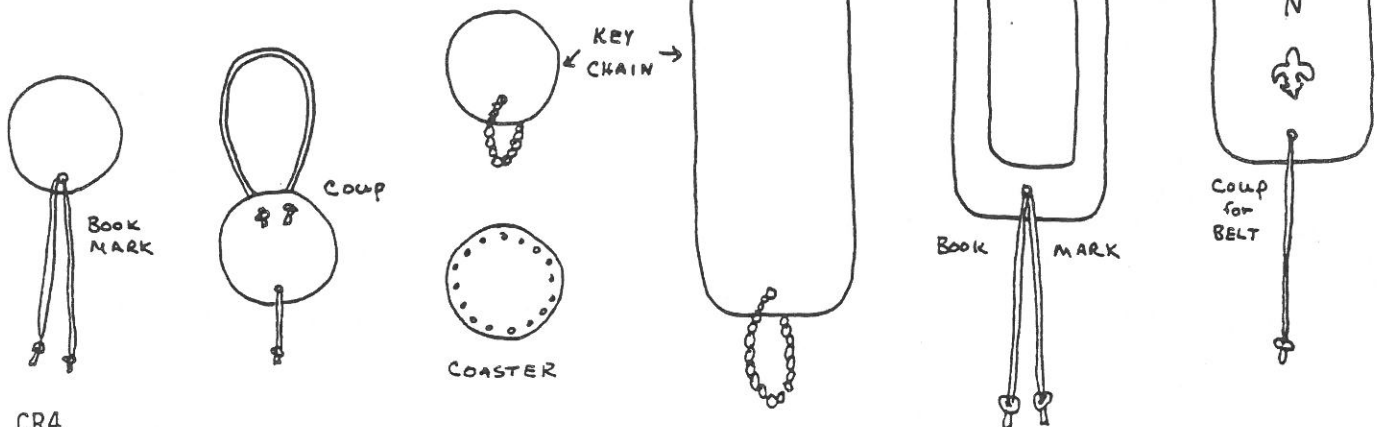
HANUKKAH CANDLE HOLDER

Base is $\frac{1}{2}$ " plywood about 9 by 3 inches. Sand smooth. Cut a 2 x 3 inch piece of plywood and glue to center of base. Glue thumbtack heads with small squares of colored masking tape. Impale candles on tacks.



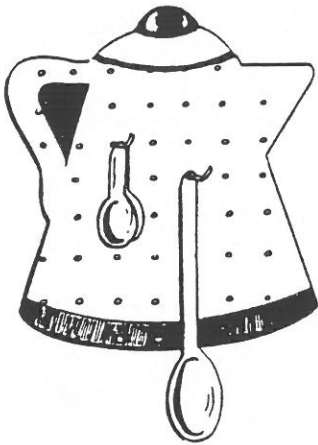
LEATHER GIFTS

1. Wet leather & punch holes for lacing if desired.
2. Stamp with design, color with permanent marker or dye. Apply finish.
3. Lace or add key chain or plastic lace to complete project.



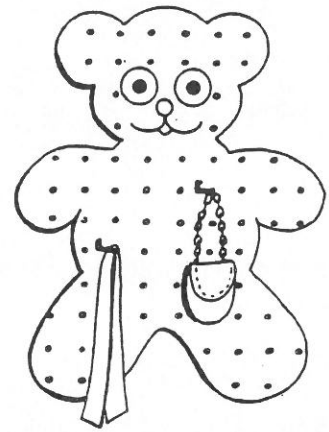
JIGSAW PEGBOARD GIFTS

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



COFFEEPOT

Cut pattern from a 10" square board. Paint coffee pot white. Add black trim to inside of handle, knob and base of lid and 1" strip along bottom

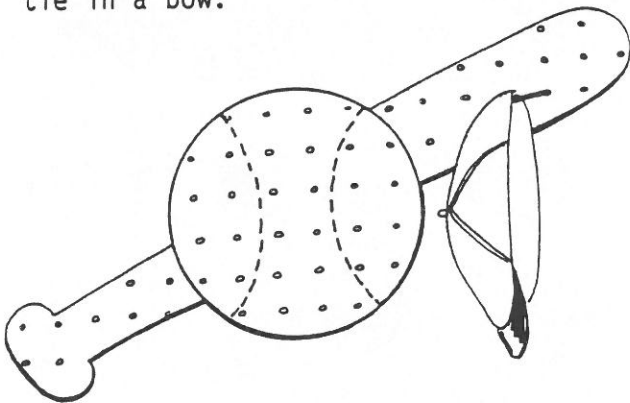
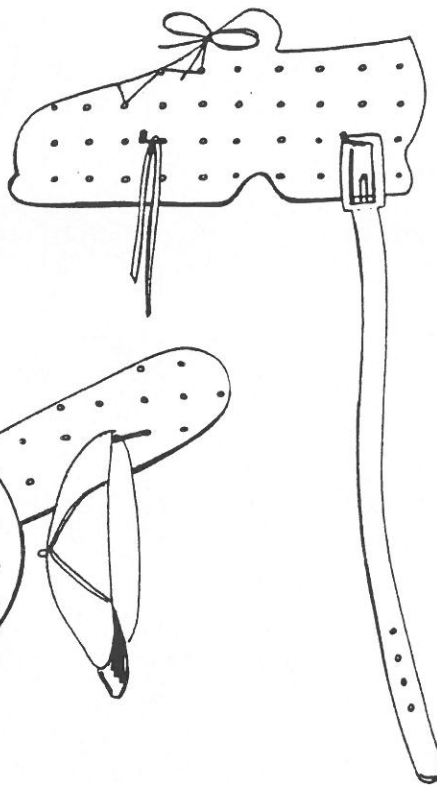


TEDDY BEAR

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

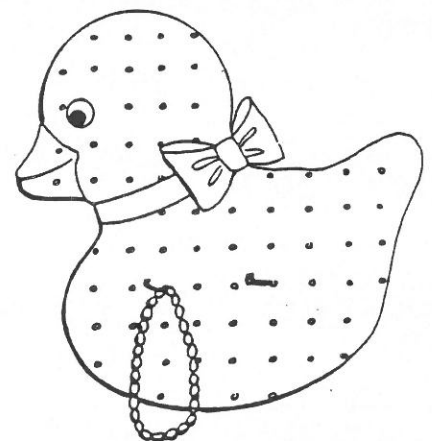
DAD'S SHOE

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



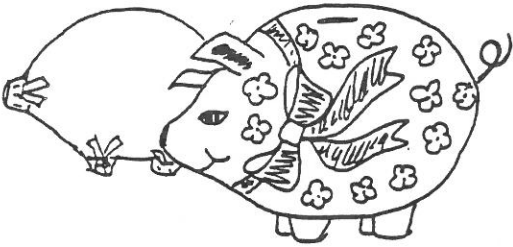
BAT 'N' BALL

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



DUCK

Draw as show, on 10" x 11" boards. Cut out. paint body yellow and bill orange. Glue on button for eye and tie bow around neck.

PAPER MACHE PIGGY BANK

1. Inflate medium size round balloon and tie.
2. Tape four egg carton cups to one side of balloon for legs. Tape one cup to narrow end of balloon for snout.
3. Tear newspaper strips, dip in wheat paste and apply to balloon and egg carton cups.
4. Make ears by pasting six layers of newspaper together and cut through all to shape desired.

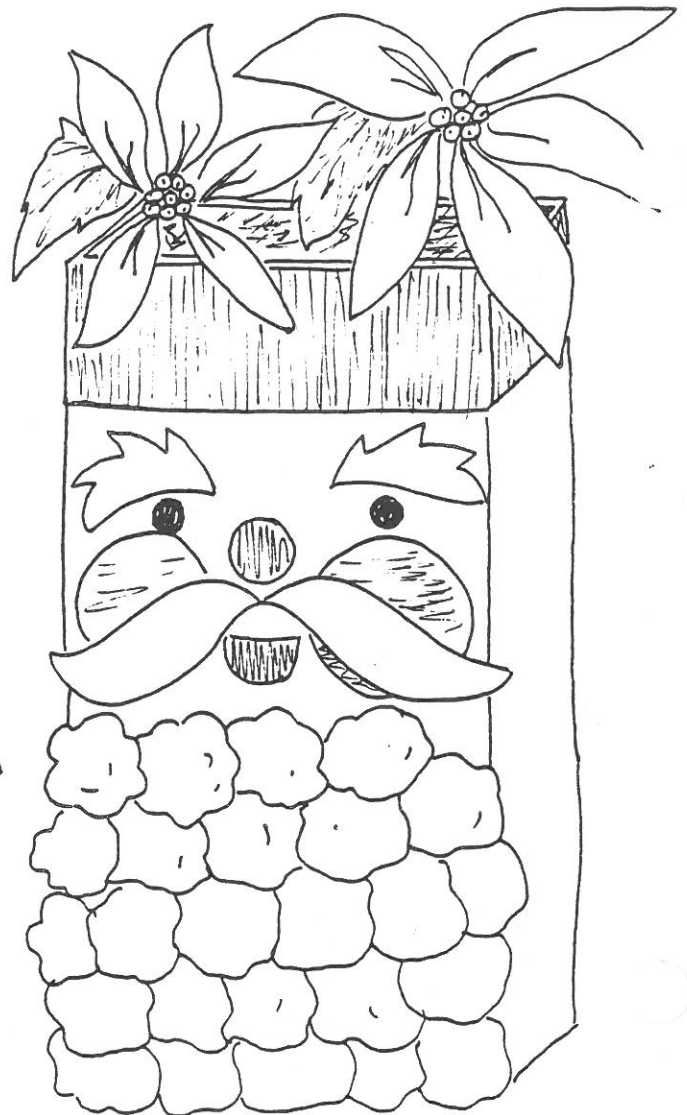
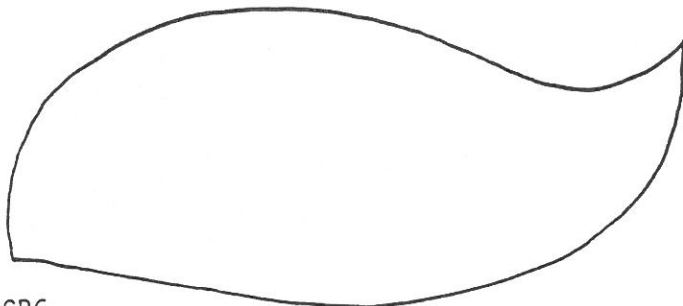
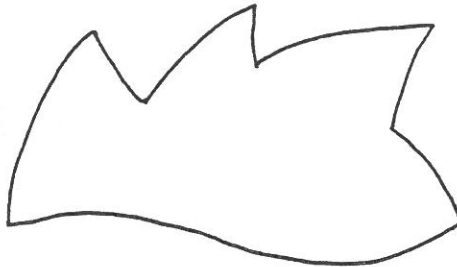
5. Let dry thoroughly (several days). Cut slit in top for money. This will also deflate balloon.

6. Paint in bright colors with tempera paint. Spray with clear varnish to protect

Variation: Use different shaped balloons for other animals.

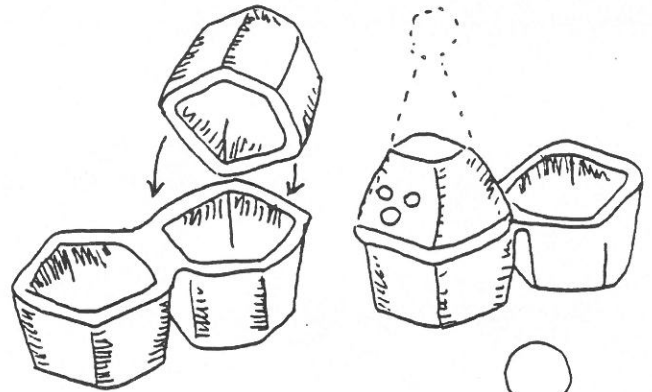
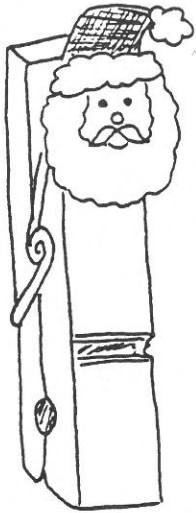
SANTA CENTERPIECE

1. Cut top off milk carton.
2. Cover carton with pink paper or paint.
3. Past red paper strip around top of carton.
4. Glue cotton balls to bottom half of carton.
5. Cut out white paper moustache & eyebrows.
6. Cut out 2 black eyes, red nose, 2 pink cheeks & red mouth.
7. Glue to carton. Put eyebrows & moustache on last.
8. Put flowers or candy canes into carton.



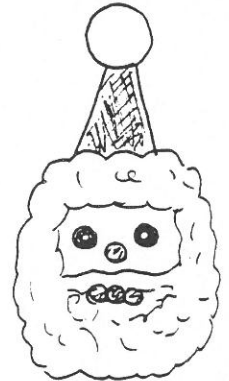
PACKAGE DECORATIONS

1. Paint clip-type clothespin.
2. Use any of the patterns. Cut from heavy paper and decorate.
3. Glue head to clothespin.
4. Clip on packages for decoration.



SANTA NUT CUP

1. Attach an egg cup to two attached egg cups with white tape.
2. Cut a 2"x2"x4" red felt triangle. Glue to make cone shape for hat. set aside to dry.
3. On double-end side, glue on 2 black sequins for eyes, red sequin nose and 3 red sequins for mouth.
4. Glue on hat.
5. Use cotton to make mustaches, beard and trim for hat. Top off hat with cotton ball.
6. Fill open nut cup with Christmas candy.



HOLIDAY NAPKIN RINGS

Cover 1½" lengths of cardboard roll with a variety of materials.

Paint ring or cover with wrapping paper, fabric, bits of lace or ribbon or paper doily.

After glue has dried, spray varnish ring so that it is sealed, shiny and sturdy. Finish inside of ring with paint, paper, or ribbon so it looks complete.



RIBBON BASKET TREE ORNAMENTS

Glue 1-6" long x 2" wide Christmas ribbon to center of
of 1-6" long x 4" wide Burlap ribbon.

Glue two ends of ribbons together at top.

Make a bow with one 6" length of narrow ribbon & a loop
loop for hanging with another 6" length of narrow
ribbon.

Glue loop to top of ribbon basket & bow to top on
one side.

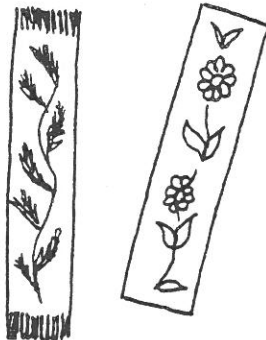
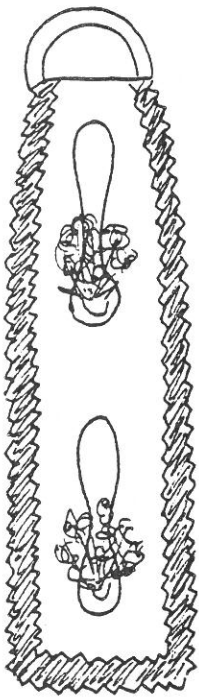
Glue small sprigs of dry flowers to inside of basket.

BENT SPOON PLAQUE

Cut two different colored felt pieces with pinking shears. The
larger piece should measure approximately 5" x 11". Use a 2½"
plastic curtain ring wrapped with yarn. Glue felt to ring.

Hold two plastic spoons over a candle until heated sufficiently
so that bowl can be bent up. Put a small amount of florists
clay in bowl of each spoon to hold arrangement of straw flowers
or foliage.

Glue spoon to felt with white glue.

DRIED LEAF BOOKMARK

Arrange dried flowers or leaves on piece of
construction paper or fabric cut to size.

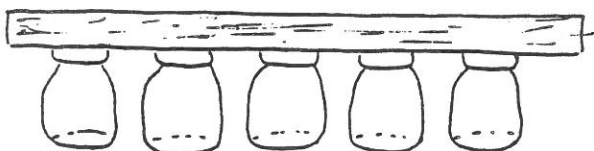
Cut a piece of adhesive plastic slightly
larger. Peel off backing and place, sticky
side down, on arrangement. Trim excess.

HANDY DANDY JAR HOLDER

Varnish 14" piece of wood. Allow to dry.

Wash 5 baby food jars & dry. Arrange caps on
the piece of wood. Top side of lid should be
against wood. Nail lids to wood.

Screw jars onto lids. Make a nice holder for
Mom's spices or Dad's nails and other small
items.



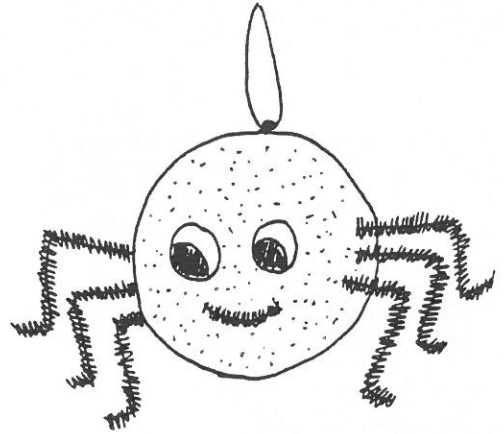
CHRISTMAS SPIDER

Cover 1" styrofoam ball with silver or gold glitter.

Glue on moveable eyes.

Use pipe cleaners as legs, bend into shape. Put glitter on legs also, then stick them into side of spider. For extra strength, glue $\frac{1}{4}$ " of pipe cleaner before inserting into ball.

Insert straight pin into top of spider and attach piece of gold or silver string for hanging.



*** Legend of the Christmas Spider ***

Once upon a time, many years ago, in Germany, a mother was busily cleaning the house for the most wonderful day of the year...the day which the Christ child was to come and bring the gifts of Christmas Eve. Not a speck of dust was left. Even the spiders had been banished from their cozy corner in the ceiling. To avoid the housewife's busy cleaning, they had finally fled to the farthest corner of the attic.

Twas Christmas eve at last, the tree was decorated and waiting for the children to see it. But the poor spiders were frantic, for they couldn't see the tree nor be present for the Christ child's visit. The oldest and wisest spider suggested that perhaps they could peek through the crack in the door to see Him. Silently they crept out of the attic and across the floor to wait in the threshold. Suddenly the door swung open a wee bit so quickly the spiders sneaked into the room. They would inspect the tree more closely. They crept all over it until all were completely satisfied.

BUT, ALAS!!! Everywhere they went they left cobwebs. When the little Christ Child came to bless the tree, He was dismayed. He loved those little spiders, for they are God's creatures too. He knew the mother who trimmed the tree for her children wouldn't feel the same way. So, He touched the webs and they turned to shimmering silver and gold. Ever since then, according to the story, Christmas trees have been hung with TINSEL. And it became a custom to have a spider among the decorations on the Christmas tree.....

PARROT PINATA

To make body, blow up oval or pear shaped balloon to about 8" and tie top. This will be top of body. Around bottom, glue a coneshaped drinking cup - the kind that is sold as a liner for a holder. If you do not have one, make a similar shape from light weight cardboard and glue in place.

Cut bright green tissue paper into pieces about 1" x 2". For paste, mix equal parts of white glue and water. With small paint brush, coat an area of balloon with paste, place piece of tissue on it and then brush over again. Cover entire body, except where tied off, with overlapped strips. Add 4-5 additional layers. Let dry overnight.

Cut opening around the top, bursting and removing balloon. Make small holes in body near top to insert and tie string for hanging.

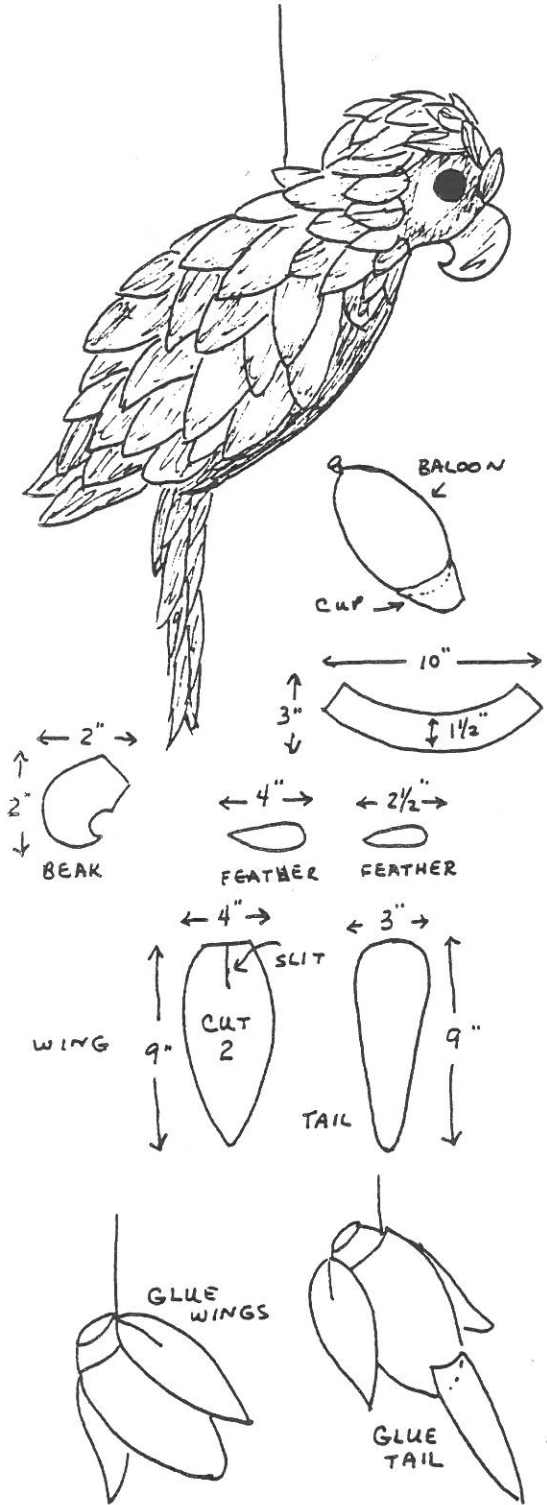
From light green colored paper, cut neck, 2 wings and tail. From yellow paper, cut beak; from black paper, cut 1" circles for eyes.

Glue neck into ring and glue it over top of body around opening. For head, use a 3 1/2" plastic foam ball. Glue on eyes; make a slit in head to insert and glue beak. Set head aside to be glued to neck after filling.

Slit each wing, overlapping cut edges and glueing to shape wing. Glue wing to each side of neck. Glue wide end of tail over bottom of body.

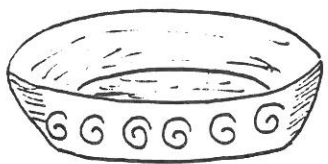
Feathers for wings, tail, neck and head are cut from brightly colored tissue paper - green, yellow, red, and blue. Cut large feathers to cover wings and tail, and small feathers to cover neck, head, and top of tail. Using rubber cement, attach feathers in overlapping rows, starting at bottom of tail, tips of wings and bottom of neck. Fill body with treats and then glue head to neck. Cover head with feathers, leaving an area around the eyes uncovered.

Suspend parrot from ceiling and have children take turns (blindfolded) trying to break parrot with a broomstick.



PAPER MACHE BOWL

Apply small strips of newspaper soaked in wallpaper paste to outside of greased bowl forming a fine shell. Remove when dry, paint and apply coat of shellac or spray plastic.



BASKET WEAVING - TABLE MAT

1. Cut 8 spokes of #4 reed, each 24" long, and a spoke 14" long. (Total yards - 5 3/4)

2. Soak spokes and thin reed in water for at least half an hour to make them flexible. (As you weave, dip table mat and the reed in water occasionally to keep them moist.)

3. Place four 24" spokes closely together and parallel to each other. Place the other 24 spokes over first four at right angles, so they form a cross. Lay 14" spoke in center of one group of spokes, with one end even with ends of other four. (An odd number of spokes is needed for weaving) (fig. 1)

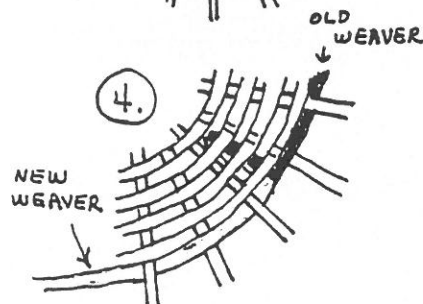
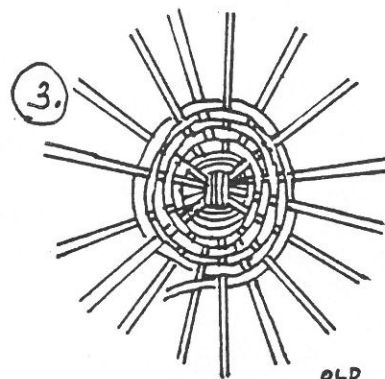
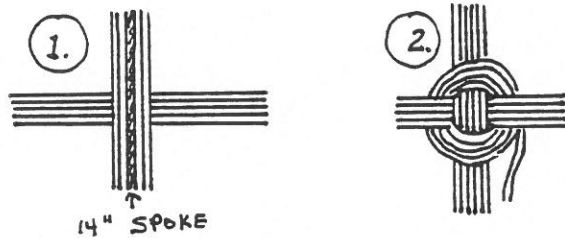
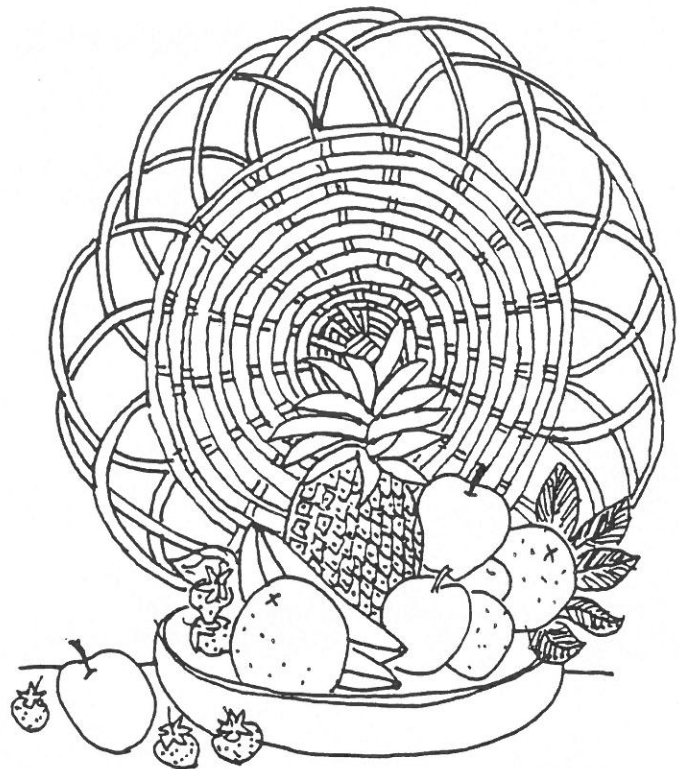
4. Cut a 6-yard weaver from #2 reed. (Total yards - 18). Holding one end of weaver, bind spokes together by weaving in a clockwise direction. Weave reed tightly over one top set of spokes, under second set, over third set, and so on. Weave around spokes in same way three more times. (fig. 2)

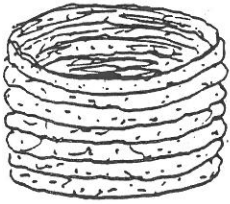
5. Separate spokes so they are arranged like spokes of a wheel. In a clockwise direction, weave over first spoke, under second, over third. Continue weaving around and around, keeping each row close to last. (fig. 3)

6. When weaver is very short, bend it down sharply and insert end into part already woven. Cut another 6-yard weaver and insert first inch into woven mat. Continue weaving. (fig. 4)

7. When 9 inches of spokes remain, cut weaver off. Bend sharply about an inch into mat.

8. Bend one spoke clockwise behind first spoke next to it, in front of second spoke, and insert one inch into mat just before you reach third spoke. (fig. 5). Continue all around mat, bending each spoke in same way.

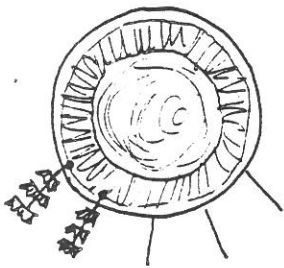
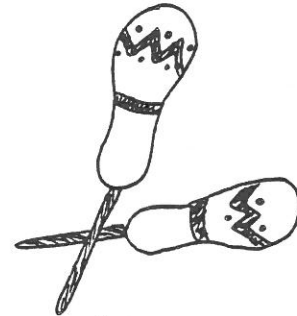
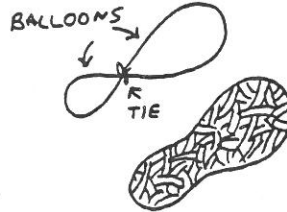


ROPE BASKET

Roll crepe paper into a rope or use twine. Wind around straight sided jar or can. Soak with varnish. Let dry thoroughly. Remove from jar and decorate, if you wish with paint.

MARACAS

For each maraca, inflate 2 small balloons; inflate one less than other. Tie necks together and cover with 6 layers of newspaper strips, spread with wallpaper paste. When dry, puncture balloon with needle and cut a small opening in small end. Drop in pebbles and tape a wooden stick into opening for handle. Paint decorations.

TAMBOURINE

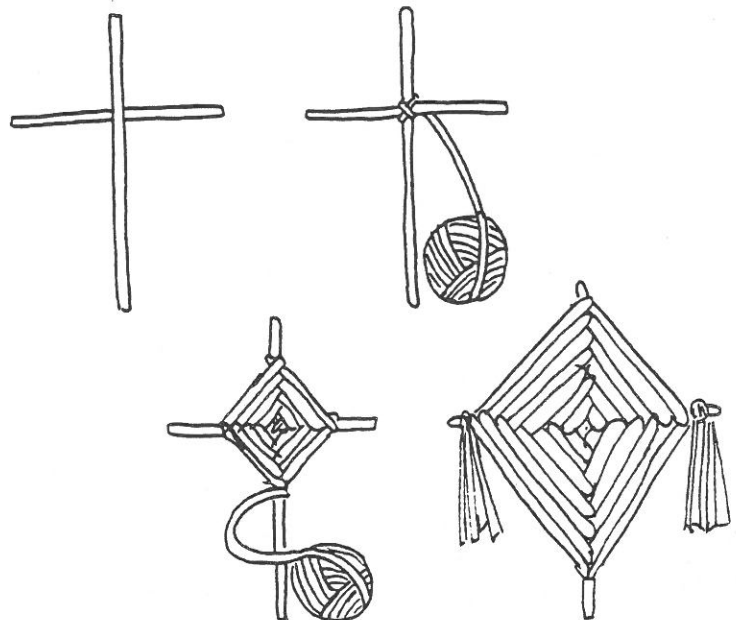
With hammer and nail, punch a hole in about 20 fluted metal pop bottle caps. Punch holes around rim of foil pie pan; tie bottle caps to pan.

OJOS DE DIOS

These are Spanish words for "eyes of God," pronounced ohos day dee os.

Cross two sticks (popsicle sticks, chopsticks, dowels, or branches). Bind with crisscrossed yarn, wrapped several times over. Form diamond by wrapping yarn once around each arm of cross. Vary colors as you go, so you work up a nice pattern. When diamond is big enough, tie off end of yarn.

Tie tassels to ends of sticks-- or tie small crossed sticks to each point of the cross and wind miniature yarn diamonds on them.

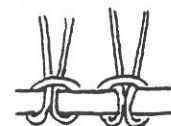
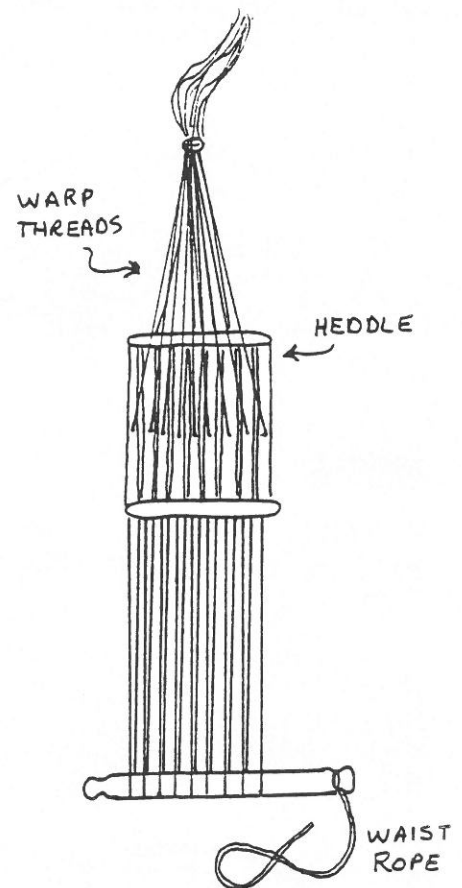
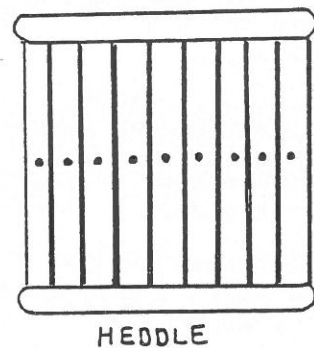


WEAVE A SERAPE

1. Drill a small hole in center of 9 craft sticks. (Warp threads go through holes)
2. Glue 4 craft sticks to frame loom - one on front and back as shown.
3. Whittle a notch in each end of 1" x 6" stick. Tie one end of rope (big enough to go around waist) around one end of stick. (When ready to use loom, rope goes around waist and other end is tied to other end of stick)
4. Cut warp threads from carpet warp or string. Cut one the length needed plus 18". Cut 8 more threads twice as long as first one.
5. Tie first warp thread to stick with square knot. Fold other eight threads in half. Wrap fold loop around stick and pull both ends thru loop.
6. Thread first warp thread thru hole in first stick on heddle. Pass second warp thread between first and second stick. Put third thread thru second hole. Continue threading this way until all 17 are done. Tie all ends together in an overhand knot.
7. Cut shuttle out of cardboard about 1" wide and longer than the heddle is wide. Notch ends of shuttle. Wind yarn around shuttle. Make a different one for each color of yarn.

Weaving:

1. Fasten knot of warps to chair, doorknob or tree.
2. Fasten rope around waist, tying loose end to other end of stick.
3. Start weaving close to your body. First weave in two pieces of cardboard $\frac{1}{2}$ " wide and as long as the heddle). Raise heddle. Warp threads will form an opening called a shed. Put one of the cardboard pieces in the shed. Then lower heddle to make another shed and insert other cardboard strip here.
4. To start yarn, raise the heddle with left hand and pass shuttle through, from right to left. Yarn will lay between warps. Shift heddle to other hand and pass shuttle around last warp thread and back thru, from left to right. Yarn comes back between same warps and is anchored.
5. Every time you start a new color or put more yarn on shuttle, start and finish yarn this way.
6. To weave, drop heddle and pass shuttle thru, from right to left. Raise heddle and pass shuttle thru in other direction. Continue weaving back and forth until you have woven five or six



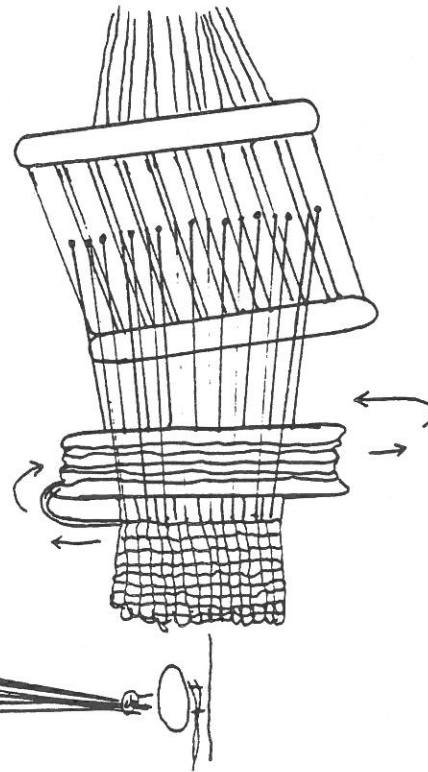
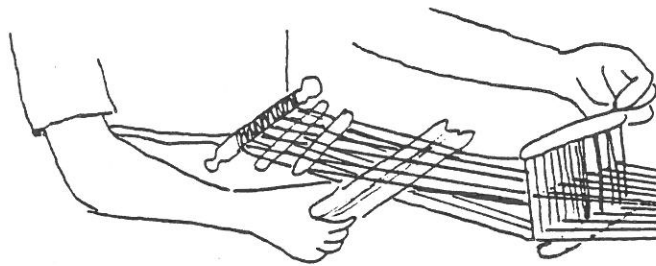
inches. Weaving can be wrapped around stick at waist so you can reach work more easily.

7. Don't pull weaving too tight. Keep edges straight and smooth.

8. Continue weaving until you have reached the desired length.

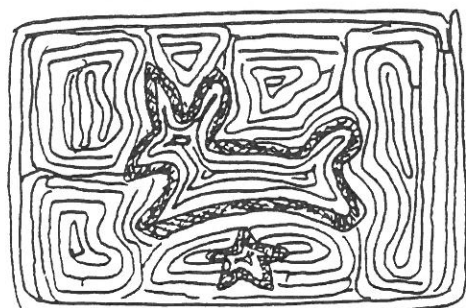
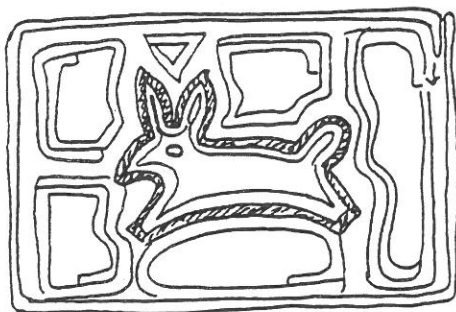
9. To finish, cut ends of warp threads tied to stick. Remove cardboard strips and knot warp thread together with a square knot. Pull knot up against weaving to keep it from unraveling. Cut and knot the other end same way.

10. This type of weaving is good for belts or headbands.



NEARIKA

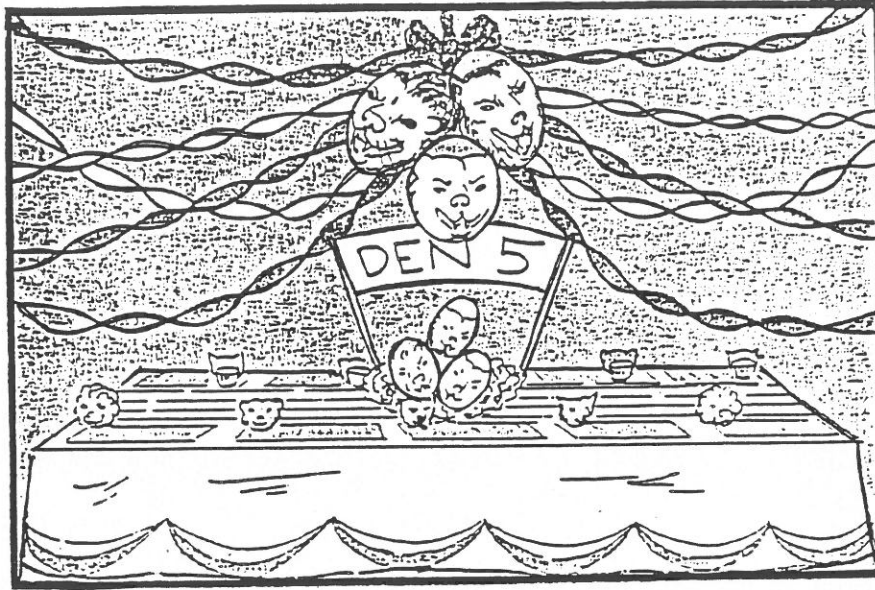
Paintings made of yarn were created by the Huichol Indians. Original yarn paintings were religious. Now they are also made for decoration.



Spread glue in small area of $8\frac{1}{2}$ " x 11" wood base at a time so that it will not dry out. Cut a piece of yarn for the outside edge and twist the end. Press down yarn with thumbnail, all around outside edge of board. Press second row close to first. Hold yarn tightly with one hand while you position with other. Turns must be sharp and definite -- never let yarn twist or overlap. Place third row close inside second. Traditional nearikas have three colors bordering edge.

Place glue for outline of central figure. Press down row of yarn. Put second row inside. Add rows until body is filled almost to center. Add a second color to center of body. You could also outline animal or other design in one color and fill in with another. When figure is complete, cut yarn, twist end, and press. Fill in any additional figures.

Last step is doing background. Fill in open areas with one continuous strand until you can no longer fit in yarn. Then start a new area. These areas will depend on your design. No two nearikas are ever alike.



BALLOON CENTERPIECE, DECORATIONS

For arrangement suspended above centerpiece, paint faces with poster colors on yellow balloons. Add fringed crepe paper for mane, fur, etc. Tie balloons together. String paper streamers from tied balloons to corners of room. Place large bow over balloons.

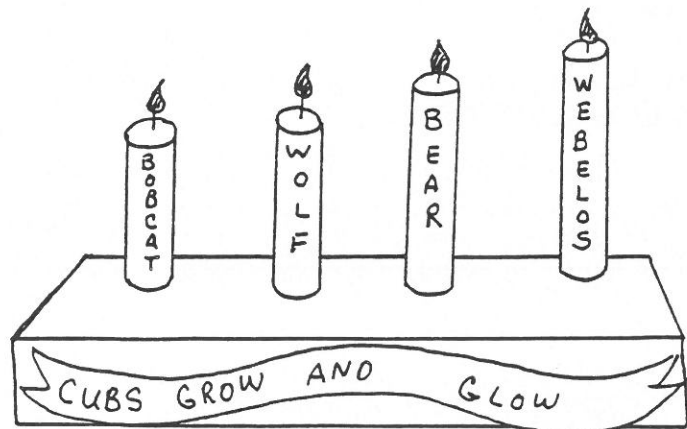
CENTERPIECE: Attach blue and gold paper strip, from one end of table to other. Paint animals' faces on smaller balloons. Tie balloons together. Ruffle strips of crepe paper and form a "bed" for balloons. Tie balloons to small foil-covered box. Set box onto crepe paper bed. Attach banner to small dowels.

PLACE MATS: Weave strips of blue and gold construction paper, adding glue where necessary.

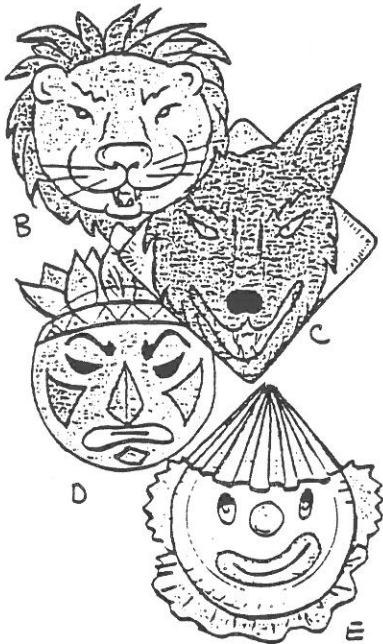
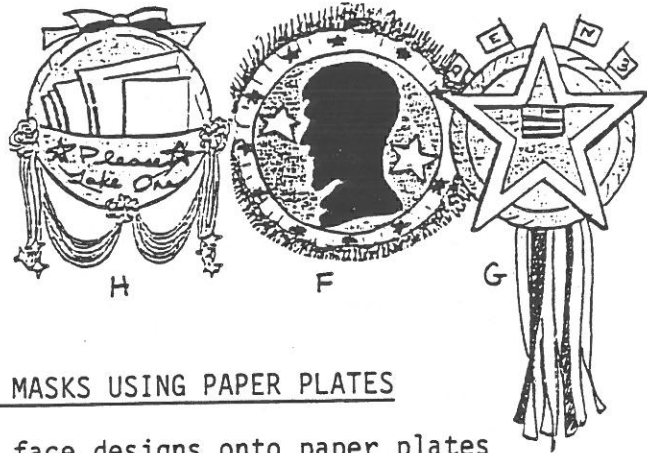
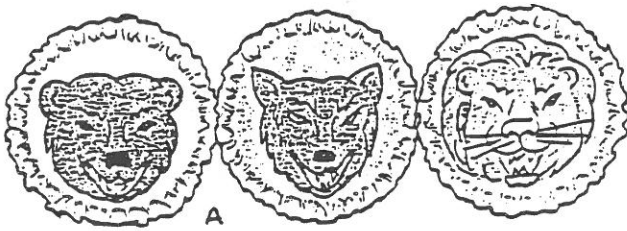
NUT CUPS: Cut animals' heads from construction paper. Glue or staple to nut cups.

CUBS GROW AND GLOW CENTERPIECE

Cut 4 holes in the top of a large shoe box lid and cover with dark blue foil paper. Label on Bobcat, Wolf, Bear, Webelos on both sides. Glue a flame made from red construction paper to the top of each candle. Insert candles into holes in box lid. Make a ribbon out of yellow construction paper and print "Cubs Grow and Glow" on it. Staple or glue in place.



HAPPY BIRTHDAY, SCOUTING!!



PLAQUES AND MASKS USING PAPER PLATES

Glue animal face designs onto paper plates and hang with crepe paper streamers or use as masks by adding elastic to go around head.

A. Ruffle 2" wide strips of crepe paper and glue or staple to edges of plates.

B. Cut crepe paper into fur-like points, and glue or staple to front of plate. Glue paper face over plate and mane.

C. Remove part of cutout for teeth. Paste jagged teeth to back of cutout.

D. Decorate plate with paint and feathers.

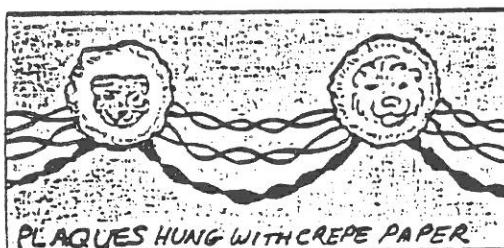
E. Staple construction paper and crepe paper ruffle between 2 plates. Add Christmas ornament for nose and pleated paper hat.

F. Fringe crepe paper; gather edges, and glue to plate. Add a paper silhouette, and star decals.

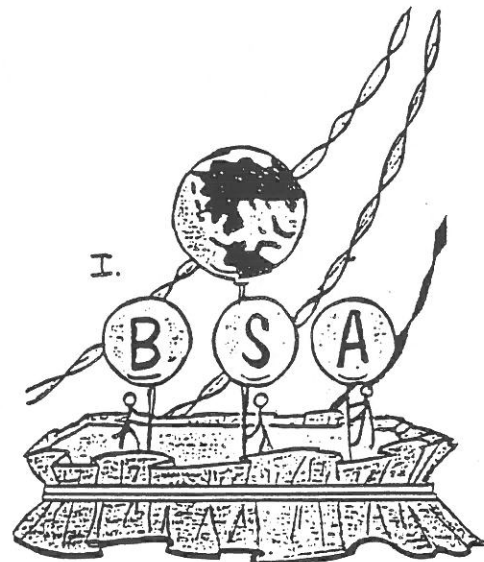
G. Glue foil stars to plates, laced together. Add toothpick flags, and crepe paper streamers.

H. Staple one half of a plate to a whole plate. Add streamers and stars.

I. Cover box with crepe paper. Staple two plates together for world. spray paint and decorate with 3 smaller plates. Use sticks to set plates into and onto box. Figures are pipecleaners.



PLAQUES HUNG WITH CREPE PAPER



WOLF AND BEAR PIN PLAQUES

To make the plaques, you'll need paper, carbon paper, heavy weight cardboard, black hairpins, black bobby pins, paper clips, kitchen shears, safety pins, dark colored paper, paint, picture hangers and white glue.

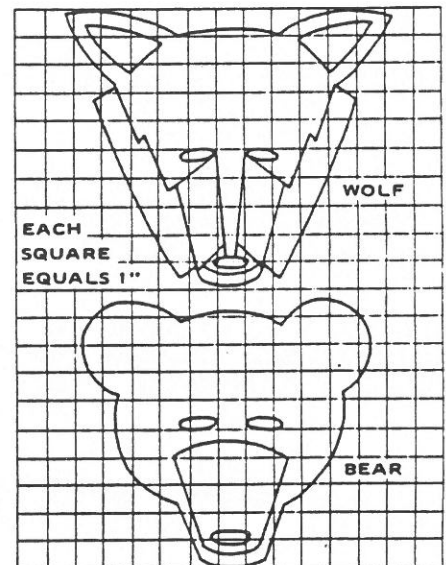
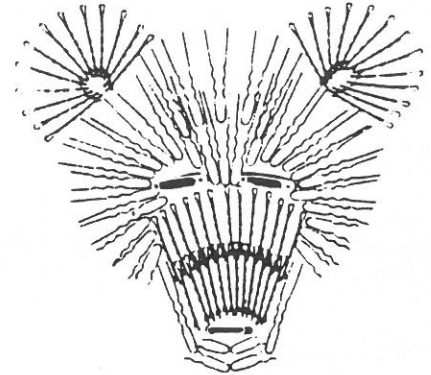
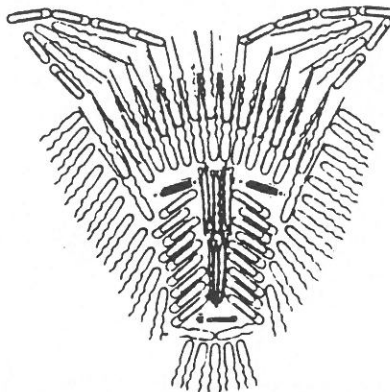
For each plaque, cut cardboard, 15" square, for background. Paint cardboard. Enlarge graph pattern onto paper. Using carbon paper, transfer enlarged pattern to cardboard.

For the Wolf, use bobby pins in the center of snout and black painted paper clips on either side. Glue hairpins on forehead.

Cut hairpins to 1 3/4" and glue them on side of head for fur (they will extend beyond pattern outline). Cut hairpins to 1 1/2" and glue them on chin, extending beyond outline. Outline ears with black painted paper clips, and fill in with hairpins, trimming to fit.

For eyes, use safety pins; for nose, use a paper clip. Paint safety pins and paper clip white, and glue them to a dark colored paper backing. Then, glue them to plaque.

For the Bear, glue bobby pins on ears and snout, and use hairpins for rest of plaque, trimming them to fit within the outline. Make eyes and nose as for wolf.



Pack-0-Fun

CLOTHESPIN SCOUTS

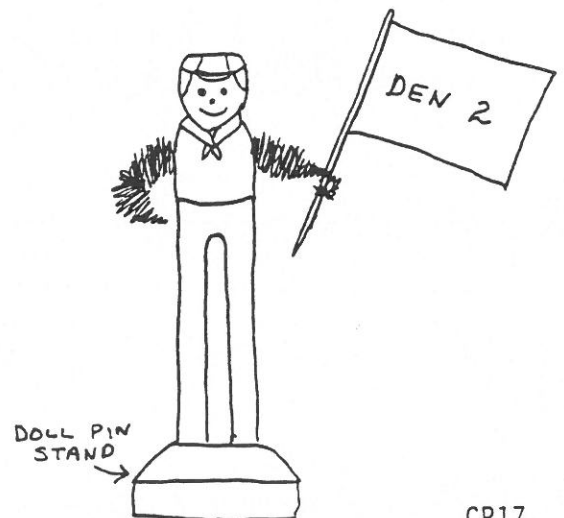
Drill small hole all way through side of round clothespins.

Paint clothespins in the appropriate colors for Tiger Cubs, Wolf, Bear and Webelos. For small details, paint with a toothpick.

After paint has dried, pull a chenille bump in appropriate color through hole for arms.

Use a fine marking pen to draw on facial features.

Print Cub's name and den number on paper flag. Glue flag to toothpick, and wrap one end of chenille bump around end of toothpick.



PLACE MARKERS

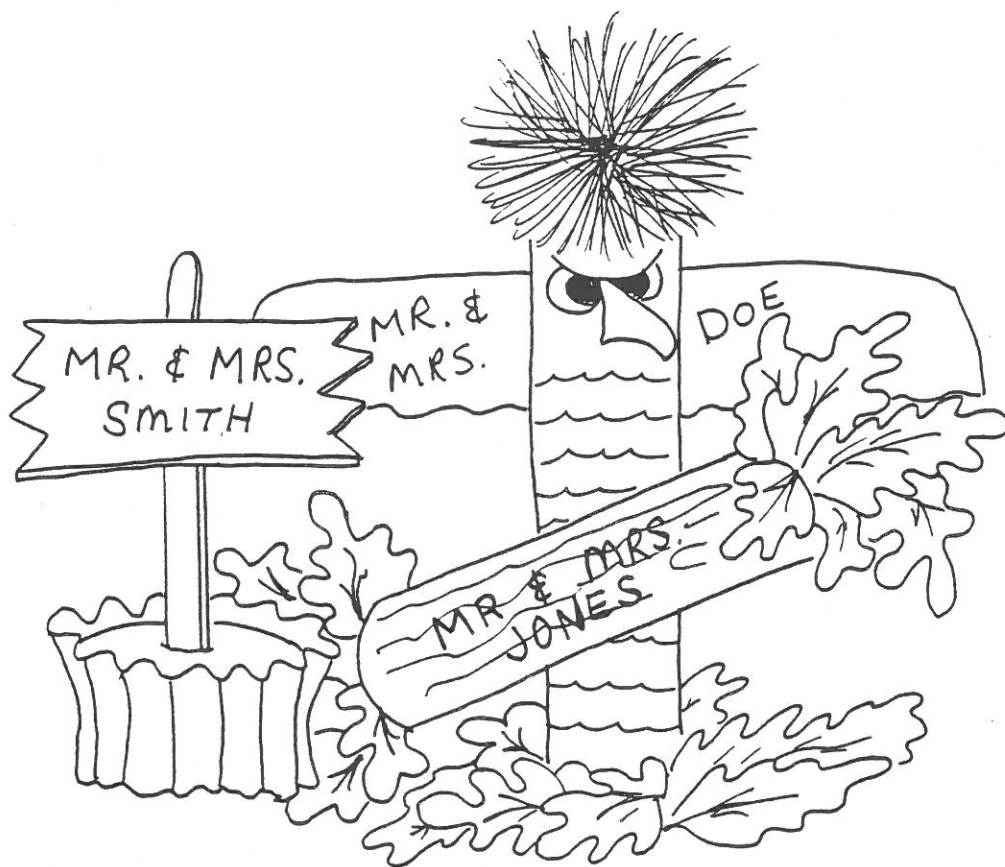
Fill dixie cup with plaster of paris. Before plaster is dry, turn cup over, glue on green sponge for leaves. Insert stick through bottom. Paint stick to resemble wood; glue on painted name tag.

TOTEM

Paint tissue roll; make slits at sides, and front, to glue in cardboard wings and beak. Mount in jar lid filled with plaster of paris. Arrange paper leaves around base.

SUPRISE LOG FAVOR

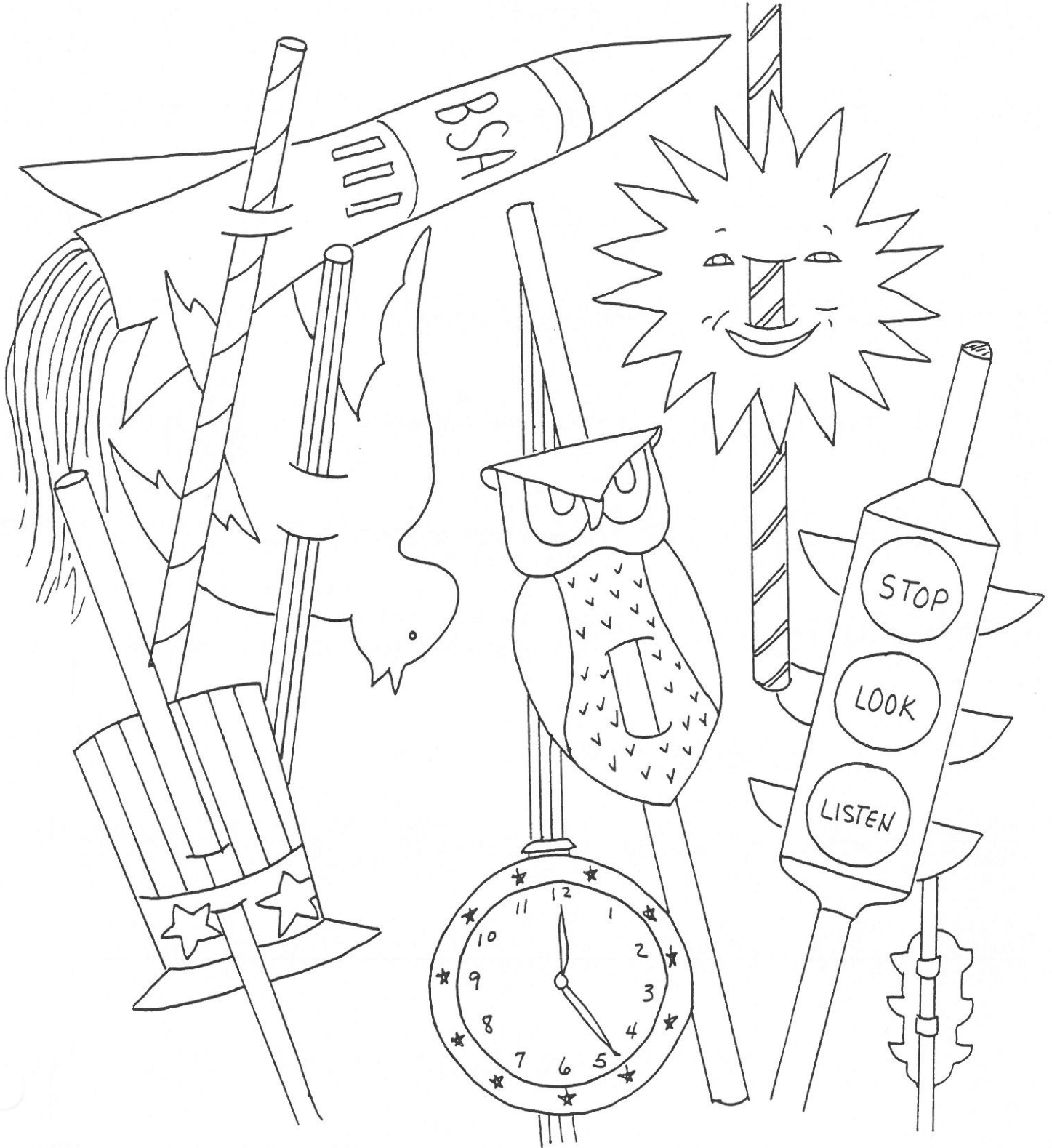
Cover a cardboard roll with construction paper. Place small favor inside. Add leaves.

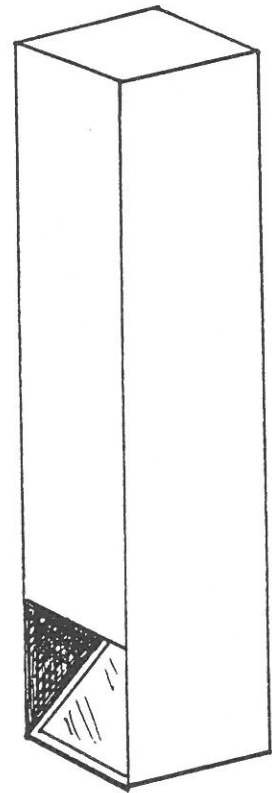
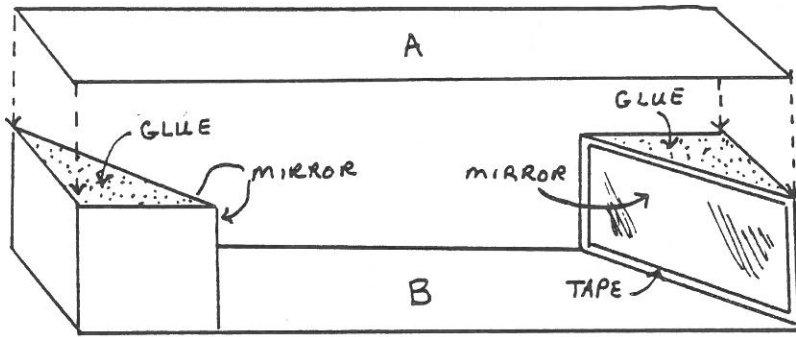


WING PATTERN

NOVELTY SODA STRAWS

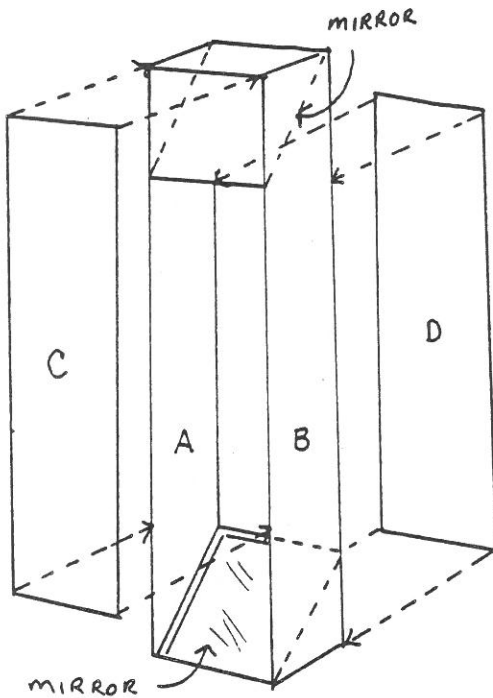
Make two slits in cardboard cut outs, pass a soda straw through and add detail with paint, glue on foil cutouts, sequins, or stars for additional decoration.





PERISCOPE

1. Cut block of balsa wood 3"x3"x3" diagonally into two triangles the same size.
2. Tape small mirrors 3"x4" (or slightly smaller to balsa triangles).
3. Cut 2 pieces of heavy cardboard 3"x15" and 2 pieces 3"x12".
4. Spread glue on sides of balsa pieces.
5. Attach pieces A and B to outside of balsa pieces as shown. Let dry.
6. Attach pieces B and C as shown. Let dry.



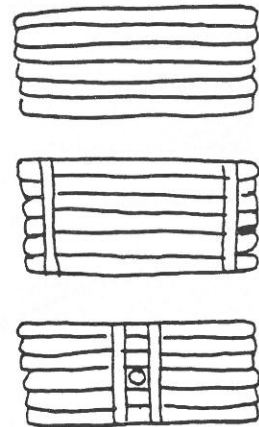
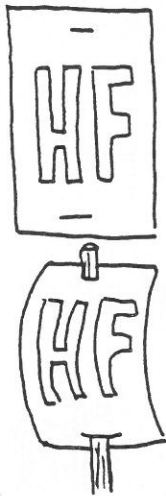
AQUARIUM PAPERWEIGHTS



Use small, round jars with screw-on lids (junior-size baby food jars). Use household cement for gluing and acrylic paints for painting. Paint outside of lid. Glue tiny pebbles and shells in lid, keeping arrangement away from sides of lid so that you can screw lid back on jar. Using sharp knife, cut grass and seaweed from plastic foam egg cartons or trays. (If you use trays, paint them green). Glue to stones and shells in lid. Temporarily place jar over lid to see how it will look, and to be sure the arrangement fits in jar. Remove jar. Cut fish from egg cartons or trays. Paint brilliant colors. Insert and glue a piece of thread into bottom of each fish. Glue other end of thread inside lid. To make sure fish fit inside aquarium, place lid on jar (aquarium is upside down) so fish hang inside. Remove lid. Fill jar with water. Pour one or two teaspoons of silver glitter into jar. Coat inside rim of lid with glue, and screw lid tightly onto jar. Wipe off excess water, and set jar upright (with lid on top side) for at least an hour, until glue is dry. Turn jar over, shaking gently so glitter swirls in water.

HUCK FINN'S LOG RAFT

Cut 6 - 6" twigs. Place side by side on sheet of wax paper. Glue twigs together with waterproof glue to form raft. Cut two twigs to fit width of six glued twigs. Glue these near ends of raft. Let dry overnight. When dry, turn upside down. Cut a twig to form mast and glue it, standing up to center of raft. Cut a twig to form last two twigs to fit width of raft. Glue to both sides of mast. Dry overnight. Cut sail from white paper, decorate. Push sail through standing twig. Have den race with the rafts.



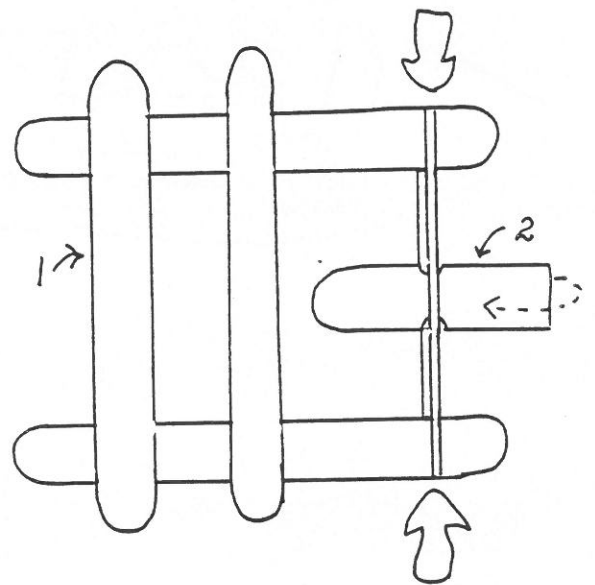
PADDLE BOAT

Glue four popstick sticks together with waterproof glue. (fig. 1) Allow to dry.

Cut paddle from half of another popstick stick. (fig. 2)

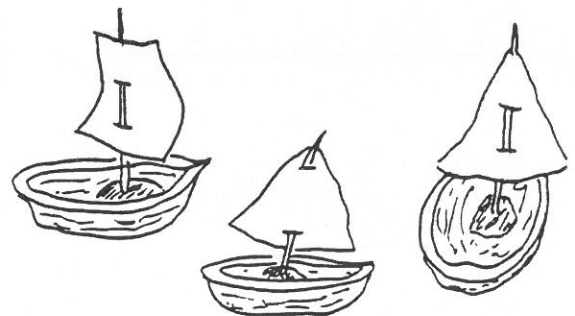
Notch paddle and lower part of boat as shown by big arrows.

Stretch rubber band over lower end of boat, resting it in notches there. Now slip in paddle and turn it in direction of dotted arrows until it feels taut. Hold paddle so that it does not unwind, place boat in water in direction you want it to go and release paddle.

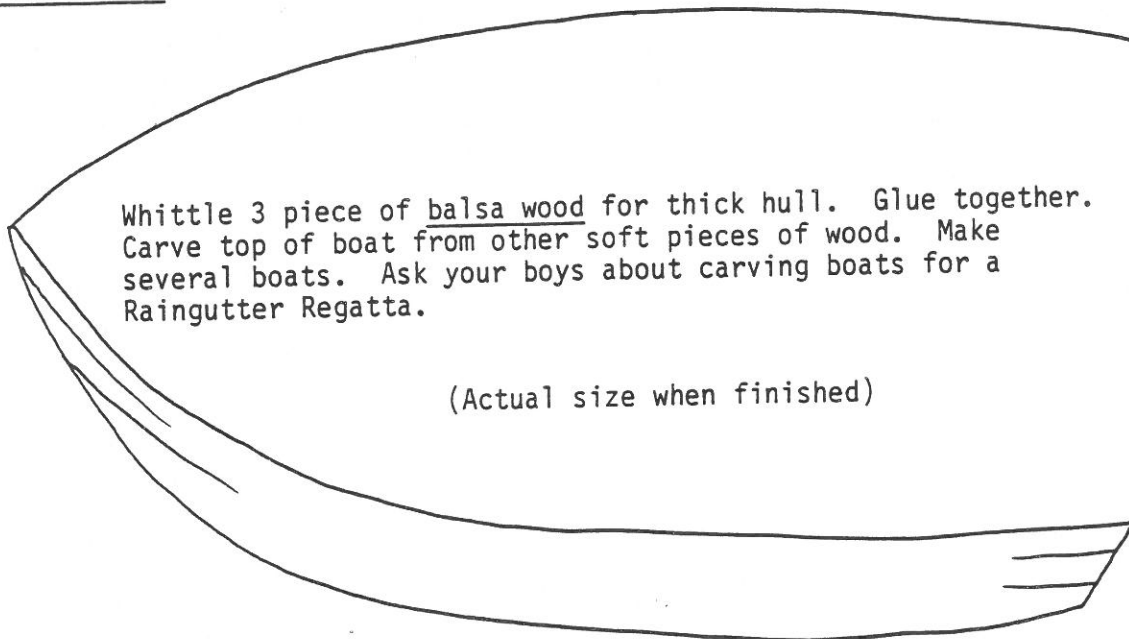


WALNUT SAILBOATS

Press a tiny piece of clay in bottom of half a alnut shell. Stick a toothpick into clay for a mast. Cut triangle of paper for sail, punch little hole in top and bottom and slide sail onto mast.

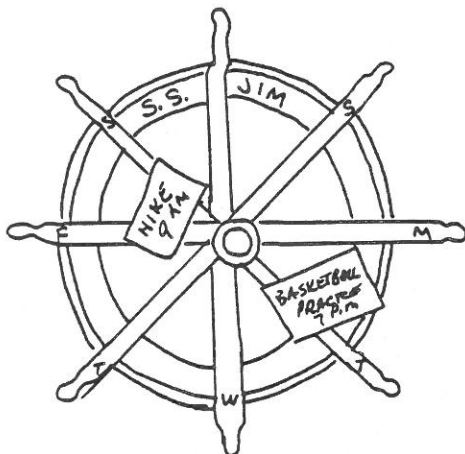
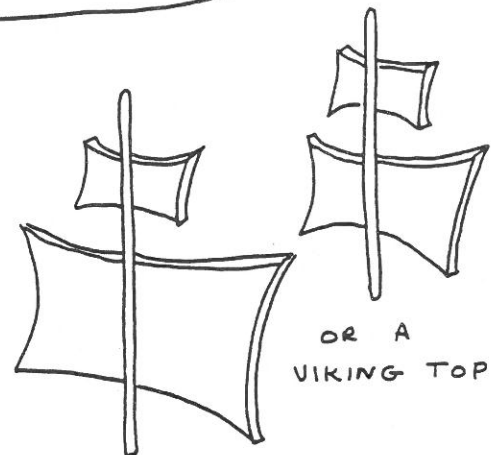
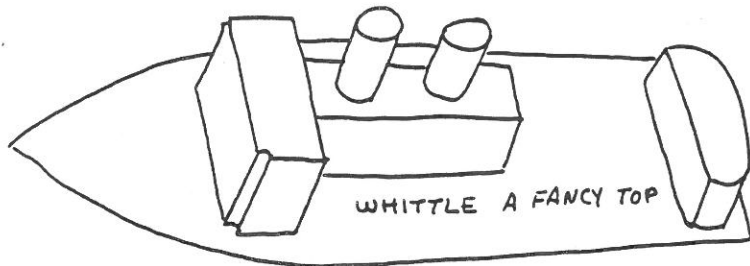


WHITTLE A BOAT



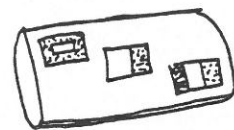
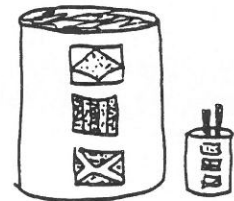
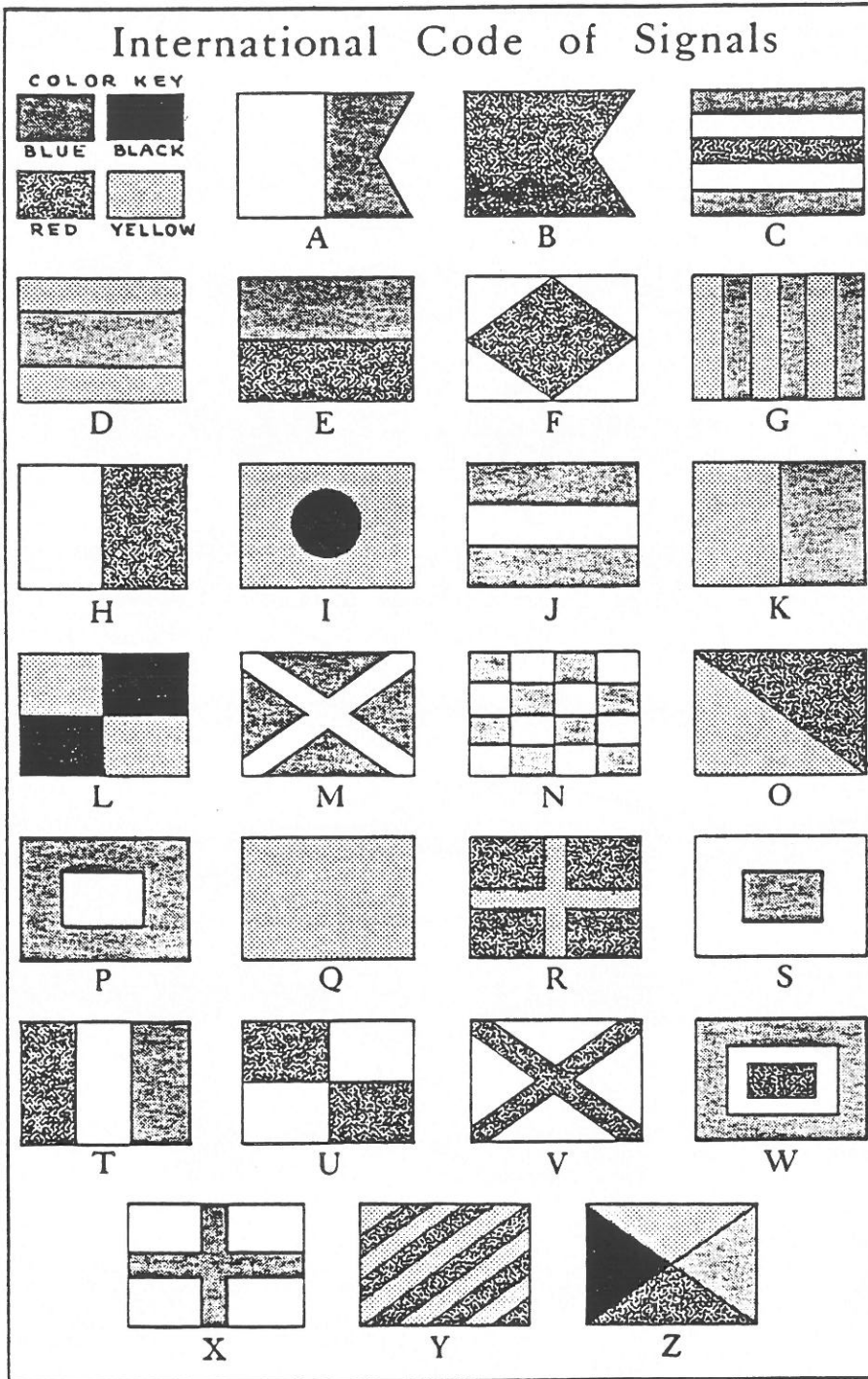
Whittle 3 piece of balsa wood for thick hull. Glue together. Carve top of boat from other soft pieces of wood. Make several boats. Ask your boys about carving boats for a Raingutter Regatta.

(Actual size when finished)



SHIP'S WHEEL BULLETIN BOARD

Use a plastic lid about 7" in diameter. Cut out center of lid, leaving 1" around edge. Paint with acrylic or rubber base paint. Use 8 pop-sicle sticks for spokes. With sharp knife, shape one end of sticks for a knobbed effect. For hub of wheel, use plastic cap. Around bottom of hub, cut 8 slots about 1/8" apart to fit plain ends of sticks. After inserting sticks, add a little glue to help keep them in place. With rim of wheel down, glue spokes to wheel. If there is a ridge around edge of wheel, cut notches so spokes fit flush. Add name as name of ship and letter days of week to 7 of the spokes. Add a hanger through the top.



NAUTICAL MONOGRAMS

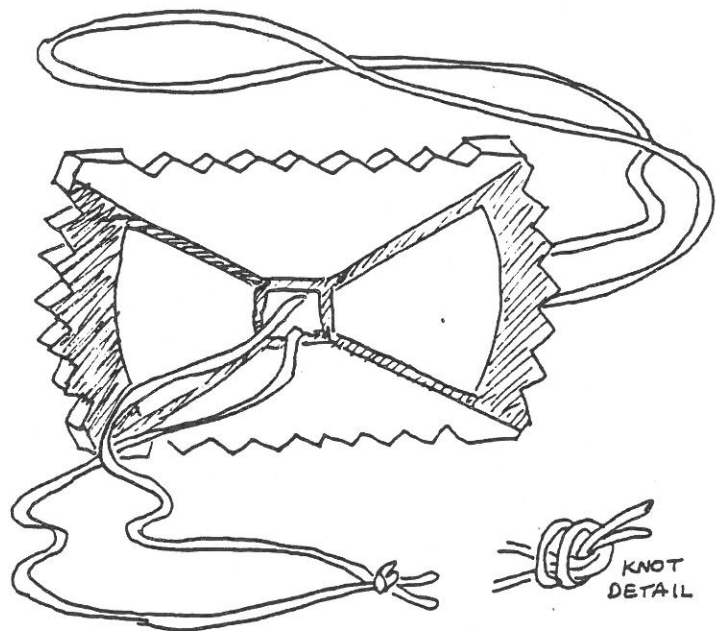
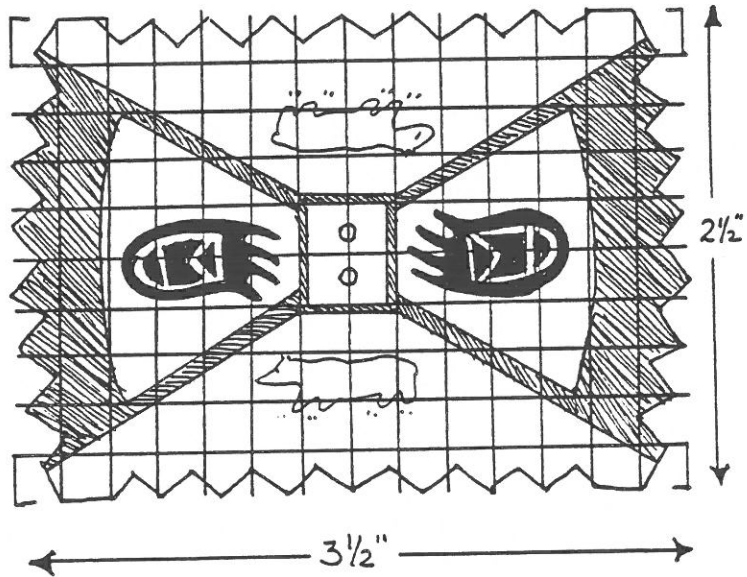
The International Code, used for communications between ships, contains 26 flags--one for each letter of the alphabet. These are pictured with a color key. Plan monograms, using flags for letters. Make with fabric tape, clothes appliques or paint, depending on type of background. Pictured are a T-shirt, duffel bag, wastebasket, pencil holder, pillow and bicycle license plate.

BUZZ BOARD

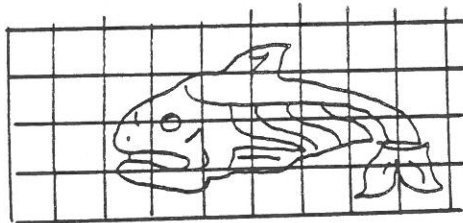
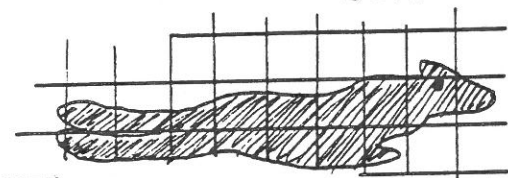
During long sunless periods in the far north, children amuse themselves with carved buzz board. Mark off on paper in $\frac{1}{4}$ " squares as shown. Within squares, draw outline of buzz board and designs. With coping saw, cut outlines out of a $2\frac{1}{2}$ " x $3\frac{1}{2}$ " x $\frac{1}{4}$ " thick piece of plywood. taking care that notches are all even. Sand, & paint design on one side. Use black paint where drawing is black. Use red in shaded areas. White in drawing is natural wood showing between painted parts of design. Designs may also be wood-burned instead of painting them.

Make two small holes in middle of board, above and below exact center. Pass 40 inch cord through holes and knot ends together.

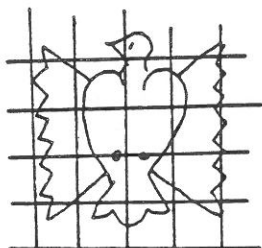
Grasping loops of string as shown, first pull cord tight and then release it; pull it again, then release it. Do this in quick succession, and board will spin and whirl and buzz. The faster you work it, the more noise it will make.



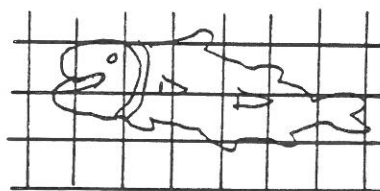
SEAL



WHALE



SNOW BIRD

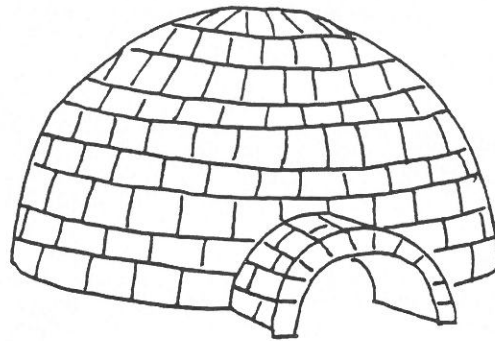


CODFISH



SUGAR CUBE IGLOO

Use regular model cement rather than white glue. Sugar cubes come in more than one size; the more sizes the better since cubes tend to crumble when cut.



DEN IGLOO

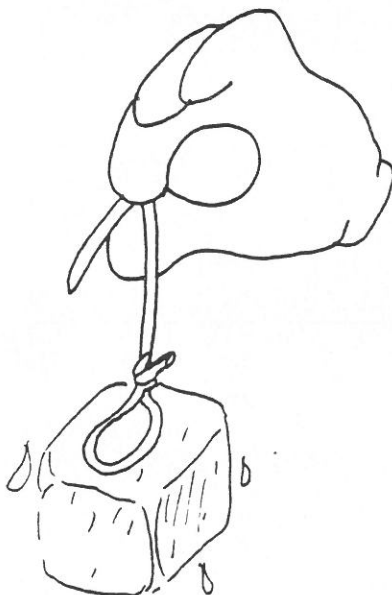
Make an igloo from empty $\frac{1}{2}$ gal. cartons. Stuff one with paper and insert it into another carton. Arrange cartons in shape of an igloo, making base ring 5' in diameter. Glue together with craft glue.

LASSO AN ICEBERG



Tie a 1 or 2 inch loop in the end of a piece of cotton thread. Ask the boys if they can lasso an icecube and remove it from the glass (without using any fingers). Let them try it for awhile. After they've all tried unsuccessfully, step in and show them how.

Simply lower the loop onto the exposed surface of an ice cube. Try to get it as flat as you can. Then, sprinkle salt on top of the cube and string. Wait a few seconds.



The salt on the ice cube will freeze the string to the cube. All you do now is carefully pull the string up and the cube will come up with it.

This would also be a good magic trick to show for August's theme--Cub Scout Magic.

TOTEM POLE

Cut several long poster board rectangles, all the same size.

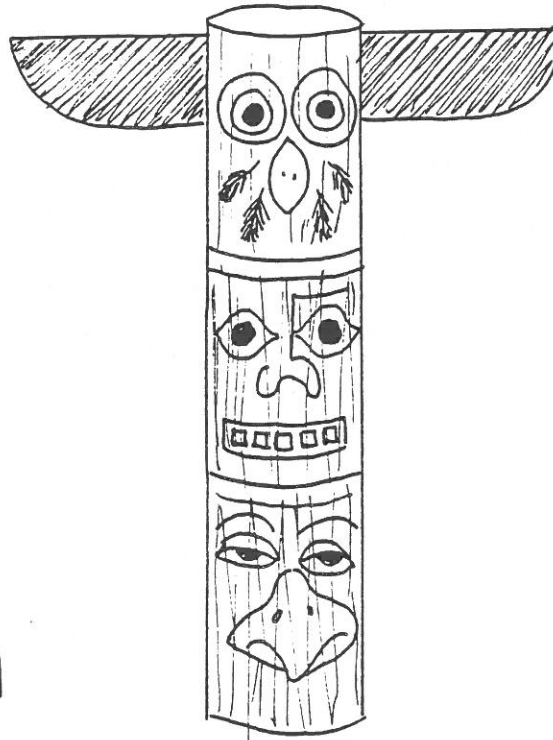
Draw a bird or animal in center of each rectangle with crayons or markers.

Roll rectangles into cylinders. Tape in place. (Fig. A)

Cut long, narrow colored paper rectangle. Round each short end. (Fig. B)

Glue or tape cut paper to back of one cylinder for wings.

Tape cylinders on top of one another, with winged face on top.



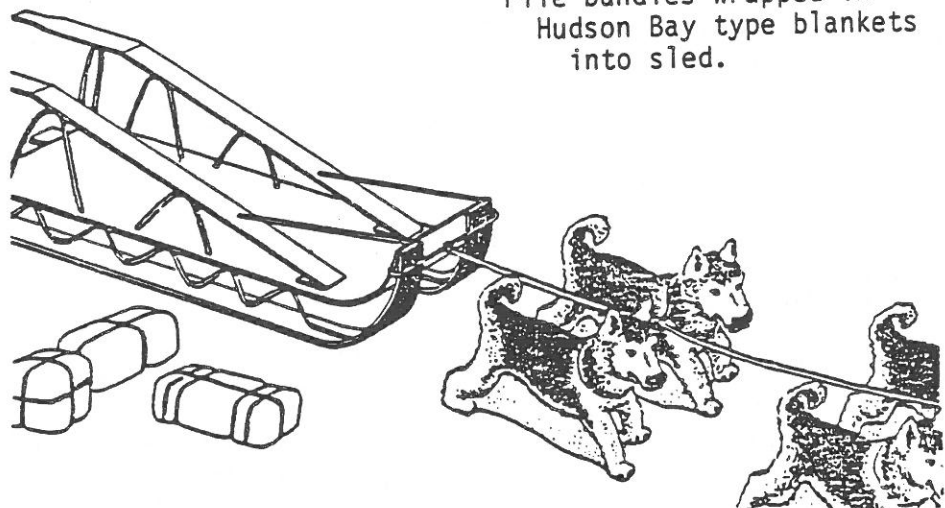
HUSKIES AND DOG SLED

Cover a 5" x 15" piece of medium weight cardboard with stretched and crushed beige crepe paper, pasting in strategic places. Cover #15 wires with 1/2" strip of beige crepe paper. Paste a wire along each side of covered strip and bend strip up at end of platform of sled. Make runners and handles of strips of cardboard covered with beige crepe paper. Wires are put through holes in platform and runners, and pasted to underside of handles. Staple or paste handles to platform. Have each boy make a huskie for the sled from crepe clay.

Crepe Clay

- 1 fold of white crepe cut up in confetti-like pieces.
- 1 bag of white confetti

Cover with water, let stand for 10-15 minutes. Drain off excess water and add enough flour to make dough mixture. Add pinch of salt. Mix well. (Makes 2 dogs)

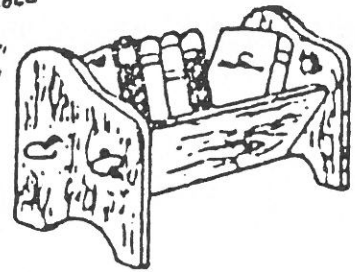
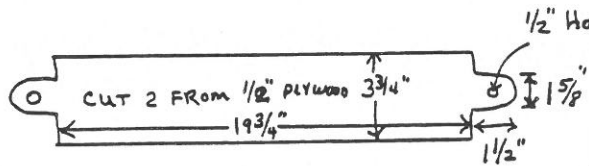
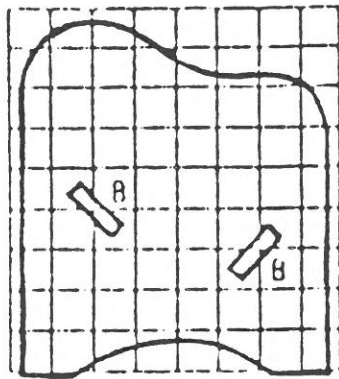


Pile bundles wrapped in Hudson Bay type blankets into sled.

Shape dogs as you would work with clay. Let dry for 3-4 days. Paint with tempera or water colors. Spray with clear plastic spray. Harness to sled with beige crepe twist.

BOOK TROUGH

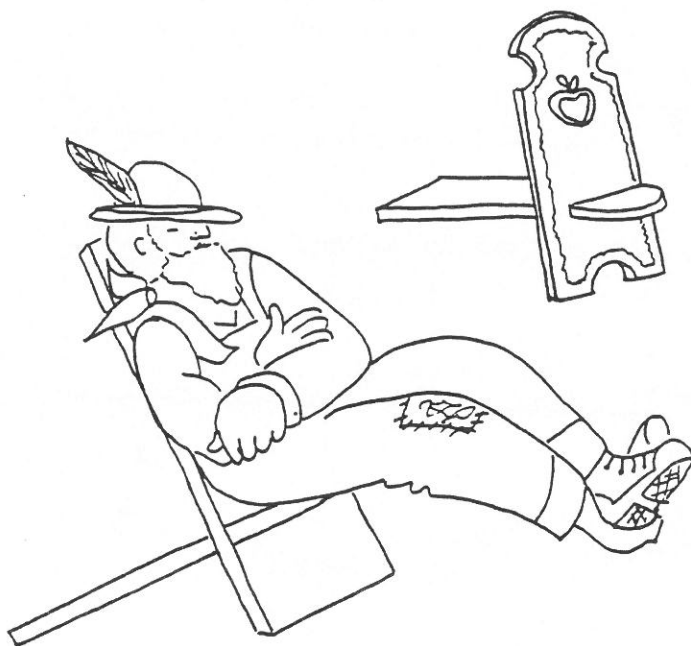
Enlarge chart of book ends and trace diagram onto 3/8" board or plywood. Cut out shape. Make two ends identical by clamping 2 boards together before cutting slots and finishing. Cut shelves according to measurements. To assemble, insert "A" through "B"; push in pegs. Sandpaper all edges. Paint or stain.



SAW SLOTS
5/8" x 1 3/4"



ROUND PEGS
1/2" DIAMETER 3" LONG
TAPERED. MAKE 4.



FARMER'S CHAIR

Cut 1 board 1" x 7" x 30" (leg-seat board). Cut 1 board 1" x 9" x 30" (back board).

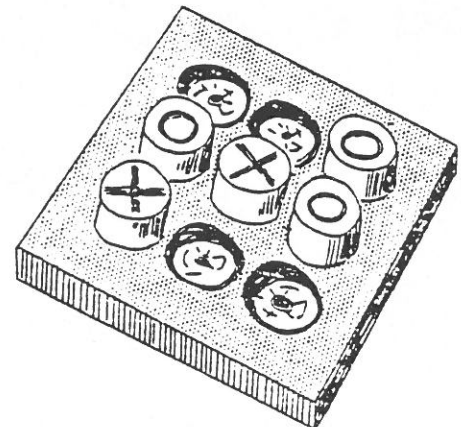
Cut slot in back board 7" wide 1" deep about 12" up from bottom. Sand slot smooth. (To cut slot, drill hole in marked area so you can put coping saw blade or saber saw blade in position to cut.)

Slide seat board through slot and tilt back board backwards to make an X chair.

You can round edges, cut scroll work as desired. Sand smooth. Paint & decorate as desired.

TIC TAC TOE GAME

Cut a 6" x 6" x 3/4" base. Mark position for 9 holes and drill with 1-inch spade bit. Cut 1" dowels into 1" lengths. Mark O's with 1/2" drill. Cut X's with saw or paint them on with a fine brush or marker. Sand to fit recesses. Stain base only.



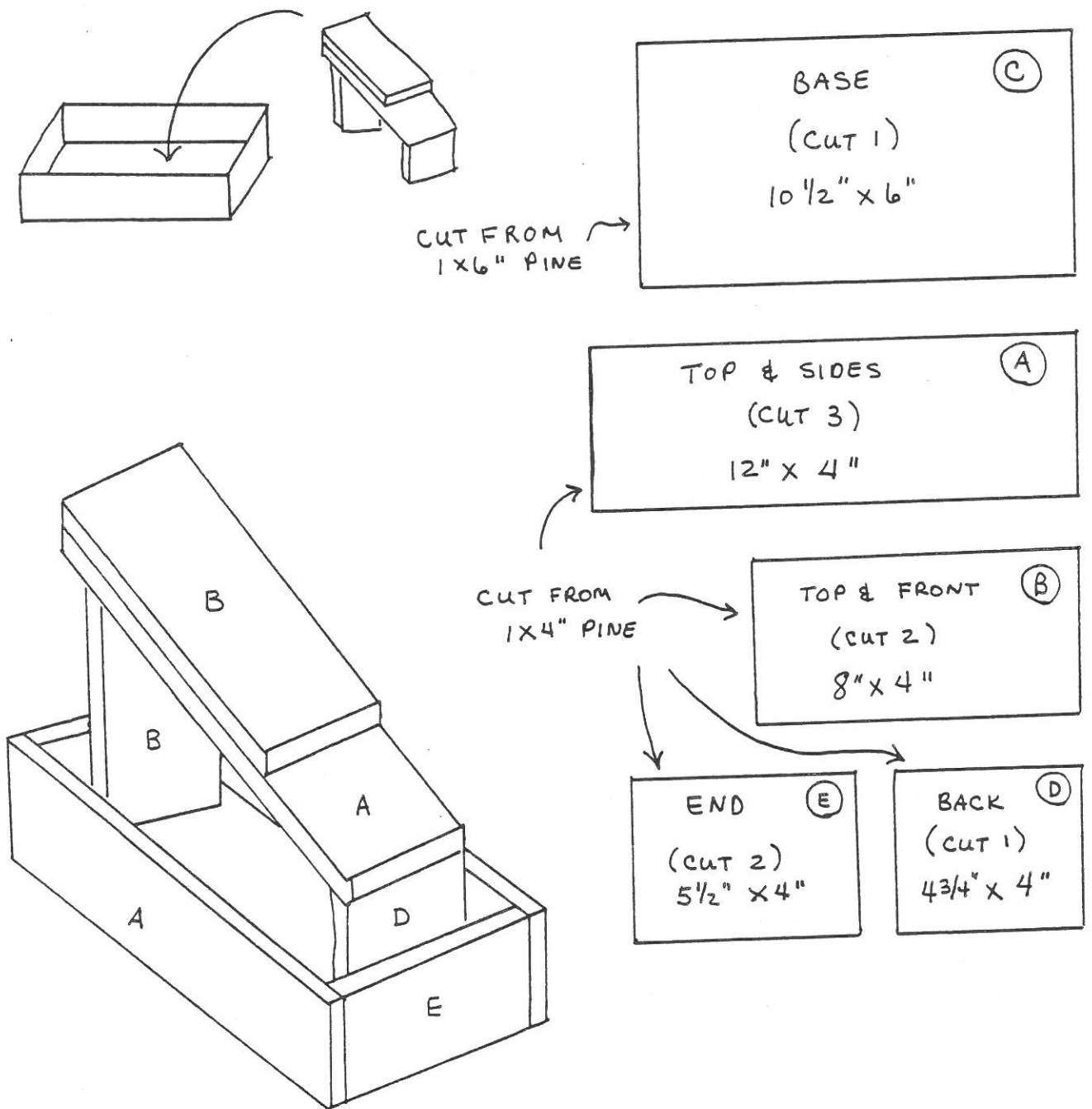
SHOESHINE BOX

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

The box is made of 1" x 4" pine except for the base which is from 1" x 6" pine.

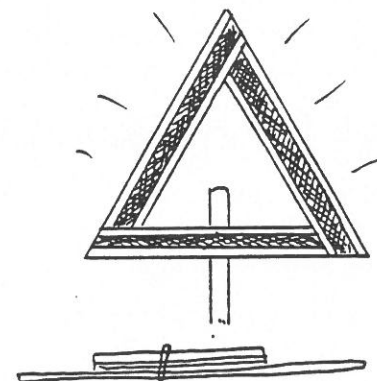
The risers (B & C) need to be sloped on one end to fit the angle of the foot rest.

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

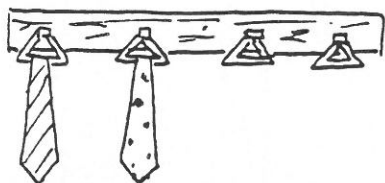


WARNING TRIANGLE

Keep in car for emergencies. For pole, use a wooden stake about 2' long, sharpened to a point at one end for inserting in ground. For triangle, cut 3 strips, 2" x 12" from a plastic bottle. Punch hole 1 3/4" from each end of all 3 strips. To reinforce each strip, tape piece of coat hanger wire along back. Arrange strips in a triangle, matching holes. Insert paper fasteners through holes. Trim corners and cover strips with reflective tape. Make a wide elastic loop to fit stake snugly and sew to bottom strip of triangle. To store triangle, slide off stake. Unhook top fastener, leaving fastener attached to one strip and bending prongs so you don't lose it. Fold and attach to stake with elastic loop on bottom strip.

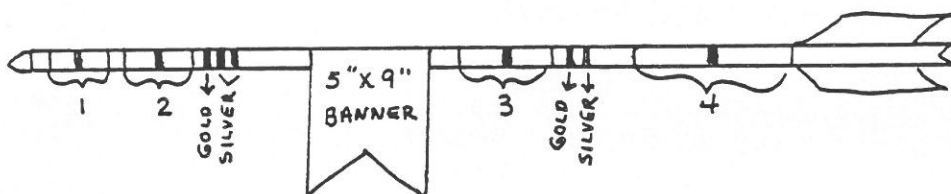


TIE RACK



Sand and paint a strip of wood, about 20" long. Space four drawer handles along length of wood and nail in place. Make rack longer or shorter by varying length of wood and number of handles. Add screw eyes to hang rack or drill a hole in each end to fasten directly to wall. To hang ties, slip over handles. Cup hooks can be added to hang belts on.

CAREER ARROW

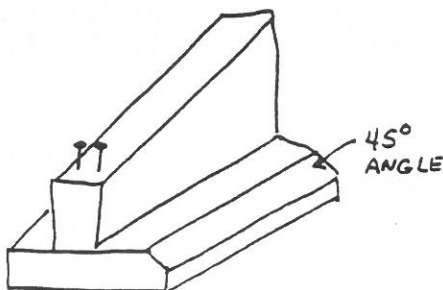
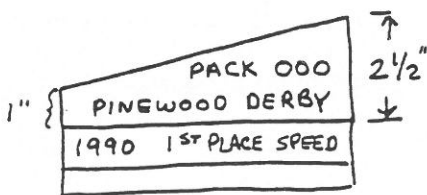


- 1 1 1/2 inch black - Bobcat
- 2 1 1/2 inch silver - Wolf
- 3 1 1/2 inch green - Bear
- 4 3 inch blue - Webelos

Wide bands represent ranks. Center of the band is 1/4" red. Gold and silver bands following the rank bands are 1/4" & represent arrows earned.

PINEWOOD DERBY TROPHY

Make from 2 x 4 lumber.



EVENT TROPHY

Make from scraps.



WEBELOS COUPSTICK

The coupstick (coo stick) is a wooden scorecard to record boy's advancement in a Webelos den.

Cut it from $\frac{1}{4}$ " pine, 1 1/2" wide by 12" long.

When a boy first comes into Webelos, he is given the blank piece of wood and directions on how to complete it.

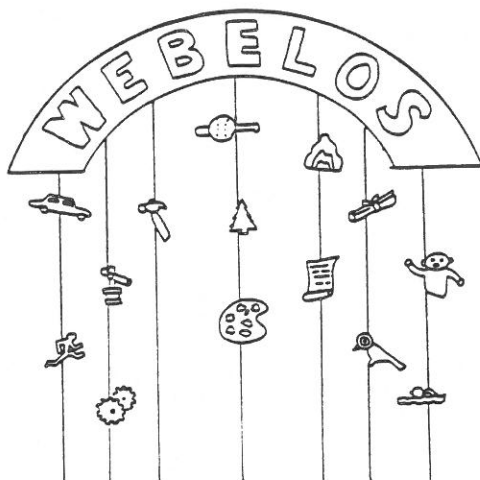
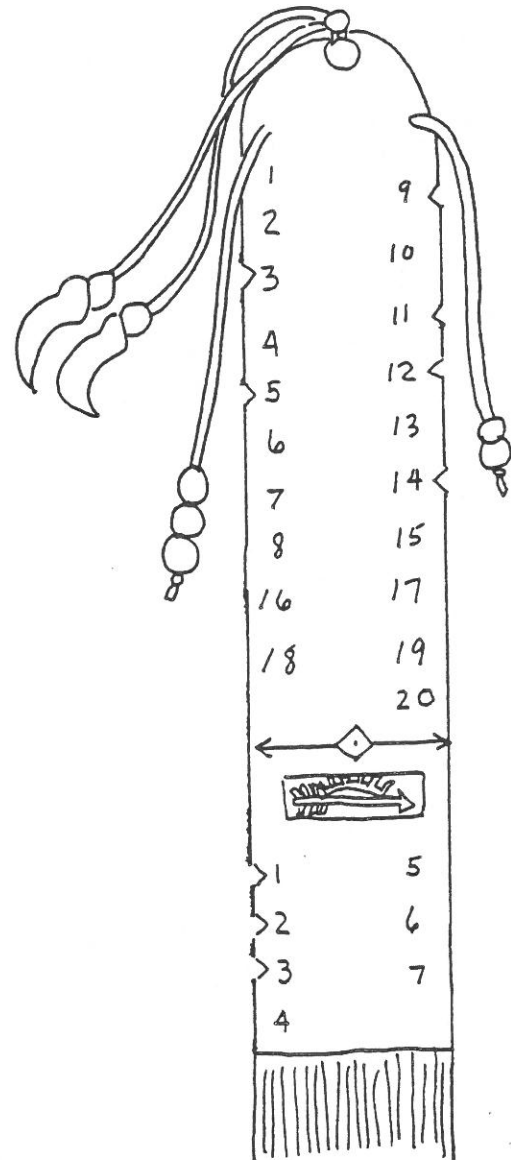
As boy earns activity badges, stick is notched by Webelos den leader. Arrow of Light award requirements are also notched when completed.

Decoration of coupstick can be decided by den leader or left up to individual boys. Beads may be added as boys take part in pack activities or in joint Webelos den/troop activities. They could also receive beads for dad-and-son overnight campouts.

The coupstick is kept at den meeting place except on pack meeting nights when it is either carried by boy or displayed on a coupstick display board.

When stick is notched and boy is ready to graduate into troop, stick can be presented to boy by Cubmaster in an appropriate ceremony.

Leather thongs can be used to hang beads on stick and for Eagle claw decoration at top. Leather is used for fringe at bottom. Numbers can be burned into wood with woodburning pen or painted on.



DEN DOODLE

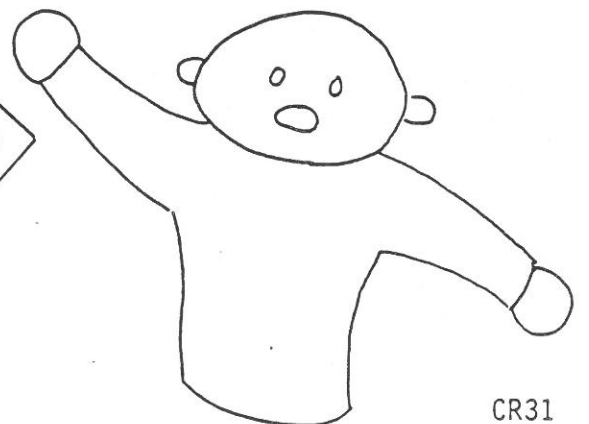
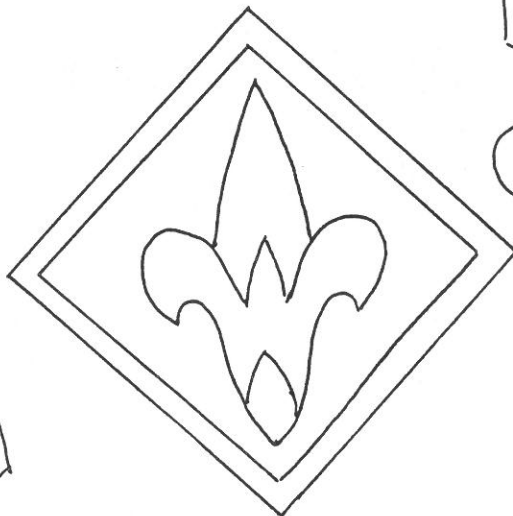
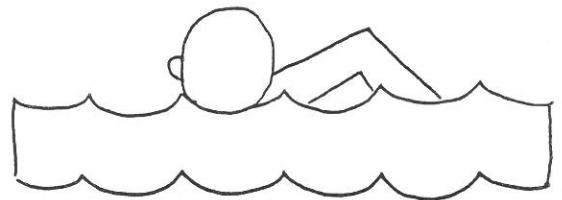
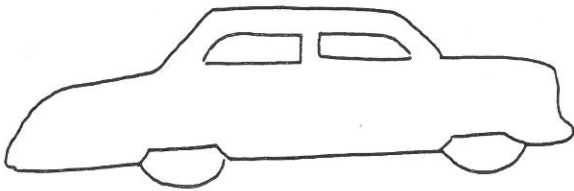
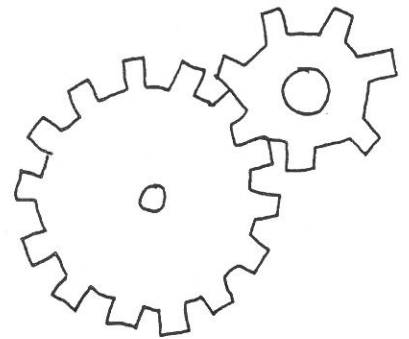
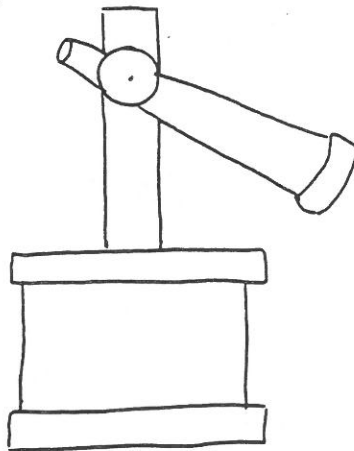
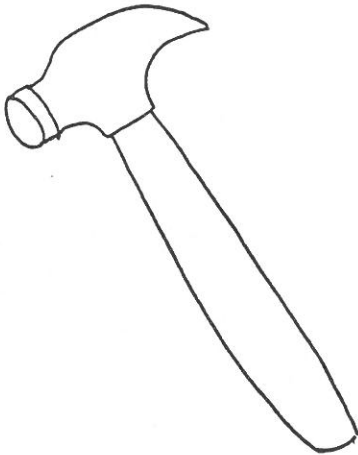
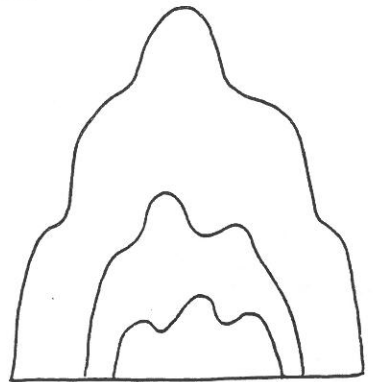
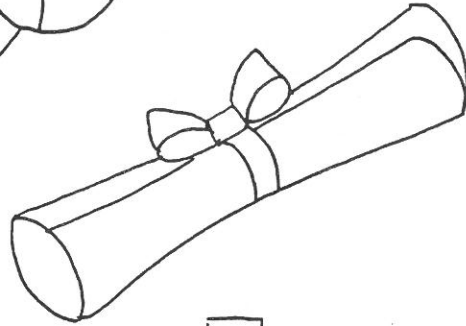
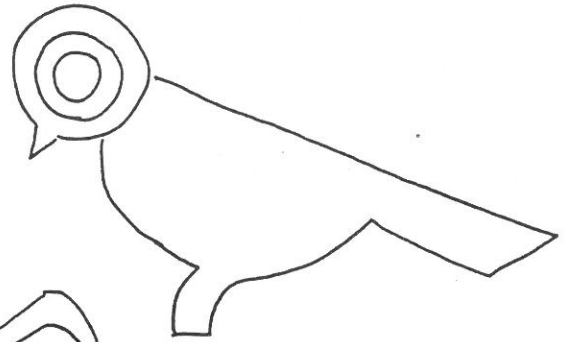
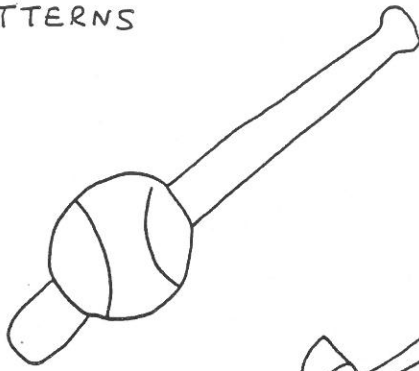
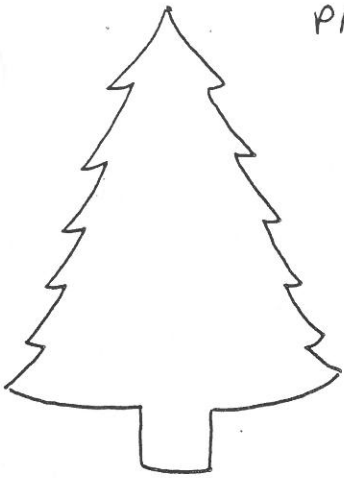
Boys who are working on the Bear requirements might be interested in making a den doodle that he could take with him when he graduates into Webelos.

Cut out of $\frac{1}{4}$ " plywood. Sand and paint. Letter in word Webelos.

Attach string or wire for adding activity badges as earned. Badges may be cut out of plywood or cardboard.

Pattern for some of the activity badges are on the following page.

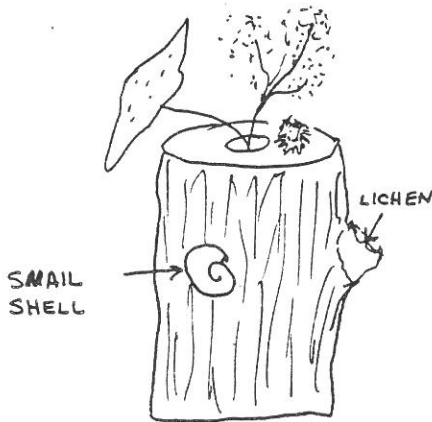
PATTERNS



TREE TRUNK TREASURES

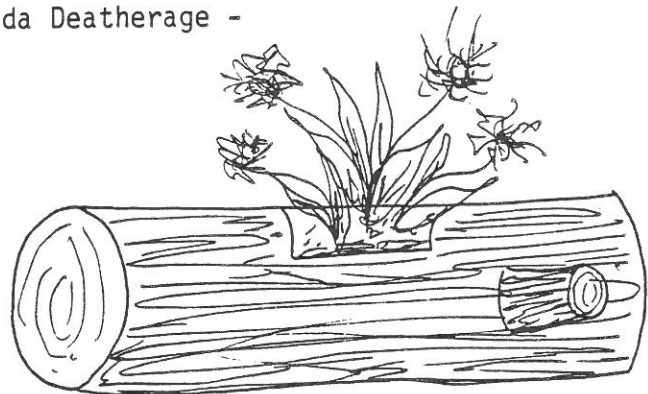
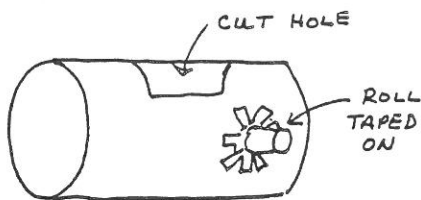
Recycle your Christmas tree by cutting the trunk into 3 or 4 inch high chunks. Cut straight, these baby trunks stand alone as a natural "vase" for weeds and other dry materials. Drill a 1/2" deep hole in center of trunk and fill with floral or modeling clay. Insert apple flowers, baby's breath, straw flowers, etc. Sweet gum balls, snail shells add interest and texture. Be sure flowers are at different heights with heavier items nearer "trunk".

- Judi Austin -

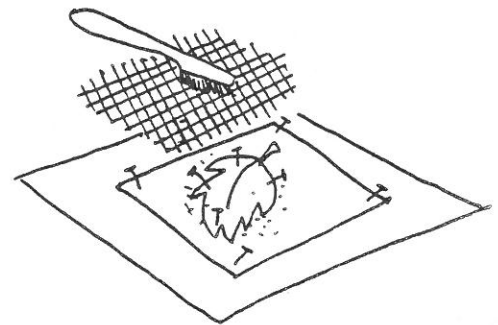
LOG PLANTER

Cut square out of can of desired size (medium 12 oz. makes a nice small one). Stump may be added by taping a piece of tube to side. If this is used be sure to stuff with paper and tape over the open end. Cover with plaster of Paris that has become just workable. Using a form, make lines lengthwise to resemble bark. Let dry and stain any shade of brown and seal with shellac. An animal may be added before plaster dries. This looks very authentic and will hold water and soil if can is in good condition.

-Glenda Deatherage -

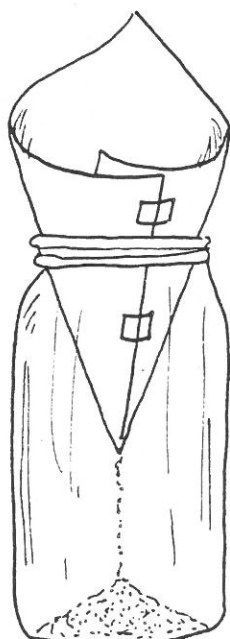
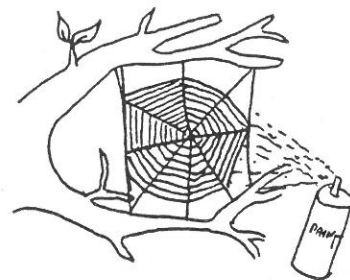
LEAF SPATTER PAINTINGS

Spread work area with newspapers. Place leaf on construction paper and secure with pins. Dip toothbrush in paint or ink and shake until almost dry. Holding 8" x 10" wire screen above paper, brush across screen with toothbrush. Brush away from yourself. Let dry, then remove leaf. For overlap prints - Lay a leaf on white paper. Spatter with red tempera. Remove leaf. Wash screen and toothbrush. When paint is dry, place a second, different shaped leaf overlapping first design. Spatter with yellow tempera. Allow to dry and remove leaf.



SPIDER WEB PRINTS

In your next hike in the woods, take a can of white enamel or latex spray paint and a piece of dark blue or black construction paper with you. Find an unused spider web. Best place to look is among bushes and weeds. Be careful not to touch web. Standing a short distance away, very carefully spray the web on both sides with paint. Too much paint will cause web to sag. Carefully put dark paper behind web and bring it into contact so web will stick to paper. Break supporting line of web and remove paper. Cover dried web with cellophane or clear plastic for protection.

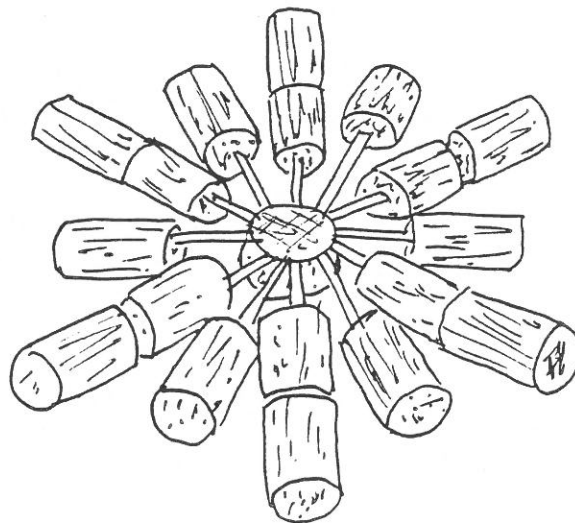
SAND TIMERS

Make a cone out of heavy paper, leaving small hole in bottom of the cone. Put cone in mouth of jar. Decide how many minutes you want timer to measure. Fill cone with very fine sand (sift if necessary) and start timing how long sand takes to get through cone into jar. As soon as the right number of minutes has passed, pull out cone and dump out sand that's left in it into another container with a lid.

Put cone into empty jar and pour measured sand into cone when you want to time something. Time is up when all sand has run into jar.

TRIVET

Use bamboo sticks for spokes to link corks, making holes with a nail or other sharp instrument in cork ends before inserting sticks. Fill holes with white glue and attach sticks. Using 8 spokes of two corks each and 8 spokes of single corks radiating from a cross section of a large cork. Or make a square or rectangular trivet using the same technique. Corks may be tinted first with a Tbs of liquid dye to a cup of hot water. Let dry. For a finishing touch, brush liquid wax on corks.



BREAKFASTBreakfast Puffs - 18 puffs

Mix 1 yellow cake mix, 1 tsp. nutmeg, 3/4 cup water, 1/4 cup salad oil, 1 egg, and spoon into paper lined muffin cups. Bake 350° in reflector oven for 20-30 minutes until toothpick inserted in middle comes out clean. Dip tops in 3 Tbsp. melted butter, then in 1/2 cup sugar mixed with 1 Tbsp. cinnamon. May be baked at home then wrapped in foil. Heat in foil over campfire.

Sausage and Apple Skillet - serves 4

Brown 1 pound link sausage. Drain off all but 2 Tbs. fat. Brown 2 large sliced onions in fat. Add 1 can unsweetened sliced apples undrained and sausage. Simmer til hot.

Egg in a Frame - serves 1

Cut out a circle in center of bread slice. Spread both sides of bread with mar-garine. Brown bread in skillet over medium coals. Turn. Carefully break egg into center hole. Cover and cook until egg is set. Toast cut-out circle on a stick and serve with egg.

LUNCHPigs in Blankets - serves 12

Mix 2 cups Bisquick and 1/2 cup cold water. Roll out to 12" square. Cut into 12 3" x 4" rectangles. Insert hot dog lengthwise onto green stick or skewer. Spread with mustard. Wrap 1 rectangle of dough around. Hold stick over medium coals, occasionally turning until browned.

Stone Soup

Den finishes: 1 medium sized round steak cut in cubes, salad oil, 1 chopped onion, 1 chopped green pepper, 2 stalks chopped celery, 1 clove minced garlic, 2 beef boullion cubes.

Each boy brings: 1 potato and 1 can of canned vegetables. Don't assign what boys are to bring. Let it be a surprise.

Brown meat, onion, green pepper, celery, and garlic in salad oil. (Doesn't take much oil. Have boys scrub, peel and chop potatoes. Add to pot. Add canned vegetables without draining. Add boullion cubes. Add more water if necessary to furnish enough liquid to cook potatoes. Simmer for about 1 hour or until potatoes are done. This recipe is based on the children's classic story STONE SOUP.

DINNERDepression Dinner - serves 14

Mix 3 pounds hamburger, 3 cups grated carrot, 1 grated onion, 1 1/2 cup grated potato, 2 eggs, 1 tsp. garlic, 1 Tbs. salt. Form 14 patties. Wrap each pattie with slice of bacon and secure with toothpick. Grill over medium coals til done.

Chicken in Foil - serves 4

Start with 4 chicken breasts. Place each piece on a 14" square of double thickness heavy duty foil. Mix 1 - 10½ oz. can condensed cream of mushroom soup and 2/3 cup raw instant rice. Spoon evenly over breasts. Wrap securely, leaving steam envelope. Place on grill 5" from hot coals. Cook about 40 minutes turning once.

Stuffed Peppers in Foil - serves 4

Cut thin slice from stem ends of 4 green peppers. Remove seeds and membrane. Wash thoroughly. Place each pepper on double thickness of heavy duty foil. Cook 1/2 cup celery in 2 Tbs. butter until soft. Mix with seasoned croutons, salt, and 1 cup shredded cheddar cheese. Stuff peppers. Wrap in foil. Grill directly on medium coals for 15-30 minutes until peppers are soft.

Bacon and Chicken Kabobs - serves 4

Mix 20 chunks chicken breast, 10 halved mushrooms, 1/2 cup soy sauce, 1/4 cup cider vinegar, 2 Tbs. honey, 2 Tbs. salad oil, 2 minced green onions one or two days ahead of grilling time. Store in refrigerator. To make kabobs, use chicken and marinade, 10 slices bacon, halved, 8 ounces drained chunk pineapple. Wrap half slice of bacon around a mushroom half topped with a chunk of chicken. Alternate with pineapple chunks on skewer or green stick. Each skewer should have 5 chunks of chicken. Grill, basting with marinade, over medium coals for 15-20 minutes.

Mr. & Mrs. Murphy's - serves 4

Bake 4 medium potatoes in coals. Cut out oval from top of each potato. Scoop out insides, leaving shell intact. Mash removed potatoe with 1/4 cup butter, 1 Tbs. Worcestershire and dash cayenne pepper. Add 1 small can drained flaked crabmeat or tuna. Return to shells. Top with grated cheddar (1/4 cup per potato). Carefully wrap in foil leaving "head room". Return to coals to heat through and melt cheese.

Chicken in Apple Cider - serves 4-6

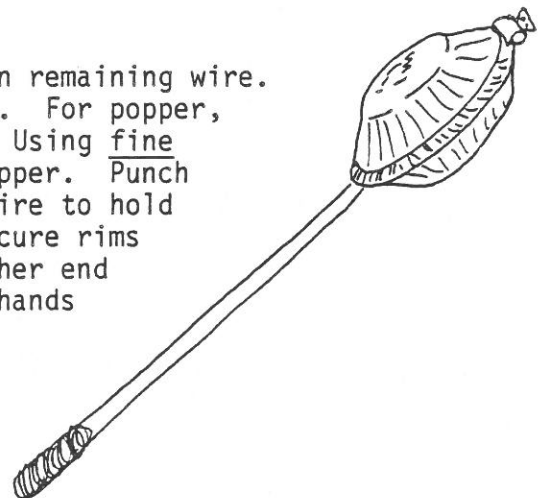
Place 1 cut up chicken, 2 carrots cut in thirds, 2 turnips quartered, 2 onions quartered, 1 tsp. salt, 2 cups apple juice or soft cider, 3 cups water. Simmer over medium fire for 40 minutes. Add 2 sliced zucchini and 2 cups cut up apples. Cook until tender. Add 1 tsp. grated lemon rind.

WEINER STICK

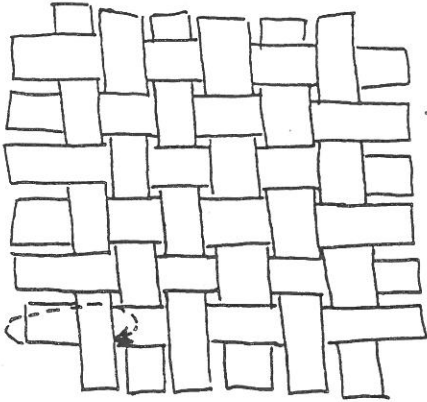
Cut a dowel or broomstick into sections for handles. Drill hole. Straighten unpainted hanger. Fold in half and bend ends out. Glue hanger into dowel handle.

CORN POPPER

Remove hook from a wire coat hanger and straighten remaining wire. Bend in half; bend ends of wire about 1" from end. For popper, use 2 foil pie pans. Place together rim to rim. Using fine wire attach bent ends of handle to one side of popper. Punch holes for wire through both rims; twist ends of wire to hold handle securely. To hold closed while in use, secure rims opposite handle with metal spring clasp. Tape other end of handle and wrap with pipe cleaners to protect hands from heat.



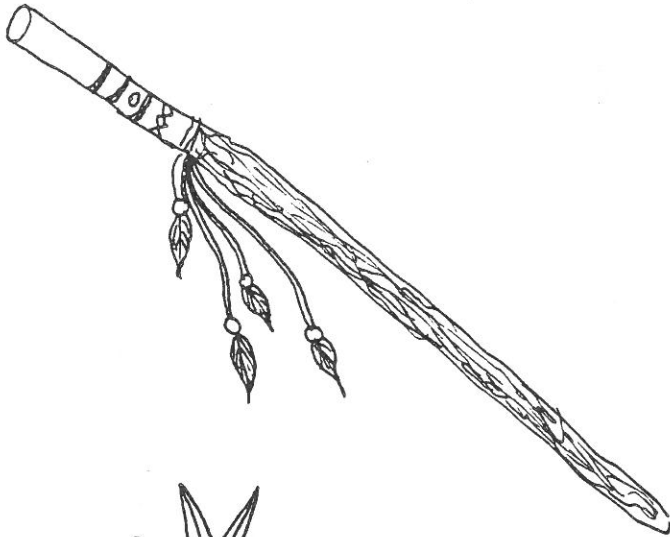
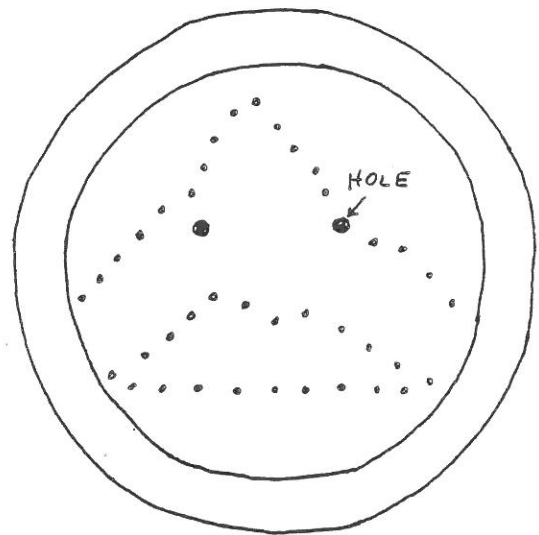
NOTE: See list of various kinds of hikes in High Country, U.S.A. section for additional backyard activities.

SIT-UPON

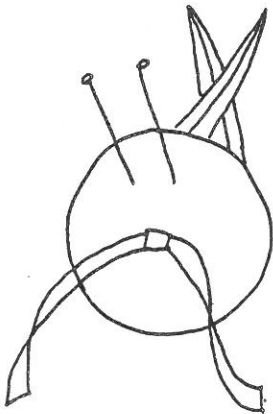
You will need 12 double pages of newspaper. Start at one side of double page, make a $2\frac{1}{2}$ " fold and crease well. Continue folding paper over and over until you have one strip. Fold all pages the same way. Lay 6 strips side by side. Beginning about 4" from one side, weave remaining 6 strips of paper in and out. Leave a 4" tail on each strip on all sides. Start with all ends facing upward (every other one) make a 1" fold - then fold over and tuck inside strip beneath it, as shown. Turn Sit-upon over and do the same with the remaining ends. All corners will be double tucked (on top and bottom).

MOUNTAIN TIE SLIDE

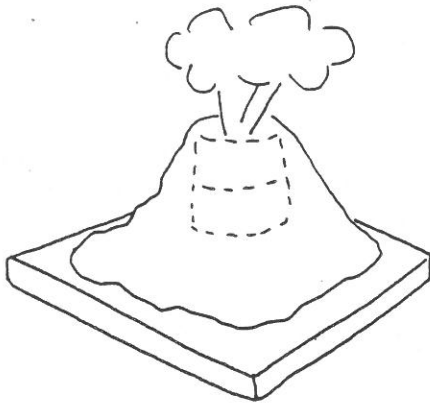
Cut pattern out and tape to a $2\frac{3}{4}$ " canning jar lid. Place slide on piece of scrap board. Using hammer and nail, tap dents at each dot on the patten. Punch holes through where indicated. Lace wire through holes for neckerchief tie. Tin can lides may be substituted, but edges should be covered with colored tape.

WALKING STICK

Use knife to clean bark from top 12" of stick. Paint designs around stick in area cleaned off. Be sure to leave a blank space for holding onto stick. Attach beads and feathers to pieces of yarn and tie to stick for additional decoration.

SNOWBALL SKIER TIE SLIDE

Spray a 3" styrofoam ball with spray snow (optional); let dry. Make ski poles out of pipe cleaners, and stick in snowball. Cut tips of ice cream sticks into points for skis. Paint green, & stick crisscrossed in ball. Push a twist tie through back (in one side and out the other) for tie slide.



VOLCANO

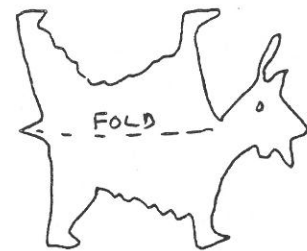
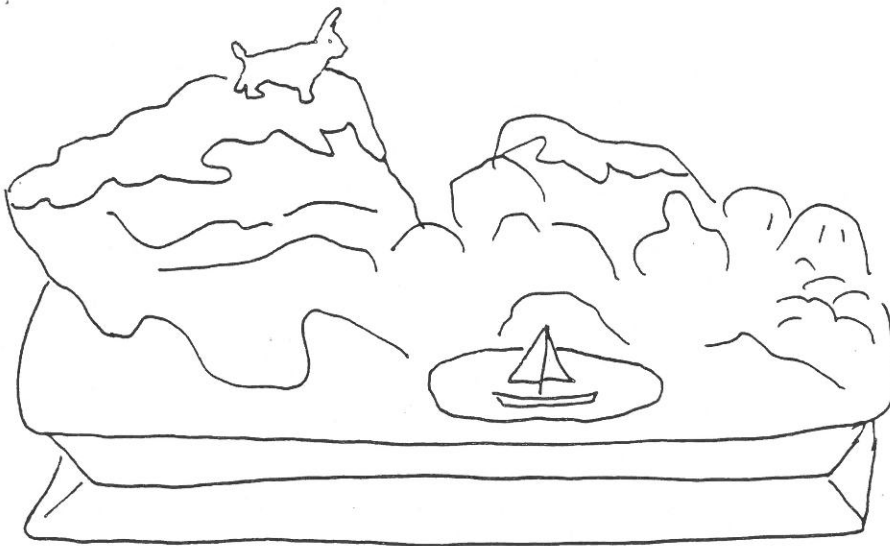
Materials needed:

12" square board
aluminum foil
coat hanger, cut in half
newspaper
ammomium dichromate (from drug store)

1-piece jar lid
paper towel
wallpaper paste

Stick ends of wire in holes in board diagonally. Fill under wires with aluminum foil wadded to give a vase for papier-mache. Cover with several layers of newspaper strip and glue jar lid on peak. Put on final layer using paper towel strips. Al-

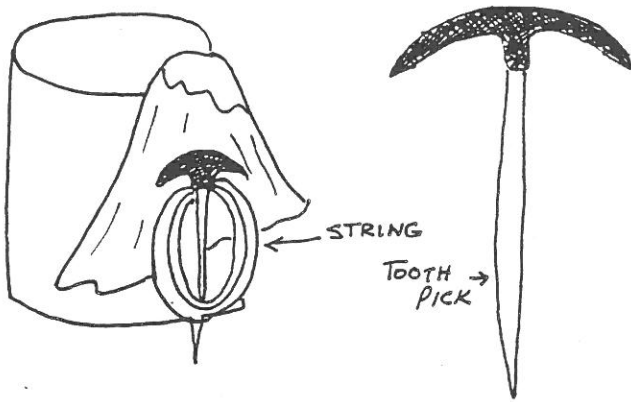
low to dry. Paint with appropriate colored tempera paint or enamel. To make the volcano erupt, place about 1 teaspoon ammomium dichromate in the jar lid. Light with a match. (This is safe to use indoors and is very impressive when the room darkened. An alternate method is to put a small jar in center instead of lid. Put baking soda inside jar, sprinkle with red & blue food coloring. When ready to erupt, sprinkle liberally with vinegar). If you use chicken wire for a base for this volcano, leave the jar lid out or lower it into the crater, you can use it with a red electric light bulb and drop a small piece of dry ice into the crater. This way you only see smoke.



GOAT
PATTERN

MOUNTAIN DISH GARDEN

Use ordinary stones and gravel of various sizes to make the mountain peaks. Arrange the lake (shiny lid or small mirror) and mountains on stryrofoam meat trays glued together before adding soil and greenery. For interesting and colorful growth, sprinkle stones with 1 tablespoon salt, then carefully pour 2 tablespoons water over salt. Add 2 tablespoon of laundry bluing, 3 drops of mercurochrome and 3 drop of food coloring. After several days, you should have a colorful, mosslike growth.

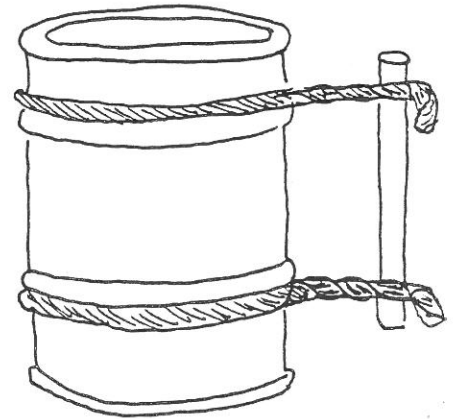


MOUNTAIN TIE SLIDE

Cut mountain from posterboard, have boys paint it and glue it to cardboard tube. Boys could be asked to name their mountain and tell about it.

TIN CUP

Clean out soup can. Be sure opening has no ragged edges. Place middle of one 15" piece of medium wire near bottom of can, wrap around can and finger twist. Grasp wires with pliers and continue to twist for 1". Place bottom of dowel here and twist wire around dowel. Fold ends down. Repeat for 2nd wire near top of can and top of dowel.



MARKING A TRAIL

Teach boys how to tell people where they are if they become lost. Use chart below.

	This Way ↑	Turn Left ↶	Turn Right ↷	Message in paces this direction	Danger Help	Not this way	Gone Home
STICKS							
STONES							
GRASS							
MARKS	↑	↶	↷		HELP	X	

DIFFERENT KINDS OF HIKES

Homes Hike - Look for spider webs, nest, holes, which are nature homes.

Tracks or Signs Hike - Look for all types of animal signs.

Baby Hike - Look for nature babies - bird, fern, leaf, snail. Make a list.

Sniff Hike - Mark a trail by rubbin a cut onion on trees in advance. The boys try to follow the trail by sniffing the trees.

Stop, Look and Listen Hike - Hike 5 minutes (or certain number of steps). Stop and down all that you see and hear. Make 5 different stops.

Craft Hike - Collect nature items to work with later, such as rocks to make rock animals; leaves for spatter painting; dried weeds, flowers, pods and seeds for nature pictures.

Puddle Hike - Hike in a gentle rain or just after a rain with boys wearing appropriate rain gear. Note how animals and insects take cover from the elements.

Color Hike - Make a list of all objects of a pre-selected color.

Indian Hike - Hike quietly, single file. Boys wear headbands, learn an Indian dance, hear an Indian story. Always look and listen.

Penny Hike - Flip a coin to see which direction you will go. Head to right, tails to left. Flip at each fork or intersention to see which way to go. Don't get lost.

Treasure Hike - Lay out a trail with a treasure at the end.

Pioneer Hike - Carry no equipment. Improvise any needed equipment along the way and at destination.

Nature Mix Up Hike - Before meeting, hang pine cone on oak tree, and acorn on a rose bush, a button on a flower stem, etc.

Upside Down Hike - Look for things - plants, grasses, bugs, ant hills, etc. that are on the ground. Nothing higher than your ankles.

Flat on Your Back Hike - Everyone lies down flat on his back and tells what he can see - different shapes of clouds, birds or a flying bug, a plane, the wind in the trees, different shapes of leaves, etc.

Stake a Claim Hike - Have each Cub bring a 3 x 5 foot piece of rope or string. Someone says "Stake a Claim". Cubs throw his rope on ground in as much of a circle as possible. Then lay down and quietly watch everything in his claim - what color is the dirt?; what living creatures are there?; is there more than one kind of grass or plant?; etc.

Collecting Hike - Collect nature things for a smell box or a feel box while you are on a hike. Next week see how many you can remember by being blindfolded and feeling or smelling. Or make a feeling picture.

Litter Hike - Make it fun - pick up litter along the way.

MINERAL HARDNESS KIT

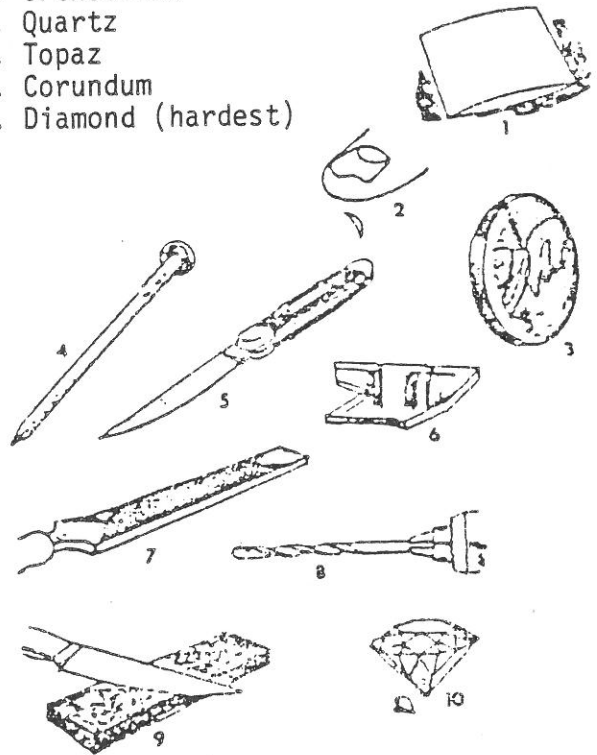
One useful clue to a mineral's identity is its hardness. A hardness scratch test is simple enough to be performed easily in the field. Many experienced rock collectors carry a hardness testing kit on their rock-hunting trips. Just knowing the hardness of a particular mineral is not the complete key to its identity, but it will help you figure it out.

You can make your own kit from materials found around the house or which can be obtained inexpensively.

1. You can purchase talc in the form of tailor's chalk.
2. Your fingernail has a hardness 2 - 2 1/2.
3. A new copper coin has a hardness similar to calcite.
4. A common 12-penny nail will help you test materials with a hardness of 4 - 4 1/2.
5. The steel of a good knife blade is rated about 5 1/2.
6. Hard glass, such as that found in tempered window glass has a hardness of approximately 6.
7. A high-speed drill bit has a hardness of about 6 1/2.
A good quality metal file has a hardness of about 7 1/2.
8. High-speed masonry drills have points with hardness of about 8 1/2.
9. A carborundum sharpening stone has a hardness of about 9.

Hardness Scale

1. Talc (softest)
2. Gypsum
3. Calcite
4. Fluorite
5. Apatite
6. Orthoclase
7. Quartz
8. Topaz
9. Corundum
10. Diamond (hardest)

MINERAL TESTS

Acid Test - This is used to find out whether a specimen contains minerals called carbonates. Limestone, marble and chalk are examples.

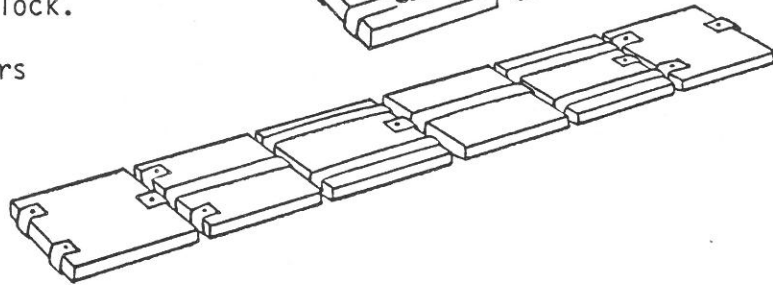
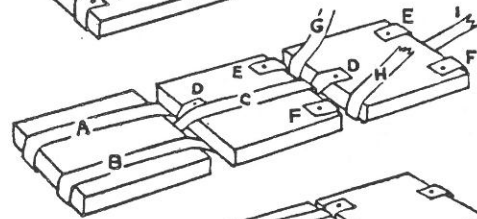
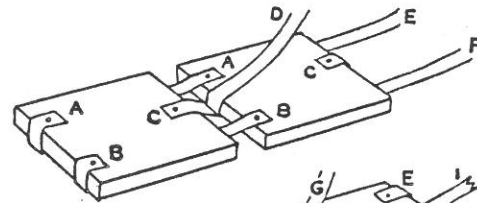
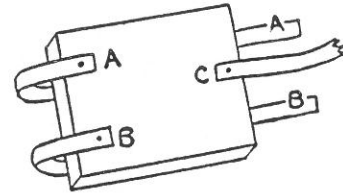
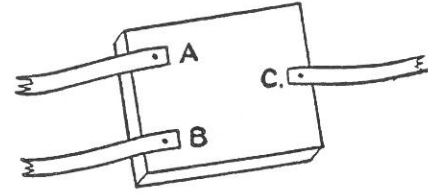
Use vinegar, a weak acid, to test samples for carbonates. Pour a few drops on the sample. If it contains carbonates, the acid will release carbon dioxide and you will see fizzing or bubbling.

Streak Test - Geologists use this in identification. The specimen is rubbed against an abrasive surface, and color of the resulting streak is studied. For your streak plate, you can use the unglazed back of a piece of ceramic tile or edge of a broken china plate.

TUMBLING BLOCKS

Tumbling blocks are magical. They turn inside out merely by flipping top block. Hold set of blocks between thumb and fingers, then rotate top block one-half turn and watch others flip-flop end to end. Turn top block back one-half turn, and the blocks will cascade in opposite direction. Secret of operation is in a double cloth tape hinge.

1. Cut 6 blocks 2" x 2½" and 15 fabric tapes 5½" long. Sand and paint blocks. Tack three tapes to each of five of the blocks as shown.
2. Place first block in position as shown with double tapes around and under block and single tape extended flat on table.
3. Place second block in position with tacked side down, single tape out to left and double out to right. Tack ends of tapes, A, B, and C to second block as shown.
4. Turn blocks over. Place third block in position with tacked side down, double tape out to left and single out to right. Tack tapes D, E, and F to third block as shown. Keep blocks close together and tapes tight.
5. Continue in this manner. Turn assembled blocks over each time; then follow step 3 to add fourth block, step 4 for fifth block, and step 3 for sixth block.



If desired paint blocks two colors or add pictures if you like. Pictures on the backs must be fastened upside down so they will be right side up when blocks are tumbled. A novel display can be made by placing animals on the front and trees on back. As blocks are flipped over, animals disappear into the forest.

MYSTIC ASHES

The magician asks members of audience to name some famous people and writes down these names one at a time on slips of paper and puts them in a hat. He then asks someone to come forward and pick a slip out of hat. They are told to keep the slip. Magician puts remaining slips in an ashtray and burns them. He studies the "mystic ashes" and after a while calls out the name of the person on remaining slip. Person who has drawn slip, unfolds it and announces that magician is right. As proof, slip is shown to audience.

The Secret

When magician is writing on slips of paper, he does not write down all names suggested, just the first one. Thus all slips have same name on them.

INVISIBLE INKS

Soda Pop Ink -- Put two teaspoons of soda pop into a small dish or glass. Add 1 teaspoon water and stir. You can try using soda pop alone but will probably find taht it is not completely invisible

Lemon Juice Ink -- Squeeze juice of half a lemon into a small dish or glass. Orange juice and grapefruit juice can be used in same way.

Honey-Water Ink -- Put half a teaspoonful of honey into half a glass of water and stir until honey is dissolved and water is clear.

Sugar-Water Ink -- Put half a teaspoonful of sugar into half a glass of water and stir until sugar is completely dissolved.

Reading a Message Written in Invisible Ink

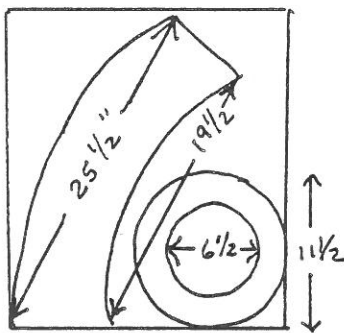
Heat the paper over a candle, taking care not to get it close enough to burn. Suddenly writing appears like magic.

MAGIC MIRROR

Using a mirror any size, decide an area of silver backing you want to remove. Cut a cardboard circle or square that size. Place carboard on back of mirror. Put paint remover (Zip Strip paint remover works the best). Let set a few seconds. Remove cardboard and use steel wool to rub across the center area where paint remover is. Rub hard. Sometimes it takes several tries with remover. Wash in soap and water. Continue process until you have area you want removed. Place picture behind mirror and place in frame.



- Wanda Kreller -

MAGICIAN'S HAT

Cut crown and brim from black mat stock, following diagram. Cut 3/4" tabs along bottom edge of crown. Overlap sides and staple together. Slip brim over tabs. Bend tabs back and paste to underside of brim. Curl brim on either side.

MAGIC WAND

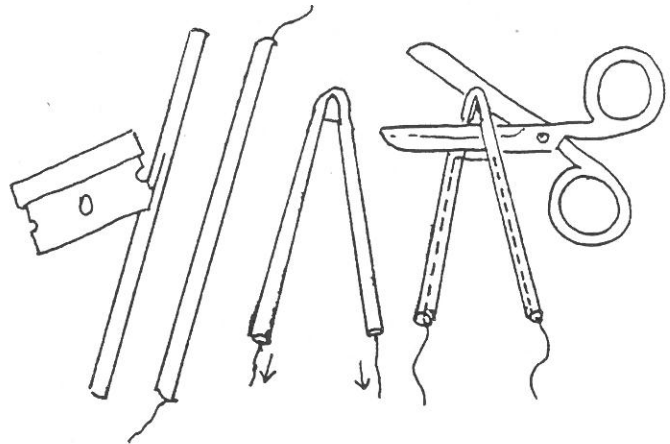
Wrap a 14" dowel (1/4" in diameter) with a strip of black crepe paper. Cover tips with white gummed crepe or aluminum foil; or paint wand in these colors.

EXTRAS

A magician should wear white gloves and could have a black mustache, too.

MAGIC STRING & STRAWWhat your audience sees:

You'll need a couple of ordinary drinking straws and some string. Start off by holding up a straw and announcing that you can turn one straw into two. Bend straw in the middle and snip it in half with a pair of scissors--now you have two straws! Tell your audience that you'll make it a little tougher this time. Hold up other straw and a piece of string. Then thread the string through straw so that it dangles from both ends. Bend the straw in the middle and snip in half, then grab one end of string and slowly pull...and string is still in one piece! You've got two straws again but only one piece of string!

The Magic Secret:

Second straw is secretly prepared ahead of time with a one-inch long slit in one side, at the middle. An adult prepares several straws, using a razor blade or hobby knife to make slits. When you bend second straw, bend it with slit inside the bend. Pull both ends of string so that middle of string will be drawn down through slit. You can hide this from audience behind your hand. Put scissors in above string and cut straw in two. Pull two pieces of straw apart to show undamaged string.

WHICH POSTCARD IS IT?What your audience sees:

Three ordinary postcards, with a different picture on each one, are used for this trick. Ask a volunteer from audience to hand one of them to you while your back is turned. Without looking, you can tell which postcard it is!

The Magic Secret:

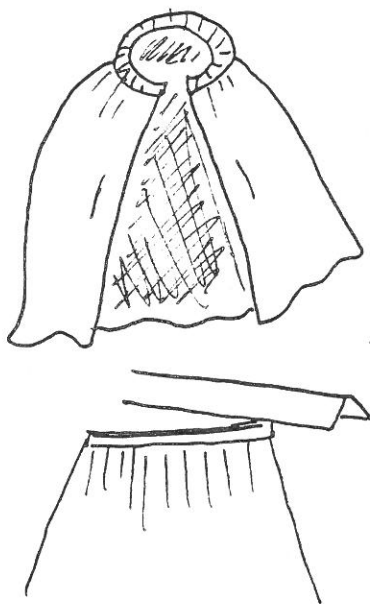
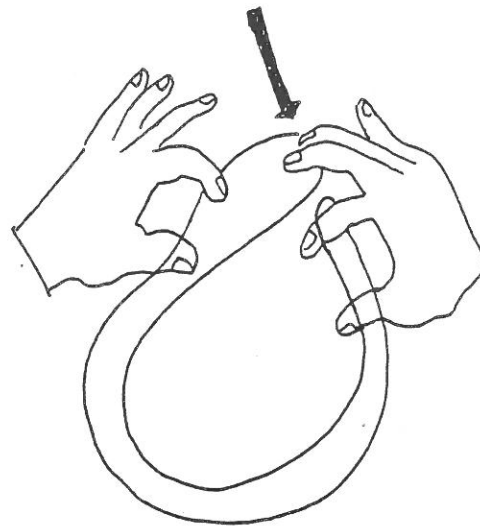
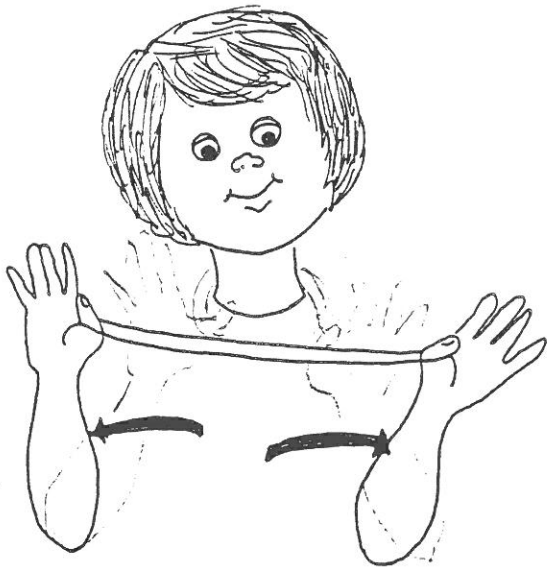
Each postcard should have a picture you can easily identify. Write a message on the back and address each one. Next prepare them for the trick by pasting stamp down completely on the first card. On second card, stamp is pasted down only at the top. Third stamp is pasted down on the side. Remember which stamp is pasted to which card. When card is handed to you behind your back, you feel the stamp. You'll be able to tell them which card they gave you by the way the stamp is pasted down!

PULL A STRING THROUGH YOUR NECKWhat your audience sees:

Take a piece of string about 5 feet long and knot the ends so that you have a circle. Hold string behind your neck. Suddenly you pull on it and it snaps right through your neck.

The Magic Secret:

Put loop behind your neck and hold ends in front of you with your thumbs. Keep backs of your hands toward audience to hide your actions. With your right index finger, reach between two strands looped around left thumb. Now drop loop around right thumb as you snap strands quickly apart with left thumb and right index finger. String seems to pass right through your neck. Do trick slowly a few times to get the hang of it.

MAGICIAN'S CAPE

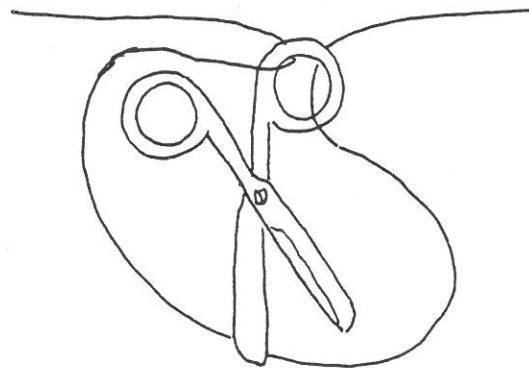
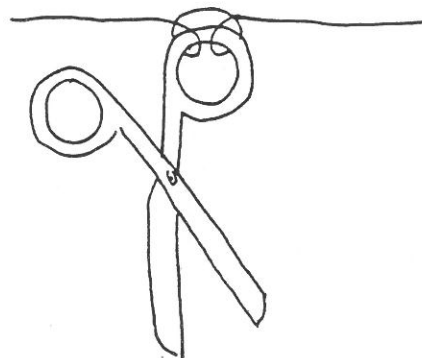
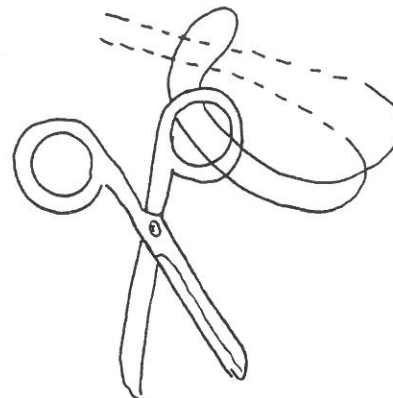
Cut 35" length of black crepe paper and piece of contrasting paper (red) for lining. Staple pieces together at corners.

Cut piece of black crepe paper 16" x 20" for collar. Fold in half lengthwise; open out and fold edges to center. Fold over at center. Gather top of cape. Fit between folded edges of collar. Staple in place. Turn collar points down and staple in place. Staple cape together down both sides of front.

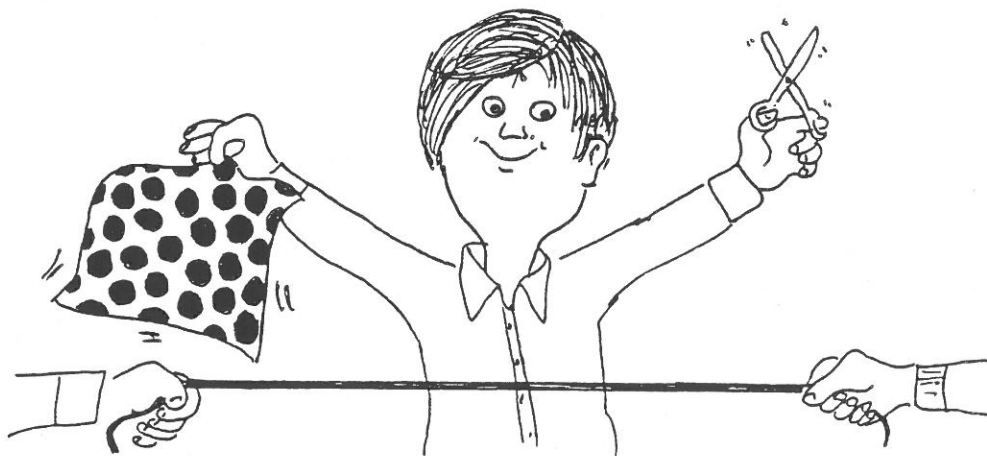
For cape fastener, insert paper fasteners on both edges of cape for buttons. Reinforce inside with squares of cardboard. Hook paper clip chain over buttons. Cover prongs of fasteners with tape.

MAGIC SCISSORSWhat your audience sees:

Fold an 8 foot long piece of twine in half. Put loop end of twine through one eye of a small pair of blunt scissors as audience watches. Put both ends of twine through loop and pull tight. Give one end of twine to each of two volunteers from audience. Have them stand apart and pull twine almost straight, with scissors hanging in middle. It appears impossible to release scissors unless one end of twine is release, but caution helpers to hold tightly to ends. Drape a handkerchief over scissors, large enough to cover scissors and both of your hands. Tell audience you are going to cut twine to release scissors and you will make twine whole again. Snipping sound of scissors is heard coming from under handkerchief. Draw them out and hand them to a volunteer. Your other hand is still under handkerchief, apparently holding twine together. Make a few "magic" passes over handkerchief with free hand, then ask your helpers to snap twine taut. Handkerchief will fly off dramatically and twine will be whole!

The Magic Secret:

When volunteers stand apart and pull twine straight, be sure they do not pull it too tight. There should be a little slack. While you are telling your audience that you are going to cut twine, reach under handkerchief and take up slack. Pull knot loose and slip the loop backward over the scissors. This will free them from what appears to be an impossible knot. Make a snipping sound with scissors under the handkerchief before you withdraw them to hand them to one of the helpers. Then finish as described before.



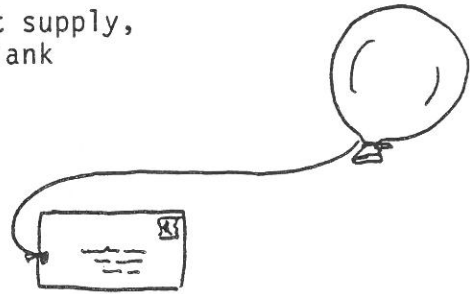
RADIO EXPERIMENT

To see how electromagnetic waves are sent, unscrew bulb in a lamp until it is so loose that you have to move it to make it light when the switch is on. Turn on a radio in another room. Set dial so it is not on any station. Move bulb enough to light it up. You will hear a "click" on radio. Caution: Use low-wattage bulb (20 or 40 watts) to avoid burning finger. Don't touch metal base of bulb or socket.



UP-UP-AND-AWAY!!

Have some balloons filled with helium at local craft supply, party supply or florist shop. Have a fill-in-the-blank message printed onto blank pre-postaged postcard (from local post office). Have boys write their name and address on the postage side. (Most copying services are very reasonable cost-wise on printing postcards.) Release balloons and see how far they go by the returning postcards. Following is a sample message:



Hi!
Den ___ of Cub Scout Pack --- is learning about COMMUNICATIONS as this month's theme! Please fill out the section below and mail this card as soon as possible.

Thank you!

(Boy's name)

NAME _____

STREET _____

CITY _____ STATE _____

DATE & PLACE FOUND _____

CLAP IT BACK

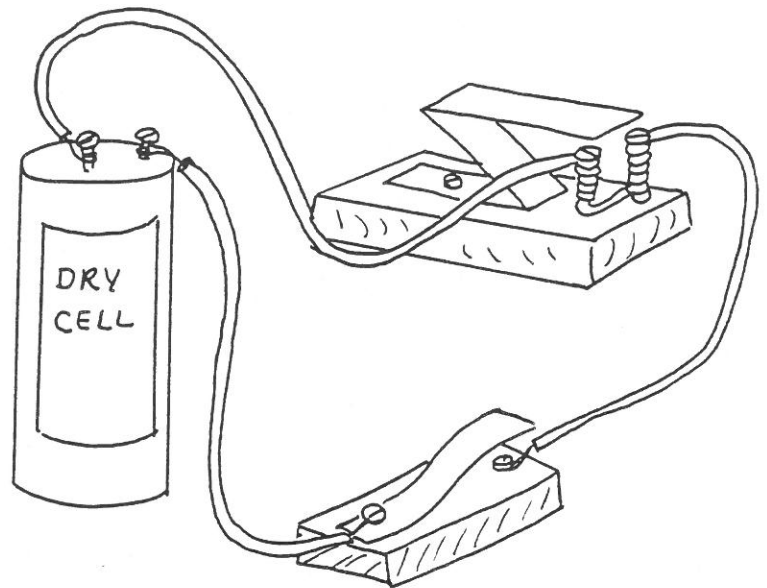
This activity depends upon good listening skills and memory. Boys must be able to repeat rhythm heard.

Clap a rhythm and have boys clap it back. Always try to change number and speed of your claps. Next let boys make some patterns for you to copy.



TELEGRAPH SET

Using 2 wood blocks, 2 nails, 3 screws, 2 metal strips cut from a tin can, 1 dry cell, & 2 wires, assemble set as shown. Bend metal into a "Z" (sounder) so it attaches itself to nails when key is pressed down. Bend key to form a slight "S" curve. To understand operation of set, remember that as key is pressed down, circuit is completed and coiled screws attract metal "Z" strip. This breaks circuit and electromagnet loses its power, causing metal strip to fall back. It completes circuit again so that coiled screws attract metal strip. This process is continuous as long as switch is pressed down and results in rapid vibration which causes a buzzing sound.



INTERNATIONAL MORSE CODE

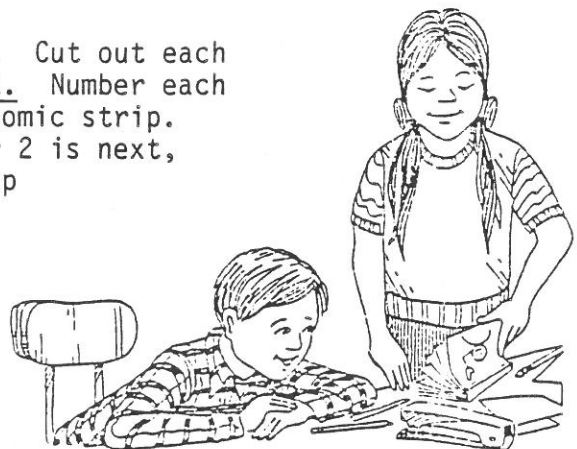
A . -	G - - .	L . - . .	Q - - . -	V . . . -
B - . . .	H	M - - .	R . - .	W . - -
C - . - .	I . . .	N - .	S . . .	X - . . -
D - . .	J . - - -	O - - -	T -	Y - . - -
E .	K - . -	P . - - .	U . . -	Z - - . .
F . . . -				

MAKE A MOVIE

In 1891 Thomas Edison invented a camera that took hundreds of photographs on a single strip of film. When seen on a kinetoscope, objects in photographs seemed to move. These first moving pictures were silent films.

Choose a comic strip with at least 8 pictures. Cut out each picture and glue it on an unlined 3" x 5" card. Number each card in same order that they appeared in the comic strip. Arrange cards so number 1 is on bottom, number 2 is next, and so on. Staple cards together along the top of cards. Put cards on flat surface with number 1 card on bottom. Flip cards between your thumb and forefinger and watch the show.

You can also use your own drawings. Start with a simple idea, like a child waving hello. In your first drawing, child's arm would be down to side. In next drawing child starts to wave, so you would need to draw arm in slightly raised position. Keep changing drawing until you have several for a movie. You can also make a movie about a flower blooming, a sunset, etc.



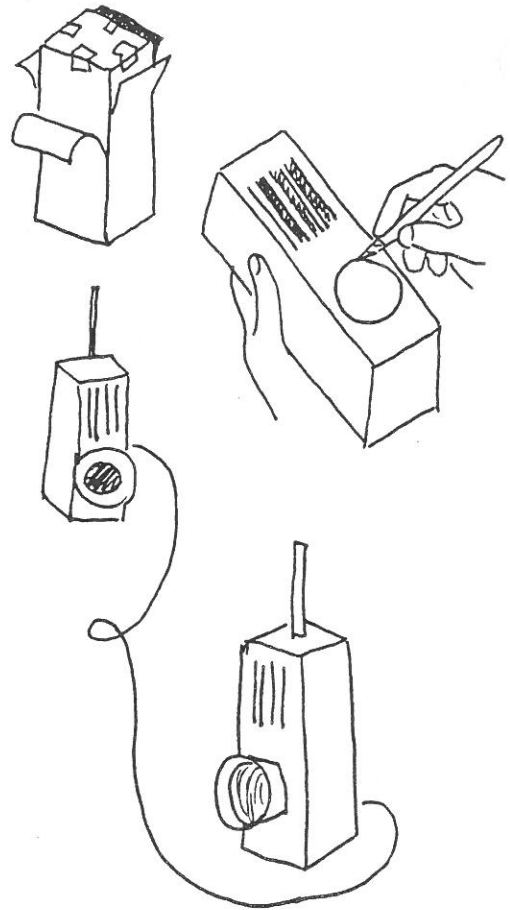
WALKIE TALKIE

Cut gables off two quart milk cartons. Cut two square pieces from a third carton to fit opening and make a flat top for each carton. Seal on four sides with pressure-sensitive tape. Paint or cover with self-sticking paper.

Cut five slits 2½" long, 1/8" wide and ¼" apart. Start 1" from top of carton. This is where sound comes out. Cut bottoms out of two small drinking cups, leaving a ¼" edge. These are mouthpieces. Cut two circles near bottom of carton just large enough to hold cups. Leaving about 3/4" of cup outside carton.

Tie a knot in one end of long string. Punch a small hole in back of one carton opposite mouth-piece just big enough for string to slide through. Pull string from inside to outside until it reaches knotted end. Punch same size hole in other carton and thread string from outside to inside. Tie a knot in second end; pull string backwards until it is stopped by knot.

Insert one cup in each circular hole until it fits snugly. Insert a straw in top of each carton for an antenna. String should be slightly taut when sending and receiving.



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

MYSTERY CODE

Mystery codes give practice in spelling while providing fun with decoding.

Write a mystery message or letter using this code. Person receiving it has to decode message before he can read it. Perhaps code can even be incorporated into a spy game.

Example: macaroni =

SCRAMBLED EGGS

This is called this because sentences are all scrambled up. Scramble sentences on sheet of paper. Cub looks at sentences with words all mixed up. Object of activity is to rewrite all sentences putting words in correct order. When boy does this activity, he needs to capitalize correct letters and put in proper punctuation marks.

- Examples:
1. dog cat jumped car in front of the and the
 2. to jane mother store for went the
 3. doll has emily new a
 4. the after cat mouse the ran
 5. sunny today is a day

PUSHBUTTON TELEPHONE SONGS

Each telephone button, when pressed, plays an electronic tone when you listen at the receiver. Once you figure out which musical note each button plays, you can then push-button a simple tune on the telephone.

To play musical telephone, call someone, and they must stay on the line while you or they push buttons. If you just pick up the receiver and start playing music, the buttons would still sound tones but you might accidentally dial a real phone number.

Swanee River

3 2 1 3 2
Way down up-on the
1 # 4 5
Swan-ee Riv-er

.6 1 4 2
Far, far a-way
3 2 1 3 2
That's where my heart is
1 # 1 5
turn-ing ev-er
6 5 4 2
That's where the old
2 4
folks stay

Happy Birthday

1 1 2 1 # 6
Hap-py birth-day to you
1 1 2 1 # 3
Hap-py birth-day to you
1 2 # # 8
Hap-py birth-day dear
4 1
(na-me)
6 4 2 1
Hap-py birth-day to you

Old MacDonald

6 6 6 7 8 8
Old Mac-Don-ald had a
7
farm
9 9 0 0 4
Ee-i-ee-i-oh
4 6 6 6 7 8
And on that farm he had
8 7
some chicks
9 9 0 0 4
Ee-i-ee-i-oh

America

5 5 6 1 5 9
My coun-try tis of thee
0 0 9 0 8 4
Sweet land of lib-er-ty
8 4 2 4
Of thee I sing

Oh Susannah

4 8 6 6 9 # 8 7
Oh I come from Al-a-bam-a
7 8 # # 8 1 8
With my ban-jo on my knee
4 4 8 6 6 9 6 7
I'm go-in to Louis-i-an-a
8 6 6 0 0 4
My true love for to see

Mary Had a Little Lamb

6 2 1 2 6 6 6
Mar-y had a lit-tle lamb
2 2 2 6 6 6
Lit-tle lamb, lit-tle lamb
6 2 1 2 6 6 6
Mar-y had a lit-tle lamb
6 2 2 6 2
It's fleece was white as
1
snow

Twinkle, Twinkle, Little Star

4 4 6 6 6 6 6 5 5 5 5 4 4 4 6 6 5 5 5 5 4

↑↑↑↑↑↓↑ ↓↓↑↑↑↓↑↑↑↑↑↓↑↑↑↓

6 6 5 5 5 5 4 4 4 6 6 6 6 6 5 5 5 5 4 4 4

↑↑↑↓↑↑↑↑↓↑↑↑↑↑↓↑↑↑↑↑↓↑↑↑↑

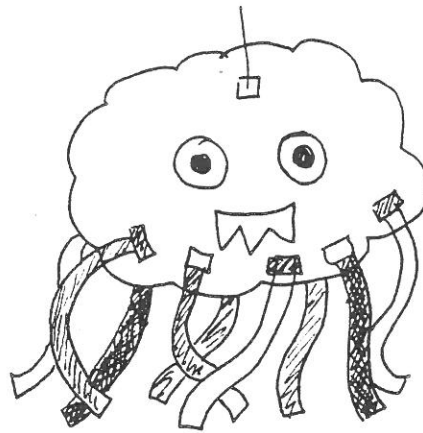
On Top of Old Smoky

4 4 5 6 7 6 5 5 6 6 6 4 4 5 6 6 4 4 5 5 4 4 4

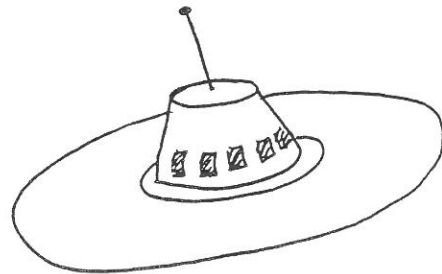
↑↑↑↑↑↑↓ ↓↓↑↑↑↑↑↑↑↑↑↑↓↑↑↑↑↑↓↑↑↑↓

THINGS FROM MARS

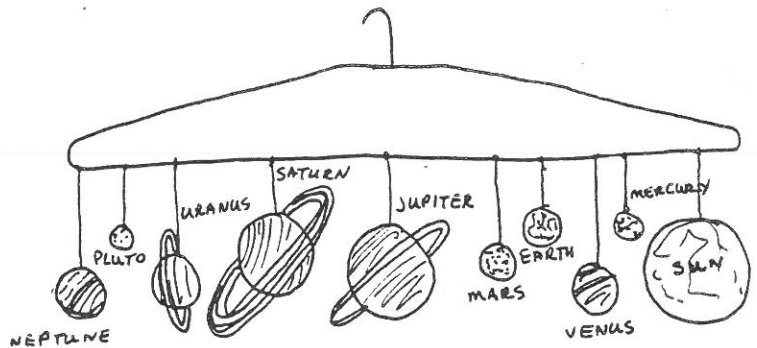
Spread out a wad of cotton into a big ball, about 5" in diameter. Cut 2 circles from colored paper for eyes. Make eyeballs with crayon. Paste eyes on cotton ball. Cut out teeth. Paste teeth just below eyes. Cut out about 10 strips of lightweight paper or crepe paper 1" wide and 6" long. Color, paste or tape strips to bottom of cotton ball. Tape or paste a light piece of string or thread to top of cotton ball. Hang from the ceiling.

FLYING SAUCER

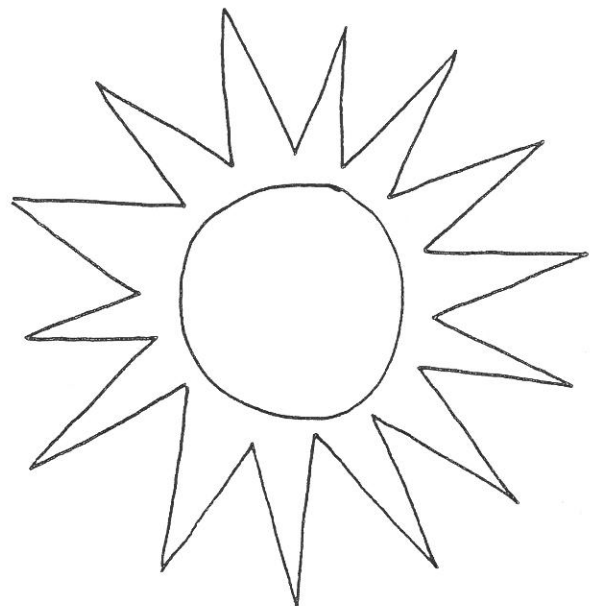
Glue styrofoam bowl to center of underside of styrofoam plate. Decorate by sticking on gummed paper labels as portholes.

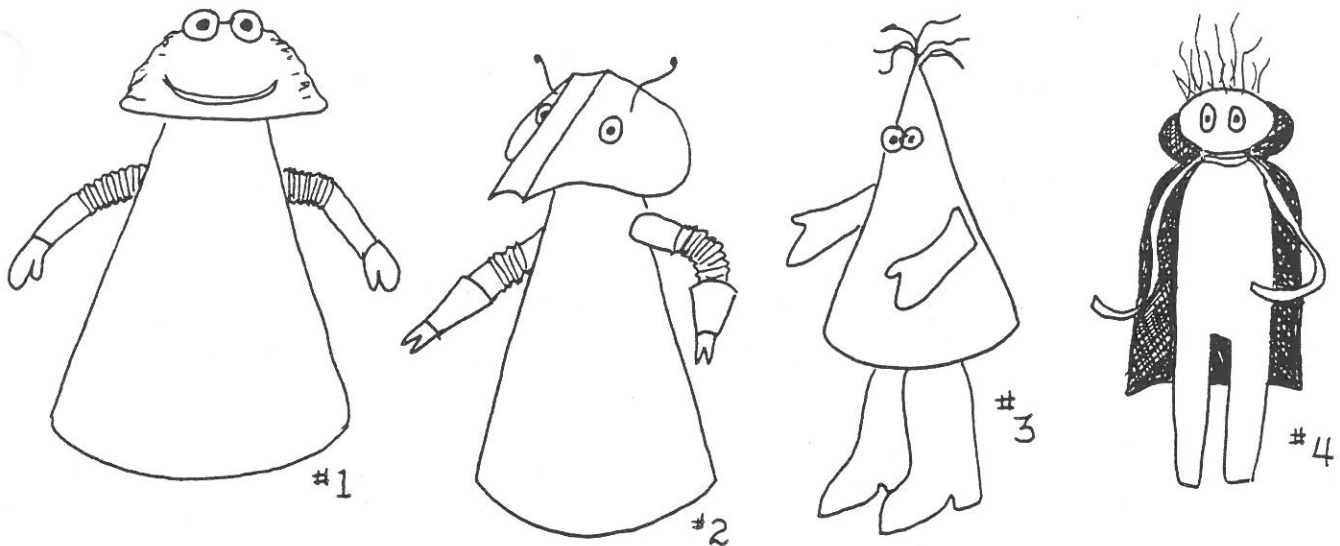
PLANET MOBILE

Trace planets on heavy white paper. Make a copy of the Sun. Cut out. Color on both sides. Punch a hole through each cutout and tie a string through it. Hang Sun cutout on far end of a hanger. Hang each planet in its place. Check drawing for right order. (Note: Because of its orbit, Neptune became the planet farthest from the Sun in 1978. It will remain until 1998.)

SUN FRIDGIES

Mix plaster of paris and fill a small portion of bottom of egg carton cup. Place magnet into top of plaster before it hardens. Allow plaster to harden. Paint outside of egg cup with yellow paint and let dry. Cut sun rays from yellow felt leaving a hole in center for magnet. Glue on rim of egg cup.



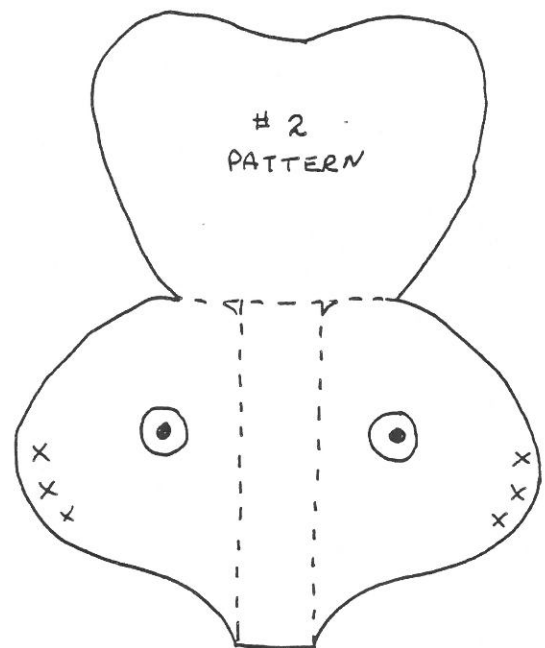


NUT HEADS AND OTHER SPACE CREATURES

#1 or #2 Carefully crack a walnut so that one half remains intact. Glue half shell to top of paper cone. For #2, use pattern to trace onto light cardboard. Fold on dotted lines and glue at points marked X. Glue to top of paper cone. Glue on paper eyes and paper mouth. Cut holes in body for arms. Make arms from two flexible drinking straws, one squeezed inside other, and then pushed through body. Glue on paper hands.

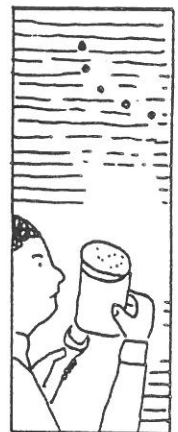
#3 Roll a cone from construction paper or use a ready made cone cup. Arms are made of thin cardboard glued to side of body. Legs are folded cardboard or thin copper wire. Hair is strands of colored yarn. Eyes are cut out of construction paper and glued in place.

#4 Saw legs off a clothespin and with a small hand drill, bore a hole through shoulders to insert copper wire or pipe cleaner arms. If you don't have a drill, you can twist wire around neck to make arms. Cut cloak out of colored plastic garbage bags.



MAKE A CONSTELLATION

Mark a constellation pattern on bottom of empty salt box. Punch one hole for each star in constellation. Use large nails for bright stars, small nails for dim stars. Remove top from box. Turn on flashlight and place it inside box. (Tip light so it shines on inside.) Take box into dark room. Point box, holes up toward the ceiling. Make other constellations or make up a star pattern.

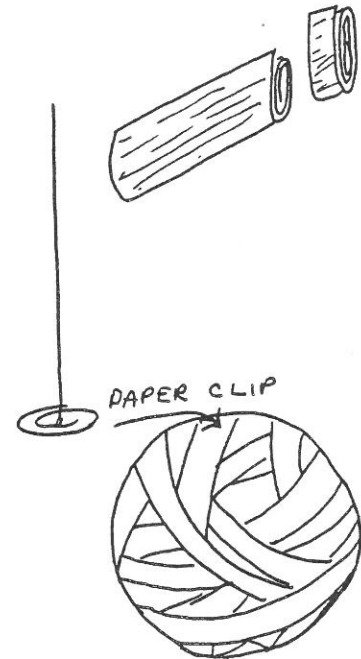


STARCHIES

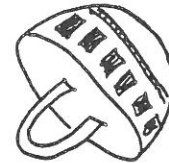
Make a solar system out of different sized starchies. Plan how many and approximate sizes. Let each boy choose which part of solar system he will make.

Blow a balloon to size needed. Shape and tie tightly with string to hole shape securely. Pour a cupful of starch in bowl. Cut $1\frac{1}{2}$ " strips of crepe across grain. Dip strips in starch and soak thoroughly. Squeeze out excess starch. Start winding balloon with wet strips. Use 4 - 5 strips or as many as needed to bet several layers thickness. You can get different textures by rumpling paper, pinching it into small peaks, or smoothing it with your hands. Don't cover opening of balloon. Starchie requires 24 hours to dry thoroughly. Keep turning it to let air at all sides. Let air out of balloon by untying end. Pull it out carefully.

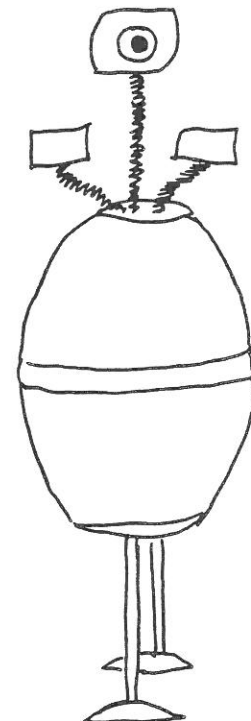
After finished, markings, rings or whatever (can be made from gummed paper or gummed crepe) are put on. Hang them by strings or wire.

SPACE SHIP TIE SLIDE

Using a pair of pointed scissors, cut ping pong balls in half. Fill one half with plaster of paris and insert pop can ring. Let dry. Paint with acrylic paint. Let boys add finishing touches with felt.

CREATURE FROM SPACE

Cut out 2 cups from egg carton for body and glue together, using 2 fasteners of egg carton for feelers. Use one of the center humps for the head. Pipe cleaner is for neck, legs, and arms for feelers. Neck is 3" long, feeler arms are $1\frac{1}{2}$ " long, and legs are about $1\frac{1}{2}$ " long. Poke pipe cleaner into body. Glue moveable eye into head and use a strip of construction paper any width for belt. Glue in place.



SPACE CITY

Let your earthling Cub Scout's imagination go and make an impressive layout of futuristic buildings, using materials from your friendly neighborhood garbage can.

Each Cub could make a different building. Then put it together and show it off at the Pack Meeting.

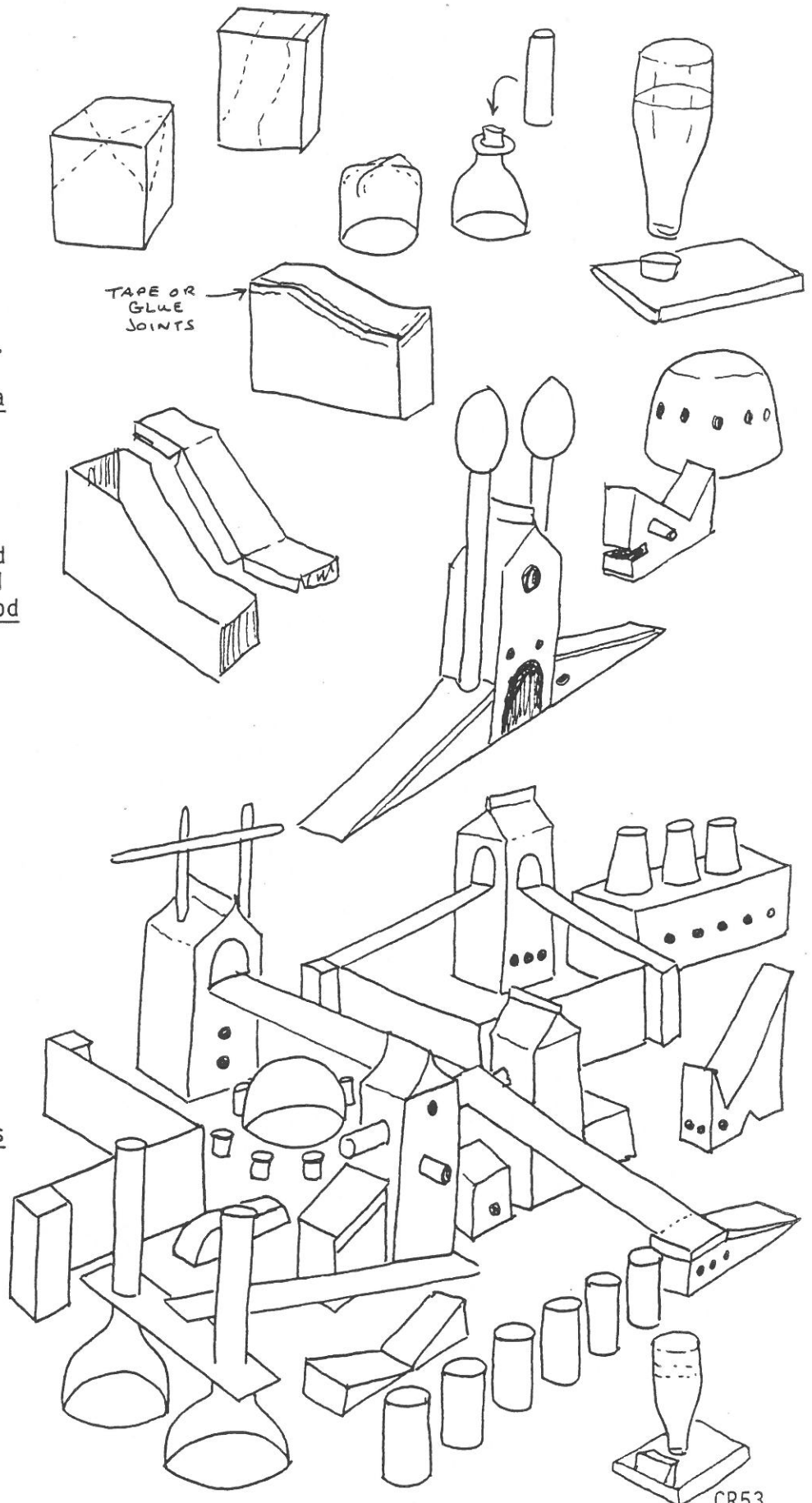
Slice up plastic liter soda bottles and dress them up with cardboard tubes.

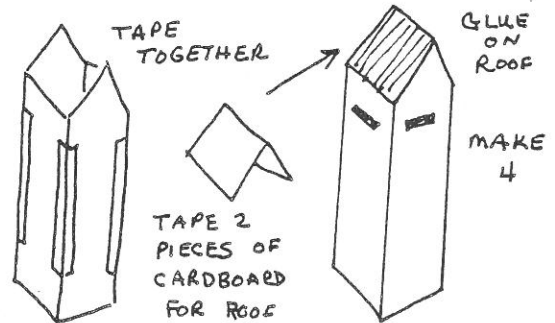
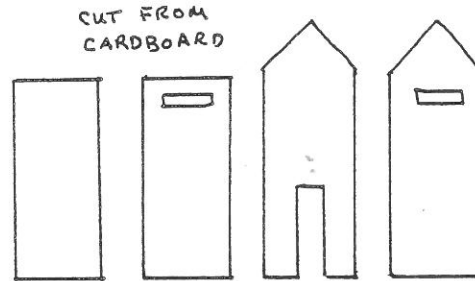
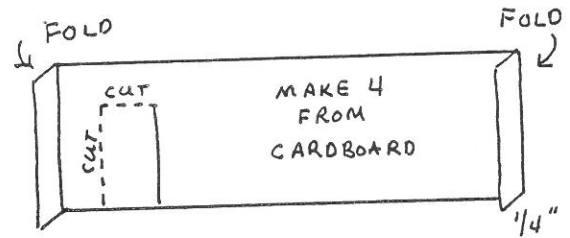
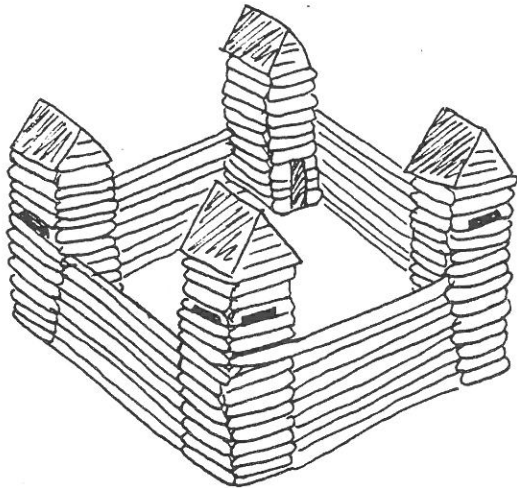
Cut the corners off cardboard boxes to make three-sided pyramids and assorted shapes and ramps. You will need scrap lumber or plywood to make bridges to go with the ramps.

Plastic ketchup bottles make fine control towers. Where you want windows, apply tape before paint is applied. When dry, Remove the tape and it leaves a clear section. It will stand upright if you nail or glue the bottle cap to a plywood or wooden base.

Old milk and orange juice cartons of different sizes and yogurt cups, old soda cans, shoe boxes, mailing tubes, cereal boxes, L'Eggs containers, dowels all make interesting building shapes. Paint them all the same color and add gummed, colored paper dots for portholes.

Add your creatures and the space crafts you made and you have built a future city!





MODEL FORT

Cut 4 strips of cardboard length and height you want fort walls to be. Fold under 1/4" at ends of each strip. In one strip, draw a door. Cut it along one side and at top, then fold to inside.

Blockhouses should be about twice as high as wall. Make 4 frames as shown.

In 2 adjoining sides of each blockhouse frame, cut small slit for shooting through. Cut door in one of other sides.

Arrange block houses so that slits are facing outside. Tape folded ends of wall strips to sides of blockhouses to make frame for fort. Tape inside and outside.

Cut soda straws length you need for logs. Glue logs in place on outside and inside wall and blockhouses. Let glue dry.

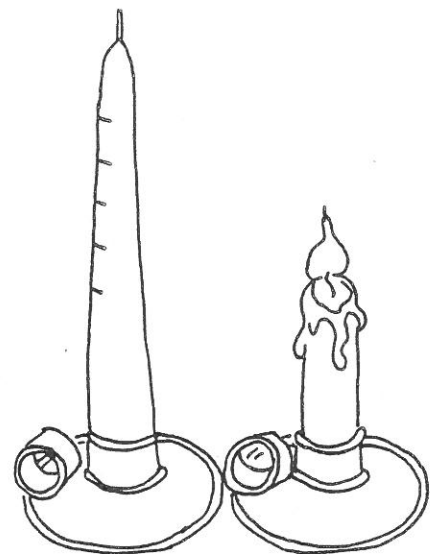
Paint with brown tempera or acrylic.

CANDLE CLOCK

Mount 2 candles side by side in candlesticks. (You can use 2 metal jar lids by dripping wax in centers of lids and mounting candles upright.)

Notice time on a clock and light only one of the candles. After 1 hour, place a mark on other candle at exactly remaining height of burning candle. Make another mark in same way each hour until candle has burned down completely. Number marks to match hours.

Marked candle is now ready to be burned and used as a clock. Other candles of exactly same height and thickness as marked candle can be calibrated using same spacings for making marks.



BUILDING WITH PAPER LOGS

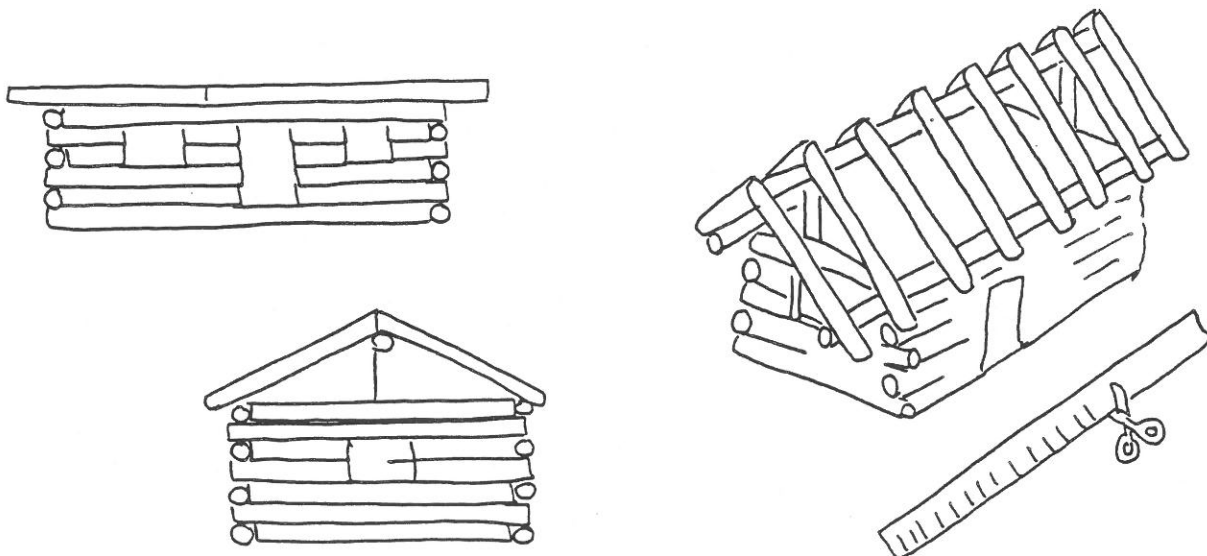
Use rectangles of any kind of paper--be sure they are all the same size if you want the logs to be the same. Bring the short end of the paper over a pencil and make sure the corner lines up with the edge of the bottom piece. Press the paper tight against the pencil, and with the ends of your fingers tuck the top paper under the pencil as you begin to roll up your log. Keep the roll tight, and when you are near the end, put a line of glue along the edge. Wind up the log--smooth out any lumps--slip out the pencil, and continue to make the rest the same way.

A trick to building with these logs is to alternate them at the corners so you don't need notches to make them fit together. A line of glue along the top of each layer of logs sticks them all together. NOTE: You may find it easier to plan out the walls and build each one separately so they can lie flat until the glue is dry.

Frams for the doors and windows are made from cardboard boards fitted to the openings. Window sash can be cut out of cardboard. Make the outside framework so it fits inside the opening, then cut out the inside and add the thin strips (called mullions). You can make mullions from thin strips, broom straws, wire, spaghetti, toothpicks, etc. Glue them on the inside and trim off the ends. A very realistic door can be made by gluing grocery bag paper strips onto cardboard door. They look like boards and with a pen you can add the nailheads.

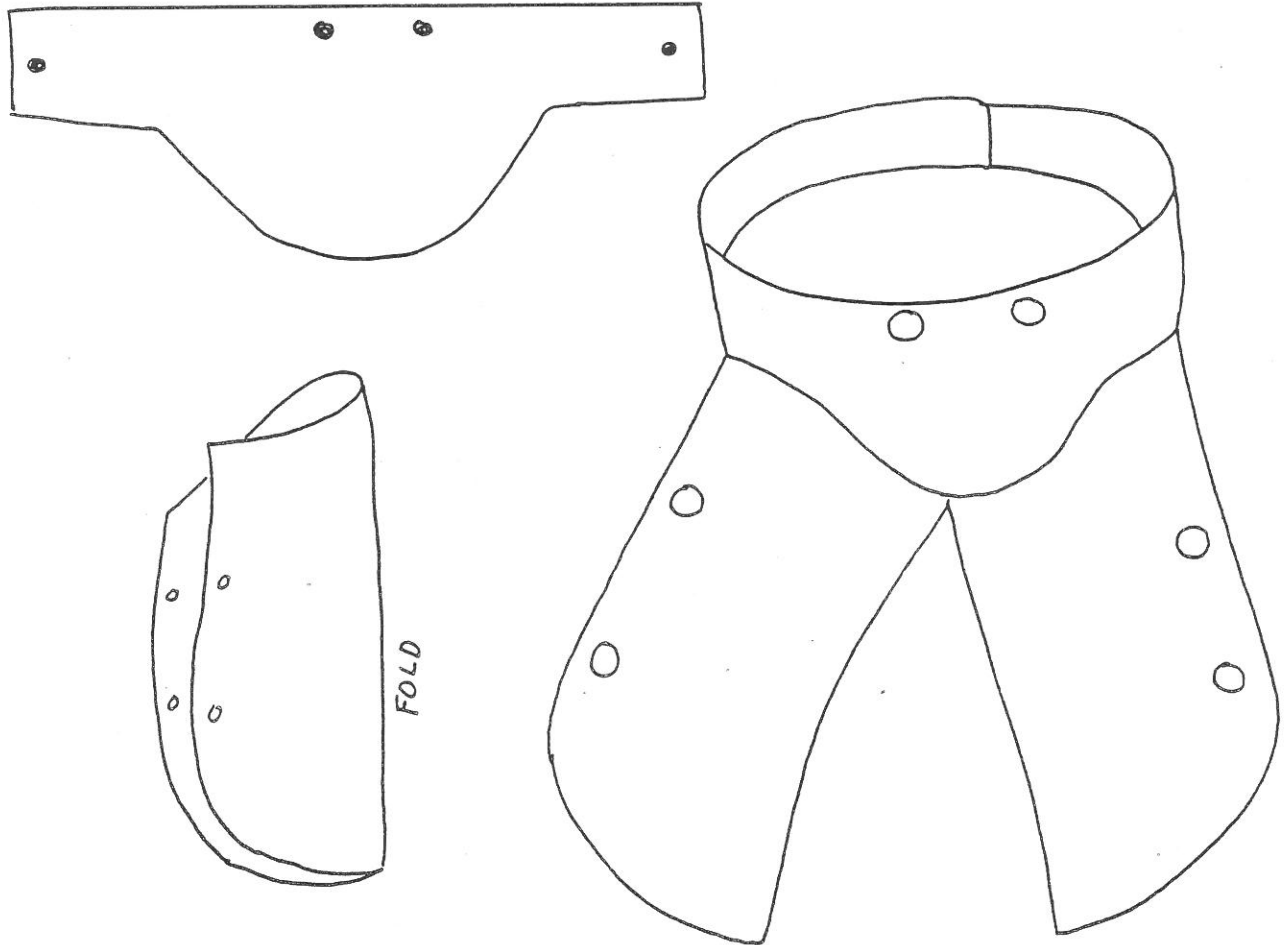
Long logs go on each side of the cabin. They stick out a way past the ends to hold up the roof--you may need to make them in two pieces. The spaces between the long logs--over the short wall of the cabin--are filled in with logs cut to fit. Two more short logs stand up at two ends to hold up the ridgepole. The ridgepole is the same length as the other long logs. Rafters come next. They run from the top of the ridge down past the walls to make an overhanging edge. Big sheets of cardboard can give you a quick and easy surface for your shingles.

Make shingles or shakes from strips of brown paper. Cut slits along the edge. They should go more than halfway through the strip. Put your shingles on from the bottom edge and work up to the ridge. Lay one strip over the strip below, just like real shingles.

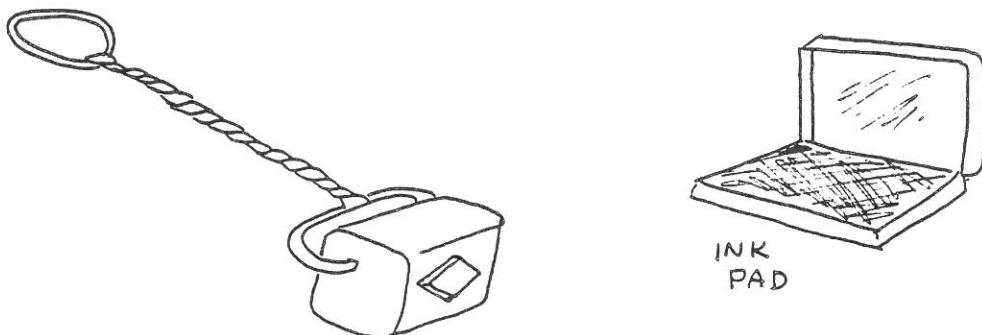


WESTERN NECKERCHIEF SLIDE

Cut scrap leather or vinyl (2" x 4"). Punch holes. Add metal fasteners for decoration.

BRANDING IRON

Use an eraser and have boys carve their "brand" on one side. Cut coat hanger or similar wire, insert into sides, bend and twist as shown. Use an ink pad to "brand" paper, books, etc.



MAKING A BUTTER CHURN



Barrel or bucket of butter churn consists of a coffee can, glass jar, or any tall, wide-mouth container with a snap-fit plastic lid. Make dasher by assembling 8 of shortest (1") Tinkertoy dowels around edge of Tinkertoy wheel and use one long Tinkertoy dowel for handle.

Cut or punch hole in center of plastic lid just large enough for dowel handle to fit through easily. Assemble butter churn by putting dasher in can and snapping on lid with handle protruding.

MAKING BUTTER

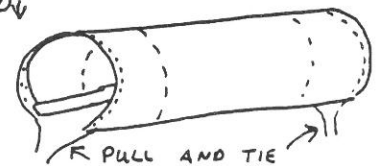
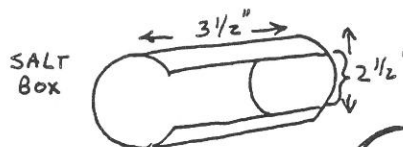
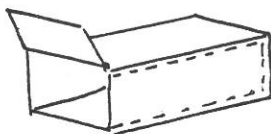
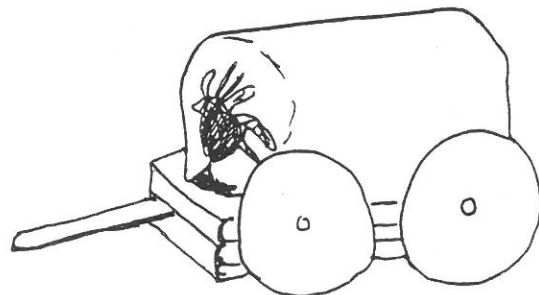
Let whipping or heavy cream stand at room temperature for a few hours and then pour it into butter churn until churn is about half full. Add a little salt.

Place lid tightly on churn and begin beating dasher up and down at a steady rhythm. After 20-30 minutes, butter should come as lumps that float on top and stick to dasher. Sometimes cream will turn to whipped cream before butter curds form--just keep churning with dasher.

When no more curds seem to form, remove lid and scoop out butter curds. (You might want to refrigerate and save buttermilk that remains.) Butter will be quite soft and mushy. Put curds in bowl and rinse them under cold running water to remove any milk left in butter.

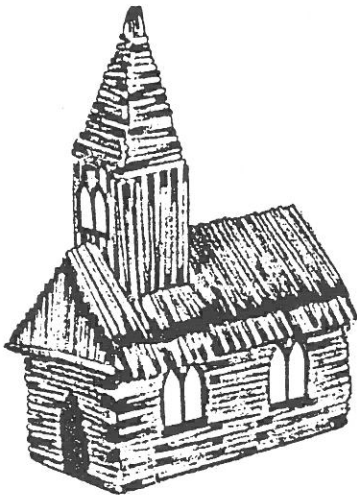
COVERED WAGON

For base, you will need 1 matchbox measuring 4" x 6". Invert matchbox and glue popsicle sticks along each long side and along back short side. Glue sticks across top. Slit box up at corner end, so end can be bent forward to serve as floorboard. Insert a stick at center front directly under floorboard for wagon tongue. Glue 2 sticks across front of wagon under floorboard. Glue on wheels. For upper part of wagon, cut ends off a salt box. Remove 2 1/2" strip length of box. Cut an 8" square of fabric and wrap over salt box, turning side ends in and gluing inside box. Turn other two sides of fabric under making 1/2" hem, gather with needle and thread to close end of wagon. Glue wagon top to base, paint floorboard.



BURNT MATCH PIONEERING

After burning tips of wooden kitchen matches, wipe off excess black residue.

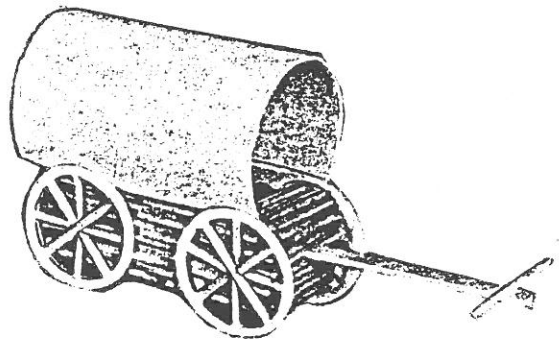


Pioneer Church

Removable roof reveals a storage area. Cut two quart milk cartons down to 5 1/2", leaving flaps to fold down and cover open ends. Glue flaps in place. Lay one carton on its side, and cut top (shaded area) to make sides of church. Cut other carton in half, diagonally, for roof. For bell tower, cut one end of large toothpaste box into triangles. Glue sides together to form a spire. Make bell tower about 5 1/2" high. Cut bottom to fit peaked roof. For windows, cut sections from plastic berry baskets; paint and back with paper. Cut doors from cardboard. Glue all in place. Glue on burnt matches. First do roof and tower and fit over sides of church. With roof in place, cover exposed sides with matches.

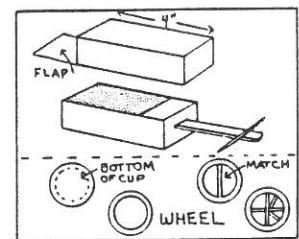
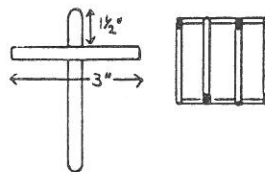
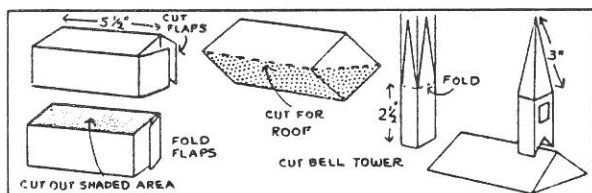
Conestoga Wagon

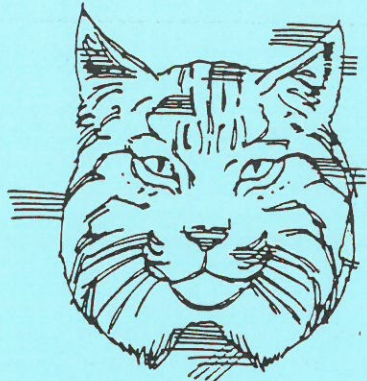
Cut large toothpaste box down to 4" leaving a flap to cover cut end at back; glue flap in place. Cut out an opening in top of wagon (shaded area). For a wagon tongue, insert popstick through slot at front; add toothpick crossbar. Cover wagon with burnt matches. For wheels, use bottoms of plastic foam cups. Cut out center, leaving narrow rim. Use pieces of matches for spokes, gluing them in place; glue wheels to wagon. For canvas roof, use cardboard from small frozen juice can. Remove top and bottom and a small section down side so roof fits over wagon inside tops of wheel rims. Cover roof with adhesive backed paper or fabric. Glue roof in place.



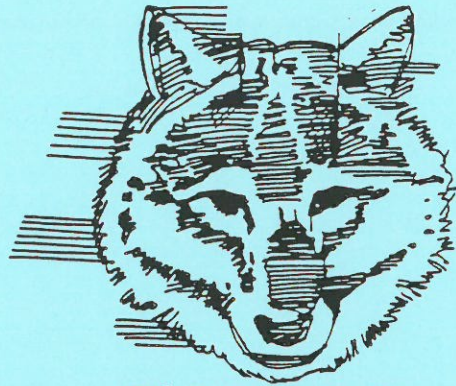
WISHING WELL PLANTER

Use a small 2" high can about 2 1/2" in diameter. Cover with matches and fill with soil. To support roof, use popstick sticks. For each support, cut one popstick 3" long and glue it crosswise to another stick, about 1 1/2" down from top. Stick bottoms of supports into soil on opposite sides of well. For sides of peaked roof, make two frames from matches. Fill in frames with more matches and glue roof to supports.



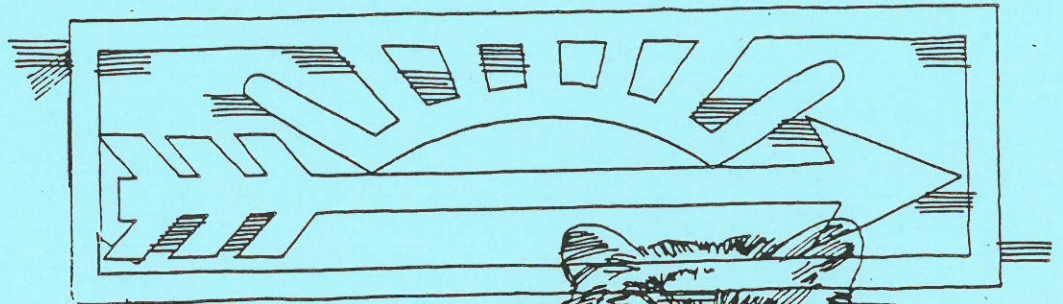


BOBCAT

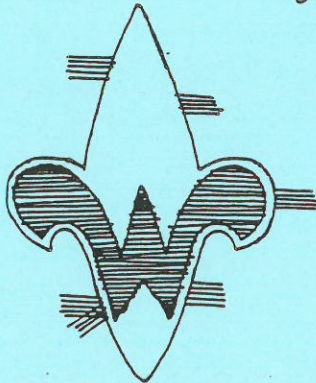


WOLF

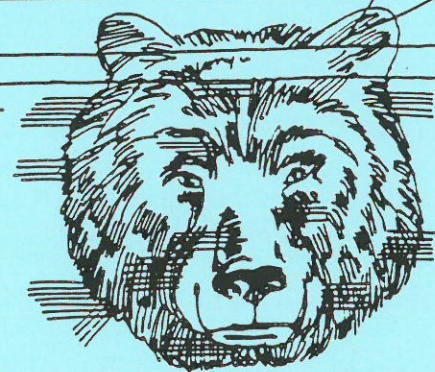
CEREMONIES



Arrow of Light



WEBELOS



BEAR

THE ALL PURPOSE, ALL OCCASSION, DO-ANYTHING, GENERIC CEREMONIES GENERATOR

Directions for use:

- * Choose one or more phrases from each list
- * Assemble the necessary props
- * Add your own personal words for each occasion
- * Conduct a successful ceremony

"Would the following please come forward:"

Cub Scout(s) _____	Leader(s) _____	Special event
Webelos Scout(s)	Parent(s)	Den(s)
Special guest	Other	

"Before you is:"

A candle	A drum	A bucket	A branch
A torch	A cross	A tripod	A flashlight
A Scout Book	A neckerchief	A bridge	A picture
Akela	A trail	A box	Your parents
A ladder	Your Leader	The Pack	Other

"This represents:"

The Spirit of Scouting	Fun & Adventure	The family
The Pack	Your church	Good deeds
Your accomplishment	Your den	Your future
Our dedication	The world	Our community
Your advancement	Fitness	Character
Other		

"You have earned this Award by:"

Helping others	Doing Your best	Completing achievements
Joining Our Pack	Helping boys grow	Being the Denner
Being the best	Helping with _____	Selling the most _____
Collecting _____	Serving as _____	Serving for ____years
Other _____		

"Please accept this award and continue to:"

Do your Best	Come to meetings	Work hard	Grow strong
Give goodwill	Follow Akela	Be you	Help your son
Follow the trail	Help the Pack go	Other	

"Would the rest of the Pack join me in congratulations for this Award" (Lead a tasteful applause)

THERE - WASN'T THAT EASY? KEEP THE SPIRIT ALIVE!

"I PLEDGE ALLEGIANCE"

Unless thought is given to it, the Pledge of Allegiance can become disrespectful and slovenly to members of Scouting. Here are some short introductions to the flag salute to make the ceremony more meaningful.

--Join with me in saluting the flag of our country, the emblem of truth and justice.

--Today let us salute the flag in honor of our Founding Fathers who had visions of today's America.

--For those who died that this nation might live, let us salute the flag.

--To secure the blessings of liberty for ourselves and our posterity is a challenge to us all. Let's salute the flag.

--In the folds of our flag are enshrined every hope and opportunity made possible because someone cared. Let us salute the flag.

--The 31 words of the Pledge of Allegiance are some of the best known words in America. Let us repeat them now with meaning as we salute the flag.

--The flag of the United States of America is the emblem of our nation, a leader in the free world. Let us now salute our flag.

--In peace and war our flag flies proudly because Americans are not forgetful of others. Join me in saluting the flag.

--The pledge to our flag is more important than most of us show. Let us take special care in honoring our flag as we pledge our allegiance to it.

--The U.S. flag is the emblem of our nation...a leader of the free world. Let us now salute the red, white and blue.

--So long as truth, justice and charity for all remain deeply rooted in American hearts, our flag shall continue to be the enduring banner of the United States of America. Let us join in the pledge to our flag.

--Our flag stands for all that we hope to be and have the courage to try for. Let us join in a salute to the red, white and blue.

--The flag represents song and fear, struggle and panic, hope and joy. Join me in saluting the flag of our country.

--Today, as in 1776, our flag is a rallying point for all Americans. Let us salute our flag proudly.

--Our flag has changed its form and design over the years, but it still causes patriotic feelings in Americans. Let us share this feeling as we now salute our flag.

--In an age of great cultural contrast with good and evil in violent conflict, Scouters must stand up and be counted on the side of simple goodness as embodied in the Cub Scout Promise. Our Founding Fathers did this more often and with greater conviction than has been characteristic of us in the past decade. Let us stand and be counted today as we salute our flag.

CUT OUT ON DOTTED LINES AND FOLD IN CENTER OF EACH TO MAKE CARDS TO CARRY IN WALLET

A GUIDE FOR PRESENTING THE AMERICAN FLAG

1. Color Guard...Attention!
2. Will the Audience please rise
3. Hand.....Salute!!
4. Color Guard....Forward March!
5. Color Guard....Halt!
6. Post Colors
7. Please follow me in the pledge of Allegiance to the flag.
8. Ready.....Two!!
9. Audience....Please be seated
10. Color Guard...Dismissed!!

TO RETIRE THE COLORS

1. Color Guard assemble (march or walk to the front of the flag).
2. Will the audience please rise.
3. Hand.....Salute!!
4. Retire the colors (leader lifts flag-gives command to about face, he takes 2-3 steps forward) Forward March!!
5. Ready.....Two!!
6. Please be seated

FOLD

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FOLD

DEN OPENING CEREMONIES

Den meeting opening ceremonies, as a general rule, are used to give the boys a chance to work off steam and to signal the beginning of the meeting. Openings can be either serious or funny. It introduces the program and sets the tone of the meeting. It can add dignity and importance. Like most other ceremonies, it should help Cub Scouts remember and understand the purposes and ideals of Cub Scouting. Below are some examples of opening ceremonies.

1. A Cub Scout song
2. A Den yell
3. An applause stunt
4. Roll call - as each boy's name is called he steps forward and gives the Den Chief the Cub Scout handshake. Or the boys may answer roll call by naming something related to the theme.
5. A uniform inspection
6. Circle handshake - Boys form a circle and give the Cub Scout handshake, completely around the circle until it reaches the boy who began it. Each Cub, silently, makes a wish and pledges to do his best.
7. A flag ceremony

DOORWAY TO ADVENTURE OPENING

By lighting this flame, (light candle) we open the doorway to a new adventure for today. May the flame burn throughout our entire meeting. Please join me in the Pledge of Allegiance.

NATURE OPENING

The Den Leader gives each Cub a candle and a slip of paper. As each Cub steps forward to light his candle, he reads his phrase. Use before an outing.

- 1st. CUB: We are to see nature's treasures.
- 2nd. CUB: We will help maintain nature's balance.
- 3rd. CUB: We will observe and learn from nature's animals.
- 4th. CUB: We will help maintain nature's resources.
- 5th. CUB: We will protect them from harm.
- 6th. CUB: We will follow the laws of nature.

DRUM OPENING CEREMONY

Nothing compares with the beat of a drum for effectiveness in a Den ceremony.

Cubs in single file, follow the denner into the meeting room. Den Chief beats drum (pail or old pan with a stick). Denner marches to the flag that is held by Den Leader or set into a stand. The drum stops and the Denner faces the flag, gives a snappy salute, and drum beats again as the Denner marches to his seat and stands at attention. All boys repeat performance in turn. When all are standing at attention at their seats pledge allegiance to the flag using a simple flag introduction. To vary this, use the Cub Scout Promise instead of the pledge.

DEN CLOSING CEREMONIES

The closing ceremony is an action that completes a meeting and consequently is as important as any other facet of the meeting. Closings can be serious or funny, a song, a thought, a stunt, or a brief ceremony.

CANDLE CLOSING

Set up: Large blue and gold candles, Denner and Assistant Denner.

DENNER: For our closing today, would you please form a circle around our table. (Denner and Assistant Denner should be at the head of the table inside the circle.) As you join hands you see before you two candles, one of blue and one of gold. The blue candle represents the loyalty we, as Cub Scouts, show our country and others. (Light blue candle)

ASSISTANT DENNER: The gold candle represents the gold in the sunlight and the goodwill that we should show other people. (Light gold candle)

DENNER: The Cub colors of blue and gold are not just picked out of thin air, they are chosen because of their meaning and symbolism.

ASSISTANT DENNER: As you leave our meeting be proud of the blue and gold uniform you wear. Know it represents loyalty and goodwill. (Blow out the candles)

SPECIAL RECOGNITION CEREMONIES

Boys love to be recognized. This is your chance to use your imagination and give recognition when it is due. Some things you might wish to recognize in the den meeting are:

1. Birthdays (sing Happy Birthday, have a cake)
2. Welcome a new den member (sing the Cub Scout Welcome song and have each boy tell something about himself)
3. A Cub transferring to Webelos Den or moving (a good-bye -good luck ceremony)
4. Special recognition for achievement in school, church or sports

WISHING BOAT BIRTHDAY CEREMONY

Have Cubs sing Happy Birthday to the birthday Cub while standing in the circle around him. Follow with all the Cubs giving him as many "Hows" as he is years old. Have prepared on the table a shallow pan with water and for each Cub a "Wishing Boat" floating in the pan. Tell the Birthday Cub to think of a wish and have him light all the candles on the Wishing Boats. Then he should try to blow them all out in one breath so his wish will come true. See the "Cub Scout Fun Book" for directions on making the Wishing Boats.

RUNNING THE GAUNTLET BIRTHDAY CEREMONY

Have the den stand in a line. Tell the boys that the birthday boy is going to walk down the line to receive a birthday paddeling. Show the boys the line he is to walk; then blindfold all but the birthday boy who will then walk behind the Cubs instead. He will have great fun watching the Cubs lunge trying to swat him. Serve cupcakes.

DEN ACHIEVEMENT CEREMONIES

A Den ceremony when properly use to note achievement, is more apt to spark greater effort on the part of the boys in the den because they are in a position to see their record of achievement in comparison to others of their immediate group.

SIMPLE ACHIEVEMENT CEREMONY

DEN LEADER: Cub Scout _____ has begun a journey down life's long road of many adventures. We of Den ____ are proud to present to you this bead of advancement toward the rank of _____. May you wear it with the pride of Scouting as you continue on to your next adventure. (Present the bead and ask the Cub Scout to give the Motto.)

ADVANCEMENT CHART CEREMONY

Set up: Spirit of Scouting candle to be lighted by the advancing Cub.

DEN LEADER: _____ has fulfilled the requirements for Wolf/Bear and received that Award at the Pack meeting on _____. He is authorized by the members of Den ____ to place the appropriate star under his name on the advancement chart. (He does.)

DEN CHIEF: _____, it has been my pleasure to help and assist you in your Cubbing and to prepare you for Scouting. You have learned your lessons and are well on the trail toward the Arrow of Light. I know you will soon be on the Scouting trail that leads to the Eagle's nest.

DEN LEADER: Cubs let us all remember, it took hours of work for both _____ and his parents to achieve this award, so let's all work for the higher goals in Cubbing. Now Cubs, let's give a grand howl for _____.

DEN DOODLE ACHIEVEMENT CEREMONY

DEN CHIEF: Well fellows, at the last Pack meeting some of you received Advancement Awards and Arrow Points. All of you worked hard for these Awards and we want to honor you today by having you come up and place the symbol of your award on the Den Doodle. As I call your name, please come up.

_____, you earned the Wolf Badge. Since this is your first big step in Cubbing. We are going to let you be first today.

_____, you picked up two Silver Arrow Points for your Wolf Rank. I believe that gives you _____ Arrow Points.

_____, you earned a Silver Arrow Point for your Bear Rank. We've saved yours for last because this is your last meeting with this Den. You will be joining the Webelos Den. After you attach your symbol, we ask that you remove your name tag and thong from the Den Doodle and hang them on the Wall of Fame, along with all the others who have graduated from this Den.

HANUKAH OPENING CEREMONY

Set up: The letters of the word "Hanukkah" are written on pieces of paper large enough for the audience to see. Each boy holds his letter, in turn, and reads the inscription on the back.

- 1st. CUB: H Stands for HANNAH, courageous and true,
Who would not yield, so her sons they slew.
- 2nd. CUB: A Stands for ANTIOCHUS, Syrian King;
Who tried from Judea, Greek worship to bring.
- 3rd. CUB: N Stands for NiGHT, so joyful in many ways
Because oil in the cruse burned for eight days.
- 4th. CUB: U Stands for UNFURLING the Maccabee banner
That led them onward in so valiant a manner.
- 5th. CUB: K Stands for KINDNESS, goodness and glory
All a part of this inspiring story.
- 6th. CUB: K Stands for KEEPSAKE of candles so bright
That father, with blessings, will light every night.
- 7th. CUB: A Stands for ALL, living far and wide
Who tonight are glowing with Jewish pride.
- 8th. CUB: H Stands for HEBREW, our language so old
In which the glory of Hanukkah is told.



CHRISTMAS CAROL OPENING CEREMONY

Dim the lights and have all boys come in marching very slowly, singing Christmas Carols and carrying a lighted candle. Have the color guard follow and when the lights come on lead the Pledge of Allegiance. Then lead everyone in singing "Silent Night".

G I V E S OPENING CEREMONY

Set up: Large letters written on pieces of paper; each boy, in turn, shows his letter and reads the inscription on the back.

- 1st. CUB: G is for GIVING...always a good thing to do
- 2nd. CUB: I is for INTENTIONS...may mine always be right
- 3rd. CUB: V is for VALIANT...a trait of good might
- 4th. CUB: E is for EARNEST...from beginning to end
- 5th. CUB: S is for SHARING...this makes good friends

SEASON OF LIGHTS CLOSING CEREMONY

Set up: Six candles, Narrator, Cubs to light candles.

NARRATOR: (Pause after each sentence while Cub lights candle.) This is the season of lights. It is the time of year when the days are shorter and the nights are long, but somehow the world is brighter. Thousands of homes have candles or colored lights to light the way for the Christ Child. Other thousands of homes have candles burning to commemorate the miracle of the oil of Hanukkah. Even the stars in the winter sky seem brighter. But the most brilliant glow comes from the spirit of goodwill that comes all year round in the Cub Scout Promise and the Law of the Pack.

CHRISTMAS IN TWO LANDS CLOSING CEREMONY

Here it is always cold, or there is snow
 With Holly, fires and mistletoe.
 Carols are sung out in the street
 By children walking in the sleet.
 Church bells break the frozen air
 Ringing loudly everywhere.
 Here is where white winter glory
 Comes to tell the Christmas story.

Somewhere it is hot, the sun is gold
 And turns tired when day is old.
 Christmas Carols are sung at night
 Somewhere outside by candlelight
 Church bells ring out in the heat
 And call the people to the street.
 The Christmas Story is told
 In summer when the sun is gold.



SNOWFLAKE ADVANCEMENT CEREMONY

Set up: One small snowflake for each award with the award attached. A snowflake for each parent and Cub.

CUBMASTER: Snowflakes always appear as a six-sided crystal. There are six areas in climbing to the top of Cub Scouting; too.

1. Will all Bobcats please come forward with their parents. Awards Chairman will you please present these badges to the parents of our new Bobcats who will hen present the awards to their sons. (Present the appropriate snowflake.)

_____ Do as above for all awards _____

2. Wolf
3. Bear
4. Arrow Points
5. Webelos
6. Arrow of Light

Have all boys remain at the front until all awards are presented.

CUBMASTER: With this group of people gathered we have made a snowstorm out of a lot of snowflakes. Just as the wind blows snow in a storm, parents provide the force to make a Cub Scout from all the facets of his life as he grows into a bigger, stronger person both physically and mentally.



FIESTA OPENING CEREMONY

Set up: Six Cubs, hold up letters one at a time and read the message on the back.

- 1st. CUB: F is for a FUN-FILLED FESTIVE atmosphere all year long.
 2nd. CUB: I is for INDIVIDUALS recognizing and doing their best.
 3rd. CUB: E is for EARNING badges while having fun.
 4th. CUB: S is SATISFACTION in helping others.
 5th. CUB: T is TOGETHER we follow, help, give.
 6th. CUB: A is ALL FOR ONE AND ONE FOR ALL!

by Mary Helen Walsh, Mid-America Council

CUBMASTER'S FIESTA CLOSING

A fiesta is a cheerful celebration. It is enjoyable to be around people who are having fun. Cub Scouts who have a cheerful attitude not only make life easier for themselves, but spread their happiness to others. Buenos noches, mio amigos.

FIESTA ADVANCEMENT CEREMONY

Set up: Drape a serape (colorful blanket) over a podium, easel, or table. Attach awards to the serape.

CUBMASTER: Tonight we are holding our own Fiesta. For that is what each Pack meeting is when we have Cubs receiving awards. In that spirit tonight let us shout ole' when each boy receives his award.

_____, you have done a fine job trailing El Lobo. Now it is time for your reward. I am pleased to present this Badge to your parents to give to you. Let's give him a loud ole'.

_____, hunting El Oso has led you on many adventures. For your perserverance you also receive an award. I present this Badge of El Oso to your parents to give to you. Let's have another big ole'.

Los Webelos have been busy working on their Activity Badges. Will these muchachos come forward to receive their Activity Pins _____, _____.

by Mary Helen Walsh, Mid-America Council

FEBRUARY - BLUE & GOLD TRADITIONS

MAGIC LIGHT OF SCOUTING OPENING

Set up: Cub Scouts hold "magic" candles while the poem is read. Then the candles are placed on each banquet table so everyone can watch the blue and gold colors appear as the candles burn.

Our Candle Stands tall, straight, and white
 It burns and gives forth inspiring light
 As it's light shines forth, you will see
 Our colors blue and gold are regal as can be.

MAGIC LIGHT OPENING (Continued)

As the blue appears, think of truth and loyalty
 The sky so blue, steadfastness, and spirituality
 When the gold shines forth, be of good cheer
 And think of happiness and the sunlight so clear.

As the candle's flame reaches toward the sky so blue
 Let us ask the Lord to give us wisdom to lead each boy straight and true
 Help each of us to be like our candles, straight and tall
 And be inspired to give to God and country our all.

HOW TO MAKE MAGIC CANDLES

Drill 1/4 inch diameter holes every two inches down the sides of a white candle. Place scrapings of blue and gold crayons in the holes. Melt parafin and whip with a fork or egg beater. Cover the candle with the whipped parafin using a fork to give the candle a roughened appearance. As the white candle burns, it will drip blue and gold wax decoratively down the side of the candle.

PRAYER OPENING CEREMONY

Set up: The house lights are out, the flag is waving with a soft floodlight on it. A Cub Scout, in uniform, is saluting the flag.

NARRATOR: (preferably a woman)

He's just little lad, God,
 This blue eyed Cub of mine,
 Take Thou his hand along the way
 Help him be square and obey.
 Bless all these busy Cubs, Dear God,
 Grant that true Cubs they be,
 For if they follow all the Cub's rules,
 They won't stray far from Thee.



INVOCATION

Our dear heavenly Father, we ask your blessing on the families in our Cub Scout Pack. We ask a special blessing on each Cub and Webelos Scout as they give service to other people. Guide their steps as they grow into men and help them as they do their duty to You and our country. Bless our food and the people who have prepared it. Amen.

INVOCATION

We fold hands and bow our heads,
 And thank Thee Lord for daily bread
 For home and school and family,
 We give thanks, O Lord to Thee,
 Teach us to be both brave and true,
 And bless our banquet Gold and Blue.

CIRCLE OF HANDS CLOSING

Set up: Have everyone stand in a circle and join hands before reading the last verse.

Tonight the Birthday of Scouting
We were here to celebrate.
This great movement's been going,
_____ years to date.

May you strive for truth and spirituality
In the warm sunlight under the sky above,
As you bring good cheer and happiness,
With steadfastness and loyalty brought through love.

So let us all now join together
And pledge ourselves anew,
To always strive for the things
Signified by the Gold and Blue.

BLUE AND GOLD COLORS CLOSING

As we close our meeting tonight, let's give a thought to the meaning of the of the Blue and Gold you see on the Cub Scout uniform. Blue stands for truth and spirituality, for steadfastness and loyalty, and for the sky above. Gold stands for the warm sunlight, good cheer, and happiness. So, may the meaning of these two colors shine forth in our lives as we bring the Scouting program into the lives of our boys.

POCKET ADVANCEMENT CEREMONY

Set up: A piece of cardboard in the shape of a pocket and covered with blue felt, include a pocket flap and button. Use the Cub Scout insignia stickers (#4650). Attach them to the pocket with masking tape or "Fun Tack". The arrow points are made of cardboard covered with yellow and grey felt.

NARRATOR: This is a pocket - a very plain pocket - not very interesting, and it could belong to anyone. But wait, let's give this pocket to a Cub Scout.

(Narrator places Bobcat badge on pocket) Our pocket is turning into something with meaning. It represents a sense of belonging and will soon bring our Cub Scout knowledge, skills, enjoyment and good fellowship. We would like to present the following boys their Bobcat badges.

(Narrator places Wolf & Arrow Points on pocket) With the Wolf rank, our pocket turns into something more special. It proudly displays the first symbol of new-found knowledge of the flag, of keeping strong, of tools, of knots, of safety, of books and reading. It means our Cub Scout has mastered feats of skill and has shown his willingness to help in his home and take part in family fun. Tonight we are privileged to recognize the following Cub Scouts who have achieved the rank of Wolf. Would the following Wolf candidates and their parents please come forward.

POCKET ADVANCEMENT (Continued)

(Narrator places Webelos and Arrow of Light on pocket). Our pocket has now had placed upon it the Webelos badge and Arrow of Light, the highest award which our Cub Scout can achieve. To receive these awards, our Cub Scout must dedicate themselves in completing the required number of activity badges and prove themselves ready to join the ranks on Scouting. Tonight we wish to recognize those boys who have completed activity areas within the Webelos program. Will the following boys and their parents please come forward.

(With the Webelos Scouts together, a candle ceremony may be added at this time).

Our pocket is very special now, it is very rich in new possibilities. It opens up a whole new world of challenges. Cub Scouting has taken our plain pocket and turned it into a pocketfull of adventure, fun and achievement.

Congratulations to all you boys and your parents on your achievements.

MARCH - SEA ADVENTURES

PIRATE OPENING CEREMONY

A den of boys, dressed in pirate costumes comes on stage. One boy is carrying a spyglass and one is carrying a pirate's flag. They hold the pirate flag high to show that they are proud of it. The boy with the spyglass points it toward the audience. At the back of the room a Color Guard is waiting with the American and Pack flags. The boy gets a look of surprise on his face as he looks through the spyglass and sees the Color Guard. He excitedly shows some of the other pirates and they take turns looking through the spyglass.

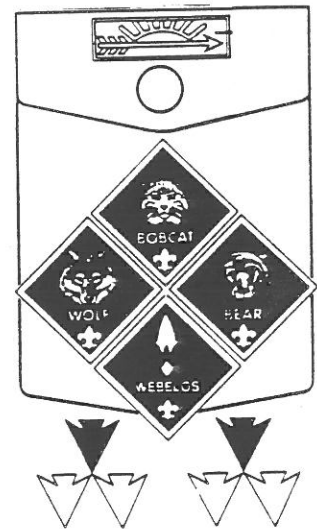
UNISON: Did you see that? They have two flags and they're such big flags too!

They all look down at the little pirate flag in disgust. One boy breaks the flag stick over his knee and throws the flag down. All pirates run off stage as the Cubmaster comes walking out.

CUBMASTER: Den ___ present the flag of our Country and the flag of our Pack.

NAUTICAL CLOSING CEREMONY

CUBMASTER: The Colonial Navy was born in 1632 when the English Colonists of Massachusetts built the first American warship, the 30' long, Blessing of the Bay. They used it to fight pirates off the Atlantic coast. By the late 1700's the Colonists had built hundreds of ships including privateers - privately owned war vessels. On board all these vessels the flag of the original colonies and, now in recent times, the flag of the United States waves proudly in the sea breezes. Long may she wave. This evening Den ___ will retire the colors for us.



PIRATE ADVANCEMENT CEREMONY

Set up: Three treasure maps, three treasure boxes, cardboard cut-outs of three pirate ships (Bobcat, Wolf and Bear), plank five to six feet long, 2" X 6" or wider, and a large pan of water. The Cubmaster is dressed like a pirate.

CUBMASTER: Yo! Ho! Ho! A lot of our Cubs or should I say pirates have been busy this month accumulating awards treasure. As I call your name, please come forward and stand behind your pirate ship. (Reads off names and awards).

CUBMASTER: Here is your treasure map to more booty. (Hand each group a map). Now sail off and see if you can find the hidden treasure.

Note: After each group has found their treasure, have them come to the front for a special applause.

CUBMASTER: With us tonight are some very special rogues from the pirate ship, the Webelos. Call them forward and list the awards they have earned. (Have an assistant bring the plank and pan of water to the front and set them up. The pan should be far enough away from the end of the plank that the boys have to jump to clear it. Have an adult stand on the back of the plank so that it will not move and have another adult standing near the end of the plank to catch any boy who slips).

CUBMASTER: Tonight, in order for you rogues to receive your treasure, you are going to have to walk the plank! When you reach the end, you are going to have to jump over the pan of water. If you get wet, you will have drowned and you will not receive your award. Blindfold all of the Webelos (the Cubmaster signals the audience to be quiet...quietly removes the pan of water. After each boy jumps, remove his blindfold so that he can watch his buddies jump. After everyone has jumped, congratulate them for their daring feat and lead the audience in a special round of applause.)

APRIL - CANADA, OUR NEIGHBOR

CANADA, OUR NEIGHBOR OPENING CEREMONY

Set up: Each Cub in the Den reads his line from a 3" X 5" card.

- 1st CUB: This month our theme was Canada, our neighbor.
- 2nd CUB: Like the United States, Canada was once a wild frontier.
- 3rd CUB: And like Cub Scouts, Canada has a motto too. It is "From sea to sea."
- 4th CUB: Canada's National symbols are the beaver and the maple leaf.
- 5th CUB: Red and white are her National colors.
- 6th CUB: She has two anthems. The National anthem is, "O, Canada" and the Royal anthem is, "God Save the Queen."
- 7th CUB: Her flag is an 11 pointed red maple leaf on a field of white with two wide red stripes on either side of the flag.
- 8th CUB: Now let us honor our own flag. Please stand and join me in our Pledge of Allegiance.

by Mary Helen Walsh, Mid-America Council

CANADA, OUR NEIGHBOR CLOSING CEREMONY

Set up: A Monty and four or more fur traders around a campfire.

MOUNTY: Who's the oldest settler in the West?
 FIRST TRAPPER: Saskatchewan Sam?
 MOUNTY: Nope.
 SECOND TRAPPER: Paul Bunyon?
 MOUNTY: Nope.
 THIRD TRAPPER: Buffalo Bill?
 MOUNTY: Nope.
 FOURTH TRAPPER: Well, I give up. Who is the oldest settler in the West?
 MOUNTY: The Sun! Good night folks, see you next month.

FUR TRADER ADVANCEMENT CEREMONY

Set up: Cubmaster dressed as a Mouny, another adult dressed as a fur trader, and the Awards Chairman dressed as a trapper.

TRAPPER: There are several from our Pack here tonight who have worked hard since last we met. They have earned awards for their efforts. I sent an order to the trading post last week and it should have been here by now. I don't know what happened but they have not arrived. I fear we will have to wait until next month. I'm powerful sorry.

FUR TRADER: (Looking wild and hurried enters the room carrying saddle bags.) Is this the meeting of Cub Scout Pack _____?

MOUNTY: Yes, it is. Who are you?

FUR TRADER: I'm the rider from the trading post.

TRAPPER: We're mighty glad to see you.

FUR TRADER: Well now, I hope you all are ready to trade.

TRAPPER: I have three beaver pelts for _____ who has earned his Bobcat rank.

FUR TRADER: Good enough. Where's the varmint?

MOUNTY: Will _____ and his parents step forward? Congratulations on your hard work.

TRAPPER: I have three red fox skins for _____ who has earned his Wolf rank.

FUR TRADER: Good deal! Where's the critter?

MOUBNTY: Will _____ and his parents please step forward?
 (Continue presenting awards in a similar manner.)

MOUNTY: (To Fur Trader) Thanks for getting here on time with all our awards. The boys really appreciate it.

TRAPPER: Sure do thank you kindly.

FUR TRADER: My pleasure folks. Gotta be gettin' along. So long. (Exits)



S U M M E R OPENING CEREMONY

Set up: Put a little action in this one. Place a picnic basket in the center of the stage with the Den around it. As the curtain opens, the boys open the picnic basket and take out their cards which spell SUMMER on one side. The cards could be cut in the shape of summer items or shapes which represent items that could be found in a picnic basket; hamburgers, hot dogs, watermelon, popsicles, etc. The boys line up across the stage holding up their cards that spell summer. Each boy takes a step forward to read his card. After the last boy reads his card flip the cards to reveal PLEDGE on the reverse side and say the final line together.

- 1st. CUB: S is for SUMMER which is almost here.
 2nd. CUB: U is for US...boys who need Scouting all year.
 3rd. CUB: M is for MANY OUTINGS which Cub Scouting does bring.
 4th. CUB: M is for MORE FUN, cause that's our thing!
 5th. CUB: E is for EVERY PARENT who does their share
 6th. CUB: R is for a ROARING SUMMER PROGRAM you have planned cause you care!
 (Flip cards)
- UNISON: Please rise and join us in the Pledge of Allegiance.

TOGETHERNESS CLOSING CEREMONY

Summer is a good time for the family to do many things together and enjoy the beauty about them. A family that shares a lot of experiences is one that will always be a "together" family, even in later years when you are miles apart. Think about it! There's no better feeling than that of belonging. I am happy to see so many here tonight taking advantage of this "golden opportunity".

TREE ADVANCEMENT CEREMONY

Set up: A tree limb with several bare branches set in a can of plaster or sand, a green construction paper leaf for each boy receiving an award.

CUBMASTER: This tree is a symbol of the natural beauty of our land. It takes Mother Nature a long time to grow a beautiful tree. It requires nurturing such as sunshine and water.

This tree represents our Cub Scouting program. In order for it to flourish, much time and effort must be spent by Cub Scouts and their parents. The boys receiving awards tonight have given time and effort, as have their parents. As each of you receive your award place a leaf on our tree and see how much more attractive it becomes because of you.

(Call forward boys receiving the Wolf Badge and Arrow Points and their parents; the Bear Badge and Arrow Points; then the Webelos Activity Pins.)

CUBMASTER: You have helped nurture this tree and it has become part of you. Just as Mother Nature's trees endure for many years, you have gained values and skills through your achievements and electives that will last you a lifetime. May you always stand tall and straight like a tree...and be a beautiful resource of our land.

"WHEN YOU PLANT A TREE" OPENING CEREMONY

Set up: Den Chief/Leader reads the narration. Two Cub Scouts, in uniform, are in the center of the stage, one holding a small tree, the other holds a shovel or watering can ... they pantomime planting a tree. One Cub Scout stands stage left holding either a cardboard cutout of a house or a small model house. Another Cub Scout stands stage right holding a cutout of a sailing ship or a small model ship. Another Cub waits offstage with the American flag.

NARRATOR: What do we plant when we plant a tree?
 We plant the ship which carries us across the sea.
 We plant the mast to carry the sails,
 We plant the planks to withstand the gales;
 The keel, the keelson, the beam, the knee;
 We plant a ship when we plant a tree?

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

(Cub with American flag enters and stands at attention.)

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

(Narrator leads Pledge of Allegiance while Cubs hold pantomime poses.)

TAKING CARE OF TOOLS CLOSING THOUGHT

Our bodies are wonderful tools. If taken care of they will last many, many years and will accomplish innumerable jobs. Man made tools make jobs easier for us. And, like our bodies, if they are taken care of and used properly, they will last many years.

So always remember to use a tool properly, safely, clean it when done, and put it in a safe place after use. That way your tool, like your body, will last a long, long time.

CRAZY CRAFTSMAN ADVANCEMENT CEREMONY

Set up: Crazy Craftsman is dressed in work clothes with all sorts of tools tied, taped and hanging all over his body. He should carry some type of tool box in which there are cardboard cutouts of tools with the boys' names and awards attached.

NARRATOR: It is time to recognize those Cubs who have worked hard last month and earned awards. Tonight we have a surprise guest who will assist with the awards

CRAZY CRAFTSMAN ADVANCEMENT (Continued)

ceremony. It is my pleasure to introduce the Crazy Craftsman. (Crazy walks on stage, one arm pantomiming pounding a hammer and the other arm sawing.) It's good to see you again, e-r-r-r-r, what are you doing Crazy?

CRAZY: I'm just staying in shape for my next project.

NORRATOR: Crazy, it is my understanding that you have awards for the boys.

CRAZY: I sure do, right here in my trusty tool box. (Reaches in box, pick out the award, call out the boy's name and the award earned, hand it to the parents and shake the boy's hand giving him a few words of praise. Boys remain up front.)

(After last award.) Boys, always remember: once you start a project, give it your best and make sure that you complete it. That is a mark of success.

NOTE: A special applause would be appropriate.

TOOLS FOR SUCCESS ADVANCEMENT CEREMONY

Set up: A blueprint, saw, hammer and nails, and a paintbrush.

CUBMASTER: Working with wood requires planning and tools to make a finished project that you can be proud of. Like working with wood, parents and boys must plan and work together to learn and advance with pride in Cub Scouting.

First, we must have a plan. This blueprint represents the Cub Scout who has earned the Bobcat rank. He has learned the basics of Cub Scouting. (Call forward the Bobcat candidates and their parents.) Please give the Cub Scout Sign and repeat with me the the Cub Scout Promise. (Present the awards to the parents to pin on their son.) Congratulations!

Next, we must cut the wood according to the blueprint with this saw. These Cub Scouts who have earned the Wolf rank are learning and forming basic skills that they will use the rest of their lives. (Call forward the Wolf candidates and their parents. Present the awards to the parents to pin on their boy.)

This hammer and nail is used to bind the wood we have cut to continue forming our structure according to our Blueprint. The Bear Cub Scout has continued to reinforce and add to the skills he learned as a Wolf. (Call the Bear candidates and their parents and present awards as before.)

This paintbrush is used to finish the structure we are building according to the blueprint and help insure that it will last. Boys in the Webelos Dens are learning new and more challenging skills to insure their development and to prepare them for Boy Scouting. (Call forward the boys who have earned Webelos activity pins or the Webelos Badge and present the awards.)

Like the carpenter who is building a quality structure, these boys are learning a lifetime of skills needed for a quality life. Congratulations boys.

MOUNTAINS OPENING CEREMONY

Set up: Each Cub has a large letter with a message written on the back. In turn, a Cub steps forward, shows his letter and reads his message.

- 1st. CUB: M is for the MAGESTIC Rocky Mountains. This mountain range is the highest and the longest in the United States
- 2nd. CUB: O is for the many ORES and minerals found in the mountains of the U.S. Some of these include gold, silver and copper.
- 3rd. CUB: U is for UTAH where the little known ranges called the Wasatch and the Uninta are located.
- 4th. CUB: N is for NICKEL, one of the important minerals mined in the mountains.
- 5th. CUB: T is for the TETON Mountain Range. Streams and valley glaciers have carved the deep gorges that separate its huge mountain peaks.
- 6th. CUB: A is for the APPALACHIAN Mountains. This mountain range is found in the eastern U.S.
- 7th. CUB: I is for the IRON Range of Minnesota where the roots of anchient mountains show.
- 8th. CUB: N is for the NATURAL wounder found in all mountain ranges.
- 9th. CUB: S is for the SNOW on top of the highest peaks.

MOUNTAIN TRAILS CLOSING THOUGHT

A winding mountain trail may be steep and difficult to negotiate. Completing all th achievements toward any of the Badges of Rank is difficult and time consuming. You may stumble and fall, just like climbing a mountain, but when you have done your very best and finally reach the top, look back down the trail on a job well done.

MOUNTAIN TRAILS ADVANCEMENT CEREMONY

Set up: A travel poster of mountains, mountain drawn on large sheet of paper or paper mache' mountain. Mark mountain trails with badge decals.

AKELA (CUBMASTER): Will all the Cub Scouts in good standing in the Pack please come forward and sit around the foot of the mountain. (They do.) It is time for us to take council. Our Awards Chairman is here and it is time to begin. Awards Chairman, you have indicated that some of those in our Pack have traveled up the Mountain trails toward the Golden Arrow of Light. Who are these boys?

AWARDS CHAIRMAN: (Reads the names of the boys to receive awards.)

AKELA: How far along the trail did these boys travel?

AWARDS CHMN: _____ has passed the 12 tests of Wolf Valley. He also did a fine job hunting along the trail and and for this he has earned a Gold Arrow. _____, after crossing Bear Ridge, hunted well also and earned a Gold Arrow and a Silver Arrow. _____ and _____ are working their way along the Webelos trail and have earned _____ and _____ Activity Pins.

AKELA: This is indeed a fine job of Scouting. Will these mountain climbers and their parents please come and stand with the council around the mountain.

MOUNTAIN TRAILS ADVANCEMENT (Continued)

AWARDS CHMN: (To boys) Can you truthfully say that you have followed the Cub Scout Promise and tried to do your best?

CUBS: Yes.

AKELA: Will each of you tell one of your accomplishments along the trail? (They do) I am satisfied that you have done your best. It is a proud moment for our Pack when our Cubs are advancing. It symbolizes cooperation in our homes among our families. Without help traveling along the trail toward the Golden Arrow of Light would be very difficult. Awards Chairman, have you suitable awards for these mountain climbers?

AWARDS CHMN: I have. Parents, I present these awards to you as a sign of the help you have given your sons. Would you now give them to your sons who have also worked hard to do their best.

"CLIMBING THE MOUNTAIN" ADVANCEMENT CEREMONY

adapted from "Climbing the Mountain" from Woodland Tales by Ernest Thompson Seton

Afar in our southwestern country is an Indian village and in the offing is a high mountain towering over the desert. It is considered a great feat to climb this mountain. So that all the boys of the village were eager to attempt it. One day the Chief said, "Now boys you may all go today and try to climb the mountain. Start right after breakfast and go, each of you, as far as you can. Then, when you are tired come back; but let each one bring me a twig from the place where he turned."

Soon a boy came slowly back, in his hand he held out to the Chief a leaf of Cactus.

The Chief smiled and said, "My boy you did not reach the foot of the mountain, you did not even get across the desert."

Later, a second boy returned. He carried a twig of sagebrush.

"Well," said the Chief. "You reached the mountain's foot but you did not climb upward."

The next boy had a cottonwood spray.

"Good," called the Chief. "You got as far as the springs."

Another came later with some buckthorn. The Chief smiled when he saw it and spoke thus, "You were climbing and you were up to the first solid rock."

Late in the afternoon one arrived with a cedar spray and the old man said, "Well done you went half way up."

An hour afterward, one came with a switch of pine. To him the Chief said, "Good, you went to the third belt. You made three quarters of the climb."

The sun was low when the last returned. He was a tall, splendid boy of noble character. His hand was empty as he approached the Chief but his countenance was radiant and he said, "My father, there were no trees where I climbed to. I saw no twigs but I did see the Shining Sea."

Now the old man's face glowed too, as he almost sang, "I knew it. When I looked on your face, I knew it. You have been to the top. You need no twigs for tokens, for it is written in your eyes and rings in your voice. My boy, you have felt the uplift, you have seen the glory of the mountain."

Scouts, keep this in mind then. The badges that we offer for attainment are "treasures". Treasurers are things of little value but often have great meaning. These Badges are tokens of what you have done and where you have been. They are the twigs from the trail to show how far you climbed up the mountain. (Present awards to parents of boys advancing this month.)

"PLOPO THE GREAT" OPENING CEREMONY

Set up: Cubmaster with Plopo the Great (an adult dressed appropriately - see Crafts section) and Plopo's new magic equipment.

CUBMASTER: We have called in a ceremony specialist to help us tonight. I would like you to meet Plopo the Great from OSW the Oz School of Wizzardry.

PLOPO: I'm still working on my new demonstration. It's not quite perfected yet, but it's close.

CUBMASTER: That looks like quite a lot of equipment you've got there.

PLOPO: Oh! It is! It is!

CUBMASTER: Well, we'll get on with our Pack meeting and let you continue perfecting. Den _____ will present the colors this evening.

(Periodically during the Pack meeting, Cubmaster calls attention to Plopo and checks to see how he is coming along.)

"PLOPO THE GREAT" CLOSING CEREMONY

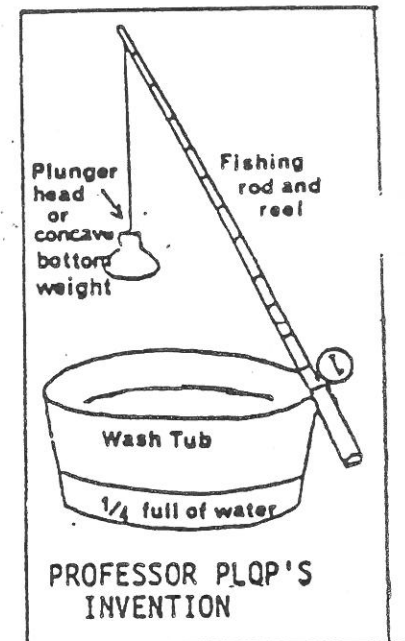
CUBMASTER: Now, we'll check with Plopo one final time. Well, Plopo, did you ever get it together?

PLOPO: Yes, indeed. I sure did! I sure did!

CUBMASTER: We can hardly wait to see your new demonstration.

PLOPO: I will demonstrate. Watch ver-r-r-y car-r-r-efully.

(See drawing. Plopo cranks his reel, drops the plunger into the tub of water and it goes "plop". He then reaches into the tub of water, pulls out a piece of cloth, rings it out, shakes it open. It reads "The End".



A BIT OF MAGIC ADVANCEMENT CEREMONY

Set up: A large piece of cardboard or poster board with a picture of a Cub Scout cut out jig-saw style.

CUBMASTER: This evening we have several boys who have completed the puzzle of achievements and electives so they may advance in rank. Will Bobcat _____ with his parents come forward? (Present the awards to the parents, in the usual manner, to give to their son. Give them also puzzle pieces, one for the boy and one for the parents. Continue in this manner for Wolf, Bear and Webelos ranks. After all the awards have been presented, have the boys and parents put the puzzle together.)

By working together we can perform a bit of magic ourselves completing this puzzle which is a picture of the Cub Scout Youth of America.

"MAGIC ACT" ADVANCEMENT CEREMONY

Set up: Master of Ceremonies, Top Hat with Wolf cards taped to the inside so they can be easily removed; Magic Wand (paper roll) with Bear cards rolled inside so they will shake out easily; and several colored hankies with diagonal corners tied together and Webelos pins attached to each hankie. Fold hankies and place them in an inside pocket so they will come out one by one. NOTE: This ceremony may take some practice on the part of the M.C. He may want to develop a magician's style.

MASTER OF CEREMONIES: LADIES AND GENTLEMEN...tonight the magic has already been performed, but I'll see if I can do one more magic act. The Cub Scouts of Pack _____ have been working magic on their achievements toward rank. They have completed their achievements, as if by magic; but, in reality, they have been working very hard. If the magic spirit is here tonight, we will produce the awards to present to our Cubs.

(Wave the wand over the hat then put it on the table. Wait a few seconds and then look surprised. Reach in the hat and pull out an award card. Read the name and ask the Cub and his parents to come up. After all the Wolf awards have been given out, pick up the wand...study it and surprised, shake out the Bear awards. Call the Cubs to come up with their parents. After all the awards have been given out, put your hand in your pocket and bring out a hankie to wipe your brow but to your surprise there is something on it. Read the names and present the awards.)

SEPTEMBER - COMMUNICATIONS

"ONE-WAY" TO COMMUNICATIONS OPENING CEREMONY

Set up: A narrator hides behind stage with a microphone, one Cub Scout dials a play phone or a large cutout of a phone and holds receiver for audience to hear, seven Cub Scouts with the appropriate traffic signs come on stage when narrator mentions them.

(First boy dials phone.)

NARRATOR:

You have just dialed the thought for the day brought to you by Den ____, Pack ____.

Sometimes you may have trouble in communicating with those you meet, and you may feel you've come upon a DEAD END STREET. (Cub Scout comes out and holds up sign.)

But when this happens, my dear friend you'd better take CAUTION you see. (Next boy comes out holding a cardboard traffic light with colored tissue paper or cellophane for the three lights. He holds a flashlight behind the yellow.)

Then STOP (Next boy holds flashlight behind red.) and think a while. Is the trouble with him or you?

Do you GO (Next boy holds light behind green.) on and on about things that interest only you?

Or do you YIELD (Show 'Yield' sign.) some time to him and listen to some of his thoughts too?

So let's not go through life not communicating because we're going the WRONG WAY (Show sign).

"ONE WAY" COMMUNICATIONS (Continued)

Just remember to say U TURN (Show sign) when you're talking instead and listen to what he has to say.

MASS MEDIA OPENING CEREMONY

- 1st. CUB: In 1340 A.D. the first printed newspaper in the world and the oldest daily journal, the Peking Gazette, was issued.
- 2nd. CUB: The first newspaper printed in English was printed in Holland in 1620.
- 3rd. CUB: The first colonial newspaper appeared in 1690. It was called "Publick Occurrances Both Forreign and Denmostick."
- 4th. CUB: The first commercial message by radio telegraph was transmtted in 1898.
- 5th. CUB: The first regular radio broadcast was in 1920 from station KDKA, in Pittsburgh, Pennsylvania. It told of the election of Waren Harding as President.
- 6th. CUB: In 1957 there were 528 television stations in the United States. In 1990 there are about 750. TV now reaches over 75 million households in the United States.

COMMUNICATION HOW-TO CLOSING CEREMONY

Set up: This simple ceremony has an important message. Six Cubs line up across the stage, as they speak their lines (or narrator reads them) the Cub turns over his card to show the letter.

- 1st. CUB: L Let's all take a minute before we hurry on our way.
- 2nd. CUB: I If you remember this message, it can help you every day.
- 3rd. CUB: S Sometimes people find it hard to communicate with those around.
- 4th. CUB: T They can solve this problem with the one word we've found.
- 5th. CUB: E Everybody stop and read our message now.
- 6th. CUB: N Needles to say - to communicate - we've just told you how!
(All hold cards high above their heads.)
- ALL: (Softly) Listen.

"FREEDOM OF THE PRESS" CLOSING THOUGHT

In America we have freedom of choice. People are free to choose their radio and television programs, books, magazines, and newspapers. Mass media provide important information so the public can make wise decisions and choices.

STATION WCUB ADVANCEMENT CEREMONY

CUBMASTER: This is radio station WCUB signing on the air with an evening of fun and awards for all you Cubs out there in radio land.

Tonight we have selected several of our listeners for special awards. They have become Bobcat members of our WCUB Fan Club. If the following boys will come to the station with their parents, we will present their awards to them. (Name the boys. Present Bobcat Badges to parents.)

WCUB ADVANCEMENT (Continued)

AWARDS CHAIRMAN: This is station WCUB Mobile Control out on the Cub Scout trail. We have spotted several Cub Scouts who have found their lucky numbers. The lucky numbers are the 12 Wolf achievements. Several also have collected the 10 electives needed for Gold and Silver Arrow Points. Will (Call boy's names) and their parents go to the station to claim their awards? (Present Wolf Badges and Arrow Points)

CUBMASTED: Station WCUB asks the question: 'Have you completed your Bear achievements (name boys)?' We know you have. Come to the station with your parents and allow us to present your awards. (Make presentations)

Visiting in the studio with us tonight are (name boys). These boys have been working hard on Webelos activity badges and are being honored by having their awards presented on the air from station WCUB. (Ask boys and parents to come forward and make the presentations.)

COMMITTEE CHAIRMAN: An now for the highlight of this evening's broadcast, we take great pleasure in announcing the top of this month's Hit Parade - the boys who have earned Cub Scouting's highest award - the Arrow of Light Award. The names of these boys have been added to the gold record of Cub Scouting. (Call boys and parents forward and present awards.)

CUBMASTER: And now this is station WCUB signing off the air and inviting you to tune in next month at (Pack number) on your radio dial.

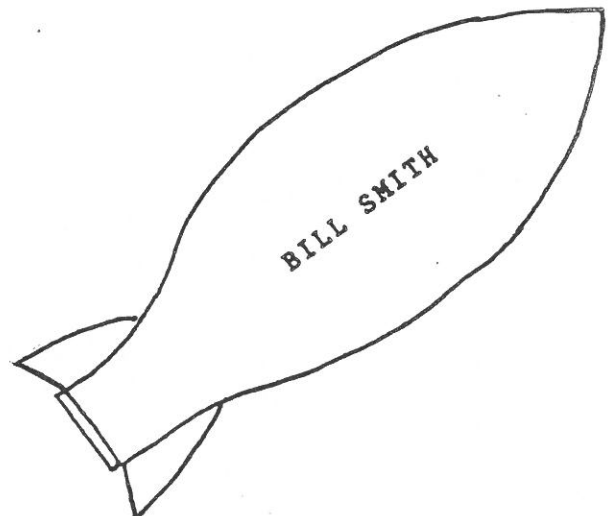
OCTOBER - LIVING IN THE 21st. CENTURY

ASTRONAUT OPENING/CLOSING CEREMONY

Many a Cub Scout I'm sure has dreamed of becoming an Astronaut
 And we must always remember, those deams might not be for naught
 For, most of our Astronauts were Scouts when they were young,
 The training this program gives has many praises to be sung.
 Just as the man, in Space Exploration, tackles his job with courage and a firm hand,
 We should tackle our earthbound problems and thus make ours a better land.
 Remember we can preserve our environment through increasing our knowledge each day.
 Using all our courage and imagination, that's the Astronaut way.

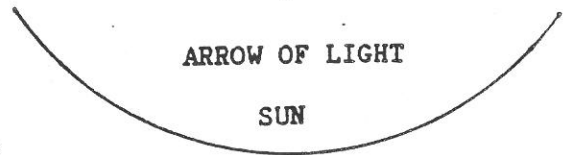
SCOUTS ON THE MOON OPENING CEREMONY

NARRATOR: Old Glory has been placed on the mood by former Scout Neal Armstrong. As we all join in the Pledge of Allegiance to our flag, let us be thankful for all the courageous astronauts of America who helped make it possible for our flag to be flown too the moon so that someday one of our own Cub Scouts may be able to leave his footprints on the moon, too. Please rise and join me in the Pledge.



"AIM FOR THE STARS" CLOSING THOUGHT

The words "aim for the stars" have an important meaning for Cub Scouts. Think of Thomas Edison who tried and failed hundres of times before perfecting the electric light bulb. He never quit trying. A Cub Scout who tries to do his best and keeps trying is preparing himself for greater responsibilities when he becomes a man. What you do and how well you do it becomes your launching pad when you "aim for the stars".

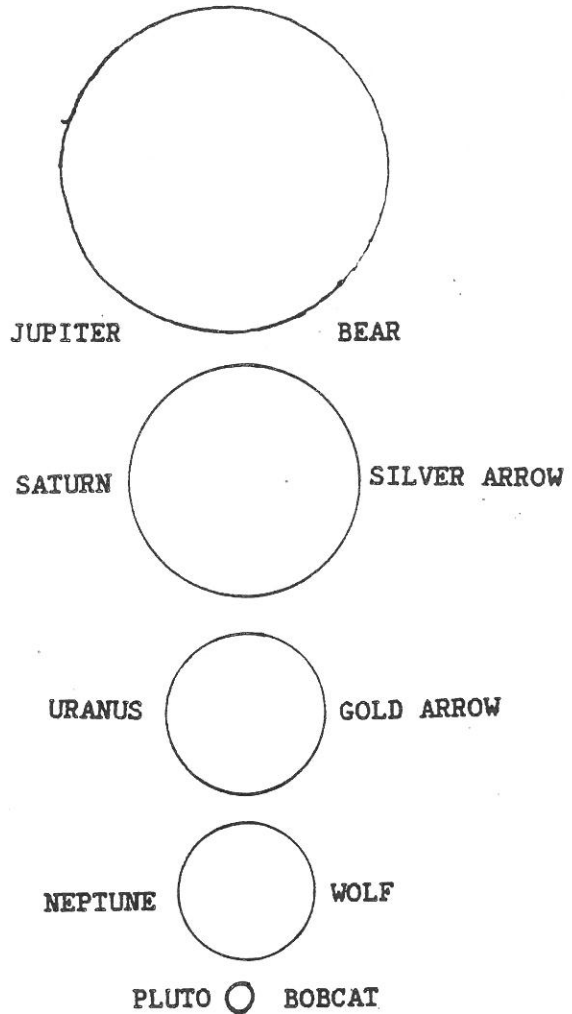


- MURCURY ○ WEBELOS
- VENUS ○ ACTIVITY PINS
- EARTH ○ SILVER ARROW
- MARS ○ GOLD ARROW

BLAST OFF ADVANCEMENT CEREMONY

Set up: The ceremony board resembles a chart of the sun and the planets. A blue and gold rocket is made for each boy getting a badge and placed on or under his rank. Place a loop of masking tape on the back of each rocket so it can be moved by the Cubmaster to the new rank as a parent presents the award to his son.

CUBMASTER: Will the Den Chiefs/Leaders please bring forward the Cub Scouts, with their parents, who are ready for advancement? (Den Chief brings forward boys and gives their names.) These Cub Scouts have done a fine job in our Pack. Cub Scouts we are happy to see you have taken another step in your flight toward the 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, your father will present your Badge to you. (Cubmaster calls off names as he moves rockets to appropriate ranks on ceremony board while fathers present Badges. Cubmaster congratulates each Cub and dad with the Cub Scout handshake.)



NOVEMBER - PIONEERS

TRAIN ROBBERY OPENING CEREMONY

Set up: Cardboard train or stagecoach; Cub Scouts dressed as robbers with guns, hats and neck scarves over their faces; train conductor; man from Wells Farge; train passengers (as many as needed); hold-up men (as many as needed); sheriff; pose (as many as needed).

WELLS FARGO MAN: Mr. Conductor, guard this money with your life. I hear someone will try to hold up the train.

CONDUCTOR: Don't you fret none, I've never lost a payroll yet.

PASSENGER: Does this train go as far as Columbus? This is a bad stretch of road. Will it be safe?

TRAIN ROBBERY OPENING (Continued)

CONDUCTOR: Don't you fret none, I've never lost a payroll yet.

PASSENGER: Does this train go as far as Columbus? This is a bad stretch of road.
Will it be safe?

CONDUCTOR: Don't you fret none. I've never lost a passenger either.

(A short time later, train is in motion, indicated by people rocking in seats.)

WELLS FARGO MAN: Mr. Conductor, I see some fellers chasing this here train.

CONDUCTOR: Land sakes! I think those are part of the Cub Scout gang. Take cover boys!

HOLD-UP MAN: Stop this train or I'll shoot! (Train stops.)

HOLD-UP MAN #2: Throw down that box and make it fast!

HOLD-UP MAN #3: Let's get this to the boss so the awards can be given out. (Boys leave with box while the train continues off stage.)

TRAIN ROBBERY ADVANCEMENT CEREMONY

(The saga continues)

Set up: Cubmaster dressed in a western hat and bandana is going through the box taken in the train robbery. He asks his deputy (awards chairman) to call his men to receive their awards from the hold-up.

CUBMASTER: Call the Younger Gang to come in now. (Awards chairman calls Cubs receiving the Wolf or Arrow Points.)

CUBMASTER: Come in boys and receive your silver dollars for your good work today. (The awards can be wrapped in aluminum foil.) Now I want to see the Buckskin Boys.

(Awards chairman calls in all the boys receiving the Bear or Arrow Points.)

CUBMASTER: You have earned a fair share of today's haul. I have chosen to reward you with diamonds taken from the box. (These can be from white poster board cut in the shape of a diamond with the award taped to the back.) Now I want to see the Webelos who are my most loyal Scouts. They shall receive the most favored treasure in th box. (Awards chairman calls the boys receiving Webelos Activity Pins.)

CUBMASTER: The Webelos have traveled with the Pack for many years and their loyalty cannot go unrewarded. For you men I have bags of gold. (These are made of scrap material with awards tied inside.)

TRAIN ROBBERY CLOSING CEREMONY

(Justice prevails)

Set up: The Cubmaster continues to look through his box, he hears a noise outside, the posse has arrived.

SHERIFF: Come out, Cubmaster, or we'll come in and get you. (The Sheriff and posse take the Cubmaster off to jail.)

SHERIFF: (As they take the Cubmaster away.) You should know that crime dosen't pay.

Thus ends the saga of the Old West.





DON'T FORGET TO REMEMBER!



ROUNDTABLE

DISTRICT: _____

DATE: _____

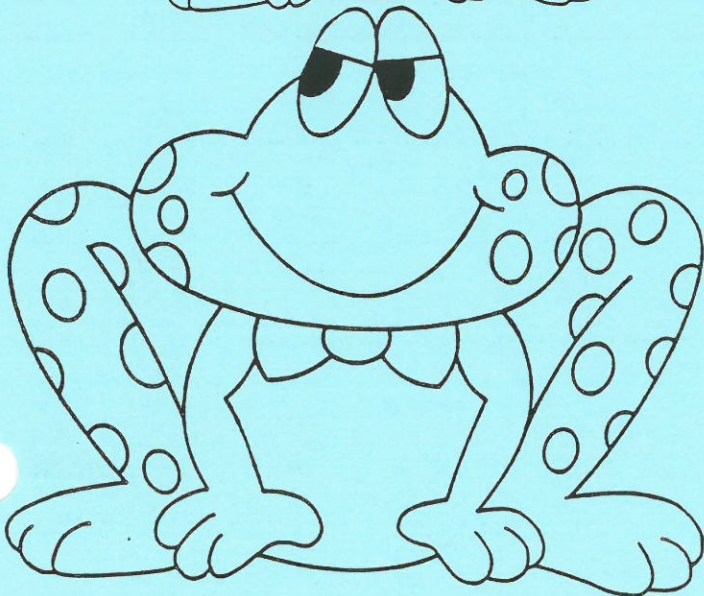
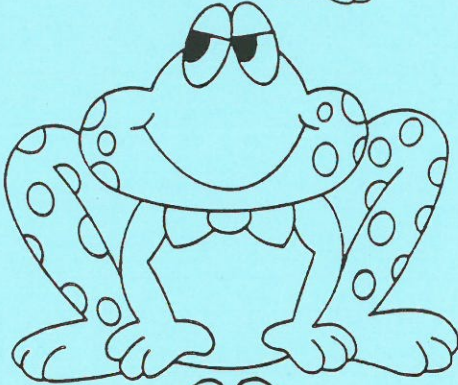
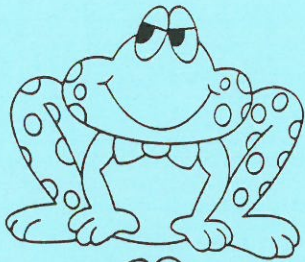
TIME: _____

PLACE: _____

BROOM HOCKEY



G A M E S



SCAVENGER
HUNT

SNOWBALL TOSS

Each player needs three ping pong balls. A small box is placed in center of room. Players form a circle around box. Going around circle, each player tosses one ball into box as his turn comes. If the ball misses, it is returned to player. Tossing is continued until one player has no more snowballs left. He is the winner.

CHRISTMAS CARD PUZZLE

This game makes a good gathering activity. Cut an old Christmas card into irregular pieces to form a puzzle for each player and place in an envelope. As each boy arrives, give him a puzzle. First player to put his puzzle together is the winner.

CHRISTMAS CANDLE FLOAT

Each player is given a walnut shell boat with a small candle in it. All boats are placed in a large pan of water. Candles are lit. Player whose candle burns longest is winner. Different colored candles may mark different players' boats.

GREEN BALLS

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

TOILET ROLL (GOOD TURN)

Take a roll of toilet paper and have each boy tear off "how much he thinks he will need." (That is all you tell them.) After each boy has his amount of paper, have him tear the squares off and put them in a stack in front of him. Then, he must tell for each sheet of paper what he could do for someone else. He must give one idea for each square of paper. As he tells the good deed, he puts the sheet of paper down. COMMENT: Are repetitions allowed? More than one boy using same answer?

CHRISTMAS GREETINGS

Each player is given a card and pencil. Ten minutes are allowed for each player to write as many Christmas greetings as he can think of on his card. A prize is given to the person who thinks of the most.

SANTA CLAUS LETTERS

Boys are given paper and pencil and asked to write a "Santa Claus" letter for the player on his right. After letters are written, they are scrambled and each person gets to read someone else's letter aloud.

SITTING ON A SNOWBALL

Cut disks of white paper about twelve inches in diameter or give each player a paper plate. Holding the snowballs over their heads, the children form a circle and while Christmas music is playing, walk around. As soon as it stops, they must put the snowball on the floor and sit on it so it completely out of sight. The last player to sit on his snowball is eliminated and the game continues until there is only one player left.

WORD GAME

Each boy gets a pencil and a piece of paper. Take the word Christmas or any long word. Let everyone make as many words as possible from the letters of the word chosen.

WRAP THE PACKAGE RELAY

Sides should have from four to seven players each. The first player on each side is given a trinket; the second, a box; the third, paper; the fourth, cellophane tape; the fifth, ribbon; the sixth, seals; and the seventh, a card on which a greeting is to be written before it is tucked under the ribbon. At a signal, the sides try to beat each other wrapping the package. Caution on neatness and give points for both neatness and speed: four for neatness, six for speed. For fewer players, cut out some of the steps, ribbon and cards, for example. Players third and fourth may work together.

SHOVE OUT WINTER

This game is a vigorous one for children, in large or small groups, indoors or out. Draw a circle that can hold half the group, whose foreheads have a streak of black crayon or watercolor to represent Winter Weather. The other half, Summer Weather, have green streaks on their foreheads. All players fold their arms and keep them folded. Summer attempts to shove Winter out of the circle and occupy it themselves. Shoulders and backs only are used in shoving and pushing. Winters must not step outside the line, for once they step or are shoved outside they must remain there, joining the Summer to shove out the rest of Winter. Winters may sit down to make it more difficult for their opponents to shove them out of the circle.

WORD MIX

Before the meeting, make up a list of Christmas words rearranging the letters so the words are fairly difficult to identify. Give each boy the same list of scrambled words. After about 15 or 20 minutes, the boy who has unscrambled the most words correctly is the winner.

THE SAME TO YOU

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

PACK OF TOYS

Players arrange their chairs in a circle, facing clockwise. Each player is given the name of a Christmas toy. One player is "it." He walks around the inside of the circle and says, "Santa packed his bag and in it he put _____" The players representing those toys immediately get up and follow "it" around the circle. Suddenly "it" says, "and the bag broke." All (including "it") scramble for chairs. The player left without a chair becomes "it" for the second round.

--San Gabriel Valley Council Pow Wow Book

GATHERING SNOWBALLS

Players are furnished with wooden spoons. They try to gather cotton balls from the floor and put them in a large bowl on the table. No hands allowed.

--Indian Nations Council Pow Wow Book

ICICLE HUNT

You will need numerous pieces of string in varying lengths. Hide them around the room before the boys arrive. Have the boys hunt for the 'icicles'. The leader ends the hunt after a given period of time. The winner is the boy whose icicles form the longest line when laid out end to end, not the player who collects the most pieces.

HUNGRY SANTA GAME

Draw a colorful Santa Claus head on a paper plate, using colored magic markers. Cut out a large hole for the mouth. Suspend the plate from a doorway and give each Cub a supply of "snowballs" (table tennis balls). The object of the game is to throw the "snowballs" into Santa's mouth. The one having the most hits wins.

JINGLE BELL CHOW MEIN

This game is a good one to test the skill of your boys. You will need 2 shallow bowls, several jingle bells (about the size of a marble), and 2 full length pencils with erasers on them. To play the game, place all the jingle bells in one bowl. The player uses the two pencils as chopsticks. With the eraser end down, the player tries to transfer as many bells as he can from one bowl to the other. He can use only one hand. If only a couple of players are used, set a given amount of time. When using teams, the team to get all the bells in the bowl first wins. with each boy taking his turn to transfer all bells into the other bowl. and the next boy transferring them back into the first bowl, and so on.

--Indian Nations Council Pow Wow Book

THE GREAT CHRISTMAS GIFT EXCHANGE

If you are exchanging gifts within the Den, Pack, or with family members, try this: Everyone sits in a circle, holding the gift they brought for the "Exchange." Someone reads the story below, reading slowly enough for the gifts to be passed. Every time the word RIGHT is read, everybody passes the gift to the right. Every time the word LEFT is read, everybody passes the gift to the left. The gift each person is holding when the story ends is the gift they keep.

Christmas was almost here, and Mother RIGHT was finishing the Christmas baking. Father RIGHT, Sue RIGHT, and Billy RIGHT returned from their last-minute Christmas errands. "There's not much LEFT to be done," said Father RIGHT as he came into the kitchen. "Did you leave the basket of food at church?" asked Mother RIGHT. "I LEFT it RIGHT where you told me to," said Father RIGHT. "I'm glad my shopping is done," said Billy RIGHT. "I don't have any money LEFT." The hall telephone rang, and Sue RIGHT LEFT to answer it. She rushed back and told the family, "Aunt Tillie RIGHT LEFT a package for us RIGHT on Grandma RIGHT's porch. I'll go over there RIGHT now and get it," she said as she LEFT in a rush. Father RIGHT LEFT the kitchen and brought in the Christmas tree. By the time Sue RIGHT returned, Mother RIGHT, Father RIGHT, and Billy RIGHT had begun trimming the tree. The entire RIGHT family sang carols as they finished the decorating. Then they LEFT all the presents arranged under the tree and went to bed hoping they had selected the RIGHT gifts for their family. Now I hope you have the RIGHT present for yourself, because that's all that's LEFT of out story except to wish you a Merry Christmas. Isn't that RIGHT?

**This could also make for a real fun SPARKLER with everyone moving in the stated direction.

STARS AND STRAWS RACE

Materials: Package of straws + package of gummed stars + drinking cups.

Divide players into teams. Place cup for each team at finish line about 8 feet away from players. First player in each team gets the star, goes to the cup and releases it into the cup. Second player repeats until time limit is up. Team with the most stars in the cup wins. Players must not touch stars with anything but straws. If a star is dropped, player returns to the starting line for another. VARIATION: Line up players in two teams, and provide each player with a cup and straw. Two stars are placed on a table. The first player on each team picks up a star by sucking on a straw and places it in his cup. The next player must pick up the star in the same way, place it in his cup, and so on as the star passed down the line. The first team to pass the star down to the end of the line is the winner. Players may not touch the stars with their hands. If a star is dropped, pick it up with the straw.

--Two Rivers Council Pow Wow Book

FIESTA

GOING TO MEXICO

Arrange as many chairs, less one, as players, in a row, back to back, down the center of the room. Players march around the chairs to musical accompaniment. The music stops suddenly and everyone dashes for a chair. The one who doesn't get a seat drops out. One chair is taken away, then music and marching resume. As before, when the music stops, everyone tries to get a chair. One player drops out and another chair is removed. This continues until only two players and one chair remain. The last person to get to Mexico wins, and the last to be left out pays a forfeit, such as one of the following:

1. Count to fifty without mentioning five or any multiple of five.
2. Lie flat on the floor, legs outstretched, arms at sides, eyes facing ceiling. Without turning your head, try to wiggle off a penny which has been placed on the end of your nose.
3. With your eyes closed, draw a picture of your leader.
4. Put yourself through a ring (write "yourself" on a piece of paper first).

SOCCER GUARD

To play a game somewhat like the Mayan ball game, you will need: A soccer ball, or any ball the size of a volleyball hard enough to kick and a goal, which can be an unbreakable container or a bowling pin.

Make a single circle. Place the goal in the center of the circle. A guard stands near the goal, ready to protect it. The boys forming the circle try to knock over the goal by kicking the ball. The guard protects the goal by kicking the ball away from it. Whenever the goal is knocked over, the boy who kicked the ball changes places with the guard. If the guard accidentally knocks over the goal, he must change places with someone who had not had a change to guard. The ball should be kept low and may not be thrown. Boys may touch the ball with their hands only to protect themselves from a ball kicked too high. To make the game faster, use two goals and two guards within the circle. COMMENT: Also use two balls?

BREAD AND CHEESE (PAN Y QUESO)

This game is the Mexican counterpart of Pussy Wants a Corner. "I" who represents the Buyer stands in the center of a 12 foot square made by an equal number of players standing opposite each other on the four sides. The Buyer goes up to one of the players and asks, "Where can I buy bread and cheese?" "Over there," replies the person addressed, pointing to another player who stands as far away as possible. "And it's hard," he adds, and the Buyer, intending to ask the same question, starts towards the player indicated. But as soon as the Buyer turns his back, the first player exchanges places with the one directly opposite. The Buyer tries to move quickly into one of the empty places before players can switch. If he succeeds, the one who is left out becomes IT.

JUMPING THE BURRO

This game is as popular with boys in Mexico as leapfrog is with their American cousins. "IT" is the Burro. He gets down on all fours and the others, one by one, try jumping over his back. The first boy to fall becomes IT and exchanges places with the Burro.

LITTLE BONES (HUESITOS)

Place a small bowl on the floor or if playing outdoors, dig a small hole in the ground. Draw an 8 foot circle around the bowl. Players stand on the line and take turns in throwing three pits into the bowl. If his pit goes in, the player is entitled to scoop up all the pits that have fallen wide of the bowl. Each player has three turns. The boy getting the greatest number of pits wins. He might receive as prize some nuts or Mexican sweets.

BREAKING THE PINATA

A stout paper bag makes an excellent and safer substitute for the clay jar customarily used for the Mexican pinata. Fill the bag with all kinds of small toys and gifts, confetti. Tie the sack at the top and then transform it with colored crepe paper and long streamers, suspend the pinata from the center of the room by pulley rope, so the figure can be raised or lowered. Each player in turn, receives the stick. Before being blindfolded he notes the pinata's position. The leader, however, raises or lowers it until each guest has had a turn or so at trying to burst it. Finally, it is lowered sufficiently to be torn open with a blow from the stick. The contents roll out over the floor and everyone scrambles for his share of gifts and goodies.

LAS PALETAS (SOUTH AMERICA)

This game is for two people. Make two wooden paddles about the size of a paddle ball. Use a ball similar to a squash ball. Stand about 5 to 10 feet from your partner and hit the ball with the paddles. Try to hit high, arching shots. The object of the game is to see how long the ball can be hit without dropping.

PETECA (SPANISH)

The peteca is made like a badminton shuttlecock. It is tossed into the air and each boy, in turn, hits it with the palm of his hand to keep it in the air. If the peteca hits the ground, the game begins over again. Often players say the letters of the alphabet as they hit the peteca, trying to see whether they can get to the end before it falls.

VENEZUELAN VICUNA

Put about one-tenth of the players in the center of the field and divide the rest in half putting them in each end zone. The people in the middle call "Venezuelan Vicuna 1-2-3!" At that signal, the players in the end zones try to cross to the opposite side without being tagged. The people in the middle must lift the runners off the ground and hold them up long enough to shout "Venezuelan Vicuna 1-2-3!" Anyone caught in that fashion then becomes a catcher. One or more people may help lift a runner. Game ends when no runners are left.

BOLERO (SPANISH)

Tie end of 12 inch string to paper cup and screw or nut or other small weight on other end. Boy tosses "bolero" into basket or bucket by swinging it with one hand.

COLORES (Colors in Spanish)

The leader appoints a devil and an angel. He secretly tells each of the other players what color he represents. A home base is marked out some distance from the group. The game begins with the devil "knocking" on the leader's door. The leader asks, "What do you want?" The devil says, "A ribbon." The leader asks, "What color?" The devil names a color. The boy who has been assigned that color jumps up and races for home base. If he makes it, he is free to rejoin the group. If not, he must join the devil. Then the angel has a turn, going through the same procedure as the devil. Then the devil plays again, the angel, and so forth. When all players have been captured, the winner is the one with the most boys on his side.

WILD BULL

One boy is the bull. All other players join hands in a circle around him. The bull tries to get to the outside and the other boys hold tight to prevent him from getting out. The bull can inspect the holds and he can suddenly throw himself against boys' joined hands to try to break through, but he cannot pry hands loose. He can duck under the hands if he can. Boys can lower or raise the hands to keep the bull in the circle. If he gets out, everyone chases him to the goal line. He continues as bull. If tagged, the person tagging him takes over as the bull.

BLUE AND GOLD TRADITIONSSCRAMBLE SCOUT LAW

Try the following scrambled Scout Law on your Webelos. The first one to correctly unscramble them is the winner.

1.	HORRSTTUWY	Trustworthy
2.	YOLLA	Loyal
3.	LFEPULH	Helpful
4.	SOTUCOREU	Courteous
5.	DIKN	Kind
6.	ANLCE	Clean
7.	HITTRFY	Thrifty
8.	EEENTRRV	Reverent
9.	RENFILYD	Friendly
10.	TEIEOBDN	Obedient
11.	RVEAB	Brave
12.	URECHEFL	Cheerful

FAMOUS CHARACTERS

Tack up numbered pictures of famous characters, such as past presidents, TV and comic paper characters, try adding some current events persons such as news or sports players. Players write identification of numbered pictures. Player with greatest number correct is winner.

BLIND PIG

Provide each player with a sheet of paper and a pencil. One at a time, blindfolded, each must draw a pig without removing the pencil from the paper, except to draw in the eye. Starting at the tail, each one draws in the body, ears, legs. Then he must raise the pencil and draw in the eye. The best drawing wins.

CRAZY DRAWING

Provide each player with a sheet of paper and a pencil. Each draws a single line on his paper, straight, jagged, or curved. The papers are then passed once to the left. Again each player adds a line, without erasing or altering the original one. The papers are passed to the left again, and another line added, and so on until each player has added a line to each drawing. The object is to create definite drawings. If a drawing has assumed form, the next player may not alter it, but must continue it.

SELF PORTRAIT

Players form a circle around leader. Each player is given a plain paper shopping bag which he opens and places over his head. Now give him an un-capped felt marker. The leader, at random, instructs the hooded "artists" to draw a left eye, right ear, chin, etc. until portrait is complete. Remove bags and judge.

BIRTHDAY RELAY

Boys line up in teams, relay style. Each team has two shoe boxes representing birthday presents. On signal, each player in turn places his feet in the boxes and shuffles up to and around a chair at opposite end of room. He shuffles back to starting point where the next boy takes over. First den to finish wins. The boxes could be kicked, pushed by the forehead, or rolled to change the relay.

STIFF UPPER LIP

This is a relay race in which a card is used, and it must be passed up and down the line. There are, of course, two groups of equal number in these lines and they should stand facing each other. The player at the head of the line starts the game by holding a card between his upper lip and his nose without the use of his hands. He must pass it on down the line. The hands must not be used unless the card is dropped, in which case it may be picked up with the hand. The side passing the card up and down the line in the shortest time is declared the winner.

GUESS WHAT GAME

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

- | | |
|---|---------------|
| A - Give the name of important Cub Scout leader. | (Akela) |
| B - Something Cubs want to be when they are old enough. | (Boy Scout) |
| C - Name of the leader of the pack. | (Cubmaster) |
| D - An elected office of the den. | (Denner) |
| E - A Cub Scout elective. | (Electricity) |
| F - Something every Cub Scout should respect. | (Flag) |
| G - We all want to belong to the right one of these. | (Gang) |
| H - Something the Scouts like to do. | (Hike) |
| I - We use this to write with. | (Ink) |
| J - We like to see how far or how high we can do this. | (Jump) |
| K - We do this to a football. | (Kick) |
| L - Something we do when we are happy. | (Laugh) |
| M - What we can make with a guitar or by singing. | (Music) |
| N - These can be saved to raise money for the pack. | (Newspaper) |
| O - At these Cub events we compete in athletics. | (Olympics) |
| P - These are fun to make and use in skits. | (Puppets) |
| Q - What everyone is when the Cub Scout sign is given. | (Quiet) |
| R - Some thing we do at the Olympics. | (Run, Race) |
| S - We like to do this at den and pack meetings. | (Sing) |
| T - What we don't do when the Cub Scout sign is given. | (Talk) |
| U - What we wear to show that we're Cub Scouts. | (Uniform) |
| V - What we take during the summer. | (Vacation) |
| W - What a 10-year old Cub Scout is called. | (Webelo) |
| X - A musical instrument. | (Xylophone) |
| Y - A noise that Cub Scouts like to make. | (Yell) |
| Z - A place where lots of animals live. | (Zoo) |

WAITER

Line up the dens for a relay. The leading player of each team holds a pie plate (bottom up) and a ball. On signal, he runs forward around an obstacle and back to the starting line, holding the upturned plate in one hand with the ball balanced on top. If the ball falls off the plate or is touched in any way during the journey the player must go back and start again. The team to finish first wins.

SEA ADVENTURESHAULING IN THE NETS

Each member of the den is given two sheets of newspaper. He holds a sheet by a corner in each hand, arms extended. On signal, see who can first squeeze both sheets into two balls without moving the arms or putting the hands together.

OCEAN WAVE

Equipment needed: Chairs, make sure they are sturdy. Players arrange their chairs very close together in a circle. One player then goes into the center, which leaves one vacant chair. The center player calls 'shift right (or left)' and changes the call whenever he wishes. The players endeavor to keep the chair on the right or left occupied while shifting as directed. In the meantime, the center player tries to get a seat. Whoever is at fault in case he succeeds, exchanges places with him.

ISLANDS

Place a few Frisbees, cardboard circles or pie tins on the ground or floor. Everyone prances around chanting, singing, or clapping. When the leader calls "Islands," everyone runs to touch the Frisbee, etc. The last person to get to an Island is out. As the group gets smaller reduce the number of "Islands."

DEEP SEA FISHING CONTEST

You need a bucket or large pan of water, several clothespins (flat, wooden ones without springs), two homemade fishing poles at least three feet long and two pieces of fishline. Using a wax crayon or felt pen, write a number on one side of each clothespin. Tie the fishline to the poles and put a nail or bolt at the other end of the line. Put clothespins in the water with the numbered side down. Cubs then put their lines in the water, trying to maneuver the nail or bolt so that the fishline goes between the prongs of the clothespins. They then add up the total score of those "fish" pulled out.

AMOEBIA RACE

This is a good den vs. den activity. Each den forms a circle, with some boys inside, the rest outside with their backs to the center, arms interlocked. Each "amoeba" races to the goal line and back. If the "amoeba" breaks it must start from the beginning. The first team across wins.

MIDGET SUBMARINES

Equipment: Enough paper balls to equip the team with about 4 for each Cub; 1 beanbag; chalk; enough blindfolds for one team. Preparations: Draw a number of chalk circles at one end of the room. These are 'oil tanks in a harbour,' the entrance to which is marked by two chairs. The leader blindfolds a team and gives each Cub a supply of paper balls which are 'depth charges.' The team space themselves out before the entrance to the 'harbour.' The rest of the Pack line up in teams. They are 'submarines' and take it in turns to approach the 'harbour' as quietly as possible, to place the beanbag, which is a 'bomb,' on one of the 'oil tanks.' If the team sitting on the floor hears anything, they throw their 'depth charges' in the direction of the noise. If they hit a part of the submarine, that Cub becomes inactive and remains sitting on the floor where he was hit. Each team has a turn to 'guard' the 'harbour' and the one with the most hits is the winner.

VARIATION: BLIND MAN'S PURSE

Equipment: 1 bag per team; a selection of coins for each team. The Pack lines up in teams and numbers off. The bags of coins are placed at the far end of the room opposite each team. When the leader calls out a number and a sum of money, those Cubs run up to their bag and feel for the necessary coins.

BLUB, BLUB, BLUB

Cubs sit in a circle or semi-circle. The leader walks in front of the players and suddenly points at one of them and says, "blub, blub, blub." The person pointed to must say "blub" before the leader has finished the third "blub." If he fails, a point is counted against him. If the leader points but doesn't say anything, the Cub must not say anything either. If he does say "blub," a point is counted against him. The boy with the fewest points against him at the end of the allotted time is the winner.

SUBMARINE DIVE

Equipment: Piece of chalk. Preparation: Draw a number of small chalk circles, submarines, around the room with one less than the number of Cubs in the Pack. The Cubs hop, walk or run around the room according to the direction given by the leader. When he calls "Submarine Dive!" each Cub tries to get into a submarine. The one Cub who is left out stays on a submarine for the next game and so gradually, the submarines become occupied. The winner is the one who gains the last vacant submarine.

MENDING THE SHIP'S ENGINE

Equipment: 1 bag per team; a collection of 12 assorted items for each team, e.g., cork, cotton reel. The teams line up and number off. A bag of items is placed at the far end of the room, in front of each team. The leader is the "Chief Engineer" of the ship. The teams are squads of "Engineers." When the "Chief Engineer" calls out, "The engines have failed, I need a cork, Number 4!" Number 4 Cub in each team runs up to his bag, feels for the cork, and takes it to the leader. The first Cub to produce the cork gains a point for his team.

SUBMARINES AND DESTROYERS

Players are divided into two groups. One group is called Submarines and tries to keep a balloon in the air, away from the Destroyers. The Destroyers try to burst the balloon with their feet or hands. No sharp articles can be used. After the balloon is broken, the players change teams and start again with another balloon.

CLEAR THE DECK

The four sides of the room are given names, i.e. 'Clear the deck!'; 'Man the boat!'; 'Shore leave!'; 'In the galley!' When the leader calls out any of those commands, the Cubs rush to that side of the room. There are extra orders as well: 'Boom coming over!'--lie flat on the floor; 'Admiral coming!'--all stand to salute. No one is ever out but the last Cub to obey the order loses a life and rolls down a sock or rolls up a sleeve. NOTE: In the original version of the game the four sides of the room are Port, Starboard, Bow, and Stern, although this is merely a matter of choice.

FISHES IN THE SEA

Equipment: 1 rope per Cub; 1 whistle. The teams line up in files. Each Cub has a "tail" attached by tucking a rope under his jersey. Each team is given a name of a different fish. When the leader calls "The sea is rough and washes out all _____" (he mentions one of the "fishes") that team has to run round the room where Assistants are standing as "waves." They will try to catch the "fish" by pulling out their "tails." After a count of ten, any Cubs not caught make a file again. Any who are caught stay in the sea, become 'waves' and help to catch. Each "fish" is mentioned in turn and if the call comes "The sea is very rough and washes out all the "fishes", all the Cubs have to run away.

SHIPWRECK

Equipment: Blindfolds for half the Pack; whistle. One end of the room is the 'harbour' and the rest of the space is the 'sea,' over which there is a heavy fog. Half the Pack space themselves over the sea and sit cross-legged on the floor, they are the 'rocks.' The leader blindfolds the rest of the Cubs and they stand opposite the harbour. These are the 'ships' out at sea, who have to steer themselves safely through the 'rocks' listening for the 'shushing' sound the 'rocks' make as waves break over them. When the leader blows the whistle, that is the signal of the foghorn and all the 'ships' must steer for the 'harbour.' If any of the 'ships' touch the 'rocks,' they must remove their blindfolds and sit on the floor with the 'rocks,' as wrecks. The successful 'ships' reach the 'harbour' safely.

I'M A GREAT BIG WHALE

Equipment: Yarn to tie round arm. The teams stand in the middle of the room. They are 'whales.' The rest of the Pack with yarn tied (visibly) on their arms, line up at either end of the room. They are little 'fishes.' The 'whales' the chant, in deep whale-like voices, 'I'm a Great Big Whale at the bottom of the sea.' The 'fishes' reply in high-pitched fish voices, 'And I'm a little fish and you can't catch me!' The 'fishes' then race to the far end of the room and the 'whales' try to catch them by breaking the yarn on their arms. Any who are caught become 'whales' and help to catch the rest of the 'fishes.' The game continues until one little 'fish' remains as the winner.

WHALE AHOY!

Equipment: A paper or sock ball, or beanbag. One boy is selected to be the 'whale,' he may run freely about the room. The rest of the Cubs each choose a position and since they are 'rocks in the sea' they may not move. The aim is to 'harpoon' the 'whale' by hitting him with a ball. Whoever hits him takes his place as the next 'whale.' The skill of the game lies in passing the 'harpoon' from 'rock' to 'rock' in an endeavour to corner the 'whale,' rather than the Cubs taking random shots. This is good training in playing for the group rather than for the individual.

CANADA, OUR NEIGHBOR

THE GREASED POLE WALK

Equipment: One 6 foot 2x4; Lard or Vegetable Shortening; Tarp to put the greased pole on while game is in progress. Boys are to form two teams and walk the pole. The team finishing first is the winner. If the boy walking the pole slips off, he must go to the end of the line and try again.

FOUR MAN PULL

This requires 5 boys per team. One boy is chosen to pull the rest of a designated distance. The boys being pulled put their arms around the waist of the boy in front. The team across the finish line first is the winner. The pull distance can be straight or loop around totem poles the boys made in the Den Meeting.

SNOW SHOE RACE

Each boy makes a pair of snow shoes in the Den meeting prior to Pack meeting. The snow shoes are on the word go, tied on the boys feet. Each boy may race through a course of activities. The first Cub to complete the course wins. There are six things the boy must do before returning from his Eskimo hunting trip.

STATION 1: The natives used seal blubber to chew on as a source of energy. Each boy is to quickly unwrap a piece of gum, chew it, and blow three bubbles.

STATION 2: Pylons or some other sort of markers should be set up so the boys must maneuver through them as if they were zig-zagging through forest trees. The markers must be fairly close together to make this a fairly challenging activity.

STATION 3: Stop for lunch, eat jerky or soda crackers. Remember when you're hunting light weight food is very important.

STATION 4: The Cubs come to a blinding snow storm. There they must pick up a blindfold and put on and then continue walking for a safe short distance.

STATION 5: It is getting colder. Must put on a pair of Dad's pants and his shirt. This represents the Eskimo skins they wear in the coldest weather. Also, some sort of hat would be fun.

STATION 6: You have just sighted bear. He is running at you with full force. You have no choice but to run.

The boy or boys crossing the finish line first wins. This activity can be done in single or team relay. Use your parents to help out at the stations.

DOG TEAM RELAY

One boy is to sit on a paper sack. 4-6 boys make up the dog team. The boys must first tie square knots joining several small pieces of rope to form one large one. The combined pieces should be long enough to go around the dog team Cub Scouts. The first team to finish by crossing the line wins.

FISHING IN CANADA

Depending upon the size of your pack or den, you will need 2 boys for every 8 to play a bear. The rest of the boys are fishermen. In the middle of your playing area you will need a number of paper fish spread out on the floor. At the start, the fishermen are told they may go fishing but the time limit to fish will be only 15 seconds. They may pick up as many fish as they can. At the end of the 15 second time, the bears may be turned loose to fish. Any fisherman they tag must give up his fish to the bears. When the fish are all gone, then it will be time to choose new bears. The boys will have fun counting the fish they have to see who was faster, the Bear or the Cub.

BACKYARD FUNFILL A CUP RELAY

Divided boys into two groups. Give each team a spoon and instruct each boy to dip his spoon into a pail of water (one for each team). He then races to a cup located 15 feet away, puts the water from the spoon into the cup and races back to tag off the next member. Each boy does this with the winning side being the one with the most water in their cup.

CIRCLE GAME

A cub stands in the center of the circle, holding a tennis ball. His object is to throw this ball to someone in the circle who will drop it. Another ball is started around the circle from one boy to another. (Have boys about five feet apart in the circle.) The cub in the center may throw his ball to anyone, but he usually throws it to the boy about to receive the ball which is being passed around in the circle. If either one of the balls is dropped, the boy in the center changes place with the boy who dropped it.

SNAKE AND BIRDS

The group is divided evenly. Those who are snakes are divided into threes and hold hands across the line. At a signal, the others, who are birds, are let out of the cage. The snakes try to encircle them, and if caught, the birds are sent back into the cage until all the birds are caught.

ONE OF A KIND HUNT

Boys line up about five feet apart on the edge of the yard. Each is given a bag or paper cup. On hands and knees they crawl toward the finish putting one of each nature object they see in their containers. This is not a race; allow five minutes to reach the finish line. Score one point for each plant object--blade of grass, stick, leaf, etc.; two points for animal life--worm, insect, spider, etc. After scoring, return all objects to the soil.

LINE BALL

The sides are evenly divided. A line is stretched about seven feet from the floor or ground. The object is to keep the ball, preferably a basketball, from touching the floor. If one side can throw the ball in such a manner that it is not caught but lands on the floor, it scores one point for that side. If the ball touches the line or does not go over, one point is given to the opposite side. This game may be closed by either a time limit or a score limit. Any number may play. With a large group, use two or three balls.

SCOTCH BALL

Position as in baseball. Use volley ball. Rules as in baseball, with the following exceptions: 1) Ball is batted by hand (not fist). 2) Runner can be put out by being hit by a thrown ball.

BACKWARD RACE

Players race backward, all following directions given by the leader; 'walk,' 'jump,' 'hop,' 'jump on all fours,' etc. Change directions rapidly, When a player fails to follow directions, he drops out. Last one still going wins.

RED LIGHT-GREEN LIGHT

"It" stands at one end of the playing area with his back to the other players who are at the opposite end. "It" shouts, "Green light," and counts rapidly to 10. While "It" is counting, the other players race towards him. When they hear "It" say "Red light," at the end of the count, they must freeze in place. "It" turns around quickly. If "It" sees any players move, he sends them back to the starting line. Then he turns to count again. The first player to reach "Its" line without being caught becomes "It" for the next game.

FRISBEE FOOTBALL

Divide den into two teams. Establish goal lines and sidelines in the yard. Play starts with one team tossing the Frisbee to the other. Players advance the Frisbee only by throwing it; they may not run with it. Each team tries to make a completed pass behind the other's goal line. No player may hold the Frisbee longer than five seconds before passing it to a teammate. If a player drops the Frisbee in the end zone, no touch down is scored and the other team takes possession.

BALL OVER

Make a line dividing the playing area in half. Divide den into two teams, one on each side of the line. The leader is blindfolded and has a whistle. He tosses the ball into the middle to start play. The object of the game is to keep the ball on the other team's side of the line. No player may cross the line. At intervals, the blindfolded leader blows his whistle, and a point is scored against the team with the ball. VARIATION: 1) Four or five players on a team must touch the ball before it can be thrown to the other side. 2) Create a "no-man's land" along the dividing line. Teams must bounce the ball into this area to get it across the line.

PEBBLE STRETCH

Player puts toes to line, stoops forward and puts one hand on ground, and with the other hand places the pebble as far out as he can. He must return to a standing position without shifting the hand on the ground, that is, by springing back up. Knees must not touch the ground at any time. Player who places the pebble farthest wins.

JUGBALL

This is a version of lacrosse played with 'jugs.' Each player has a jug. Make jugs by cutting the bottoms from plastic bleach or milk bottles. Place goals in the center of a circle about seven feet apart. Divide players into two teams. Each team's goalie is the only one allowed in the goal circle. Use a tennis ball or rubber ball of the same size. The referee places the ball in the center of the field. On his signal, a player from each team tries to scoop it up and pass it to a teammate. The object of the game is to hurl the ball through the opponent's goal. The ball may not be touched with the hands; all ball handling must be done with the jugs. Players may not run with the ball. If the ball goes out of bounds, the last team to touch it loses possession.

WORKING WITH WOODSCRAMBLED TOOLS

Give each player a list of scrambled words. Set a time limit for them to unscramble the words.

1.	A W S	Saw	2.	R M A M H E	Hammer
3.	L I R L D	Drill	4.	L I N A	Nail
5.	O D O W	Wood	6.	R L I P S E	Pliers
7.	U G E L	Glue	8.	L R E R U	Ruler

NAIL DRIVE

Drive several 16 or 20 penny nails about 1/4 inch into a piece of board. The nails must protrude evenly, and there must be one for each player. OBJECT: Each must hammer a nail in straight, with as few blows as possible.

The board may be prepared with a quantity of small nails, 6 penny or less. Each player is permitted five blows, and must drive in completely as many nails as possible. Usually one blow is allowed for each nail.

Provide a large board, a hammer, and a pile of loose tacks. Each player must take tacks from the pile and drive them into the board. The one driving in the most, in a given time, wins.

MEMORY TEST

The Den Leader collects 20 items of things used for household repair jobs -- such as nail, washer, hose washer, screw, etc. These are placed on a tray and the tray is passed among the players so they can have a good look. Then cover or remove the tray and each player is to write down as many things as he can remember. The one having the most is the winner.

HIGH COUNTRY, USALOG CABIN ON A POP BOTTLE

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

KING OF THE MOUNTAIN

For some, you may have access to an area where you can build your own mountain ... a mound of earth two or three feet high and about three feet through the base. A ready-made mound in a nearby park could also do the trick. However, most will just mark a circle about 10 feet in diameter on the ground and this will be their mountain. All den members step into the circle. On signal, they try to push each other out. When a boy has both feet out of the circle, he is eliminated. No hitting is allowed. The last boy in the ring is "King of the Mountain."

ROYAL BALANCE OF POWER

Stand at arm's length away from your opponent. Hold hands, palms outward, and try to throw the other off balance by pushing directly at opponent's palms. Careful, because body contact disqualifies the contender who strikes any place on the body but the palms. Winner of the match takes on the next contestant.

WESTERN HOSPITALITY

One of the boys is chosen to be the "stranger" and the rest form a circle. The "strange" runs around the outside of the circle, tags one of the players, and continues on his way. The player who is tagged starts around the circle in the opposite direction. Each runners is trying to reach the vacant place in the circle, but when the boys meet they must stop, shake hands, and say "Howdy, stranger!" before continuing on their way. The first player to get back remains in the circle, while the one left outside becomes the next "stranger."

DEER HUNTING

This game works best in the woods or in scrub. High grass is OK. It won't work on a clipped lawn or in an open mowed field. One player is named the Deer. The other players walk 100 steps away from the Deer in all directions while the Deer slowly and loudly counts to 100. At the call of 100 all the players except the Deer drop to the ground and begin sneaking back to the Deer. If the Deer sees a player, he calls out that player's name and that player must stand and stay in place for the rest of the game. When all the players are standing the player closest to the Deer wins and may be the next Deer.

MOUNTAIN MAN FINGER WRESTLE

Two would-be kings balance on the peak (see King of the Mountain), then interlock middle fingers of right (or left) hands, and pull steadily until loser's finger straightens out or he loses his balance.

THE SLEEPING BEAR

Materials needed: An old stuffed animal or something about that size and cloth for a blindfold. The players (three or more) pick one player to be the Bear. The Bear takes the stuffed animal which represents his Cub. The other players blindfold the Bear and seat him on the ground in the center of a large circle (about 150 feet in diameter). The Bear places the Cub in front of himself at arms length on the ground. As the Bear counts to twenty the other players take up positions on the rim of the circle. When the Bear reaches twenty the players QUIETLY begin sneaking in to steal the Cub. The Bear points to any player he notices and that player must go back to the rim of the circle and try again. The player who succeeds in stealing the Cub wins and may be the next Bear.

CUB SCOUT MAGIC

THE MAGIC LIST

Copy the figures shown in the illustration. Ask your friend to pick out a number from 1 to 30, but not to tell what the number is. Then have him tell you what column or columns his number appears in.

The Challenge: That you will tell him what number he selected.

How to do it: Add the top figures at the head of the columns in which his selection appears. (Suppose his number appears in Columns A, D, and E. You would then add 2, 8, and 4. The answer would be 14. Sure enough, 14 appears in only those three columns.)

A	B	C	D	E
2	1	16	8	4
27	25	24	9	23
14	17	28	30	20
15	11	17	10	7
18	9	30	27	12
10	21	21	14	15
22	3	18	26	6
7	29	22	28	30
19	19	23	13	5
26	7	19	11	21
23	15	26	29	14
6	5	27	24	22
3	23	25	12	13
11	13	20	15	29
30	27	29	25	28

CARDBOARD DROP

You will need a piece of cardboard about 8 inches square and a button in front of each standing player. The idea of this game is to drop the cardboard so it falls on the button and covers it. This is tricky thing to do, for the cardboard will zip and swirl as it falls. A player may pick up his cardboard and try as many times as he likes. The cardboard must be held with only one hand.

THE CAPTIVE DIME

Materials: A glass, 2 nickels, and a dime. Place a dime on a cloth-covered table. Then place a nickel on each side of the dime, the rim of the glass will rest on the two nickels. The challenge: Remove the dime from under the glass without touching the dime, the nickels, or the glass. How to do it: Simply scratch the tablecloth with your fingernail as close to the glass as you can. Short, fast scratches will start the dime moving as if by magic! Pretty soon the coin will be out.

SHOE FORTUNE

You can be a fortune teller. Ask a person to take off his right shoe. Study it carefully. Point to the way the heel is worn, and the way the lining is wrinkled. Feel inside the toe. "I see you are going to take a long walk," you say. As you say this, you throw the shoe as far as you can. With one shoe on and one shoe off, it seems like a very long walk to the owner of the shoes as he hobbles along to get it.

YOU'RE A MIND READER

Materials: Some slips of paper, a pencil, and a hat. What the audience sees: You have different people in the audience call out different colors. You write the colors on pieces of paper. The papers are placed in a hat and member of the audience is asked to take one. He is told to read the name on the paper and concentrate on it. You then "read his mind" and tell him what color he is thinking of. The secret: When the audience calls out the colors, you merely write the same color on all of the slips. It doesn't make any difference which slip is selected; you know what color is on it, because they are all the same.

FAST WRITER

Tell the Cub Scout, "I can write faster than you, no matter how fast you write."
THE TRICK - while his is writing, write "faster than you."

COAT CHALLENGE

Challenge your friend to take off his coat alone. THE TRICK - when he starts to take off his coat, you take off yours, too.

PENNY PICK-UP

Tell a person to stand with his feet against the wall. Place a penny 18 inches in front of his toes. Tell him the penny is his if he can pick it up without losing his balance or moving his heels from against the wall. THE TRICK - Your penny is safe. He just can't do it.

SOUNDS IMPOSSIBLE

Can you figure out how to do these tricks? There is a catch to each one. Try them on the Cubs. See if they can figure any of them out before you show them the impossible.

Place three chairs in a row. Take off your shoes and jump over them. (JUMP OVER YOUR SHOES.)

Bite one inch off the end of a ruler. (BITE ONE INCH AWAY FROM END OF RULER.)

Put yourself through a keyhole. (WRITE "YOURSELF" ON A PIECE OF PAPER AND PUT THE PAPER THROUGH THE KEYHOLE.)

Jump across the room. (WALK ACROSS THE ROOM AND GIVE A JUMP.)

Stand two inches away from a person without his being able to touch you. (CLOSE THE DOOR BETWEEN YOU.)

Leave a room with two legs and come back with six. (BRING A CHAIR WITH YOU WHEN YOU RETURN.)

Touch a book inside and out without opening it. (TOUCH IT INDOORS. GO OUTDOORS AND TOUCH IT.)

COMMUNICATIONSNEWSPAPER CRUMBLE

Divide the Den or Pack into two teams, have all dens compete against each other. Give each boy two full sheets of newspaper; at the signal each boy must crumble the newspaper into a small ball, small enough to fit in his hand, The paper must not touch anything and only one hand can be used. The first team to have all members finished is the winner.

I AM THINKING OF

This may be used for all forms of nature or one category such as flowers or trees. Beginner says, "I'm thinking of something and it begins with "g" (grass). The other Scouts guess and the one who does may do the thinking. Additional clues may be given if it is a hard thing to guess, as "the color is green," or "you can't see this in Minnesota in winter," etc.

COMMUNICATIONS

The Den Chief gives each Cub Scout a pencil and piece of paper and asks him to write as many smaller words as he can find in the one "COMMUNICATIONS." Score one point for each word, except that for each word connected with communications, score five points. (Example: Notes)

ADVERTISEMENT HUNT

Give each Scout seated at a table a popular magazine, containing a large number of advertisements. Have in mind several products that are advertised in these magazines such as toothpaste, cars, hair tonic, soap, motor oil, etc. Start the game by calling out the name of some product such as "toothpaste." The Scout who first finds the proper ad tears it out of the magazine and holds it over his head for inspection. If it is the right one, have him sit on it, and continue the game by calling for another. After a dozen or so calls, find out who is sitting on the most advertisements.

ALPHABET GAME

Give each player seated at a table a sheet of colored paper, a toothpick, and 2 tablespoons of macaroni letters. The toothpicks are used to push the white letters quickly in place on the colored paper. On signal, the players are to begin making three-letter words. The one who makes the most words in a given time is the winner. (Sort the letters in advance so the word possibilities are the same for all.)

GUESS WHO THE LEADER IS

Choose a boy to be IT and send him from the room. Then form a circle and choose a leader, who remains in the circle and originates various actions for all to copy. When IT comes in, all the boys make the same motions initiated by the leader. They change motions only when he changes them. IT stands in the middle of the circle and tries to guess who the leader is by spotting the instigator. When he guesses correctly, he joins the circle, the leader becomes IT, and a new leader is chosen.

GUESSING THE SPOT

Show a series of photographs or sketches of scenes in the neighborhood that would be familiar to everyone, such as an unusual statue, building, or tree; a striking landscape or farm; a bridge; train station; or air terminal, etc. See who can be the first to write the correct answers.

WHAT'S GONE

Arrange a set of flash cards, on which are numbers from 1 to 20, in miscellaneous order across the front of the room. Ask the players to stand and face the rear of the room. Then remove one of the cards and suddenly call, "look!" The one who first calls out the missing number scores 1 point. At the end, the player with the most points is the winner.

OBSERVATION

Show 20 or 30 numbered articles or magazine advertisements to each person for a certain length of time. Then give each player a sheet of paper on which to list the number of each article or picture and what he remembers it to be. The player with the largest number of correct guesses wins.

RAILROADING

Have the first boy start by spelling the word "railroading." Then the second boy spells a word starting with "G," the last letter of railroading. Each boy starts his word with the last letter of the preceding word. If a boy misspells a word or uses a word already spelled, he is out. Continue until one boy is left.

READING TEMPLES

For a novel trick, appoint an accomplice and send him out of the room. Tell the group that thoughts can be transmitted by feeling one's head. Have the group decide on a number between 1 and 10 and then recall the accomplice. Tell him to place his hands on your temples and, after "serious concentration," name the number. (You transmit the number by tightening and relaxing your jaw the required number of times, giving a movement of your temples that can be felt but not seen.)

FOLLOWING DIRECTIONS

Duplicate the following and test the ability of your Scouts in following directions.

1. If you every saw a cow jump over the moon, write "V" in spaces 2, 3, 18, 19. If not, write "L" in these spaces.
2. If "X" comes before "H" in the alphabet, write "Z" in space 16. If it comes after "H," write "W."
3. If 31,467 is more than twelve dozen, write "G" in spaces 8, 12.
4. If you like candy better than mosquitoes, indicate with an "O" in spaces 13, 14. If not, better consult a psychiatrist at once.
5. Closing one eye and without counting on your finger, write the fifth letter of the alphabet in space 11.
6. If Shakespeare wrote "Twinkle, Twinkle, Little Star" put "O" in space 9, 17. Otherwise, "I."
7. If white and black are opposites, write "V" in space 10. If not different colors, write nothing.
8. If 16 quarts make 1 pint, draw an elephant in space 7. Otherwise, write "S."
9. If summer is warmer than winter, put a "U" in space 5 and add an "A" in space 1.
10. If you think this is foolish, write the third, second, and fourth letters of the alphabet in spaces 4, 6, 15, respectively.

_____	1
_____	2
_____	3
_____	4
_____	5
_____	6
_____	7
_____	8
_____	9
_____	10
_____	11
_____	12
_____	13
_____	14
_____	15
_____	16
_____	17
_____	18
_____	19

Now read the message -- it makes sense!

PREDICAMENTS AND REMEDIES

Divide the group into two teams and seat them on opposite sides of the room. One team presents the predicaments and the other the remedies. On the predicament side, each player whispers a predicament to the one on his left. On the remedy side, each whispers a remedy to the one on his left. Thus, no player is the author of his own predicament or remedy nor does anyone know whether the remedy will fit or not. Have the first player state his predicament and the opposite player on the remedy side answer with his remedy. Examples recorded at a recent game are:

- P: What would you do if the steak was tough?
- R: Shoot him on sight.
- P: What would you do if the mule balked?
- R: Clean out his carburetor.
- P: If your car killed a man what would you do with the body?
- R: Send it to the cleaners.

NUMBER CALL

Cubs sit in a circle facing a blindfolded Cub Scout in the center. Number the players from one through the total playing. The boys in the center calls out two numbers. The boys with those numbers must exchange places without being tagged by the blindfolded boy. If he tags one, that boy takes his place. If not, he calls out two more numbers.

MAGIC SQUARE

Prepare a large cardboard square to resemble a checker-board, and in each square write a number. List the numbers on a piece of paper (with a treat after each) from which the Witch will read, The first player is blindfolded, and then places his finder on a square. The Witch reads him the treat written after that number.

LIVING IN THE 21ST CENTURY

MOON WALK RELAY

Line up Cubs in two teams for relay race. Give each Cub a balloon. At race start: First blow up balloon, place between knees and race to turn post and around without breaking the balloon or touching with hands. First team through is the winner.

CATCH THE METEORS

Balloons filled with water are flipped with a towel held by one Cub Scout on each end, holding towel between them. Two teams of four boys flip a water filled balloon between them. They start out three feet apart, and with each progressive flip they each step back one pace. They continue in this manner until the balloon bursts. If you miss you get wet! Can be done by Packs with several pairs of teams.

A SPACE RACE

This is a simplified Space Derby Relay. Divide the den into teams. For each team, stretch a 15-foot length of string between chairs. Before tying to the second chair, insert a cone-shape paper cup with the tip cut off on each string. Each boy on a team blows the cup the length of the string and returns it. Continue in relay fashion until all have raced.

MOON WALK

Divide Cub Scouts into two teams. Each team receives two "space shoes" (cardboard boxes large enough to put one foot in each box). The first Cub puts on the "space shoes" and uses the "shoes" to maneuver a "moon rock" (blown up balloon) to a designated line and returns. He removes the "space shoes" and the next Cub puts them on. Repeat until everyone has a turn. First team to have all members take a "moon walk" wins. (No fair to touch the balloon with your hands.)

SPACE PILOT RELAY

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

AIRPLANE TOSS

Each Cub Scout folds his own paper airplane from a sheet of paper. Let the boys have a few minutes to fly their planes to get used to their own. Then have contests, such as: greatest distance flight, most accurate flight to airport (box), flight through hoops for greatest distance, staying airborne the longest, etc.

BLAST OFF

Cub Scouts sit in chairs scattered around the room. Each is given the name of a planet - Venus, Saturn, Mars, Earth, etc. One boy is selected to be Mission Control. He stands and says: "Countdown...10, 9, 8, etc." as he walks around the room. Then he calls out the names of various planets. When a boy hears the name of his planet, he gets up and walks behind Mission Control. When most of the boys are out of their seats, Mission Control shouts: "Blast Off." At this time, all boys - those seated and those following Mission Control must find new seats. The last Cub Scout to find a seat is the new Mission Control.

WALK ON THE MOON

'Astronauts" line up behind a starting line about 15 feet away from a turning line. Each boy has two pieces of shirt cardboard (or other cardboard). On signal, each boy places his cardboard pieces on the floor, one in front of the other, and puts one foot on each. To move toward the "moon," he picks up the rear cardboard, moves it in front of the other piece and then steps forward. In this way, players continue to move until one - the winner - has reached the moon (turning line) and returned to earth (starting line). This race can be performed by teams or individuals. Astronauts can wear space helmets for effect.

MOON ROCKS

This is a good den game. Each boy is given 10 dried beans or small pebbles and is told to ask other players questions about space or astronauts. Any player who answers with a "yes" or "no" must pay the questioner with a pebble. The game continues five minutes as boys try to win "moon rocks" from each other. Boy with most pebbles at end of game is winner.

ASTRONAUT TRAINING

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

PIONEER DAYSPIONEER GAME

Need stick, 5 rings like curtain rings, rings cut out of cardboard, canning rings, etc., plus a piece of heavy string. Start by making stick have a pointed end. Tie string around fatter end. Flip the rings and try to catch them with the stick. Each ring is worth 1 point. First to score 20 points is the winner.

OLD FASHIONED SPELLING BEE

Have the boys line up and start with one end and have the boys spell words pertaining to pioneer days. Examples: Indians, cabins, rifles, etc.

HOBBY HORSE

2 flat sided 24-30 oz. plastic soap bottles, broomstick, and masking tape. Cut a rectangle in the side of one bottle. Cut a hole in the base of the other bottle to fit the stick. Insert the stick and jam it through the hole and up into the neck of the bottle to hold it tight. Inset the second bottle into first as far as it will go. Cut ears from the rectangle removed from the first bottle. To make the mane, cut 2 pieces of tape about 5 inches long and holding them face to face, stick half the width together and the remaining halves to the back of the head. Fringe the tape. Make the mane for the neck of your horse in the same manner. Cut shapes for eyes and lashes from the tape and stick them in place. Can use buttons for the eyes. Cut tape in strips for halter and to hold ears in place. Have a horse race.

CRANBERRY STRINGING

Everyone is given a rather long needle threaded with strong thread knotted at the end. A bowl of cranberries (popcorn) is placed on the floor, and you all sit in a circle around it. Someone who is not playing says "Start" and you begin stringing cranberries on your thread. The one who strings twelve berries first scores five points. The one who strings twelve berries next, scores three points. You do this again and again until all the cranberries are used up. Then you count scores to see who has won. If you haven't any cranberries, you can use popcorn instead.

BEAR PIT

Clasp hands and form a circle. The space inside this circle is the Bear pit. Whoever is chosen to be the Bear stands in the Bear pit. The Bear tries to get out of the pit by pulling apart the clasped hands or by going under them. If the Bear manages to escape, you all chase him, and whoever catches him becomes the Bear for the next game.

PICKING UP CORN

Set out rows of corn kernels along the floor, one row per player. Each of you has a berry-basket or paper bag. At the word "GO" you all start picking up the kernels and putting them into your basket or bag. The one who first gets back to the starting place with all the corn kernels in the row picked up is the winner.

RUBBER RINGS OVER TURKEY

Paste a picture of a large Turkey on cardboard, or draw the Turkey yourself. Drive nails into the board on different parts of the Turkey, and write a number in crayon beside each nail. Every child who is playing gets six rubber jar-rings. You all stand about ten feet away from the Turkey and take turns trying to throw your rings over the nails. Your score according to the numbers written beside the nails.

CHUCK WAGON CONTEST

One wagon (cardboard box with rope for pulling it) for each den. Two Cub Scouts, wearing paper-bag horse masks, pull the wagon. Have an equal number of pots and pans (or tin cans) on the ground behind each wagon. On signal, drivers load cans, yell "wagons ho!" and wave arms madly as horses dash off to race twice around the track.

SQUIRREL IN THE TREE

Divide yourselves into groups of three. Each group forms a circle by holding hands. Each circle is a Hollow Tree, and inside each Hollow Tree is a child who is called a Squirrel. Two children stay outside the circles - one the Dog and the other a Squirrel. The Dog chases the Squirrel. The Squirrel runs for shelter to one of the Hollow Trees, and the Squirrel who is already in that Hollow Tree has to leave it and run to another Hollow Tree. The Dog tries to catch this Squirrel while he is out in the open. When a Squirrel is caught he becomes the Dog.

INDIAN RACE

Choose up sides and form two lines facing each other. The first child in each line is an Indian Chief. The two Indian Chiefs cross from one line to the other, in Indian fashion, putting one foot in front of the other - the heel of one foot touching the toe of the other. Each Chief tags the child who is second in line, and takes his place at the end of the line. The child who was tagged then does the same, then the third, and so on. The side that finishes up first wins.

PONY EXPRESS RELAY

Den teams are stationed around the area where stick horses receive new riders and the pony express bag (carried over the shoulder) is transferred to the new rider.

BUCKING HORSE CONTEST

The bucking horses are Pogo sticks with horses' heads made of stuffed socks. Riders can be timed or the jumps counted.

HOBBLE HORSE RACE

Two boys from each den line up, one behind the other. On signal, first boys slip a band cut from an inner tube over his ankles, runs up and round a marker and back, removes the band and gives it to second boys who repeat the action.

CALF ROPING CONTEST

Each den provides a "calf," a Cub Scout who remains unknown until he is called to leave the chute. The roper, equipped with 6 feet of 1/4 inch rope with a loop at one end, runs after the calf who has to run on his hands and knees. The roper must upset the calf who then lies on his side, holding his hands and feet together so the roper can tie them. Time contestants.

BRANDING CONTEST

Divide the pack into two equal parts. Everyone in one group ties a balloon to one ankle while the other group, on signal, tries to see how many balloons they can burst in a given time by stomping on them. A burst balloon is a branded critter. Then reverse groups.

DRY GULCH

It's chow time and you will need to set large bowls filled with crackers in front of each hungry cowpoke. Cowpokes must sit with hands behind their backs and eat all those dry crackers. First to clean the bowl wins! (Pass the canteen PLEASE!)

STAGECOACH

Divide group into pairs, with one cowpoke as the wheelbarrow and one as the driver. For luggage, supply one large box for each pair. Cowpokes assume wheelbarrow and driver position. The luggage (box) is placed on the wheelbarrow wherever comfortable. When the whistle blows, the stagecoaches start out. Each time the luggage falls off the stagecoach, players must go back to the starting line and begin their trip again. Stagecoach reaching its destination with luggage intact wins!



Bike
Hike

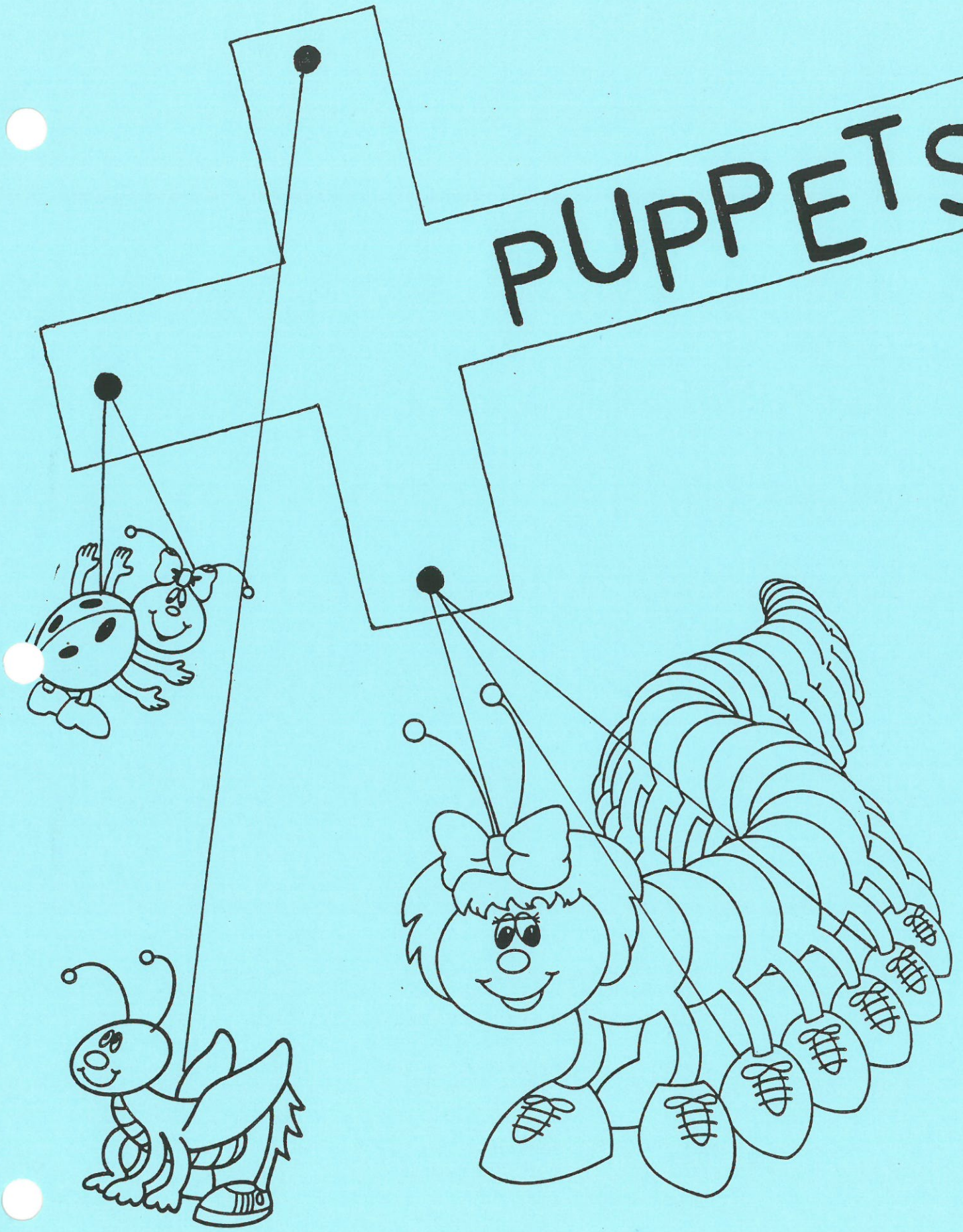


PERMISSION SLIPS ?

TOUR PERMITS ?



PUPPETS



MARIONETTE

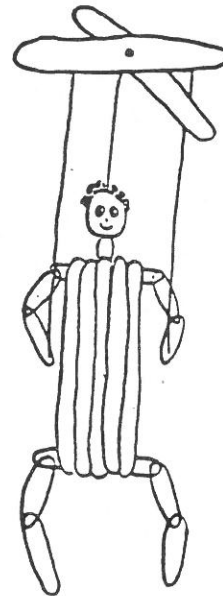
Materials Needed: 18 sticks, 16 full length and 2 cut in half; 1/2" styrofoam ball or large bead; 9 paper fasteners, felt for eyes, nose, etc.; yarn or string for hair and to make marionette move.

Construction: Drill holes in both ends of 4 sticks and 1 end of 2 sticks. Cut 2 stick in half and drill holes in both ends of 2 pieces and in 1 end of the other 2 pieces.

Place 2 sticks horizontally on the table and glue 5 sticks vertically to them. This makes the body of the marionette. Glue 1 stick to the back a little higher than the body for the head to stick onto. Allow the glue to dry for a while and attach arms and legs with paper fasteners. Use the sticks that have been cut in half for the arms.

Glue on facial features and ears. Attach hair. Attach strings from a control piece, made from 2 craft sticks, to the arms, body and legs.

Now you can make him run, walk, dance or whatever.



POPSICLE STICK PUPPETS

Cut out paper or cardboard shapes for heads. Make faces with crayons. Glue head onto popsicle stick. Make arms & clothes from scraps of cloth or giftwrap.



SCARECROW

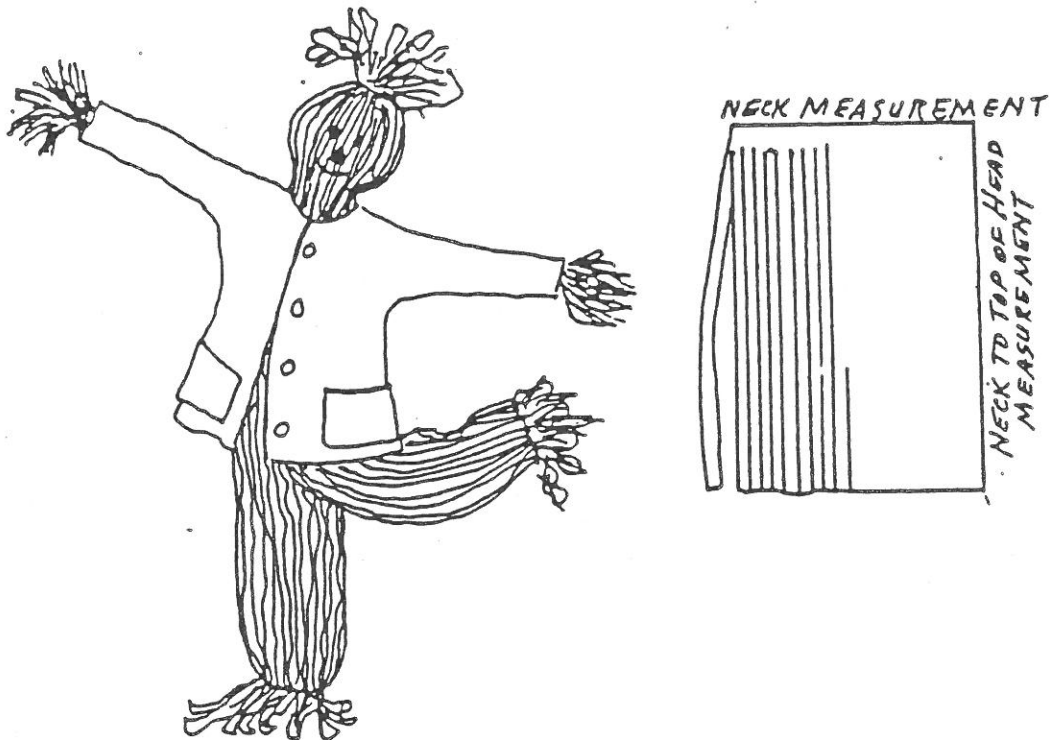
Start with an oversized, loose-fitting, long-sleeved jacket with pockets. Have plastic tape and lots of brown paper handy. It need not be fresh and new, old paper bags will do, especially for the shorter strips. A pair of old pajamas or shirt and pants are worn underneath the costume.

HEAD: Measure from neck to top of head and allow for long 'pony tail.' Measure around neck, but not too tightly. Measure and cut three or four pieces of paper like the illustration so that the head will be covered with strips. Cut the strips about 3/4" wide. Place one piece of paper on the child at a time, Scotch-taping the ends of the neck-band together. Bring strips up over head and tie at the top.

HANDS: Measure the wrists and the length from the wrist long enough to cover the hands. Cut brown paper strips and place them the same way as for the head.

LEGS: Measure waistline loosely and length from waistline to cover the feet. Cut and apply as before. The paper band can be fastened to pants at the waist. Tie at the ankles.

FEATURES: Cut 1 1/2" circles from black plastic tape. Cut 1" holes for center so that the boy can see. Cut a triangular nose and strip for a smiling mouth. After the headpiece is on, apply features over the facia area. Be sure eyes are in the right place. Carefully tear away paper under the eyeholes.



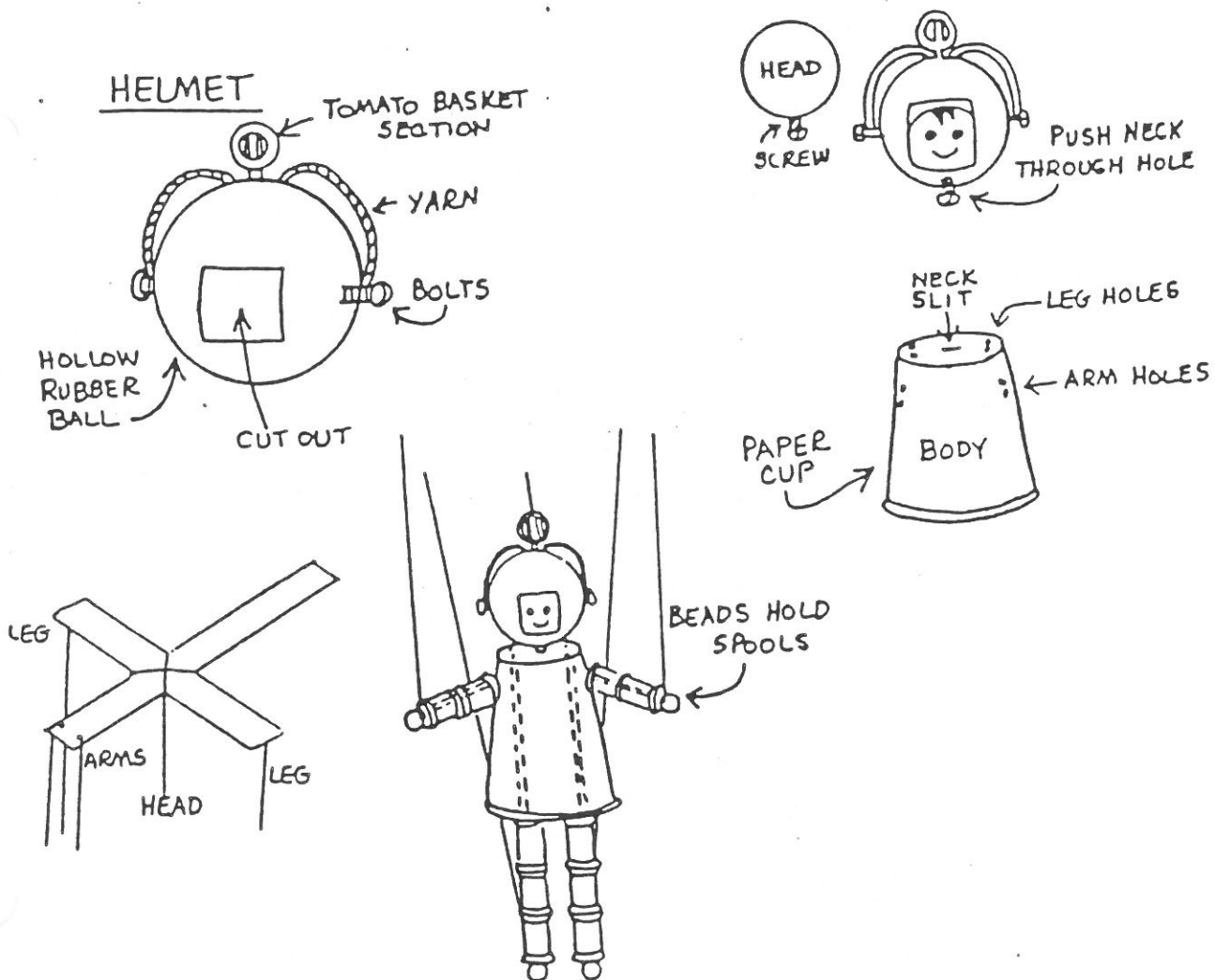
ASTRONAUT STRING PUPPET

HEAD: To make helmet, cut large front opening in a hollow rubber ball (about 2 1/2" diameter). Attach short nuts and bolts at side of helmet, and tomato basket section at top. Tie yarn "tubing" to bolts and insert into holes punched near top of helmet. Select a solid rubber ball (about 1" diameter) that will fit through helmet opening. This will be the head. Paint flesh color and add features. Insert a long screw into bottom of head for neck. Put head in helmet, pushing screw through a small hole cut in bottom of helmet.

BODY: Remove handle from a hot-drink cup. Paint as desired. Punch two pairs of holes on opposite sides for attaching arms. In bottom of cup (which is top of space suite) punch two pairs of holes for attaching legs and cut a small slit at center for inserting neck, as shown.

Paint ten spools in desired color for arms and legs--three for each leg, two for each arm. To assemble, pass string through holes in spools, then through large beads (for hands and feet), then back through spools. Put ends of string through holes in body and tie firmly.

To attach head to body, carefully insert head of screw through slit in top of suit, taping on outside, if necessary, to hold firmly. Punch two holes in tops of helmet and attach a string; also tie strings to hands and knee joints. Tie free ends of strings to a cross of stiff cardboard or wood. this cross is held by the puppeteer to manipulate the puppet.

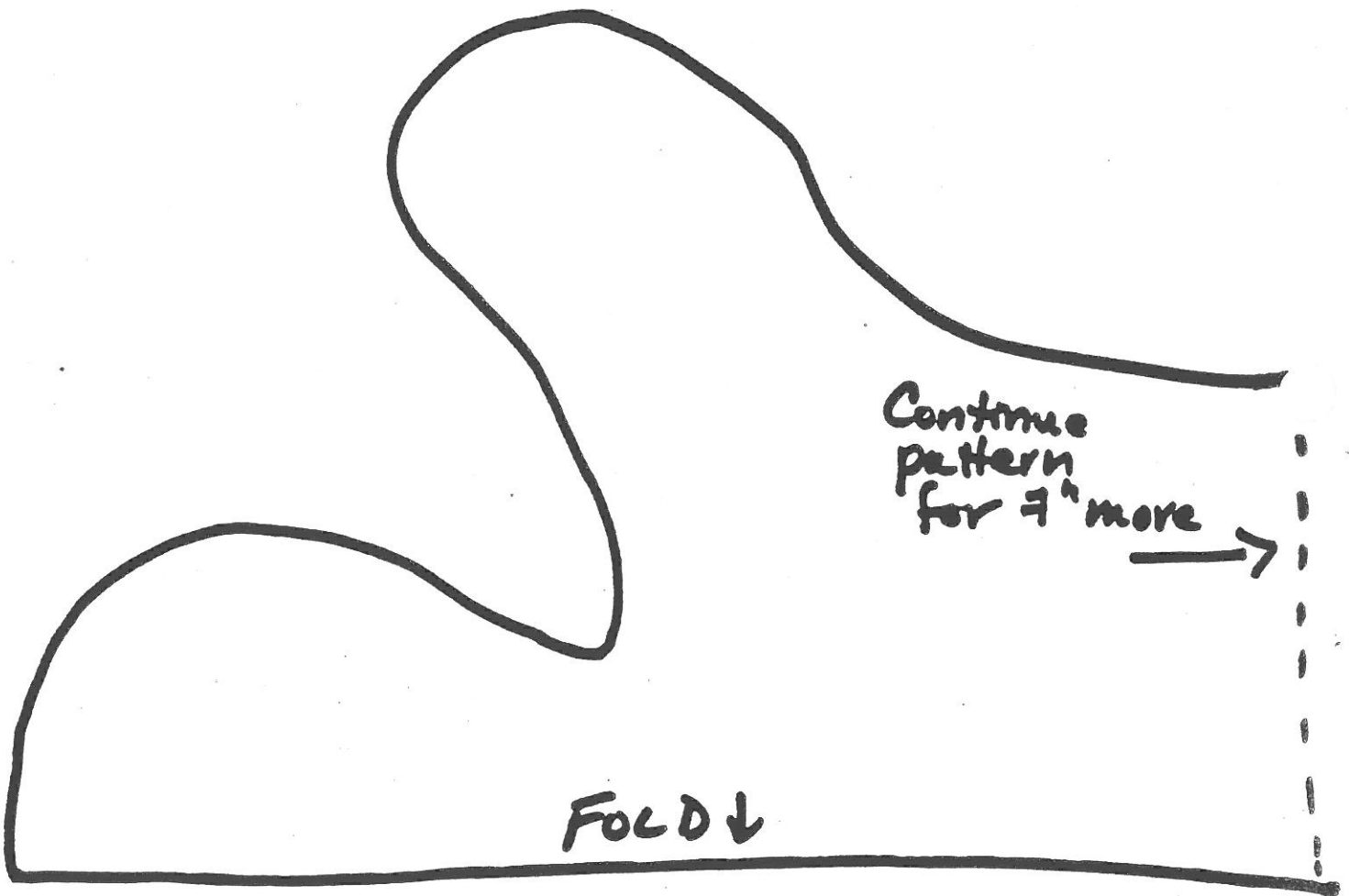


ONE PIECE PUPPETS

One piece puppets are made of cloth and are very durable. their advantages are that they are very simple and quick to make as the glove, arms and head are all cut in one piece. the disadvantage is that the head movement is not so controlled.

Materials: Cloth--2 pieces, each 14 1/2 x 10 inches; needle,thread.

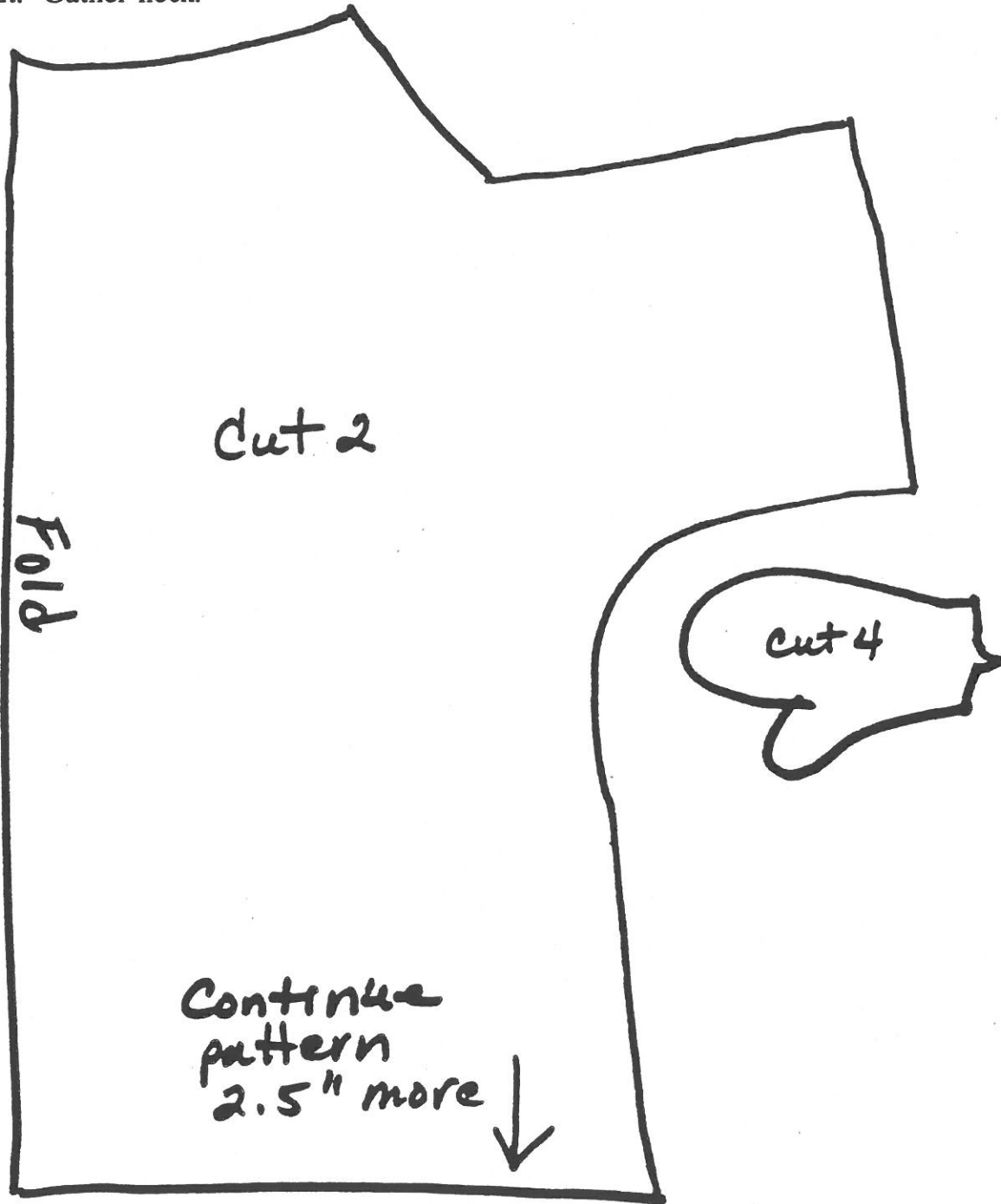
Trace the one-piece puppet basic body diagram as shown. Be sure to extend the additional inches. Cut 2 pieces of cloth by this pattern. lay these together about 1/4" from the edge. Sew all around leaving only the bottom open for hand. turn right side out. Add features and dress as desired.



DRESSING ONE PIECE PUPPETS

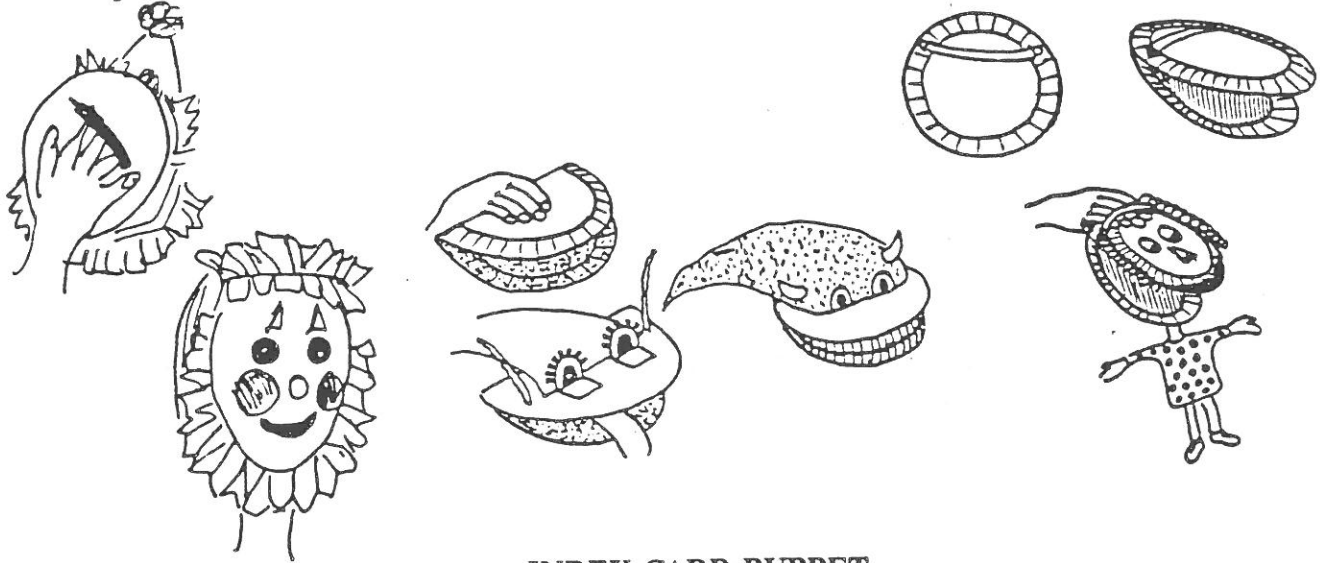
A simple, raglan-style dress will allow easy movement if the armholes are cut wide and low so that the finger and thumb can slip comfortably inside. If the sleeves are too tight or too long, manipulation becomes impossible. Use soft material that will not fray. Facial features can be drawn on with magic marker or paint. Hair is made from yarn. Use felt to make accessories.

Cut two. Pin hands to right side of front. Pin front to back and stitch together. Turn right side out. Gather neck.



PAPER PLATE PUPPET

Two paper plates are needed for each puppet. On the bottom of one plate, the young puppeteer draws a face and pastes on a headdress of crepe paper or a few strands of yarn or cotton for hair. By folding a single paper plate you can achieve a different effect. Using double plates with a rubber band stapled across the back changes the look again.

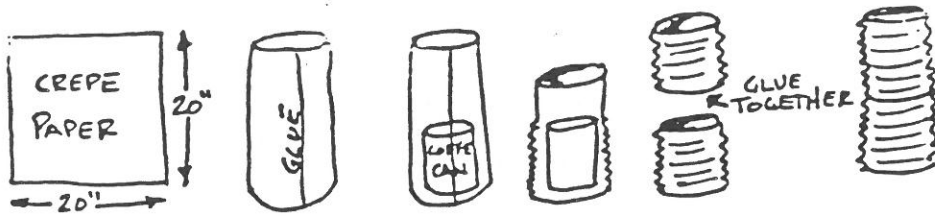


INDEX CARD PUPPET

Grasp an index card at the center of the short sides. Use your thumb and middle finger. Squeeze your fingers together and, at the same time, push against the card with your second finger. If you have trouble getting card to bend, try creasing the card first. This is your basic puppet. You can open and close its mouth by squeezing and releasing the card. Make a snake or a dragon with a red forked tongue and long sharp fangs. Add features out of construction paper, felt, etc.

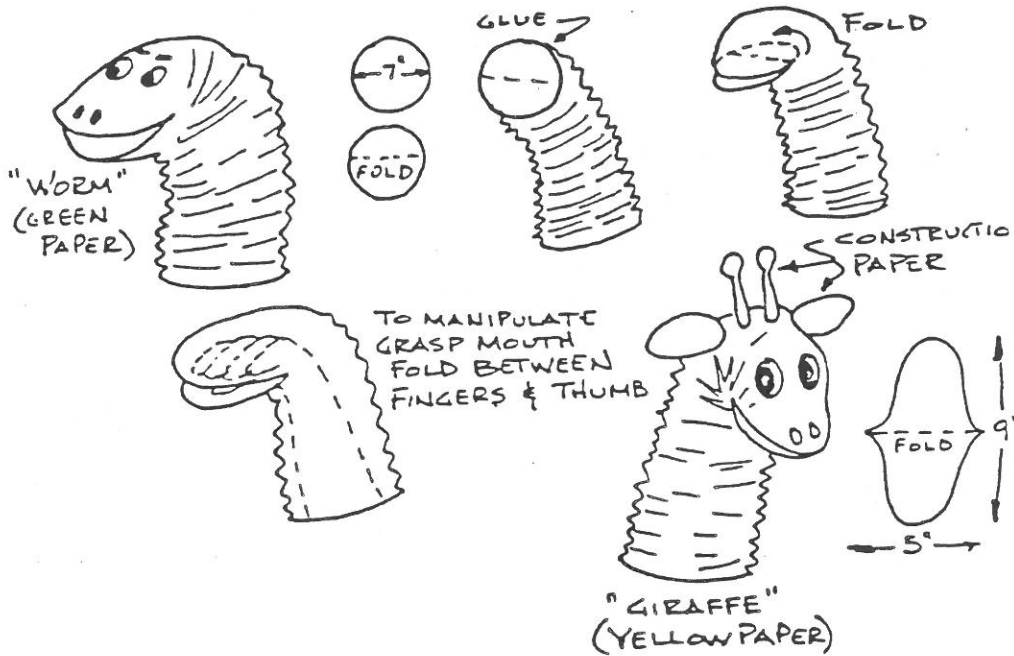


SQUIGGLY PUPPETS



To make these colorful puppets, cut a 20" piece of crepe paper from a roll so you have a 20" square. To make tube, glue edges together lengthwise. Place tube over a coffee can and push crepe paper down to form crushed pleats, starting about 1" from bottom of can. turn can as you work so pleats are formed on all sides. Pleat entire tube. Make a second tube the same way and glue the two together to form one long tube for the basic puppet body.

Mouth is 7" construction paper circle, folded in half and inserted in tube and glued. Make features from construction paper.



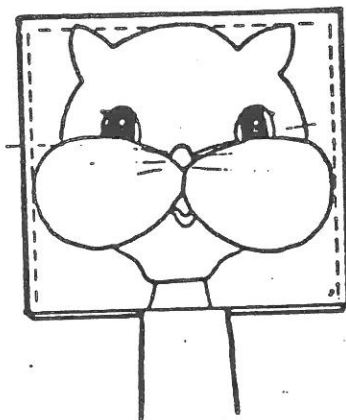
FOLD-UP PAPER PUPPETS

1. Fold a sheet of construction paper into thirds lengthwise.
2. Fold into quarters with top and bottom meeting in the middle.
3. Fold again in half with opening on outside.
4. Slip thumb and finger into slots to make the puppet talk.
5. Trim with contrasting paper, felt, marking pen, yarn, etc.



PAPER SQUARE PUPPET

Cut two squares of paper. Squares should be about 3". Staple or glue squares together on 3 sides. Three fingers fit inside puppet from 4th open side. Make a face using construction paper or markers.



FOOTSIES AND KNEESIES

Knee Puppets: For each puppet you will need one sock to slip onto your leg for the body of the puppet, and part of another for the arms. Cut off the foot of the second sock, then cut sock leg in half lengthwise.

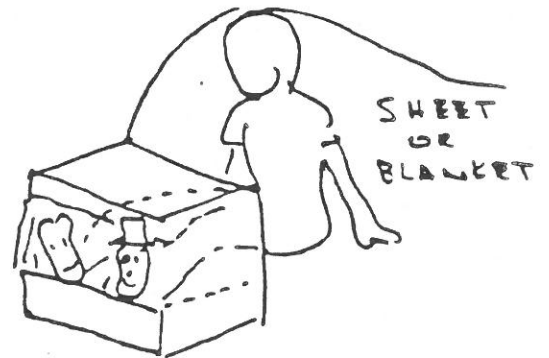
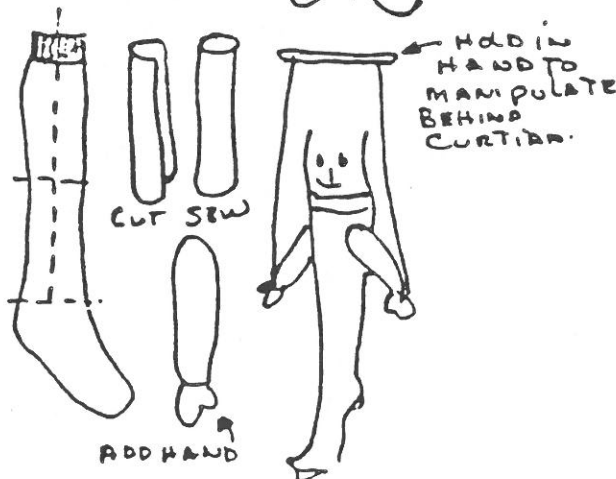
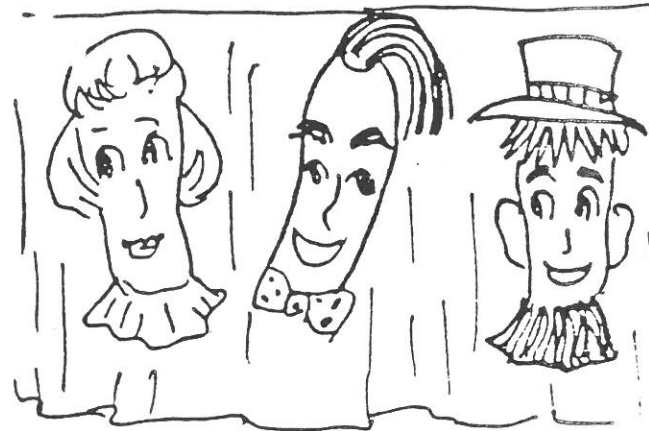
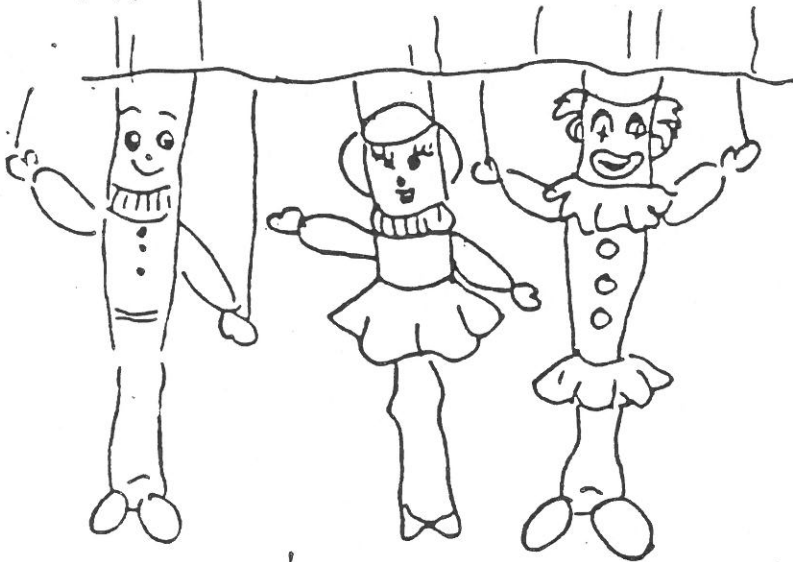
For arms, cut one of these pieces in half. (Save other half for another puppet). Sew across end and down side; turn, stuff and sew to body. Sew felt feet onto toe of body. Sew felt hands to arms.

String the arms of each puppet to a stick, so that the puppeteer can wear a puppet on each leg and operate the two easily.

Use eyebrow pencil and lipstick to draw puppet's face on bare knees.

Footsies: The faces on these funny footsies are on the sole of the sock. You can cut out felt features and sew or glue in place. Sew on yarn for hair. To portray different characters, add collars, bow ties, hats or whiskers.

For footsies theatre, cut a cardboard carton as shown. Place a smaller carton inside as a resting place for legs. Drape a sheet over puppeteer. Glue a curtain of crepe paper across front of theatre. Cut curtain into strips so foot puppets can enter through curtain while legs of puppeteers are concealed.



Patches That Tell a Story

THE MIDDLE FINGER ON my right hand still hurts a little when I think of the 15 years I used the tip of that finger to push needle and thread through the tough "patches" onto my boys' Scout uniforms.

Those were the days before we could buy little button holders for their patches, these colorful circles and oblong awards a Scout receives after completing a camporee, hiking a special trail, or meeting the requirements for the BSA Diamond Jubilee awards.

No! I did everything the hard way. I mentally patted myself on the back after sewing the new patch on the correct pocket, only to be told by a brown-eyed, blonde-haired boy that he'd received *another* patch to replace it.

But this is all part of being a mother of two Cub Scouts, later Boy Scouts, who have advanced to the ranks of young leaders.

At age 56 I don't consider myself an "old woman," but I can now relate to my own mother's and grandmother's growing habit of dragging out all their little treasures and thinking aloud, "I remember when..."

One of the cutest patches was issued for the 1979 winter camporee. Dominating it is a little brown cottontail rabbit, wearing snowshoes, supporting himself with ski poles, and wearing a red beret and neckerchief. No one could have dragged me out on such a cold camporee day, but the boys were there, and out came the reliable needle and thread one more time.

I also remember that after summer camp some of the once-favorite patches disappeared. They were traded for others. Foreign Scouters at the campsites not only came to share their heritage with the boys, but were also well prepared to do some swapping. An African Scout's patch is one Jim still treasures.

While I've seen some of Jim's old patches disappear, there are several that I know he will never trade. One is his Eagle Scout badge that took him nearly six years to earn. The second is his Order of the Arrow emblem—a symbol of respect he'd earned from his fellow Scouts when they elected him.

Counting the time our older son John was a blue-shirted Cub Scout, and later son Jim, I'm talking of their more than 15 years of camping, hiking, removing ticks, navigating streams, and finally bedding down to the sounds of nighttime rural Nebraska.

The bulging bag of patches represents 15 years of sewing, removing, and replacing them. I clearly remember the red, white, and blue three-inch patch dominated by an Indian profile in full head-dress: Cub Scout day camp for 250 little boys. The event featured a craft station stressing Indian lore, a physical fitness course, and an area where the boys tested their skills of observation. They had to write down anything that told them wildlife of any sort had been there: raccoon paw prints, bird and squirrel nests in a nearby tree, and even droppings from rabbits and mice.

An embroidered black and orange patch showed a swimmer, a baseball bat, wildlife, and the ever-present Scout trefoil: the Webelos lad and dad camp-out. This was the first time some boys camped out any farther from home than their backyard. It represented a quiet

campsite at night with no sounds of passing cars, or television or radio. The only light came from the hazy moon and from the campfire gradually burning down to a glow of embers.

Many of their special patches reminded me of the times both John and Jim packed up for a weekend camporee involving Scout troops in the district. I forgot that one of the benefits of the Scouting program is that boys become self-reliant, so I finally learned *not* to prepare a checklist of clothing and equipment they should take.

I remember when either or both sons would return from camping, armed with a jumble of dirty clothes and a look of happy fatigue. And another patch! That's when I came in handy. Not only did I get to do some more sewing, but I also had the privilege of doing the laundry and checking for intransit ticks in the sleeping bag.

I loved the colorful patches, such as one with two pairs of bare feet protruding from the open end of the delta-shaped tent, or another of an old-time Boy Scout hat similar to those worn by the Nebraska State Patrol.

A third "keeper" was one earned by all members of the troop for hiking a long segment of the Mormon Trail, some 35 miles south of home. This patch will always remind me of my grubby little boy, a big grin on his face, old sneakers on his feet. A sole had come loose on one of those shoes and the floppy end became a duster along that trail.

Yes, these little pieces of cloth remind me of our sons' first snipe hunt...the eerie visit from "Mocca," the camp ghost...a recipe for yukky soup...building trails at a nearby church camp...the first court of honor.

These are the boys who grew up in a climate-controlled home, but spent weeks in a sleeping bag, relying on a compass and a topographic map to find their way through a mountainous area where they put up a constant defense against mosquitoes, bugs, ticks, poisonous snakes, and wild animals—all for a gaudy little patch for which they paid the grand sum of \$2!

One of these days I will arrange all the patches onto a wall-hanging. It will be a permanent reminder of the years I spent sewing them onto shirt pockets and sleeves, feeling the sharp prick of the needle as I tried to force it through the new heavy patch.

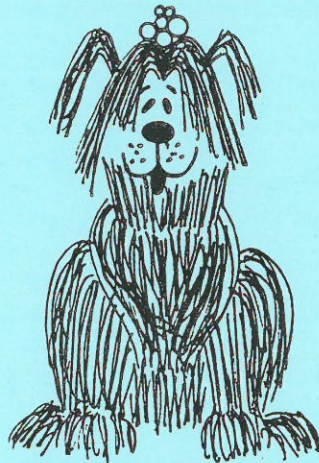
Until I have the time and ambition to do a nice job, I'll remember. ■

Son John Wacha, 24, studies at the University of Nebraska—Lincoln and helps lead a Scout troop there. Jim Wacha, 19, is stationed at the Army's Fort Benning, Ga.

by Pat Wacha,
Petah La Shauro



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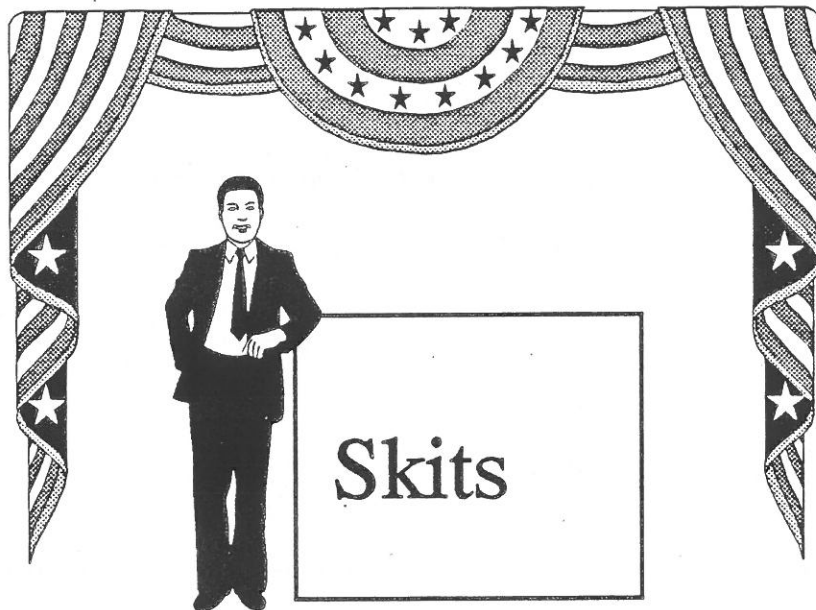
HOW TO WRITE A SKIT

Been wondering how to put your ideas into skit form? Where to start? What to do?

The steps and suggestions below aren't a cut and dried cure-all. To get off to a good start you should know your facilities, your subject, how many boys you have in your den and what parts they will play.

Jot it down:

1. The subject of the plot.
2. The title, whether serious or funny.
3. The kind of actors you'll use -- puppets or live Cubs.
4. How much time will you have? Write a skit timed for twenty minutes. Boil it down to five, saving only the best lines.
5. Your stage: Is it an open floor, a platform at one end of the room, or a real stage? Know the kind of lighting you will have, what special effects you can use.
6. Remember - the crowd must like your play, so write it to fit them. Keep the scene changing to a minimum.



MRS. SANTA JOINS WOMEN'S LIB

CAST: Jingles, Head Workshop Elf, Dasher, Dancer, Prancer, Vixen, Santa.

SCENE: Santa's Workshop at the North Pole, two days before Christmas. Enter Dasher, Dancer, Prancer and vixen, very excited to talk with Jingles.

DASHER: Jingles! Jingles! What shall we do? The Whole North Pole is in such a stew!

DANCER: A stew...oh my...it's much, much worse! That Women's Lib is really a curse!

JINGLES: Now boys, calm down...stop all this chatter. One of you tell me what's the matter.

PRANCER: The matter, indeed! You know we don't fib! (in haughty voice) But Mrs. Claus has joined Women's Lib!

VIXEN: But that's not the worst we have to fear. She's going to drive the sleigh this year!

JINGLES: (laughs) Ho, Ho, that's funny...the funniest I've heard! In fact, so funny...it's really absurd! (He keeps on laughing).

DASHER: Well, Santa Claus is not amused. In fact, he's feeling quite abused!

DANCER: Oh Jingles, think of something...hurry...we've all thought till our brains are furry.

JINGLES: All right, all right...I'll think some too. Now what is it women least like to do?

PRANCER: Well, they don't like spiders, rats or mice. Put them in the sleigh...(devilish look) that wouldn't be nice! (giggles)

VIXEN: Prancer, sometimes your attitude leaves something lacking. You're really rude!

JINGLES: I've got it, don't worry...just listen boys. Who drives the sleigh must load the toys!

ALL REINDEER: We'll go tell Santa...yes siree, boy...if this doesn't work, we're out of a job!
(All rush off) (Jingles whistles and returns to work)

(Reindeer walks across stage with sign that says TIME PASSES.
Then Santa enters)

SANTA: Quick Jingles...go take a nice long walk. Mrs. Santa wants you for a talk. While loading the sleigh, she sprained her ankle. Since it was your idea, her temper's rankled!

JINGLES: I should have known...it's really a sin...I'll never give advice again!

(Both run offstage. Reindeer walks on and off stage with THE END sign on his antlers)

SANTA'S PLIGHT

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

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

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

THE GIFT
(A Skit for Hand Puppets)

Opening Scene: One boy holding gift wrapped box.

Cast: As many other boys as you have in your den. Puppets may be dressed as Cubs of in ordinary boys' clothing. Den Leader or Den Chief can provide sound effects.

1st Boy: I can't guess what's in this box Aunt Mary left for Christmas. Wonder if I dare open it? No. Mom would probably get mad at me, 'cause she said to wait until Christmas Day. Maybe I can shake it and guess. (shakes box...it makes a thunking sound) Boy! This is a tough sound.

2nd Boy: (entering) Hi! What're you doing? What's that?

1st Boy: I'm trying to guess what's in this package from the sound. Listen and see if you can figure it out. (shakes package...thunk, thunk)

2nd Boy: That sound like a book to me.

1st Boy: Maybe, but I don't think so. It's very light.

2nd Boy: Here's Chipper. Maybe he can tell.

3rd Boy: Tell What?

2nd Boy: What's in the Christmas package. (shakes it...thunk, thunk)

3rd Boy: I'll bet that's a basketball pump.

1st Boy: What would I do with a basketball pump? I don't even have a basketball. That's not it.

3rd Boy: Well, that's what it sounds like to me.

4th,5th Boys: (enter) (2nd & 3rd boys leave in order not to crowd stage)

4th Boy: We heard you trying to guess. Maybe we can help.

5th Boy: (Takes box and shakes it...thunk, thunk) Could it be clothes?

1st Boy: I've never heard clothes go "thunk, thunk."

(Puppets keep coming by ones or twos with enough leaving to keep only three on stage at a time, unless you have a very large stage.)

6th Boy: Maybe if you shook it a little harder...(shakes box hard...thunk, thunk, CLICK)

Hmmmmmmmn...

7th Boy: Maybe its a mouse trap.

1st Boy: This is getting ridiculous!

8th Boy: Let me see it. (reaches for box but DROPS IT.)

1st Boy: (picks up box and shakes it; makes loose, rattling sound such as pull tabs in a soft drink can) Well, whatever it WAS, that's not what it IS anymore!



STORY OF HANUKKAH

Cub #1: Jewish people celebrate Hanukkah, which means "deliverance", around the time of the winter solstice. That is when the year's short days begin to end and the days begin to get longer again.

Cub #2: It is a joyous eight-day-long period, marking the end of three years of Jewish resistance against the Syrian Greeks, some twenty-one centuries ago.

Cub #3: Led by Judas Maccabaeus, a small band of freedom fighters fought against their overlords, who were not allowing any expressions of Jewish faith.

Cub #4: After scoring a series of guerilla victories against the more numerous, better armed, regular armies of King Antiochus, the Maccabees recaptured Jerusalem and set out to reclaim the Holy Temple which had been profaned by pagan worship.

Cub #5: On the 25th day of the month of Kislev in 165 B.C.E., the Jews began their rituals of rededication. Following Jewish law, the priest set out to rekindle the great Menorah, or candelabrum, in which burned the Eternal Flame.

Cub #6: But the priests, searching for the holy oil, were able to find only enough for one night's burning.

Cub #7: To prepare additional lamp oil would take days, they knew. They went ahead with their ceremonies with heavy hearts. They were afraid they would be unable to continue in the days ahead. But to their astonishment, the lamps continued to burn for eight days.

Cub #8: The Jews saw this as a clear sign from God that their faith was enduring, and they have celebrated the two-thousand-year-old miracle of deliverance ever since.



THE FEARLESS TOREADOR

Characters: A bullfighter, a brave bull, and the Spectators (any number).

Setting: Bull fighting ring. Spectators are in the rear. Bullfighter is standing to one side, facing the Bull, who is on the opposite side of the stage.

Spectators: Ole! Ole!

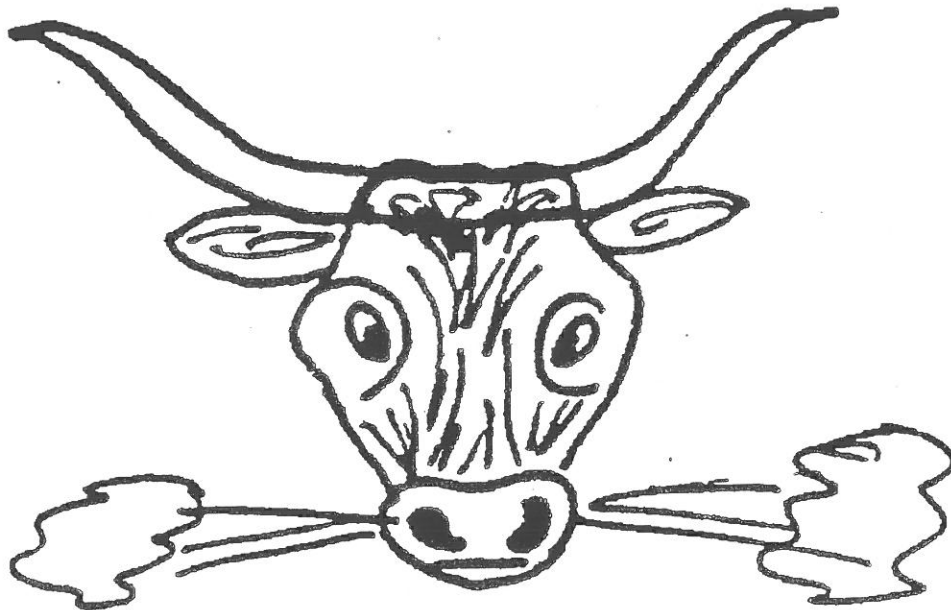
Bullfighter: Not only an I zee most fearless matador, I am also zee most handsome. (he nods his head and struts some more.)

Spectators: Ole! Ole!

Bullfighter: Ah Ha! You see? Zee bull, he is frightened of Don Sebastian! Oh, I am so brave! I am so brave, eet is a shame! Zee bull, he will not fight, poor scaredy Bull! (he turns his back on the bull and struts some more. While his attention is distracted, the bull starts moving. He snorts and starts toward the bullfighter.)

Bullfighter: (turning towards the bull) and Now, Bull, watch out! (he sees the bull coming toward him. He drops his cape and runs offstage yelling Help! Help! Zee ferocious bull! He weel keel me! Me, Don Sebastian, zee bravest matador in all Mexico, Help! Help! (Bull chases him offstage)

Spectators: Boo! Boo! Boo!



DRESSING UP FOR WINTER

The number of children who can participate in this choral speaking selection is flexible. It can be performed by a minimum of six children. To increase the number of participants simply cast more children as mittens or boots.

Characters: Ski Mask, Jacket, Mittens (two or more), Boots (two or more)

All: Dressing up for winter can be very tough, we know,
But you'll want to put us all on right for the most fun in the snow.

Mittens: We know that we're not easy 'cause it often is the case
That your thumbs can't find the thumb hole and they take the fingers' place.

Jacket: You try to zip me up just like your mother taught,
But it never fails that once a week Inside of me you're caught.

Ski Mask: My very special openings through which you breathe and see,
Will cover up your eyes and nose if not worn carefully.

Boots: We boots think we're the hardest, 'cause it is a common sight
To see our right on your left foot and our left boot on your right.

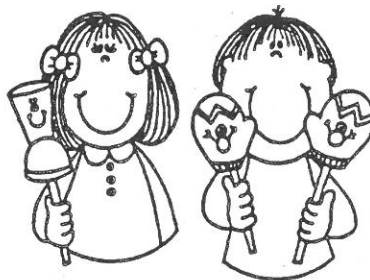
Mittens: Think of winter play without us! you really couldn't hold
Those perfect icicles and snowballs your hands would be too cold!

Jacket: And you couldn't make snow angels by lying in the snow.
Your arms might freeze right on the spot before anyone would know.

Ski Mask and Boots:

Jack Frost would come and bite your toes. He likes bare skin - your ears, your nose.

All: There is another reason why you should wear us in the snow.
think a minute for yourself--don't you already know?
(pause)
Well, just in case you haven't guessed,
It's the way your parents want you dressed!



The Sunbeams' Sad Tale

This play can be performed by as many children as you wish. It requires a minimum of three players, but you may increase this number by casting more children as Sunbeams.

Characters: Father Sun, Sunbeams (two or more)

The sunbeams are crying softly as the play opens.)

Father Sun: What's this? I send you out on a nice winter day to have fun and you come home crying.

Sunbeams: You may find it strange
To see us this way.
But this really was
A very sad day.

Father Sun: Did you shine in windows? Did you bounce and reflect? Now when I was your age .

..

Sunbeams: No, don't tell us again
Of the fun that you had.
We don't have a good tale;
In fact, it's quite sad.

Father Sun: Well then, you'd better start telling me about it. It's almost time for us to set.

Sunbeams: First, we beamed on a snowman,
So chubby and tall.
We glowed all around him,
But soon he got small.
We know it's our fault,
This reduction in size;
His mouth started to droop
And he lost both his eyes.

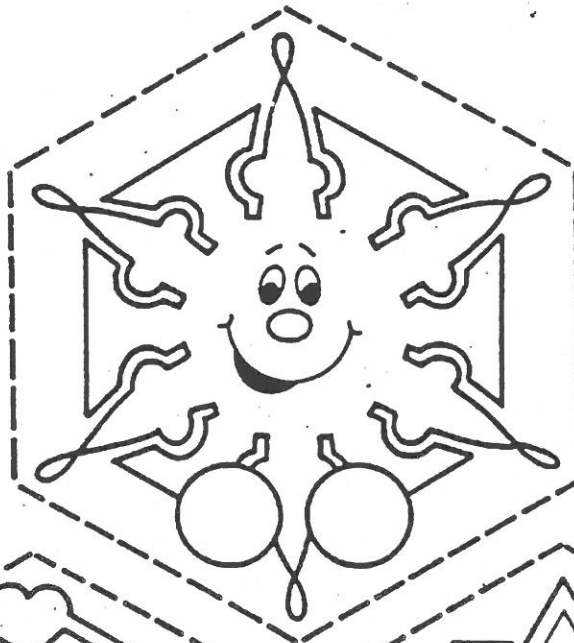
Father Sun: Haven't I talked and talked to you about the heat in your bodies? You still don't understand your melting powers, do you? You cannot get too close to your playmates. You shouldn't cry, though. That doesn't sound too bad. It's something we've all done before.

Sunbeams: Wait, there's more.
On a roof edge we spied a bright, glassy spear.
Our time with her truly was sad.
We gave her great luster and shine - like a jewel!
You'd have been proud of us, Dad.

Father Sun: That's called an icicle. Hmmm. . . I'm beginning to understand.

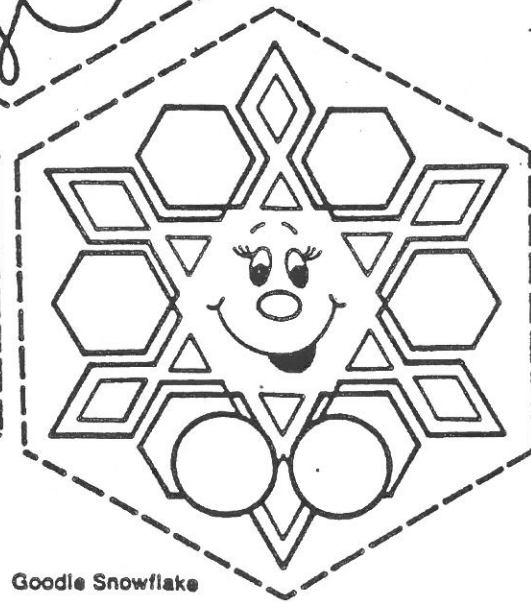
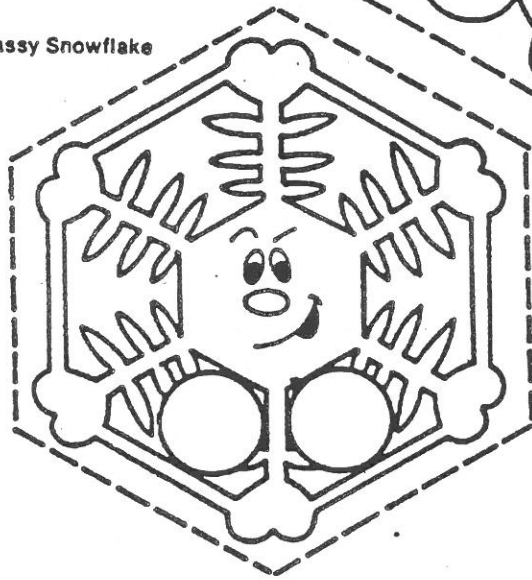
Sunbeams: If you understand icicles,
Please tell us why
As soon as we touched her
She started to cry.
When we tried to console her,
And said "Come and play,"
She cried and she cried, "
'Til she was all cried away!"

Father Sun: It's not really your fault; sunlight sometimes is rough. You see, nature made us from really hot stuff!



Goodie Snowflake

Sassy Snowflake



Goodie Snowflake

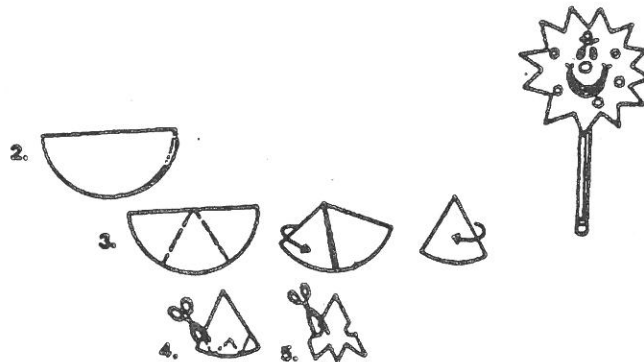
Sassy Snowflake Puppet

1. Cut out one snowflake circle.
2. Fold the circle in half.
3. Fold the half circle into thirds.
4. Cut open end to make points as shown.
5. Cuts small half circles in the folded edge
6. Unfold the snowflake.
7. Color the circle in each eye of Sassy's eyes black.
8. Color Sassy's nose red.
9. Cut out the rest of the pieces for Sassy Snowflake.
10. Glue the nose to the center of the snowflake.
11. Glue the eyes above the nose.
12. Glue the mouth below the nose.
13. Draw eyebrows (see example) above the eyes to make Sassy Snowflake
14. Tape the end of a pencil or straw to the back of the snowflake.

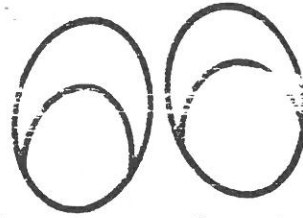
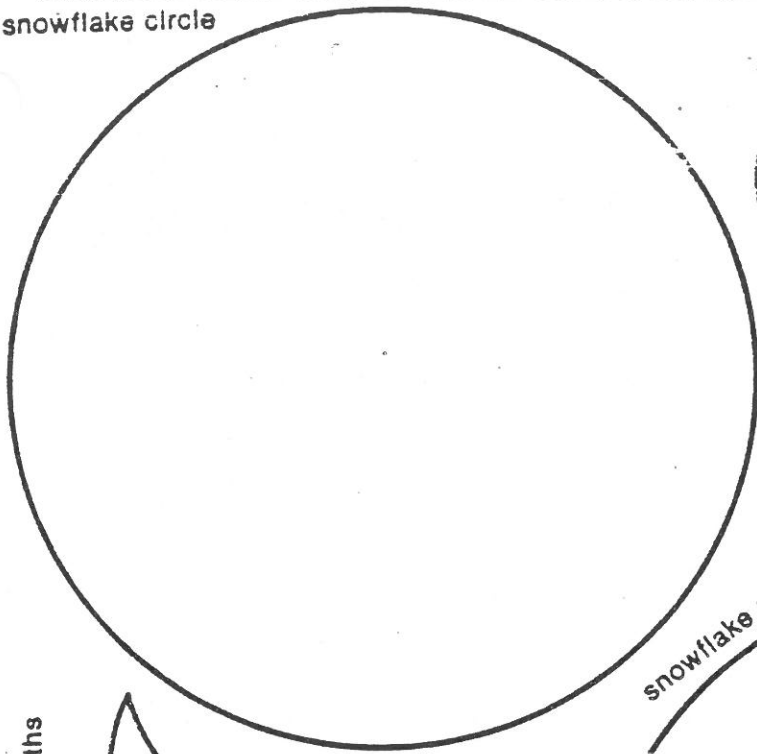
Goodie Snowflake Puppets

Materials: crayons or markers, scissors, glue, two pencils or straws, masking tape.

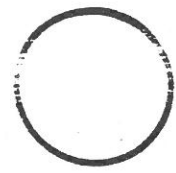
1. Cut out two of the snowflake circles.
2. Fold each circle in half.
3. Fold the half circle into thirds.
4. Cut open end to make points as shown.
5. Cut small half circles in the folded edges.
6. Unfold the snowflake.
7. Color the circle in each of Goodie Snowflake's eyes blue.
8. Color the Goodie Snowflake noses and mouths red.
9. Cut out all of the pieces for the two Goodie Snowflake puppets.
10. Glue one nose to the center of each snowflake.
11. Glue a pair of eyes above each nose.
12. Glue a mouth below each nose.
13. Tape the end of a pencil or straw to the back of each snowflake.



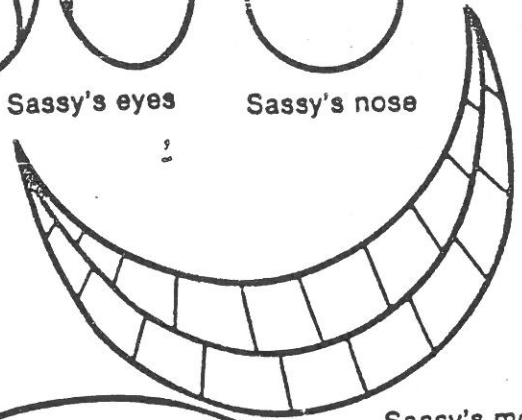
snowflake circle



Sassy's eyes

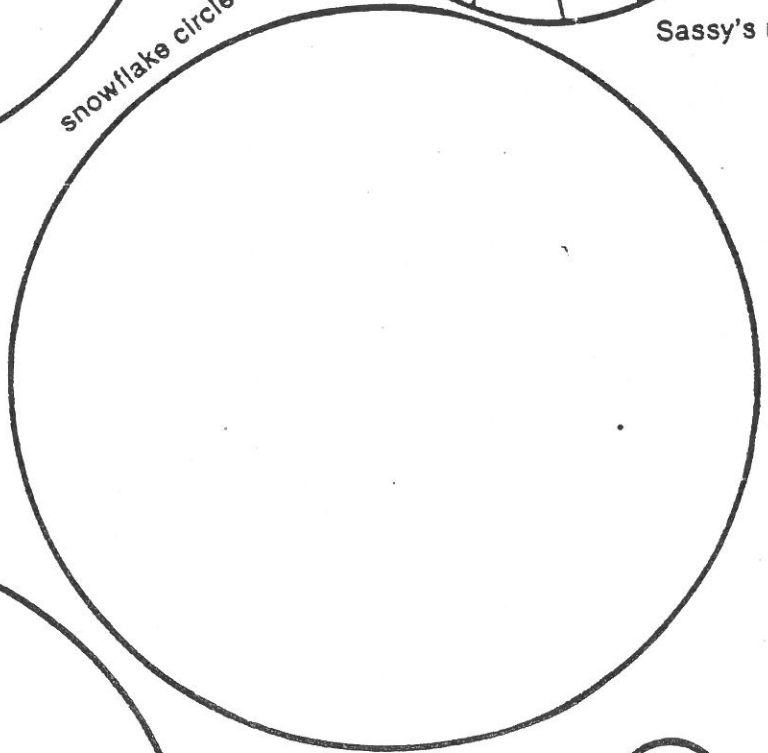


Sassy's nose

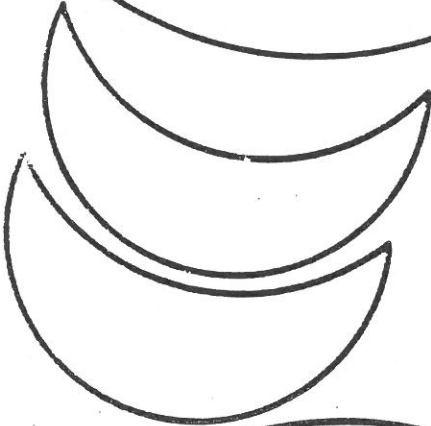


Sassy's mouth

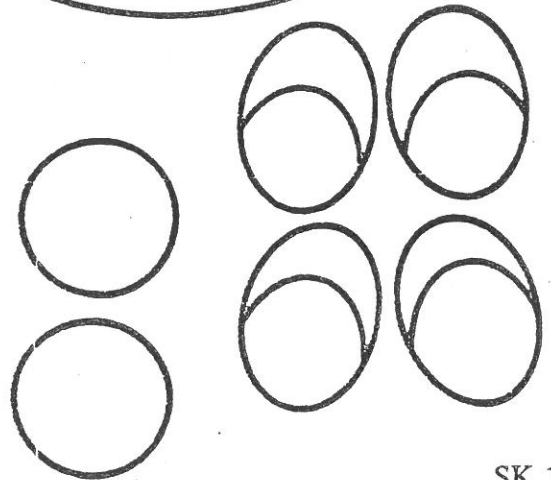
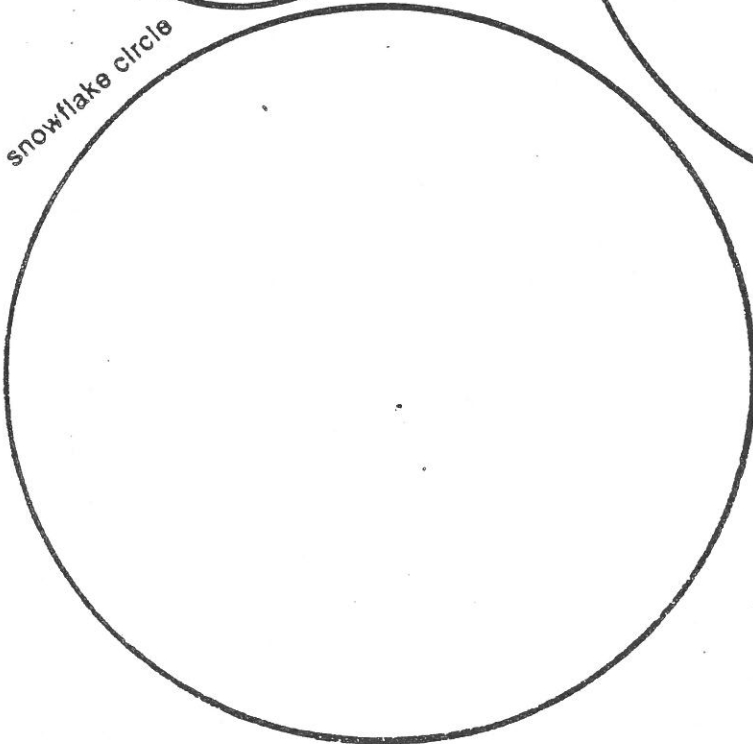
snowflake circle



snowflake mouths



snowflake circle



HOW SCOUTING BEGAN



Baden-Powell

- AKELA: Boys, do you know who started Scouting?
- CS#1: Some guy from England.
- CS#2: Baden-Powell.
- AKELA: His name was Sir Robert Baden-Powell.
- CS#3: He wrote a book during the war between England and the Dutch.
- AKELA: What was in the book?
- CS#4: Things about tracking, stalking, and living outdoors.
- AKELA: It was called "Aids to Scouting."
- CS#5: It was a book full of tricks for a small army to outwit a big army.
- AKELA: What kind of tricks?
- CS#6: Things like he saw the other armies do...like this (stepping real high). He slipped over at night to see what they were doing.
- AKELA: What were they doing?
- CS#6: Walking over barbed wire. Baden-Powell came back and had his men step high without barbed wire.
- CS#7: And he planted boxes of sand to make the other armies think he had land mines.
- CS#8: He won the war by tricking the big army with just a few men.
- CS#1: All the kids read his book and they started to play a game.
- CS#2: This gave him an idea to write his "Scouting for Boys."
- CS#3: Isn't it great for us to have so much fun just because of Sir Robert Baden-Powell.

BLUE AND GOLD BANQUET SKIT

Print large black letters with markers on 8x10" sheets of white cardboard, the word BLUE in blue, the word AND in black, and GOLD in red. Add silver stars in the letters. Printing script of each card cuts memorization to a minimum.

B is for Boys--Bobcats, Wolves, Bears, and Webelos
L is for Leader--The cubmaster who guides us
U is for UNDERSTANDING--We learn to help others
E is for EXCELLENCE-- We try to do our best

A IS FOR ANNIVERSARY-- Cubbing's 83rd
N is for NEIGHBORHOOD-- Where Cub Scouts meet each week
D is for Den Chiefs--Scouts who help us in many ways

G is for GOALS-- For which Cub Scouting stands
O is for OPPORTUNITIES--For boys to learn and do
L is for LIBERTY-- in the years to come
D is for DEN LEADERS--Who love us and help us.

BLUE AND GOLD SKIT:

CAST: Cub #1 Old man with long white beard. Walking with cane and dressed like a ghost.
Cub #2 68 year old man with a sign around his neck with his age on it.
Cub #3 30 year old man with his age on his sign.
Cub #4,5,6 Dressed in their Cub Scout uniforms.

SCENE: All scouts enter room in order 1-6 and stand at front of room.

Cub #4,5 and 6, all ask in unison, "Who are you?"

Cub #3 I am the father of today's Cub Scouts. I too was a Cub Scout.

Cub #2 I am the first American Scout. I became a Cub Scout in 1930 when Cubbing came to America 60 years ago.

Cub #1 I am the spirit of those boys who with Baden-Powell began the scouting experiment on Brownsea Island.

All together: We are the spirit of today's Scouts and Scouting. We wish you a Happy Birthday, won't you all join us in singing "Happy Birthday Scouting".

A FOGGY NIGHT

Narrator: It's a foggy night in London. The year is 1910. An American business man is lost.

Businessman: (Mr. William Boyce dressed in top coat, carrying a brief case and umbrella). (He wanders around the stage looking for a house number.)

A Scout comes on stage--

Scout: May I help you sir?

Man: I am looking for this address. Can you tell me how to find it?

Scout: I sure can. I'll take you there.

(They walk to a certain spot on stage.)

Scout: Here you are, Sir!

Man: Thank you, and here you are (gives him some money) for helping me.

Scout: Thank you, but I can't accept anything. I am a Scout and this is my good turn for the day.

Narrator: Mr. Boyce was so impress with this action that he looked up the Scouting movement in England. He brought back to America a suitcase full of pamphlets. He incorporated the Boy Scouts of America on February 8, 1910. -

The Boy Scouts of America grew by leaps and bounds. A Federal Charter was granted to it by Congress in 1916, an honor given to few organization.

Today it is a world brotherhood bound together by common ideals and a common oath or promise.

(Have all your Cubs stand up and say the Cub Scout Promise.)



FRESH FISH

- 1st Cub: (comes on stage and hangs up a large sign that reads: FRESH FISH SOLD HERE). He says, "Boy I sure have worked hard on this sign and it cost me so much money."
- 2nd Cub: You don't need the word "Fresh". You wouldn't sell anything else would you? (He then tears off word "Fresh".)
- 3rd Cub: (comes on stage and looks and reads the sign just as 2nd cub did.) Then he says, "Why use the word "Here"? Everybody knows it's here. (He tears off the word "Here".)
- 4th Cub: (walks up and tears off the word "Store".), Then says, "You don't need the word "Store". Everything is sold in a store.
- 5th Cub: (comes on stage) Look fired, you don't need that sign Fish...you can smell 'em for 10 blocks!
- 1st Cub: (looks astonished thru all of this but finally becomes angry with the last cub and chases him off the stage.) CURTAIN.

SHORT FISH SKITS FOR SMALL DENS

1. Scene: a deserted island except for one shipwrecked man.

Props: Use cardboard backdrop to paint ocean, island, palm tree for sailor to lean up against. Dress both cubs in sailor outfits, one dirty and torn and the other neat and clean. Stack newspapers.

Setting: As curtain opens, shipwrecked man is resting against palm tree. One day a boat comes into sight.

Sailor comes on stage carrying a large picture of boat. He tosses a bundle of newspapers to the man and says, "Captain wants you to read these and see if you still want to be rescued!"
CURTAIN

2. Scene: Cub is sitting on the bank with a fishing pole in hand, a NO FISHING SIGN IS POSTED NEARBY. GAME WARDEN APPEARS.

Cub: You the game warden?

Game Warden: Yep!

Cub: Jist teaching him how to swim. (Points to his minnow on the end of the pole.)

CURTAIN

3. Den members are fishermen and you can have as many as you want.

First Fisherman: I went fishing last night and caught a fish three feet long.

All Others: We went fishing last night too.

Second Fisherman: I pulled out of the water a lantern that was still burning.

First Fisherman: Aw, how could that lantern keep burning when it was in the water?

Second Fisherman: Well, you cut two feet off your fish and I'll blow out my lantern.

CURTAIN

CHARLIE TUNA TRIES AGAIN

Characters: Narrator, Charlie Tuna, Angela Angel Fish, Larry Lobster, Sam the Clam, and the "Voice from B.S.A."

Costumes: Full-length paper sack masks with each character drawn on sack. This could be a great puppet skit.

Narrator: As our show opens, we again find Charlie in his continuing pursuit to be accepted by the Boy Scouts of America.

Charlie: (Charlie enters) "I, Charlie Tuna, promise to do my best, to do my duty to King Neptune and my ocean, to help other sea creatures and to obey the Law of the School."

Angela: (Enters) "Oh, Charlie! Are you still trying to join the Boy Scouts of America? Wise up my aquatic friend. Don't you know that the "B" is for "Boy"?"

Charlie: "What does she know. She's just a girl. a Fish Scout follows Neptune. a fish Scout helps the School go. The School helps the Fish grow. A Fish Scout gives goodwill."

Larry Lobster: (Enters) "Oh, Charlie, that's Akela, not Neptune. Boy, Charlie, you blew it with Starkist, now the Boy Scouts of America. What next? (He exists).

Charlie: "Do Your Best, Do Your Best." "Oh, Darn, Darn."

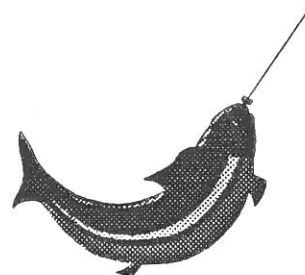
Sam, the Clam: "What are you yelling about?"

Charlie: "Well, I've got the motto down pat, but I can't figure out the two fingered salute."

Sam, the Clam: "Poor Charlie, here comes the Boy Scouts of America now."

(Drop hook that says: SORRY CHARLIE)

VOICE OF B.S.A.: "Sorry Charlie, B.S.A. wants boys who fish, not boyish fishes!"



TREASURERS BENEATH THE SEA

As he speaks, each Cub Scout stands and wiggles his octopus puppet.

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

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

3rd Cub 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.

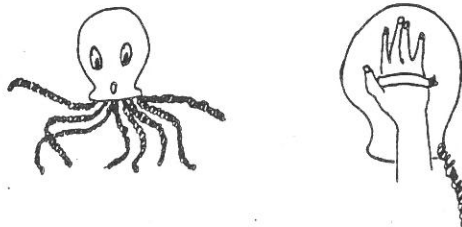
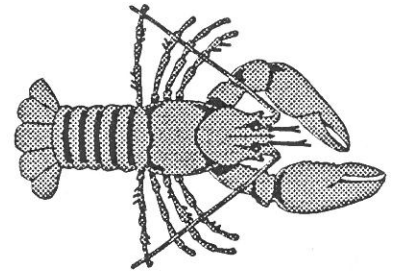
4th Cub Octopus: Now, in rowing a boat, I'm a speedy one
With eight arms to more me fast
For, no matter how hard the others use their oars
They'll row into shore--tired and LAST.

5th Cub Octopus: I have two arms to gather firewood
Two arms for to start the fire's flame
Have two arms to cook my tasty meal
With two arms left to shoot fresh fame.

6th Cub 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 six Dub Octopuses:

We may be Cub Octopuses, now
But soon, it will surely be neat
"Cause we'll be special TENDERFOOT Boy Scouts,
As we octopuses have EIGHT TENDER FEET.



CANADA--LAND OF THE MOUNTIES

"A Mountie Always Gets His Man." What a thrilling reputation to live up to! The Royal Canadian Mounted Police are responsible for enforcing federal law throughout Canada, and since 1873 have been performing their duties with courage and skill. Does a Mountie always get his man? Well, let's see if he does. Make a stage and drop-card scenes dramatizing this inspiring motto.

STAGE: Following the diagram on this page, make the stage from corrugated cardboard. Use Midnight Blue Crepe Paper for the curtains. Cover the bottom strip with Black Gummed Paper.

DROP-CARD SCENES--Cut pieces of White Mat Stock or cardboard that will drop into your stage with ease. With Gummed Crepe Paper, "draw" a scene on each card showing the action of the story. For instance: 1st card, The Bad Man Shoots an Innocent Trapper--2nd card, The Mountie Discovers the Crime--3rd card, The Mountie Hunts Down the Criminal--4th card, The Mountie Brings the Criminal to Headquarters and Justice.

THE CREMATION OF SAM MCGEE

Make cards showing four or five of the important scenes. Some of the Cub Scouts could take turns reciting the lines of the poem that go with each scene as the cards are shown on the stage.

1. Now Sam McGee was from Tennessee, where the cotton blooms and blows. Why he left his home in the South to roam 'round the Pole, God only knows. He was often cold, but the Land of Gold seemed to hold him like a spell: Though he'd often say in his homely way that "he'd sooner live in a well."
2. "Yet 'tain't being dead--it's my awful dread of the icy grave that pains: So I want you to swear that, foul or fair, you'll cremate my last remains" He crouched on the sleigh and he raved all day of his home in Tennessee, And before nightfall a corpse was all that was left of Sam McGee.
3. The flames just soared and the furnace roared--such a blaze you seldom see; And I burrowed a hole in the glowing coal and I stuffed in Sam McGee. I was sick with dread, but I bravely said: "I'll just take a peep inside. I guess he's cooked and it's time I looked"...then the door I opened wide.
4. And there sat Sam, looking cool and calm, in the heart of the furnace roar; And he wore a smile you could see a mile, and he said: "Please close that door. It's fine in here, but I greatly fear you'll let in the cold and storm--Since I left Plumtree, down in Tennessee, it's the first time I've been warm.

APRIL TOMFOOLERY

To perform the skit, you'll need an Operator for each of the puppets: Benjamin Bear, Pine Tree, Daisy, Mandy Monarch, and the Ranger. To make a stage, cover a long table with a tablecloth or sheet that drapes to the floor. The Operators can kneel or sit behind the table, and reach up to display the puppets on the stage. Make paper signs to tell the setting where each act takes place. Label them "Benjamin Bear's Den," "In the Forest," and "Ranger Station."

Act One

("Benjamin Bear's Den"--Benjamin is lying down.)

Benjamin Bear (yawning): Time to get up, Benjamin. That was a lovely winter's sleep. (Gets up) I wonder what day today is. Sometimes I wish that I had an alarm clock with months on it instead of hours. I could set it for half-past March, and know what day it was when I got up. And if it had a snooze alarm, I could shut it off and sleep a few more days until the first day of Spring! That would be classy...I'd better get going before I go back to sleep for another week or two. I wonder who could tell me what day it is? (Exits)

Act Two

(Display the "In the Forest" sign. Pine Tree and Daisy are on opposite sides of the stage. Benjamin enters and stands near Pine Tree.)

Benjamin Bear: Hi there, Pine Tree!

Pine Tree: Benjamin! Good morning!

Benjamin Bear: I just woke up from sleeping all winter. Could you tell me what day this is?

Pine Tree: Sleeping all winter? Impossible! It's only the end of November.

Benjamin Bear: Really? I feel like I've slept for months. And it's warm out--just like Spring.

Pine Tree: That's not my problem. Now run along to your den and hibernate!

Benjamin Bear: I guess so. Bye. (Walks toward Daisy.) The end of November?

Daisy: The end of November? Who said so?

Benjamin Bear: Hi, Daisy. Pine Tree said so. I was just on my way back to my den to go to sleep.

Daisy: That's a great idea, Benjamin. But don't sleep too long. It's the eight of January already, and Spring will be here in March.

Benjamin Bear: January? How can that be? It's warm out, too. I could have sworn it was Spring already.

Daisy: No, no, no. The Pine Tree was wrong, and so are you. We're having unseasonably warm weather lately. The weatherman says it's going to snow any minute now.

Benjamin Bear: But the sun is out and there's not a single cloud in the sky. How could it be about to snow?

Daisy: And hail, too. You'd better get back to your den before it starts. Hail as big as basketballs. I wouldn't be surprised...

Benjamin Bear: Wait a minute! Daisy, why are you out if it's only January?

Daisy (quickly and nervously): Ahem, well, uh, I thought it was Spring, too. It is warm, you know. But I'm going back in the ground for a couple of months. I'll be back in the Spring. Bye! (As she talks, she disappears into the ground).

Benjamin Bear: That doesn't make sense! Come back! I want to talk to you!

Mandy Monarch (flying onstage): Happy Spring, sleepy head!

Benjamin Bear: Hi, Mandy. It's Spring? Daisy said it was January, Pine Tree said it was November. Now you say it's Spring?

Mandy Monarch: Sure. And if you go back to sleep for a couple months, you'll wake up to find that summer's almost gone.

Benjamin Bear: What?

Mandy Monarch: It's May already, Benjamin. You sure did oversleep this year. And you've missed a whole month of picnics with us. And Easter, too.

Benjamin Bear: Oh, no! I'm so mixed up.

Mandy Monarch: Well, un-mix yourself, Benjamin. Why don't you join us for a picnic lunch by the ranger station today? That way, we can bring you up to date on the latest news in the forest.

Benjamin Bear: Like what kind of news?

Mandy Monarch: Oh, little things. A high-rise apartment is going up for the squirrels down by the creek.

Benjamin Bear: An apartment building?

Mandy Monarch: Yes, and there's a new health food store by the big rock. They have the most delicious berries, nuts and honey. And carry outs, too.

Benjamin Bear: I'll say things have changed.

Mandy Monarch: Then there was the tidal wave and tornado. But I'll tell you about those later. I've go to fly now. See you later!

Benjamin Bear: Tidal wave? Tornado? I can't wait to find out more!

Act Three

(Display the "Ranger Station" sign. Ranger, Daisy, Pine Tree, and Mandy Monarch are onstage. Benjamin enters and joins the group.)

Ranger: Hi, Benjamin. How was your winter sleep?

Benjamin Bear: Sleeping was fine. It was getting up that was a mistake.

Ranger: Why, Benjamin? You're just in time for our picnic, aren't you?

Benjamin Bear: that's the problem. What time is it? What day is it? I've been told it's November, and January, and May.

Ranger (laughing): That's ridiculous! Who told you those things?

Benjamin Bear: Pine Tree, Daisy and Mandy Monarch. What about the apartment building for squirrels, the health food store, and the tornado?

Ranger: What are you talking about? Oh, I think I get it!

Benjamin Bear: Get what? I give up. Somebody tell me what day it is!

Ranger: Why, Benjamin, can't you guess? Okay, everyone, tell him.

All: IT'S APRIL FOOL'S DAY!

FINGER PUPPETS

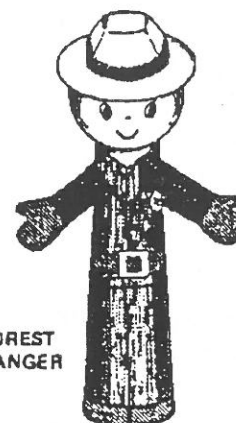
You need: colored paper, paints or crayons, glue, 1 1/2" foam ball for the Forest Ranger's head.

All the puppets are made on a cone base that will fit over your finger. To make the finger cone, cut if rom the colored paper, following the actual-size pattern shown. Roll into a cone, overlapping to dotted line and gluing.

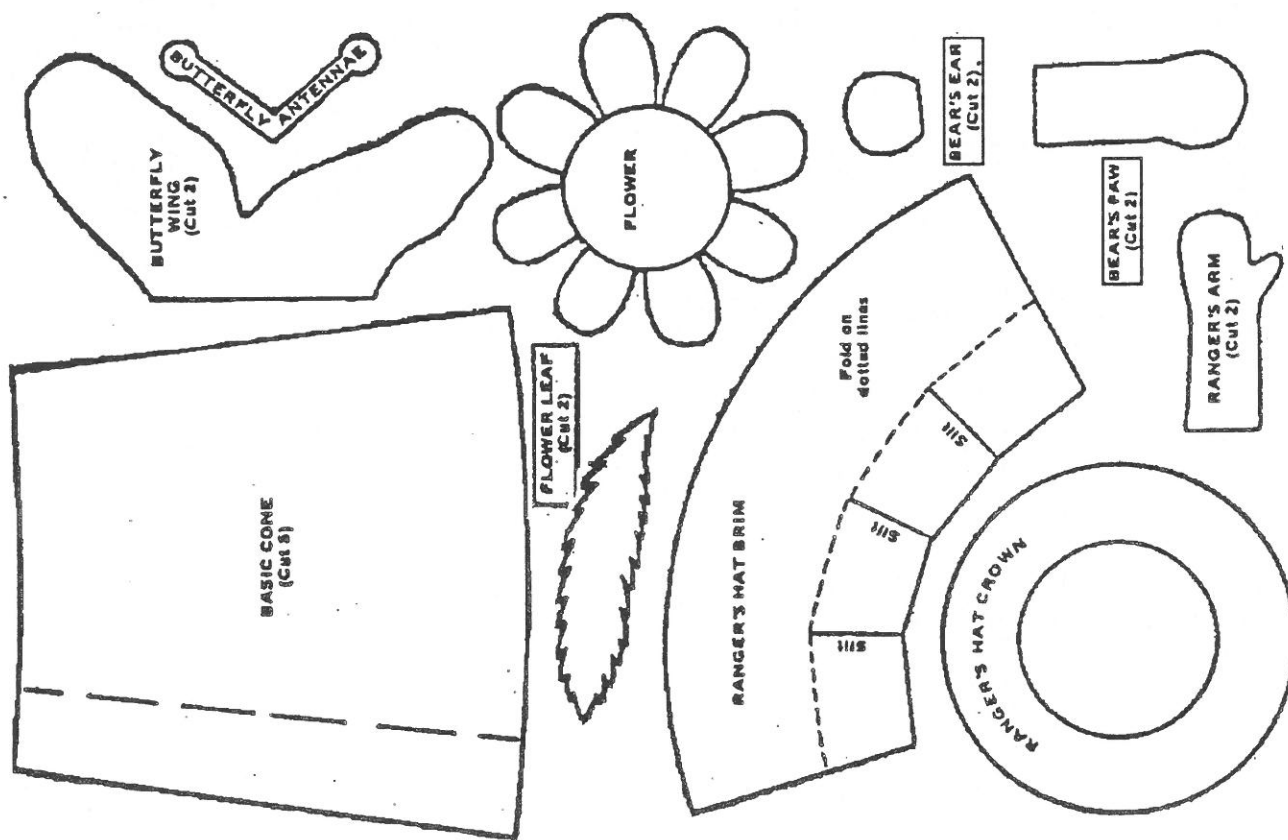
FLOWER, BUTTERFLY AND BEAR. Cut out and decorate the paper parts for each puppet. Glue them to the finger cone. Draw or paint on details.

PINE TREE. Cut out two paper circles, 4 1/2" in diameter; cut out a 1 1/2" circle in the center of each. Cut each circle in half. Use three of the half circles to make the rows of branches. Cut the edge of each half-circle into fringe. To shape each row of branches, wrap a half-circle around the finger cone, overlapping and gluing the ends. For the top of the tree, cut a 2 1/2" circle. Slit it to the center and roll into a cone, gluing to hold. Glue it on the tree. Cut the edge of the cone into fringe. Draw on a face.

FOREST RANGER. Cut the hat brim, crown, and arms from colored paper. Glue the head to the tope of the body. Glue the brim on the foam ball head. Slit the crown of the hat on the solid lines to make tabs, as shown. roll into a cone, gluing to hold. Fold down the tabs on the dotted line; overlap and glue the tabs for the top of the crown. Glue the crown to the brim. Glue on paper feature. Draw on clothes; glue on arms.



FOREST RANGER



CUB PICNIC

Actors: 2-8 Cubs in uniform.

Props: Electric hot plate, extension cord.

Skit opens with a group of Cub Scouts walking across the stage with sack lunches talking about the wonderful picnic they are going to have.

One Cub Scout is carrying a bag that has a hot plate and extension cord in it. finally, the group stops and prepares to eat. One Cub takes out the hot plate and extension cord holding the plug end. He starts looking for something. finally, another Cub asks what he is looking for.

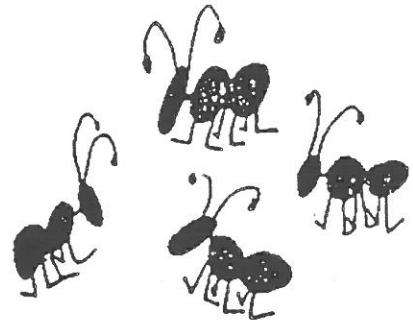
Answer: "I am looking for a plug in."

THE ANTS

Actors: 6-8 Cub Scouts; Props: Paper sacks

Skit opens with boys standing together.

1st Boy: Gee, there's nothing to do.
 2nd Boy: Yeah, I know!
 3rd Boy: Hey, let's have a picnic.
 All: Yeah!
 4th Boy: But, it's going to rain.
 1st Boy: I don't think so. I'll bring the potato chips and we'll each in the house.
 2nd boy: I'll bring the drinks.
 3rd Boy: I'll bring the hot dogs.
 4th Boy: I'll bring the hot dog buns.
 5th Boy: I'll bring something real special
 (All walk off stage and come back carrying sacks).
 1st Boy: Here's the chips.
 2nd Boy: Here's the drinks.
 3rd Boy: Here's the hot dogs.
 4th Boy: Here's the buns.
 5th Boy: (drops his sack) Oh, no!
 6th Boy: What's wrong?
 5th Boy: I brought the ants!!



FAMOUS CHEF

Characters: Three or more Scouts.

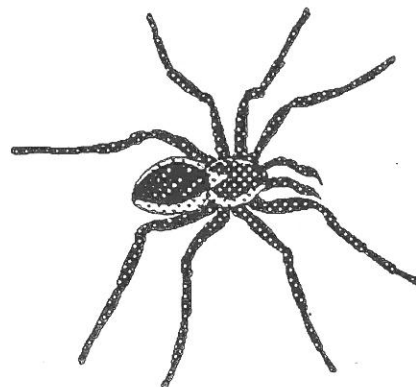
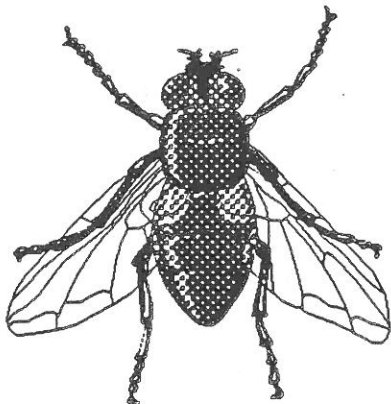
Setting: First boy is sitting by a campfire, deep in thought. Several other Scouts come up to talk to him.

ALL: Hi _____! what are you doing?
Boy #1: Just thinking.
Boy #2: Thinking about what?
Boy #1: Something that will make me a famous chef.
Boy #3: Is there any way we can give you a hand?
Boy #1: Sure! If what I got in mind works, I'll be as famous as Julia Child!
Boy #4: What do you have in mind? Can we help?
Boy #1: I'm not sure...well, okay. (he stands) First I'll need a big pan with water...
Boy #2: I'll get on (hurries off stage, returning with a cooking pot containing water).
Boy #1: Then I need a potato...
Boy #3: I've got one...(he leaves and returns with the potato)
Boy #1: And some carrots...
Boy #4: My Mom sent some with me..you're welcome to them! (he leaves and returns with carrots)
Boy #1: You know . . . some pieces of beef steak would be nice . . .
ALL: The Adults' groceries! (several race out and return with a small plastic bag of 'beef steak')
Boy #1: Now, put everything in the pot . . . yep, that's it.
Boy #3: What are you going to call it?
Boy #1: MY DINNER!

THE PICNIC BLUES

Characters: hamburger, hot dog, chips, mingles (pringles), pop, cooler (box), bag of ice, pickle, potato salad, marshmallows

HAMBURGER: Boy I sure hope they grill me soon.
HOT DOG: Why?
HAMBURGER: Because I'm going to spoil in this hot sun.
HOT DOG: Well, at least when you do get cooked they turn you...I always get over done on one side.
CHIPS: I get so crushed.
MINGLES: You should come in a can like me.
POP: I wish they'd close that cooler top. I'm getting warm.
COOLER: I hope they come for you one at a time. Last time they rushed me and I got all scratched up.
BAG OF ICE: I'm melting!
PICKLE: Oh, all of you quit complaining, look at this beautiful day.
POTATO SALAD: Ya...and look how happy everyone is.
HAMBURGER: Yes...you are right.
HOT DOG: It's great to see the families get together with their kids.
CHIPS: Just as long as they remember to play safely and not get crushed.
MARSHMALLOW: Look at that kid throw that ball.
POP: That's the boy that shook up my cousins and let them spew all over.
CHIPS: At least they didn't get crushed.
BURGER: Oh, will you quit complaining?
HOT DOG: Look out everyone here they come!!!
PICKLE: Well, good-bye everyone. It's been nice.
MARSHMALLOW: Good-bye.
MINGLES: I hope we'll be enough for everybody.
POTATO SALAD: I'm sure we will...
ICE: I'm almost gone already...Good-bye.
CHIPS: I'm getting crushed!!!!



MY BACKYARD

Characters: Any number of boys using their own names.

Props: Toy elephant, small pyramid, toy soldier, bag of jelly beans, Mickey Mouse ears, sea shells, etc.

Scene: Boy sitting on curb or under a tree on stage...one boy enters carrying an elephant...

1st Boy: Hey, _____, where in the world have you been? I haven't seen you for quite awhile.

2nd Boy: I've been to India. I saw the Taj Mahal and got to ride an elephant. (Third boy enters carrying a pyramid.)

1st & 2nd Boys: _____, where in the world have you been?

3rd Boy: I've been to Egypt. I saw the great Pyramids and rode a camel. (Fourth boy enters carrying a toy soldier.)

1st, 2nd, 3rd Boys: _____, where in the world have you been?

4th Boy: I've been to London. I saw the Queen and the changing of the guard. (Fifth boy enters eating out of a bag clearly labelled "jelly beans.")

1st, 2nd, 3rd, 4th Boys: _____, where in the world have you been?

5th Boy: I've been to our Nation's Capitol and saw the White House. I even got to shake hands with the President. (Sixth boy enters wearing Mickey Mouse ears and carrying sea shells.)

All but 6th Boy: _____, where in the world have you been?

6th Boy: I've been to California. I went to Disneyland and swam in the ocean.

1st Boy: (All others turn to look at him when he speaks.) Well, I went to the best place in the whole world. I fought monsters, waded through swamps, and helped to build a castle.

Others: Gosh, where did you go?

1st Boy: Well, first I went on a picnic in the backyard, and there were the biggest, most monstrous ants bothering us. So I helped get rid of them. Then Dad left the hose running all night in the yard. He said he never had seen such a swamp.

COUNTED OUT

- Cub #1: Ten busy fingers carving a design--
One let the knife slip, and then there were nine.
- Cub #2: Nine busy fingers, pounding on the gate--
Down came the hammer, and then there were eight.
- Cub #3: Eight busy fingers pointing to heaven--
One touched a socket, and then there were seven.
- Cub #4: Seven busy fingers piling up sticks--
One played with matches, and then there were six.
- Cub #5: Six busy fingers fumbling at a hive--
One got a bee sting, and then there were five.
- Cub #6: Five busy fingers liking to explore--
One picked some nettles, and then there were four.
- Cub #7: Four busy fingers chopping at a tree--
Slip! went the hatchet, and then there were three.
- Cub #8: Three busy fingers dishing up the stew--
One touched the stove lide, and then there were two.
- Cub #9: Two busy fingers fooling with a gun--
Bang! went a bullet, and then there was one.
- Cub #10: One busy finger reaching for a penny--
Down came a footstep, and then there weren't any.
- ALL: Ten wounded fingers with tears in their eyes
wished they'd been careful before they got wise!



BUILDING THE HOUSE

Characters: carpenter, plumber, electrician, brick layer, architect (could be expanded to include as many helpers and extras as you need)

Props: 4 large cardboard sides of house, no windows or doors cut out; 1 cardboard roof with chimney; 4 cups; a variety of cardboard tools (hammers, saws, etc.); 1 real keyhole saw.

The actors move quickly during the building, giving the feeling of a silent movie or animated toys. Spirits are high throughout. the carpenter and the electrician zip on stage carrying a side of the house. The plumber and bricklayer appear from another side. The carpenter and the bricklayer hammer the sides together. The electrician and plumber scoot out to bring in the third side. They hammer that in while the carpenter and brick layer hurry off to get the roof. All four carefully place the roof on and stand back to admire it.

The electrician and bricklayer go to get the front piece while the carpenter and plumber bring on four cups. When they see the cups they set down the front and all four grab cups to give a fast toast to the house. The cups are taken inside the house while the electrician and bricklayer struggle to set the front piece, turning it several ways and finally untie the end. the bricklayer is on the outside. He knocks. They push open the side and whisk him in. All activity stops.)

CARPENTER: It's awfully dark in here.
 ELECTRICIAN: It is dark because there is no sunlight.
 BRICK LAYER: There's a lot of sunshine outside. Let's scoop some in through the chimney with our cups.
 PLUMBER: Good idea! (They reach through the chimney with cups to scoop in sunlight. the architect enters, crossing the stage, and walks around the house curiously.)
 BRICK LAYER: It doesn't seem to be working.
 ARCHITECT: Is there someone in there? What are you doing?
 ELECTRICIAN: We're scooping in sunshine with our cups. What do you think?
 ARCHITECT: You're scooping in sunshine with your cups? Why?
 PLUMBER: Because it's dark in here, of course.
 ARCHITECT: it's dark in there. Haven't you ever heard of a window?
 ALL: A window?
 ARCHITECT: Sure. Everybody knows that a window is the best way of getting sunshine into a house! (He saws a window with the keyhole saw while others hold up the front of the house. They take turns looking out, exclaiming.)
 BRICKLAYER: Wow! Now I can look out.
 PLUMBER: Look at all the sunshine coming in.
 BRICKLAYER: Let's make an even larger window by taking out the whole wall.
 CARPENTER: Good idea, you're so smart (they knock it out and are delighted.)
 ALL: Sunny. Sunny. Wonderful!
 PLUMBER: If we remove the roof, I believe we could really have maximum sunlight. (They knock it off.)
 CARPENTER: Look at all that beautiful sunshine. It is really bright and wonderful.
 ELECTRICIAN: This back wall is casting a little shadow. Let's take it off.

ALL: Definitely. (They untie the ropes and knock it down.)
 PLUMBER: And the side walls! (The side walls fall down with a tap.)
 CARPENTER: this is the sunniest house I ever saw. (All begin to congratulate each other again.)
 ARCHITECT: Well, now that you have the plans worked out, let's go build another one!
 ALL: Okay, let's go! Everyone will want a house like this. (They gather up their tools and leave.)

DAD'S WORKBENCH

Characters: Narrator, Dad, Mother, Cub Scout, hammer, saw, file, Screwdriver.

NARRATOR: As our scene opens, we find Dad looking for his hammer.
 DAD: Has anyone seen my hammer?
 MOTHER: No, dear, did you look on your bench?
 DAD: It's not there. No one ever puts anything back where it belongs.
 HAMMER: No, I'm not on the bench. I'm over here behind the door where he used me to drive the door hinge pins down and just left me here.
 DAD: Now, where in the world is my saw?
 MOTHER: Look on your bench, it should be there.
 DAD: It isn't here! No one puts my tools back.
 SAW: Here we go again. I'm lost because he didn't clean me and put me back after I was used on the garage roof to spread tar because I was bigger than the putty knife.
 DAD: Good grief, now where is my file?
 NARRATOR: Do you suppose the file could answer this?
 FILE: I thought he had forgotten that he left me out in the yard when he sharpened the lawn mower last fall. He'll find me when I get caught in the lawn mower when he cuts the grass next time.
 DAD: I can't find my screwdriver now, and I just had it. Did you borrow it, son?
 CUB SCOUT: Yes, Dad, but I gave it back to you.
 NARRATOR: Now, where could that screwdriver be?
 SCREWDRIVER: Here I am right in his big pocket where he put me. WHY CAN'T PEOPLE REMEMBER TO PUT TOOLS BACK WHERE THEY BELONG?



PARADE OF THE MOUNTAINEERS

The five groups of mountaineers in this skit can be made up of as many people as you wish, or each group can be represented by just one person. No special props are needed, but each person taking part should carry a paper pennant with the name of his mountains printed in large letters. These will be held aloft and waved as the verses are spoken and in the final parade. Ordinary everyday clothing can be worn, but the ears of each group will be "dressed" as indicated in the cast of characters below. If desired, this skit could be used as a puppet play with stick puppets, sock puppets, or paper-plate puppets.

Characters:

Green Mountaineers: Huge green paper ears taped on.
Rocky Mountaineers: Rocks tied on strings and hung over ears.
White Mountaineers: Large white paper ears taped on.
Smokey Mountaineers: Corncob pipes tied on string and hung over ears.
Cold Mountaineers: Large earmuffs on ears.

Each group enters, speaks the lines and then lines up at the back until all groups have entered and spoken. For the parade, the groups circle the stage, waving their pennants, before exiting.

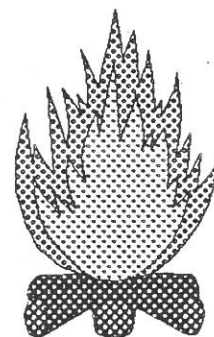
We're Green Mountaineers, we're Green Mountaineers
As you can see, we have green ears!
We're Green Mountaineers, Vermont's our State
And we sing her praises from early to late.

Our rocky earrings are quite unique.
These rocks came from a famous peak.
We're rocky Mountaineers and we tell you, brothers,
We love our mountains above all others.

We're White Mountaineers--our ears are white!
The view from our mountain is a gorgeous sight.
We're White Mountaineers, We're White Mountaineers
And the state of New Hampshire wins our cheers.

These pipes on our ears are just a joke!
We love our mountains wreathed in smoke.
We're Smokey Mountaineers, it's plain to see,
We hail from North Carolina and Tennessee.

No doubt you have noticed earmuffs on our ears
'Cause we're from Alaska and we're cold mountaineers.
We're cold mountaineers, we shiver as we speak,
We climbed Mt. McKinley, America's highest peak.

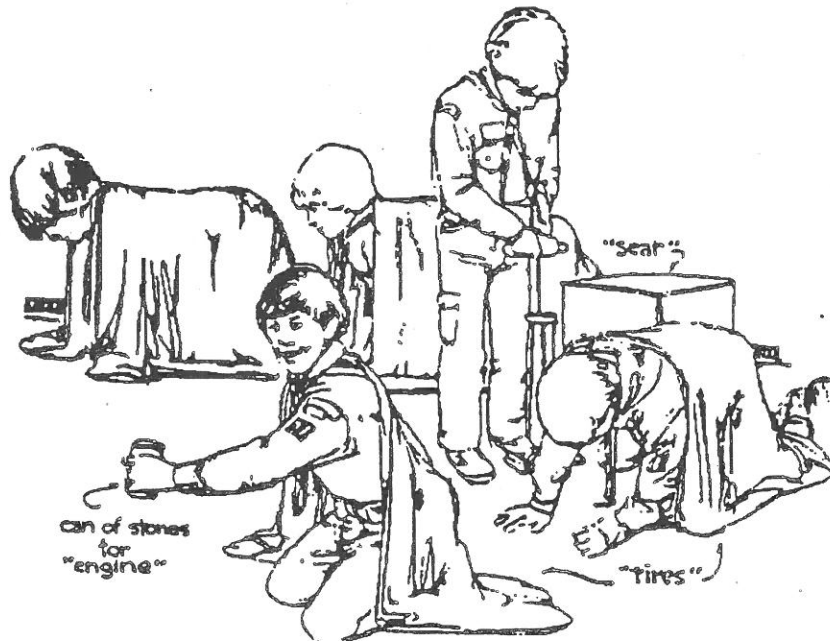


THE MOUNTAIN DRIVERS

Characters: Henry, a Den Chief; Billy, a Cub Scout; five boys (they are the four tires and the spare).

Props: Materials to create a make-believe auto--packing boxes, flashlights for head lamps, etc. A tin can containing some pebbles. A number of inflated balloons. Five car rugs or blankets. Hand air pump.

Scene: Lights go out (if possible) and car is assembled in the middle of floor. Henry and Billy enter. Henry states that he is the "world's greatest Mountain Driver" and asks Billy if he wants to go for a ride. Billy agrees and sits in the car. Henry cranks the car to start it. Billy shakes tin can with pebbles as Henry mimes cranking action. Henry gets in. Car stops. Repeat action. Henry begins driving. He uses lots of hand directions and waves his hands around a lot as he brags about being a great driver on mountain roads. (Encourage boys to create their own lines.) Billy says he'll navigate and point out interesting rock formations, up-coming hazards, etc. Henry drives over bump (boys jump as if they have driven over a dip in the road). One tire goes flat. (Hidden balloon is popped and the boy-tire slides out flat on his stomach to simulate flat tire.) Henry mimes jacking up car. (As this is done, boy raises up to hands and knees and crawls to back of car as Henry mimes carrying tire to back. Henry exchanges one tire for the spare and "rolls" it forward.) Henry, replacing tire, continues to brag about his abilities to Billy. They drive on. One tire goes flat, then another rotating around the car. (Boy-tires slide out flat on stomachs when flat.) Henry now pumps them up with the hand pump and boys return to the hands and knees position. Henry test each tire after inflating by kicking. each boy says "ouch!" when kicked. On signal, the four tires go flat simultaneously and Henry and Billy fall off seats and out of car. Tires throw off blankets and chase Henry and Billy out complaining that they are not very good mountain drivers at all.



THREE RIVERS

Characters: Two prospectors, dog, narrator, mule

Props: Pick, pans, No. 10 can for cooking, 2 beat-up hats.

Setting: First prospector has camp set up and food cooking. Dog is sitting beside him. Second prospector comes in pulling mule named Sunshine.

NARRATOR: (Seriously) In the early days of our country, gold was discovered in California. The news traveled rapidly. Soon men everywhere were hurrying west to 'strike it rich.' They shouldered picks and shovels, or scooped sand and gravel from the streams and searched for bits of the precious gold dust. We'd like to show you tonight some of those men who prospected for gold. (Curtain opens)

1st Prospector: Howdy.

2nd Prospector: Howdy.

1st Prospector: Any luck?

2nd Prospector: Nope.

1st Prospector: Come fur?

2nd Prospector: Quite a jog.

1st Prospector: Et lately?

2nd Prospector: This mornin'.

1st Prospector: Hungry?

2nd Prospector: Yep.

1st Prospector: Join me?

2nd Prospector: Don't mind iffen I do.

1st Prospector: Have a plate (hands it to him).

2nd Prospector: (holds up plate and looks at it) Don't want to seem to be particuleer, but ain't this a mite dirty here in this corner?

1st Prospector: (looks scornfully at him) Well now, it all depends on how you look at it. but I'll tell you one thing for sure. It's as clean as Three Rivers can get it!

2nd Prospector: (shakes head looking at plate) As clean as Three Rivers can get it! (Mule brays a loud hee-haw; hee-haw!) Shut your mouth, Sunshine. You heard what the man said! (1st prospector dishes out stew. They eat.)

2nd Prospector: Mighty good vittles.

1st Prospector: Thanks pardner. Mind handin' me the plates so we kin clean them up? (2nd prospector does) (1st prospector puts plates on ground and calls loudly over his shoulder) Here, Three Rivers; here, Three Rivers! (Dog comes up and starts licking plates.)

LIFE IN THE MOUNTAINS

Reporter: Good evening, ladies and gentlemen. Here's your roving reporter with another man-on-the-street interview. Tonight we're going to talk about mountains. Here's a man right here. How do you do, Sir, can you tell me what is your impression of mountains?

First man: High.

Reporter: Hi, yourself! Now tell me, what is your impression of mountains?

First man: Just like I said, high!

Reporter: Oh, ha, ha, ha. My mistake. When you said "High" I thought you said "Hi". Get it? Oh well, let's talk to someone else. Here's a lady. Tell me, Madam, how do you feel about mountains?

Lady: Well, I've never been there, of course, but if I had to feel about mountains, I'd just do like always, feel with my fingers.

Reporter: Ha, ha, ha! Seems we have some jokesters about today. Well now, let's try our questions on this little boy here. Tell me, sonny, have you ever gone over the top of a mountain?

Boy: Yes, sir, lots of times.

Reporter: My, I'm surprised to hear that--must have been a hard trip for a youngster actually to go clear over the top of a mountain.

Boy: Oh no, sir, we were in a plane.

Reporter: (to himself) This is getting ridiculous, but I'll try one more. How do you do, sir, may I ask you a question?

Second man: Why sure, what's your problem?

Reporter: Tell me, sir, what's your impression of life in the mountains?

Second man: Well from all I hear, it's a lot like an umbrella.

Reporter: An umbrella? I don't quite understand what you mean.

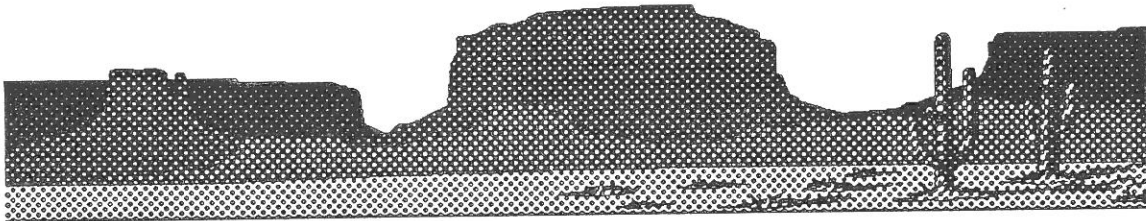
Second man: Yup, like an umbrella. Life in the mountains is either up or down.

Reporter: Sorry, folks, some days you can't win.

FAMOUS MOUNTAIN MEN

Let your group present living pictures of their favorite fictional or historical characters who were identified with different mountainous regions. Here are a few suggestions to get you started:

- Rip Van Winkle (Catskill Mountains)
- Old Prospector (Sierra Nevada Mountains)
- Wild Bill Hickock (Black hills)
- Daniel Boone (Cumberland Mountains)



THE MAGIC KITE

Characters: 6 boys

Props: Outside scene, ball of string and kite tail.

Setting: Boy holding a ball of string with a kite tail tied on one end. Five other boys gathered around.

1st Boy: What's that?
2nd Boy: Don't you know what a kite looks like?
1st Boy: Sure I do, but if that's a kite then it sure won't fly.
2nd Boy: It'll fly, it's magic!
3rd Boy: Kites can't be magic!
2nd Boy: this one is. all I have to do is say "Dad, look at the kite I've made."
4th Boy: Then what?
2nd Boy: He shows me how to make one.
5th Boy: That kite still won't be magic!
2nd Boy: Un huh! then he shows me how to fly it.
6th Boy: Wow! It's magic if it can do all that. Come on guys, let's make one.
(All boys go off stage saying "Yeah", "Wow", "It is Magic," "Let's Go")

THE MAGIC MACHINE

Characters: Professor Mysto, Assistants, Customers

Props: For the machine, use a large carton such as a refrigerator or washing machine carton with a door (opening) on one side.

Action: After act is announced, curtain opens to reveal machine. Professor and Assistants enter. Customer #1, an old man with beard and cane, hobbles in. He says he would like to be young again. MYSTO assures him this is easily done and ASSISTANT helps him into box. Customer #1 removes beard, straightens up, and dances out of box, his youthful self. Customer #2 enters. He crouches over and is covered with a long cape (or bedspread folded in half) which makes him appear short and fat. He says he would like to be tall and thin. He goes in box and comes out taller and thinner. (Unfolds bedspread and uses tin can stilts.) Customer #3 enters, carrying a large toy dog. "My dog is so big, my mother says he eats too much. Can you make him into a little dog?" ASSISTANT puts dog in Machine, then brings out a long string of weiners. "Here you are," says MYSTO, "lots of little dogs!"

THE WITCH DOCTOR

Characters: Witch Doctor, Assistant, Patient #1 and #2. Patient #1 is costumed in a sheet or bedspread attached over an umbrella which he holds in his hands, over his head in a closed position. On top of the umbrella is a dummy head made by stuffing a paper bag with painted girl's feature (or rubber mask) or by using styrofoam wig head stuck on the point end of the umbrella. By raising or lowering the umbrella and opening and closing it, the "shape" of the figure can be made tall, short, thin or fat.

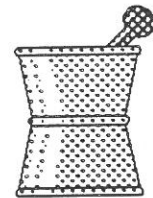
Action: Announcer introduces the Witch Doctor and his magic powers. Witch Doctor in fierce mask, grass skirt (brown paper bag) enters with Assistants. Patient #1 enters with umbrella closed and low. Doctor looks her over and says "You much too thin. You take fat pill." He pushes pill against mouth of dummy head. Patient #1 slowly pushes umbrella upward.

Patient #2 enters and claims to be burning up with fever. Doctor gives him "cold pill" while Assistant pretend to drop ice down his back. Meanwhile, Patient #1 raises and lowers umbrella while opening and closing it, so her shape keeps changing. Doctor is aghast, "You stop that. What are you trying to do? I have not given you any accordian pills. Stop. Stop." Patient #1 at full size and height, advances on Doctor, who runs off stage crying "Help! Help!"

THE ALCHEMIST

Characters: Alchemist, several assistants

Props: Table (or large carton) with hole in center, draped on three sides; containers and substances described below. Practice for correct amounts.



Action: Announcer tells audience that next performer has studied the medieval secrets of the alchemists. When curtain opens, table is on stage, with one assistant hidden under it. Alchemist, wearing flowing headdress and robe (headdress: clorox bottle cut to fit head, with pipe cleaners and stars sticking out) enters with other assistants.

Alchemist first announces that he will demonstrate a magic powder. He puts it in a narrow necked vase (or decanter) pours water into vase. Bubbles foam out the top and he has to do a lot of mopping up. (Powder is baking soda; the "water" is white vinegar). Then he announces he will make a rainbow. With much hocus-pocus and help from Assistants, he pours a pitcher of water into several clear glasses, each already containing several drops of food coloring in the bottom. Now, he claims he has produced pills of compressed fabric which he can turn into silk at a command. Over hole in the table, he places a tube of clear celophane or acetate (such as from a container of cotton balls) which appears as a large glass. He asks his Assistants to name a color. If they say "Red," he drops a red "pill (a marble or large bead or button) into tube and Alchemist triumphantly pulls it out. This continues with other colors, until an Assistant asks for white. Black scarf comes out. Alchemist tries again, but polka-dotted one comes out. Disturbed, he tries a third time, crying "White, I say White!" Assistant crawls partly out and whispers desperately "I don't have any white ones, doesn't anybody want lavender?" CURTAIN

AKELA'S MAGIC FORMULA

Cast: Six Cub Scouts and Narrator. Three boys are in uniform. Another is built up with padded sweat shirt to look muscled. Largest boy is even more padded than the other. sixth boy wears hat, mustache, dressed like patent medicine man.

Scene: Narrator reads lines of patent medicine man from offstage, while boy playing that part pantomimes. Other boys speak their own lines. Backdrop of old-time medicine show, with Cub-derived patent medicine names on backdrop. A large cardboard box sits in center stage.

Narrator: Good evening, ladies and gentlemen. I am Dr. Wolf. You are about to witness the most amazing muscle building demonstration ever viewed by man. Before your very eyes you will see the powers of Akela's Magic Formula. (HE HOLDS UP BOTTLE) I will now call on Johnny Cub Scout as a volunteer. (TURNS TO LOOK OFFSTAGE AND SAYS...) Bring in the volunteer.

(TWO CUB SCOUTS IN UNIFORM DRAG THE SMALLER BOY ON STAGE. HE IS KICKING AND STRUGGLING, TRYING TO GET AWAY)

Johnny: No, no, not me...I don't want to volunteer...I'm too young to die...I think I hear my mother calling.

(THE OTHER TWO BOYS PAY NO ATTENTION AND STUFF HIM IN BOX, CLOSE THE LID, AND EXIT)

Narrator: And now, ladies and gentlemen, to show you the strength of Akela's Magic Formula, I'll pour a few drops of this amazing elixir into the box. (HE DOES THIS. THERE ARE SQUEALS AND CRIES FROM INSIDE, "HEY, THAT'S COLD...DON'T DO THAT...") Any minute now, ladies and gentlemen, you will see a fantastic sight! this powerful elixir will build the most stupendous, most colossal muscles ever seen by man on this simple boy. (CRIES FROM BOX..."HEY, THERE'S NOTHING WRONG WITH THE WAY I LOOK...YOU WON'T GET AWAY WITH IT...HEY, WHAT'S HAPPENING TO MY ARMS...WOW...LOOK AT THAT...GEE!)

(BOX LID OPENS AND A DIFFERENT BOY WHO WAS CONCEALED IN BOX, STEPS OUT. HE IS VERY MUSCLED.)

Narrator: Now isn't that amazing? Just look at this magnificent specimen of muscle! Ladies and gentlemen, this you man will pass among you to sell bottles of Akela's Magic Formula. (BOY EXITS)

(VOICE FROM BOX IS HEARD IN WHISPER "HEY...WHEN DO I GET MY MONEY?" NARRATOR SAYS "SHHH")

Narrator: Now, who'll be the first to purchase this wonderful formula? (AGAIN THE VOICE IS HEARD FROM THE BOX ASKING SAME QUESTION AND NARRATOR TRIES TO QUIET IT. THIS TIME THE CUB'S HEAD POPS OUT OF BOX AND SAYS LOUDLY:)

Johnny: Hey, mister, when do I get my money? If I don't get it, you're gonna be sorry! (FROM OFFSTAGE, LARGEST CUB, MORE HEAVILY PADDED, ENTERS)

Large Cub: Yeah, mister. When does my little brother get his money?

Narrator: (CLAPS HANDS TO FACE) Oh, no! (HE PULLS HANDFUL OF PLAY MONEY FROM POCKET, DROPS IT ON STAGE AND EXITS)

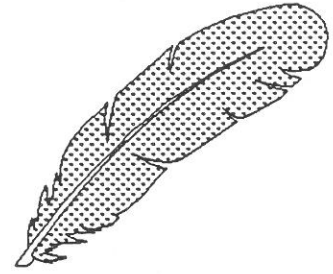
(BOTH BOYS GRAB PART OF MONEY, LOOKING PLEASED WITH THEMSELVES. THEY WAVE TO AUDIENCE AND EXIT.)

(FIRST TWO CUB SCOUTS COME ON STAGE PUSHING A LARGE BROOM, SWEEP UP REMAINING MONEY. END OF BROOM POKES OUT FROM BEHIND CURTAINS WITH SIGN THAT SAY: "THAT'S ALL FOLKS.")

THE FIRST WORD

Characters: Two scientists in long white lab coats over uniforms; any number of cavemen wearing "animal skins" painted with spots, bare feet.

Setting: Scientists' laboratory. As curtain rises, two scientists enter talking. One is carrying a black box fitted with all sorts of gadgets...buttons, wires, knobs, dials, etc.



- #1 I insist my theory is right. Everything in the universe travels in a circle, going round and round.
- #2 I agree that galaxies, suns, planets, moons rotate, but..
- #1 No buts. Professor Einstein proved that even light rays bend. (He sets down box, pointing it at back of stage. He fiddles with the dials and gadgets. Offstage there are sound effects of whistles, etc.) This machine will capture returning light waves and throw them on that screen.
- #2 And you expect it will show scenes to us that happened millions of years ago?
- #1 Exactly, just watch...(They go to side of stage and sit down) (Cavemen enter from other side of stage, sit and gnaw on bones, grunting, smacking lips, etc.)
- #1 Eureka! Success! A tribe of the earliest men!
- #2 Wonderful! We'll be able to learn how they communicate with each other. (Caveman hunter enters with spear, running. Everything from this point until end of skit is done in pantomime, with the only sounds being grunts from the cavemen.

Caveman wildly pantomimes how he killed a huge animal that was attacking him. The others watch him, looking at each other, shrugging their shoulders, unable to understand what he's explaining. They continue gnawing on bones. Caveman hunter tries explaining again, waving his spear wildly, dodging the beast's attack, finally going into a four-beat rhythmic dance. Real rock'n roll. Other cavemen take up the rhythm by beating their bones or clubs on the floor. Two get up and join in the dance, others clap hands. Finally their interest lags and they all go back to gnawing bones. The hunter is disgusted at their disinterest. He jabs one of the other cavemen in the backside with his spear. The caveman leaps up as though in great pain and shouts OUCH as loudly as he can. Stage lights immediately go black. Cavemen hurry offstage. When lights go back on, only the scientists are left on stage.)

- #1 The first word! The first word! We've just heard the first word ever spoken on this earth!
- #2 (Profoundly) And from that first word, ladies and gentlemen, vocal communications have developed through the ages to their present perfection.
- #1 Yeah, baby! It's cool. Really cool!

INDIAN COMMUNICATION

Scene: One Cub Scout dressed in Indian costume is seated on floor with tom-tom on one side of stage. Other Cub Scouts in uniform (any number) are standing in center of stage with Cubmaster. As Indian beats out message on the tom-tom, the Cub Scouts take turns "translating" for Cubmaster.

(INDIAN BEATS A SHORT MESSAGE ON TOM-TOM)

1st Cub: Running Deer says that a meeting of Akela's tribe will be held tonight.
(CUBMASTER NODS IN UNDERSTANDING; INDIAN BEATS OUT ANOTHER MESSAGE)

2nd Cub: He says that many awards will be given at the meeting.
(CUBMASTER NODS. INDIAN BEATS OUT ANOTHER MESSAGE).

3rd Cub: He says that many of the braves have advanced along the trail of the Arrow of Light.

(CUBMASTER NODS. INDIAN BEATS OUT ANOTHER MESSAGE.)

4th Cub: He says that there will be singing and games at the meeting.
(CUBMASTER NODS. INDIAN BEATS OUT ANOTHER MESSAGE)

5th Cub: He says that many good leaders will be at the meeting, and many families of Akela's tribe.

(CUBMASTER NODS. INDIAN BEATS OUT ANOTHER MESSAGE. ALL BOYS SHAKE THEIR HEADS, SHRUG THEIR SHOULDERS, TO SHOW THAT THEY DON'T UNDERSTAND.)

(INDIAN BEATS OUT THE SAME MESSAGE AGAIN. BOYS REPEAT MOTIONS OF CONFUSION, LACK OF UNDERSTANDING.)

(INDIAN BEATS OUT MESSAGE FOR THE THIRD TIME. FINALLY CUBMASTER SAYS:)

Cubmaster: I've got it! Running Deer says to telephone him if there's anything we want him to bring to the meeting.

All Cubs: (In disgust) Telephone! Good grief!



THE RAILROAD CROSSING

Characters: A conductor who sits on a stool and holds a very thick book; a hillbilly family, including father, mother and several children. All are dressed to fit their roles.

Props: Two ropes laid parallel in front of the acting area to represent a railroad track.

Father: (Addressing mother) Be there a train from the North today?

Mother: (To first child) Be there a train from the North today?

(Each family member, in turn, passes this same message down the line to the conductor, who thumbs through his big book.)

Conductor: No. There's no train from the North today.

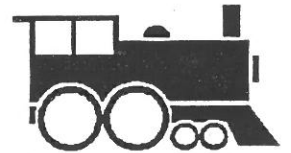
Last child: (To next child in line) No, there no train from the North today.

(This procedure is repeated, with the message being passed back up the line until it gets to the Father.)

Father: (Addressing mother) Be there a train from the south today?

(The same procedure is repeated with the conductor responding negatively. The Father then asks about trains from the East and West, with the message being passed from person to person. When the last message gets back to the Father, he say...)

Father: O.K. It's safe to cross the railroad tracks. (The family proceeds to walk across the tracks.)



LEARNING ABOUT COMMUNICATION

Characters: A teacher, dressed in one of mom's old dresses and a wig; and any number of students.

Props: Chair for each student and table or desk and chair for teacher.

Scene: As curtain opens, teacher stands, picks up a small bell and rings it.

Teacher: Although I'm sure you students understand much about communications, let's review that subject today. As I call your names, I would like for you to stand and name some method of communication which you consider to be effective. Maybe we can come up with some unusual ones. (teacher calls on each student in turn and he responds.)

1st: Sign language is a good method of communication.

2nd: I think Morse Code is a good one.

3rd: Semaphore is very useful.

4th: Smoke signals were used by the Indians.

5th: What about Indian picture writing? That was a method of communication too.

6th: I think an interesting one is the noise or calls that birds and animals make to talk to each other.

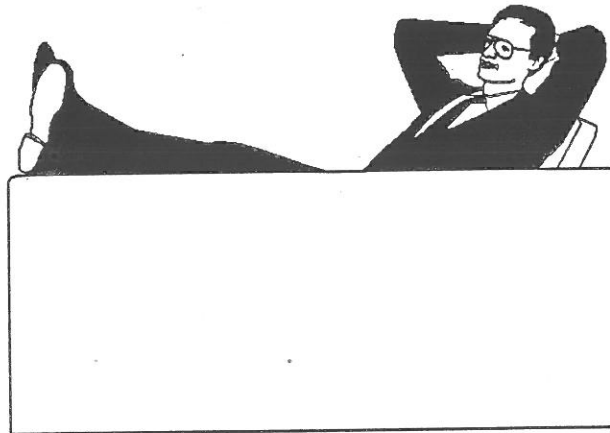
7th: Well...I don't know if this is the answer you're looking for...but I heard my dad say once that the fastest way of communications that he know about--even faster than the telephone--is to "Tell a Woman."

(Teacher faints)

NEWSPAPER OFFICE

Characters: Four reporters and the Editor.
Scene: A newspaper office, Editor at desk.

Editor: What time did it happen?
1st: About 12:30 last evening.
Editor: Do you think that's news? Everyone will have forgotten about it by this time.
(First Reporter walks slowly out, disgusted. Second reporter enters.)
2nd: Say, did you hear about the new orders from Police Headquarters on the Olson kidnapping?
Editor: Yeah, they've already been printed, so "scram."
(Second reporter goes out, third reporter comes in.)
3rd: Have I got a news story for you, Chief. the Mayor has just filed suit for divorce.
Editor: and when did all this happen?
3rd: About 10 minutes ago.
Editor: Will you get out of here. What I want in this office is NEWS. Do you hear me?
N-E-W-S!
4th: And news you're getting, Chief. Just wait till you hear this.
Editor: Well, what's it all about?
4th: Just a minute now, don't get excited. (Walks to edge of stage and back again.)
Editor: (out of patience) Say, listen here...(he is interrupted by a loud bang offstage.
Editor jumps up and hollers.) What in the world was that.
4th: that's my story, boss. They just bombed the building next door.
Editor: Well, now that is news!



A.D. 2000

Characters: Three spacemen; 2 or more space mice; critters (any number); man-in-the-moon; monster.

Scene: Rocket on stage--three spacemen emerge from rocket, looking about.

1st Spaceman: Well, here we are on the moon!

2nd Spaceman: I never thought we'd make it.

3rd Spaceman: Let's see what it's like

Man-in-the-Moon: (entering) What's going on here?

1st Spaceman: Who are you?

Man-in-the-Moon: I'm the Man-in-the-Moon, of course--(loud bang offstage)--Oh, dear! There goes another batch of moonshine. it's always blowing up! (exits hurriedly)

2nd Spaceman: No wonder they have so many craters!

Critters: (entering and speaking in unison) Somebody call us?

3rd Spaceman: Who are you?

Critters: (in unison) We're the critters that live in the craters. (critters examine rocket)

(SPACE MICE ENTER)

1st Spaceman: Holy Cow! Look!

1st Mouse: Not cows--mice!

2nd Mouse: We're space mice--the Russians shot us up here.

2nd Spaceman: You poor things! We'll take you back with us.

1st Mouse: Not on your life--we're not leaving here!

2nd Mouse: We've never had it so good!

1st Spaceman: What do you mean?

1st Mouse: Didn't you know?

All Mice: (in unison) the moon is made of GREEN CHEESE!

Spacemen: (in unison) Oh, no-o-o-o!!!

HOW TO PROGRAM A ROBOT

Characters: A Cub Scout Den in uniform and a boy dressed as a robot.

Props: Index cards with speaking parts written on them.

Scene: 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.

#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.

#2: Let's give him a sense of appreciation. He's got to be grateful for more than just material things.

#3: And let's not forget plain old-fashioned curiosity. The more curious he is the more he will learn.

#4: How about persistence. He has to have confidence and not get discouraged.

#5: We won't have to teach him tolerance, he already knows that; but we won't want to let him learn intolerance.

#6 Love of country...yes...everyone needs to know that!

#7 I want him to have a sense of humor. Everyone needs a dose of that.

#8 I think he should be respectful and obedient...reverent!

#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.

#7: You know, he thinks those things might just make a pretty good Cub Scout, too.

DEN MEETING OF THE FUTURE

Characters: Den leader (wearing long blue cape with blue tie ribbon), 5 boys wearing elbow length blue capes with blue ties.

Props: As indicated in script.

Den Leader: I see you boys have brought some special things to today's den meeting. (She points to first boy and asks him to show what he brought.)

1st Boy: We visited the planets mars, Jupiter and Saturn this weekend. (He holds up poster showing solar system and points out these planets.)

2nd Boy: I've completed my space scooter. Here's a picture of it. (Holds up picture of space scooter.)

3rd Boy: I've completed my cooking project. I made a flying saucer pizza for today's refreshments. I brought the recipe in case you'd like it. (He hands recipe card to den leader and shows his pizza which is a large, round cardboard cut-out with half a styrofoam ball glued in center).

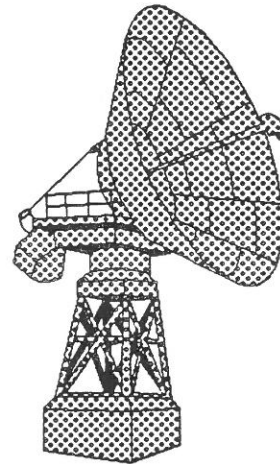
4th Boy: I've grown a chemical garden. I've brought some of my flowers to show you. (Holds up poster board with chemical formula on it, then shows some large crepe paper flowers in wild colors).

5th Boy: I finished my photography project. I took three pictures of the moon in different lightings. Want to see? (Holds up blank white poster, then black poster, then poster which is half white and half black.)

Den Leader: It looks like you boys have really been working hard this past week. Here are your progress beads. (Hands each a croquet ball).

All Boys: On Jupiter, Mars, and all the rest...we're the best, we're the best! Yeah Den 2000! Yeah, Den 2000!

(Boys all wave goodbye to leader and exit.)



PUMPKIN PATCH PATTERN



Characters: 12 children dressed as pumpkins, Mother and children.

Props: 1 sign saying "Pumpkin Patch", 12 signs saying "The End."

Setting: Pumpkins Patch sign is placed on stage. The 12 pumpkins sit on floor in single file. Mother and children enter and remain on stage pretending to look at other pumpkins.

- 1st Pumpkin: (angrily says): Well, here we are in the patch once again. I hate being a pumpkin.
- 2nd Pumpkin: I know what you mean. Pretty soon they'll all be over here...poking and squeezing..and trying to decide how to dress us up.
- 3rd Pumpkin: (loudly) I'm tired of being CARVED! It HURTS!
- 4th Pumpkin: (smiling) I wish they'd give me a pretty smile and not tooth decay.
- 5th Pumpkin: (wiping his brow) And that candle gets so hot. Boy, were they glad I used Dial!
- 6th Pumpkin: Well, it's better than crayon all over your face. They really get carried away. I even had a beard and moustache.
- 7th Pumpkin: Be thankful for a beard and moustache. How would you like to be wearing a girl's wig? I was humiliated!
- 8th Pumpkin: At least a wig is soft. The family I was with stuck gourds all over my head. Two ears, two eyes and a big nose!
- 9th Pumpkin: I keep getting a spot on the window sill. I need more room than that. You can't imagine the bruises I have from falling. (Rubs his back in pain.)
- 10th Pumpkin: (very indignantly): Well, I resent when they decide to build a pyramid with two or three of us. They call it a pumpkin man. I call it sore shoulders.
- 11th Pumpkin: (disgustedly) I've been listening to you all complain for the last 10 minutes, and not one of you has mentioned being put outside. Every year, for one solid week, I get the place of honor on the front porch.
- 12th Pumpkin: (shaking his head in agreement) Me too! The least they could do is take us in when it rains, or give us a raincoat.
- 1st Pumpkin: (pointing to the family coming over) Be quiet; here they come. Maybe we'll be too small or the wrong shape.
- Children: (excitedly) Mommy, over here! Look at all the pumpkins!
- Mother: Why these pumpkins are too small and are all twisted out of shape.
- Pumpkins: (in unison) Thank goodness!
- Mother: (very slowly says as she is eyeing each pumpkin) But...they'll make perfect...PUMPKIN PIES!
- Pumpkins: (groan in unison) Oh! No! (All hold up signs saying, "THE END.")

JIM BRIDGER & HIS EIGHT HOUR ECHO

Characters: Joel Howe, Pioneer; Henry Howe, Pioneer; Jim Bridger, Guide.

Scene: The plains during the time of the great movement to the West. Like many other people, Joel and his uncle, Henry, now know that they cannot take all of the things with them that they had hoped to take. They already have discarded some of their furniture in an effort to lighten their load. Joel is holding a little wooden box which he doesn't want to give up.

Henry: Joel, I've told you. The wagon is broken.

Joel: Yes, Uncle Henry, I know.

Henry: We have only one wagon left.

Joel: Yes, Henry.

Henry: One wagon holds less than two wagons. We have to get rid of everything that we don't actually need.

Joel: I know, Uncle Henry. I discarded the chest that Pa made for me. And Grandmother's rocker Ma wanted to keep for herself. Then she said, "You need something comfortable in your new home. Take the rocker."

Henry: There never was room for that rocker.

Joel: I know it now. But there is room for this little box.

Henry: It's more than room, Joel. It's weight. The horses can pull so much and no more.

Joel: The box doesn't weigh much, Henry. Just feel. (He hands it to Henry who weighs it with his hands and gently places it on the ground). I've lost 10 pounds, I'll bet since we started. Likely, I'll lose ten more. Then the horses can pull me and the box. (Henry shakes his head.) Then I'll walk, Henry. I've got to save this little box. (He shakes his head) It's the French clock that Aunt Hattie brought from Paris. I promised to bring it to my sister in California. And I can't break my promise and she needs something pretty in her home. Please, can't I take her something pretty for her home?

Henry: Joel, nothing will be pretty if we don't get to California.

Joel: If you don't need a pretty clock, how are you going to tell time?

Henry: (Looks off stage) Here comes Jim Bridger. Let's ask him. Hi, Jim. Come here.

Jim: (entering) Howdy, folks. Hear your second wagon broke down.

Henry: We're unloading all we can. Tell us, Jim, do we need a pretty little French clock in California?

Jim: Can't say about California. I don't need one where I winter up in the mountains.

Henry: (To Joel) See? I told you.

Joel: You don't need a clock at all, Jim? How do you tell time?

Jim: I got an echo.

J&H: An echo?

Jim: Yep, an eight hour echo.

Henry: What do you mean, Jim?

Jim: When I yell something, in exactly eight hours the echo yells it back to me.

Henry: Jim...

Joel: How does that serve as a clock?

Jim: When I go to bed, I yell, "Get up, Jim." In exactly eight hours the echo says "Get up, Jim."

Joel: Really?

Jim: (with fingers crossed) Really.
 Henry: You don't need a clock at all?
 Jim: Not at all. I just think of things eight hours early and yell to my echo. When it's time, my echo yells back to me.
 Joel: (seriously) Jim, what do you do on a very rainy day when there's no sun and you're camping in a place where there's no eight-hour echo?
 Jim: (rubbing head and thinking) Well, then I sorta wish I had a clock.
 Henry: A little French clock?
 Jim: Any kind of timepiece to tell me if the hours are long or just seem long. (takes a few steps away then turns) You know, one winter when we were holding up in a big log camp, a pork eater had a clock with chimes. It was mighty cheerful, hearing those chimes ring out each hour in the wilderness.
 Joel: Henry, supposing my sister's house isn't near that eight-hour echo?
 Henry: Then it might be handy to have a clock.
 Joel: (brightly) You Mean? (Henry nods and picks up clock).
 Henry: (handing clock to Joel) See if you can find a safe place to pack it. it might be nice to hear those chimes ringing in the wilderness even if you are near an eight-hour echo.
 Joel: thank you, Uncle Henry. Thank you, Jim. (exits quickly)
 Henry: (half disgusted, half amused) An eight-hour echo. (Jim winks and shows crossed fingers) No wonder people say "You can't argue with Jim Bridger."
 (TO ENLARGE CAST, ADD CHILDREN TO ANNOUNCE JIM'S ARRIVAL AND TO STOP AND SAY "HOWDY" AND REMARK ABOUT BROKEN WAGON.)

PLYMOUTH ROCK ENCOUNTER

Props: Cut out of ship; large cardboard rock with sign saying "PLYMOUTH ROCK"; noisemakers; party hats; musical instruments; 4 or more Indians.
 Scene: Big rock marked "Plymouth Rock" with cardboard ship in background just visible by audience. Indians looking at ship.

1st Indian: Ugh! I see ship come our way.

2nd Indian: Shall we scare them away with war party?

1st Indian: No!

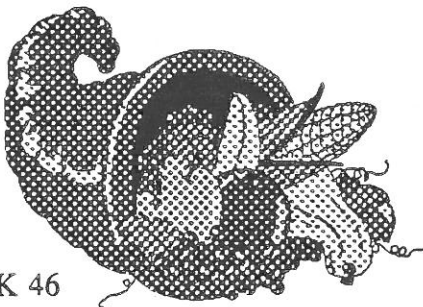
3rd Indian: Shall we hide so they may not see us?

1st Indian: No!

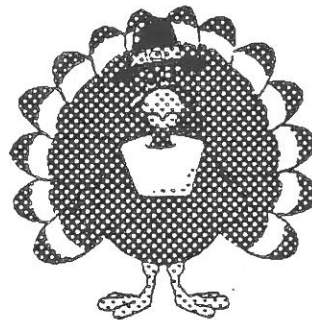
(Continue with others offering solutions for as many Indians as you have.)

4th Indian: Then what we do? Tell quick, they come fast!

1st Indian: (Whispers in others' ears, all leave stage, come back with party hats, noisemakers, etc.) Ugh! This right idea. We send greeting party and Indian band to welcome ship to Plymouth Rock.



SK 46



PERILS OF THE PIONEERS

Characters: Any number of pioneers. They could be in costume or simply wear signs. At least one should be a "lady."

Props: As indicated in the script.

Narrator reads the skit while the action is taking place.

Narrator: Oh pioneers! Oh pioneers! Your courage we admire. Not for the reasons history gives do you our awe inspire. It's hard for us to understand and know what it was like; you didn't have the things we have--a car, a plane, and a bike.

(PIONEERS ENTER WITH SEVERAL RED WAGONS COVERED WITH BLANKETS, CROSS STAGE AND EXIT.)

Narrator: We hear you crossed the mountains; through forests thin and thick. In only covered wagons--Now that was quite a trick!!

(PIONEERS ENTER WITH A VARIETY OF SIGNS "EAT AT JOE'S, STOP, YIELD," ETC. CROSS STAGE AND EXIT.)

Narrator: We read how then you had no roads, no highways lined with pines. On question we must ask you--What'd you do with all these signs?

(PIONEER LADY DRAGS SHOPPING BAG LOADED WITH GIANT BEAR MADE FROM OLD RUG WITH CARDBOARD HEAD ACROSS STAGE.)

Narrator: And then we heard about your meals of wild bear--There's a stopper. The one thing we can say is this: you wife was quite a shopper.

(PIONEER ENTERS WITH LARGE SACK MARKED "DIRT"; SHOWS IT TO AUDIENCE AND EXITS.)

Narrator: Yes, we read of all your hardships, but you beat us on one thing--You had the true original indoor-outdoor carpeting!

(PIONEERS ENTER HOLDING SIGNS MARKED INCOME TAX, SALES TAX, PROPERTY TAX, ETC., AND EXIT.)

Narrator: It's true you have no phones, no gas, no lights, no cars about; but there's one thing you didn't have that WE could do without!

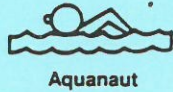
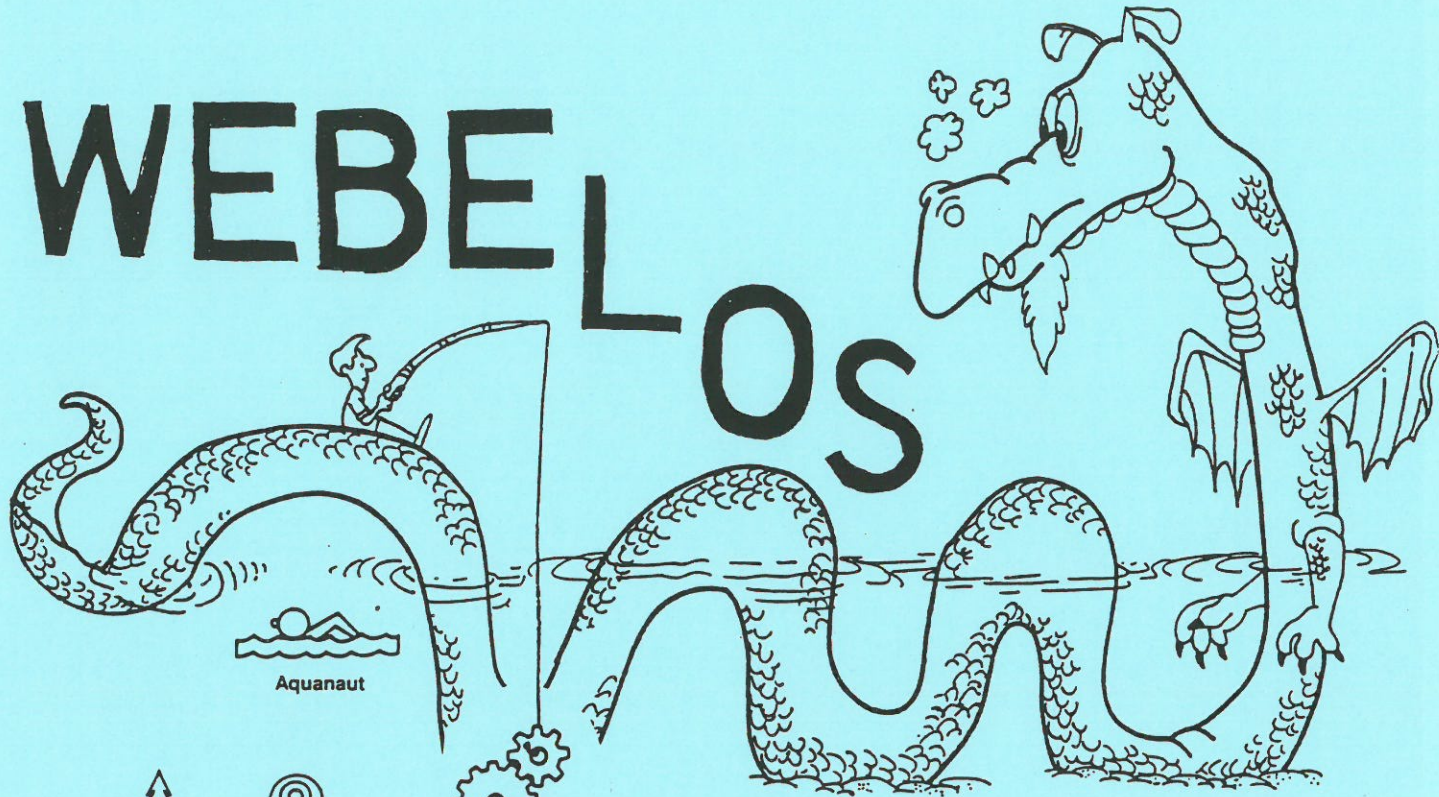
(ALL PIONEERS ENTER AND FORM SEMI-CIRCLE AROUND NARRATOR.)

Narrator: But one thing does amaze us when we read about your deeds--You made it through your travels minus something each man needs.

(ALL SALUTE AUDIENCE EXCEPT ONE WHO RUNS OFFSTAGE AND RETURNS CARRYING A GIANT CREDIT CARD.)

Narrator: Oh Pioneers! Oh Pioneers! We salute you long and hard. You went across this whole wide land without one CREDIT CARD!!!

WEBELOS



Aquanaut



Forester



Naturalist



Engineer



Sportsman



Handyman



Family Member



Scientist



Geologist



Communicator



Artist



Scholar



Showman



Athlete



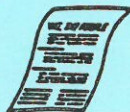
Craftsman



Outdoorsman



Readyman



Citizen



Traveler



Fitness



As a general rule, every boy likes water as long as it isn't in a tub. This badge should be used to get a boy well grounded in the basic water safety procedures. Those "learn to swim" programs sponsored by the Y.M.C.A. and City Recreation Department can be handled on a den basis if proper arrangements are made with the parents and the person doing the instructing.

One of the things that should always be used with any water activity is the Safe Swim Defense Plan. There are eight factors involved:

1. **QUALIFIED SUPERVISION:** A responsible adult in complete charge. If he has not had water-safety training, he must have assistants who are trained.
2. **PHYSICAL FITNESS:** Every boy should have a physical examination each year.
3. **SAFE AREA:** Marked-off swimming area. Not more than 3 1/2 feet deep for non-swimmers; shallow water to just overhead depth for beginning swimmers; and water not over 12 feet for swimmers.
The total swimming area should be checked out for any dangerous objects hidden in the water (glass, cans, deep spots in shallow areas, rocks in diving areas, etc.).
4. **LIFEGUARDS ON DUTY:** Two who are capable swimmers stationed ashore with life line (such as 100 feet of No. 5 sashcord).
5. **LOOKOUT:** Someone who can see all swimmers from shore.
6. **ABILITY GROUPS:** Divide Webelos Scouts into nonswimmers, beginners and swimmers and make sure each group stays in it's area.
7. **BUDDY PLAN:** Pair every boy with a buddy in his own ability group. Make sure each buddy understands that he is to be on constant lookout for his buddy and vice-versa, and that they are to stay near each other at all times. Buddies join and raise hands together every time they hear the call "BUDDIES" They check in and out of the water together.
8. **DISCIPLINE:** Be strict but fair. Play no favorites. All Scouts and parents must understand the need for obedience to the instructions of swim leaders.



Swimming is one of the best sports that a boy can be involved in. It is one of the few sports in which every muscle in our body is exercised. As Webelos leaders develop self-confidence in every boy in our den. Through learning to swim, each boy will gain a sense of self-achievement, as well as; gaining a skill that may save his life some day.

Rules for a safe swim;

1. Secure adequate facilities.
2. Teach the BUDDY system.
3. Maintain good discipline.
4. Follow pool rules.
5. Use rescue methods. (Check with a local Troop)

Good Beginner Games;

Catching the ball in shallow water.
Passing water ball while standing in water.
Tunnel ball -- passing ball back between the legs.
Cat and mouse -- cat outside circle, mouse inside.
Kickboard race for 10 to 25 yards.
Relay race in shallow water.

The games below can be used to teach swimming skills, as well as, having fun.

Thar She Blows

For this game you need a whistle that will sink to the bottom. One player is given the whistle while the rest turn their backs. The whistle is then thrown into the water. When it has sunk to the bottom, all players are allowed to turn around and start looking for the whistle. The winner is the player that can find the whistle and dive and retrieve it...The diver retrieving the whistle must blow it three times. The other players try to keep him from blowing the whistle by dunking him. If they are able to, the game starts over again. If the boy is able to blow the whistle, He gets to take a turn tossing the whistle.

Greased Watermelon Pushball

Grease a watermelon. The width of a swimming pool or along the shallow side of a lake shore. The field should not be more than twenty feet long.

THE GAME; The greased watermelon. is deposited by the referee in the water midway between the two teams. Any number of players can play. The more the merrier. When the referee blows his whistle, the opposing teams dive into the water and swim for the watermelon. From then on it's one grand tussle. Each team tries to get the watermelon deposited on it's bank. The melon must be completely out of the water of count as a goal. After two out of three victories, the winner may cut open the melon and feast of it. They will probably share with the losers, and the losers clean up. A player holding the melon may be ducked until he lets go.



MORE WATER GAMES

Water Basketball;

(FOR SWIMMERS) Play in waist-deep water. Use a beach ball of basketball size. Place two inner tubes or swimming rings at opposite ends or sides of the pool to serve as baskets. Divide den into two teams. Use usual basketball rules, except that a player dribbles by batting the ball ahead of him in the water.



Minnow And Catfish;

One Cub Scout is the Minnow and tries to keep away from another, the Catfish. The rest of the den forms a circle, holding hands. The game begins with the Minnow inside the circle and the Catfish outside. The Catfish tries to break through the circle to tag the Minnow while its members try to keep him out. The minnow may dodge in and out of the circle. When the catfish finally tags him, two others take their places and the game continues.

Frog In The Sea;

This is a good pack game which can be played in shallow water. Players form a circle around five "frogs". The players walk close to the frogs and try to tap them on the head as they repeat these words: "Frog in the sea, can't catch me". The frogs try to tag the players. Any tagged player changes places with the frog.

Turtle Float;

The Cub Scouts pretend to be turtles. They start by standing in a circle of waist-deep water. On signal, they take a deep breath, grasp their ankles, and pull their knees against their chests so that they float with their backs out of water.

Candy Hunt;

Wrap hard candies in aluminum foil and scatter a handful along the bottom in shallow water. Players duck under water to retrieve the candy, which is their prize.

Lighthouse Light;

Players line up in waist-deep water facing the shore. On the shore, opposite each player, are candles and matches. On signal, the players race to shore, light their candles, walk back to the starting line carrying the lighted candles, turn around three times, then walk back to shore.

Water Dodge Ball;

Divide into two teams. One team forms a circle around the other and throws a soft beach ball at those inside until they're all eliminated by being hit. Then the groups switch places.



DROWNPROOFING

Archimedes' Principle:

"WHEN AN OBJECT IS IMMERSSED IN A LIQUID THE APPARENT LOSS IN WEIGHT OF THE OBJECT IS EQUAL TO THE WEIGHT OF LIQUID DISPLACED."

Capable and experienced swimmers are obviously skilled in the water, yet the possibility of a cramp or tiredness is always present. This possibility requires learning to stay afloat while using a minimum of effort.

Knowing how to float is important. In an emergency it could mean the difference between surviving until help arrives and drowning.

Drownproofing is based on the principle that a person who is relaxed in the water will float at or just below, the surface of the water. No effort is required when floating. But, regular renewals of air are a must and Drownproofing includes simple movements so that a regular breathing pattern can be maintained.

Many swimming courses include instruction on "Drownproofing".

Remember, don't let the boy try to be a superman! This isn't a test to see how long he can hold his breath underwater. Holding your breath longer than 10 seconds will tire you. The purpose of this float is rest, not exercise.

1. Relax completely. Be lazy. With lungs full, float face down, back of neck on the surface. Rest for three seconds.
2. Get ready to raise face above water surface. Extend your arms forward slowly. Get ready to thrust downward with your arms and legs.
3. Exhale through your nose as you rise to the surface. With mouth above water, inhale. Your shoulders stay under water.
4. Keep your head straight and push downward with your hands. This keeps your head above water, while inhaling slowly. Don't gulp. There's no rush. In rough water, keep the waves at your back, so they don't break in your face.
5. With lungs full, drop head forward and thrust downward and backward with arms and legs.
6. Hold your breath. Relax. Let arms and legs dangle while you float forward and upward. Practice the "Drownproofing" float

until it's second nature..until you can do it without thinking.

SAFE SWIM SPOTS: The best place to swim is in that has lifeguards. If there is not this supervision, always make sure you go with a buddy - Never Swim Alone!



REACH

IF THE VICTIM IS WITHIN REACH
EXTEND A POLE OR STURDY STICK FOR HIM TO GRAB;
AND PULL HIM TO SAFETY.
OR USE ANY OTHER OBJECT THAT'S HANDY AND LONG ENOUGH.

THROW

TIE ROPE TO INNER TUBE.
THROW TUBE AS A WHEEL ROLLS - LOOP ON END OF ROPE AROUND YOUR
WRIST. ALLOW REST OF ROPE TO PLAY OUT FREELY.
HOLD ROPE IN ONE HAND - ALLOW PLENTY OF SLACK.
THROW INNER TUBE OVER AND BEYOND VICTIM AND PULL HIM TO SAFETY.

ROW

WHEN VICTIM IS FURTHER OUT, USE A BOAT TO SAVE HIM.
IN A ROWBOAT, APPROACH HIM STERN FIRST.
IN A CANOE, PULL UP SO HE CAN GRASP ITS SIDE.
KNEEL IN CANOE.

GO

IF THE FIRST THREE STEPS CAN'T BE USED AND AS A LAST RESORT.
SWIM TO THE VICTIM.
DO NOT ATTEMPT A RESCUE BEYOND YOUR SWIMMING ABILITY.
GET HELP QUICKLY!
KICK OFF SHOES - DISROBE QUICKLY, KEEPING YOUR EYES ON
VICTIM AT ALL TIMES. JUMP!! DON'T DIVE INTO WATER.
CARRY YOUR SHIRT OR A TOWEL IN YOUR TEETH.
KEEP YOUR EYES ON VICTIM.
FLIP SHIRT OR A TOWEL TO VICTIM. TOW HIM TO SHORE WITH IT.
IF YOU HAVEN'T EITHER, APPROACH VICTIM FROM REAR,
TOW TO SAFETY BY HIS HAIR.

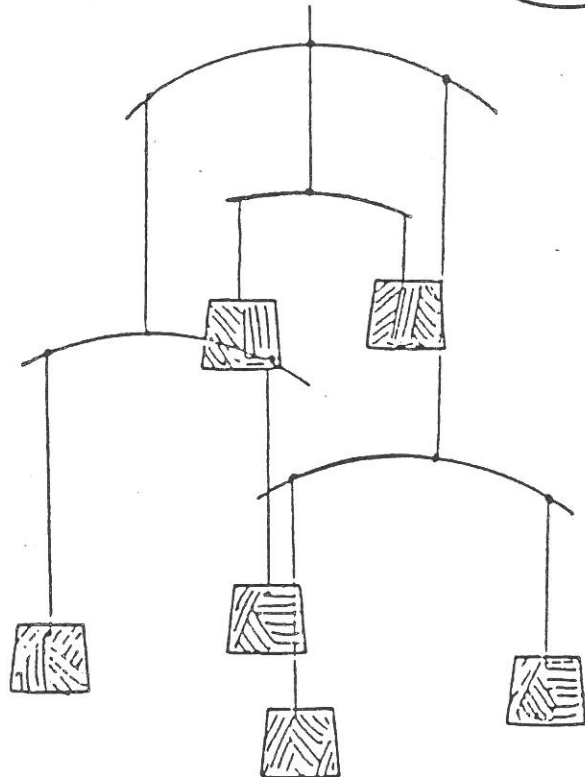


COLOR CHART FOR BLENDING COLORS

Desired Color	Drops of food coloring			
	Red	Yellow	Green	Blue
Orange	1	3		
Coral	3	1		
Lime Green		3	1	
Chartreuse		12	1	
Aqua			2	4
Turquoise			1	3
Orchid	5			1
Purple	3			1
Violet	1			2
Toast	3	4	1	

Paint a design on two mirrors, then glue trim around outside edge to hold together. Do not put glue on back of mirror.

Use graphite on front of mirror and design for transfer. (See Craft Hints for colored glue mixture)

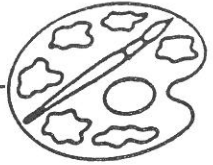


Stained Glass Mobile

Need:

- Elmers Glue
- Wire
- Pattern
- Cord
- Glass blanks (1"x2" or 2"x4")
- Gold or Silver Spray paint
- Braid or colored tape
- Colored glue mixture

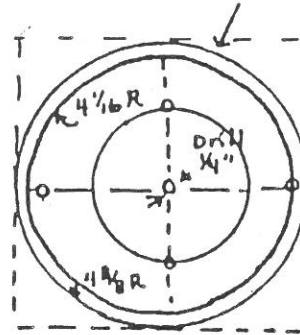
1. Place glass over the design and paint with colored glue mixture. Paint on mixture in even coats.
2. Glue a loop of cord to the top of the glass and tape the edges of the glass with colored tape.
3. Cut four pieces of wire in the following lengths:
 One 18" - One 9" - Two 12".
 Bend each length of wire in a curve and spray paint. Use cord to attach glass pieces to mobile.



SPIN-IT ART WHEEL

Need:

Assorted watercolors or enamels
 or silk-screen printing ink
 Plastic squeeze bottles
 3/4" pine 1/4" plywood
 Two 3/16"x1" RH stove bolts
 Four 16/24 RH x3/4 machine
 screws and hex nuts
 Cardboard box 10"x12"x15"
 Kitchen-fan motor (1/100hp)
 1500rpm 115-volt) available
 at electrical supply houses



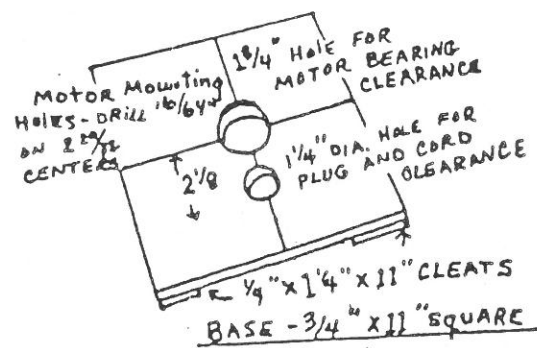
To make the art wheel use pine for the base and motor block. Use plywood for the base cleats and faceplate. Use the stove bolts for setscrews. The machine screws and hex nuts are used for paper guides, add the cardboard box is used to enclose the wheel unit and prevent spattering during use.

Motor Block:

Lay out 2" dia. circle on a 3" square pine block. Drill shaft hole and the two 9/64" holes for setscrews while square. Then cut out round. Setscrews are 3/16"x1"RH stove bolts. Thread directly into wood. Lay out circles on a 9" square piece of 1/4" plywood. Drill four 1/16" holes for 10/24"RH machine screws. Glue faceplate to motor block. Use 1/4" drill shank to line up shaft holes.

Mount:

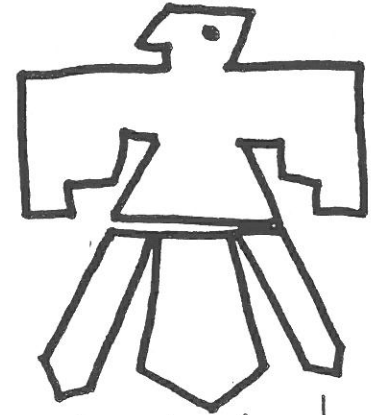
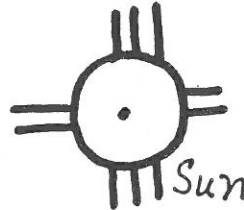
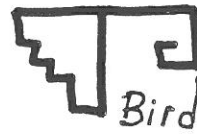
Mount an unlined 5x8 file card on the faceplate of this Spin-it Art Wheel. Add three or four different color paints or enamels to the file card. Turn on the switch, and in less than a minute, you can create one of the most fantastic designs you've ever seen. You can make hundreds of paintings and no two will ever be exactly alike. But you will have some control of the designs if you vary the number and location of the colors you put on the wheel.



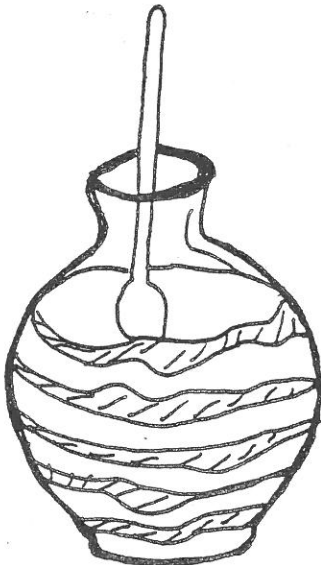
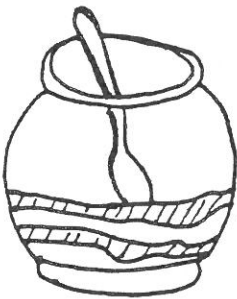
** Silk-screen inks give the most brilliant flat colors and dry flat without sheen. Enamels dry glossy.



Not everyone is an artist, nor is it intent that you be an artist to work with the boys on this badge. There will be a dad in the den who has artistic talents. To teach design, you can use many objects found around the house. Plates, cups, bowls, glasses, lids, and tinker toys are just a few of the items you can use. Another way, and one in which most boys have fun making designs, is to use Indian symbols to make a picture.



Thunderbird



SALT SCRIBES

1. Pour salt on paper.
2. Add colored chalk.
3. Pour salt in bottle.
4. Poke holes in layers to make design.
5. Seal with wax.



Most of the requirements for the Athlete Activity Badge can be done before den meetings as a preopening activity. If you spread these out over several meetings, you can be working on other badges at the same time. For example: requirement #5 can be worked on along with the Aquanaut badge: requirement #6 can be worked on along with the Outdoorsman badge. Combining badges simplifies your planning and gives the boys a chance to fulfill several requirements at the same time.

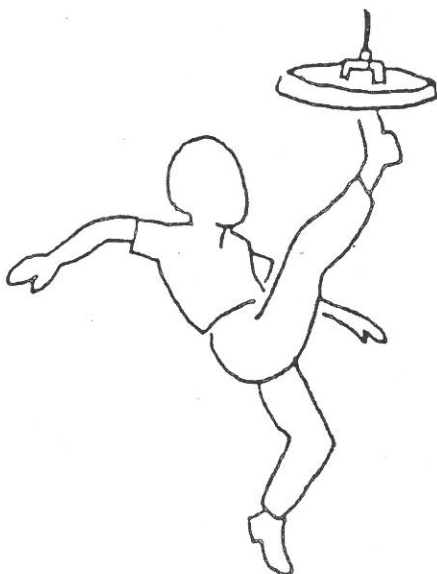
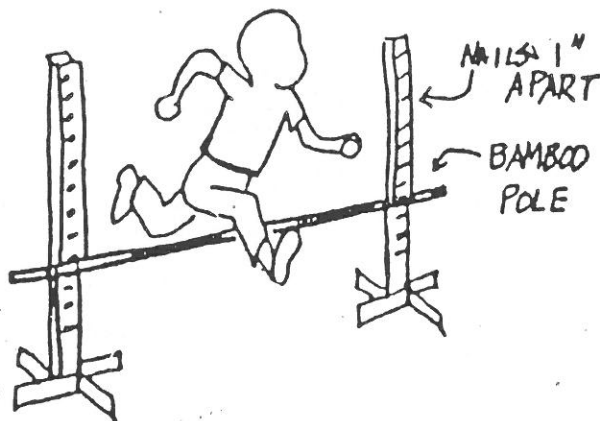
High Jump Test

Tack a yardstick on the wall just the height you can reach with your feet flat on the floor. Jump with a piece of chalk in your hand to mark the wall at the highest part of the jump.

Make a simple jumping standards like shown below. Adjust height of pole to ability of jumper.

High Kick Test

Wear rubber-soled shoes to prevent slipping. You should be able to kick higher than your head.



Fitness Program Chart

NAME _____
 DATE _____ / _____ / _____

RATING

SIT-UPS# _____ / _____
 PULL-UPS# _____ / _____
 BROAD JUMP(ft. in) _____
 50 yd DSH(sec.) _____
 600 yd RN(min.) _____

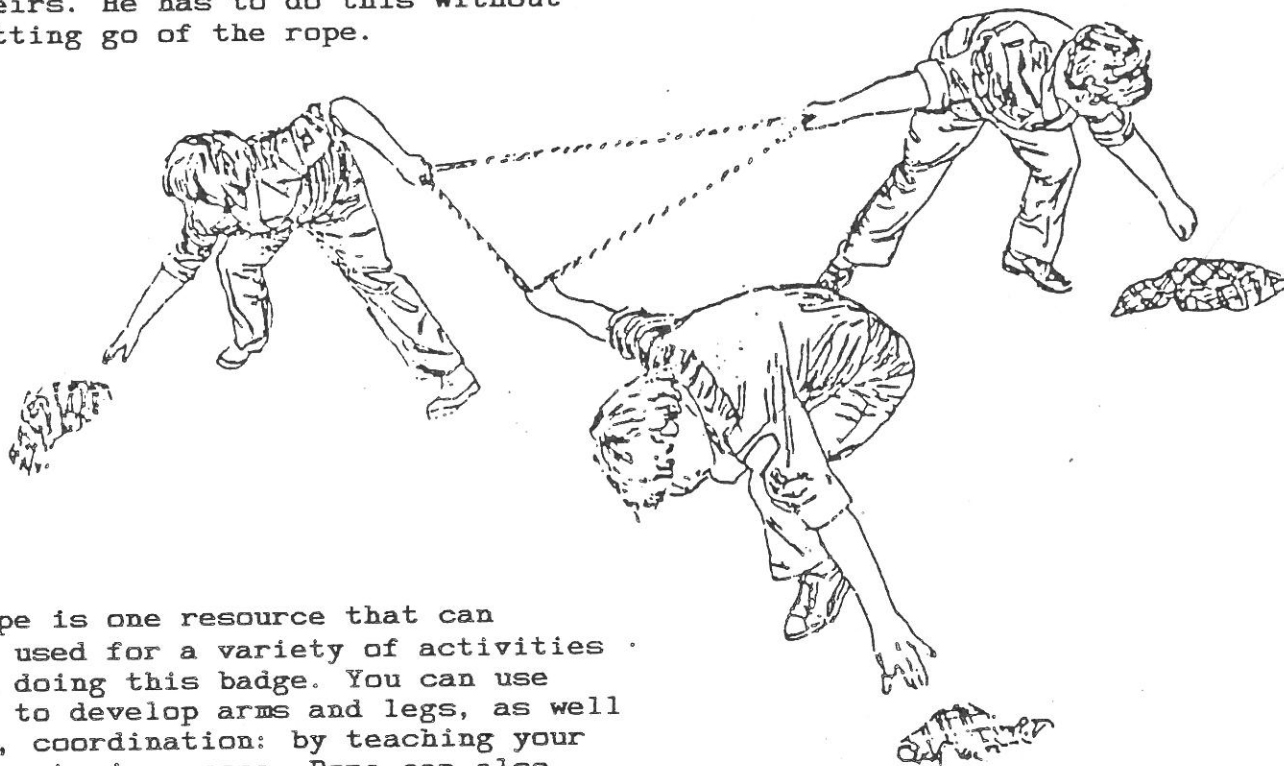
RATING
 E--Excellent
 G--Good
 S--Satisfactory
 P--Poor

Retest the boys at different times throughout the year. They will be interested in bettering their records. Use the information as a guide.



Three Man Tug-of-War

Take a rope approximately 5 ft. long. Tie a strong knot in the end of it. Have three boys take hold of the rope forming a triangle. Place neckerchiefs or pieces of cloth on the ground just out of the reach of each player. On the word "GO" each player tries to pick up his neckerchief while preventing the other players from reaching theirs. He has to do this without letting go of the rope.



Rope is one resource that can be used for a variety of activities in doing this badge. You can use it to develop arms and legs, as well as, coordination: by teaching your boys to jump rope. Rope can also be tied to a beam to teach grip and arm strength by having the boys climb it.

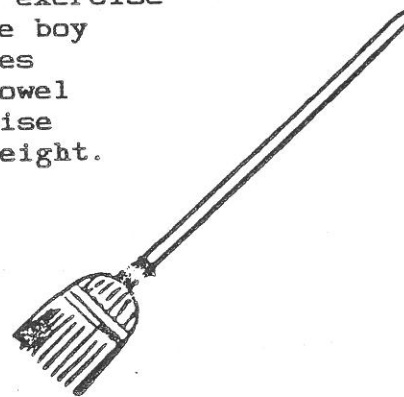
Tug-O-War

This activity is good exercise. It will help develop muscles in the stomach, legs, back, arms, and shoulders.

Divide the den and have a contest with another den.



A rope with one end tied to a pail of sand the other to a dowel or broomstick, gives exercise as the boy rotates the dowel to raise the weight.





This can be a difficult badge to teach. Boys get enough lecturing at school, so the easiest way to teach (lecture) has to be avoided. Included in this section are five pages which, when copied, will make a ten page booklet and help the boys complete the work for this badge. It is an activity badge which is required for the Arrow of Light Award. It is also a stepping stone to the Citizenship Merit Badges required in Boy Scouts.

Exactly what is citizenship?

What does it mean?

Where does the word come from?

Citizenship comes from the Latin word "civitas" which means citizens united in a community. Citizenship means full membership of a nation, state, or community -- and full membership means taking part in every aspect of the community or nation that is possible.

SUGGESTED DEN ACTIVITIES

Have the den select a good turn for school, church or community and plan how to carry it out.

Plan a special good turn for the next pack meeting, such as setting up chairs, welcoming people at the door, clean up, etc.

Visit a local government agency. Find out how it works, what services it provides and how it affects boys and their parents.

Plan and carry out an ante-litter campaign. The could include making posters for displays, litter clean up, making litter bags, a fight against pollution, or collecting items for recycling.

Provide a party or recreational equipment for a children's home.

Work of repairing and painting playground equipment in your neighborhood.

Visit a court. Ask the judge to talk to the boys about citizenship. Acquaint them with court procedure.

Visit a city council meeting. Obtain an agenda and be familiar with issues to be discussed.

Attend a naturalization ceremony or invite a new citizen to your den meeting to tell what becoming an American means to them.



The "Our Flag" booklet put out by the Boy Scouts of America is an excellent resource for all kind of flag etiquette. Your Webelos may also write the VA, VFW, or AmVets or other military units. Have the Webelos tell or write about it in their own words.

Have your Webelos learn and tell about the history of our flag and how it developed. Have them make a poster with the early American flags and the year they were used. This can make a different yet interesting type of opening ceremony for a pack meeting.

Make a flag holder to properly display a flag at their own home according to etiquette. Or, make flag holders for the pack or den flags.

THINGS THE UNITED STATES GOVERNMENT DOES TO HELP US:

- Provides a common defense
- Provides old age social security
- Provides laws to govern
- Provides a national currency
- Provides protection against unlawful aliens and unlawful things
- Provides an election process to elect national leadership

THINGS STATE AND LOCAL GOVERNMENT DO TO HELP US:

- Provide public schools
- Provide public health clinics
- Provide public roads
- Provide a judicial system
- Provide an election process to elect state and local leadership

THINGS THAT YOU DO FOR YOUR GOVERNMENT:

Pay taxes--Vote--Sit on Juries--Serve in Public Office

THE REASON WE HAVE GOVERNMENT:

To provide an orderly system of living together, wherin we do not infringe upon each other's rights.

 Did you know that to show respect for our flag, you don't have to see it, but you can face the direction you know it to be, salute it, and respond accordingly.



CITIZENSHIP RATING SHEET

Ask the boys to rate themselves on their citizenship, using a chart like the one shown below. Rating themselves might have the effect of improving their citizenship traits--or at least their efforts to become better citizens. Tell the boys that no one will know how they rate themselves, unless they want to tell. Urge them to be honest with themselves in making their rating each week.

=====

I will try to rate myself fairly on each of the following traits of good citizenship. I will try to improve myself so that on future ratings I can honestly give myself a higher score.

NAME _____

TRAITS	SCORES		
	DATE	DATE	DATE
1. I am honest, even in little things.			
2. I am courteous, loyal and kind to my parents, teacher, and Webelos leader.			
3. I try to show good sportsmanship.			
4. My parents and friends can trust me to do what I say I will do.			
5. I work and play cheerfully with others.			
6. I always keep my promise.			
7. I take good care of my own things and things that do not belong to me, such as school books, school property etc.			
8. I do my best to keep the Cub Scout Promise all the time.			
9. I always help to clean up after den meetings and when I'm needed in my school classroom.			
10. I never make fun of people (except maybe kidding around with my friends.			

TOTAL _____

Rating Scale: 5=very good, 4=good, 3=fair, 2=poor, 0=very poor

=====

The citizenship rating sheet is merely a guide. Use it or adapt it as you wish. Don't ask to see a boy's sheet. If he wants to show it to you, fine; he may be seeking approval. If his scores seem out of line with your own observation, gently question him but do not challenge his veracity.



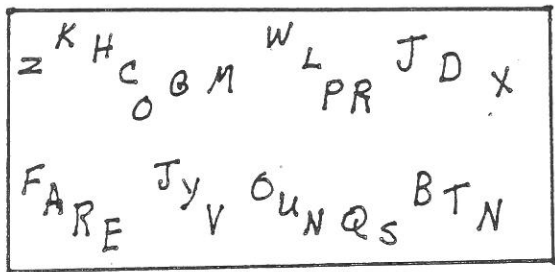
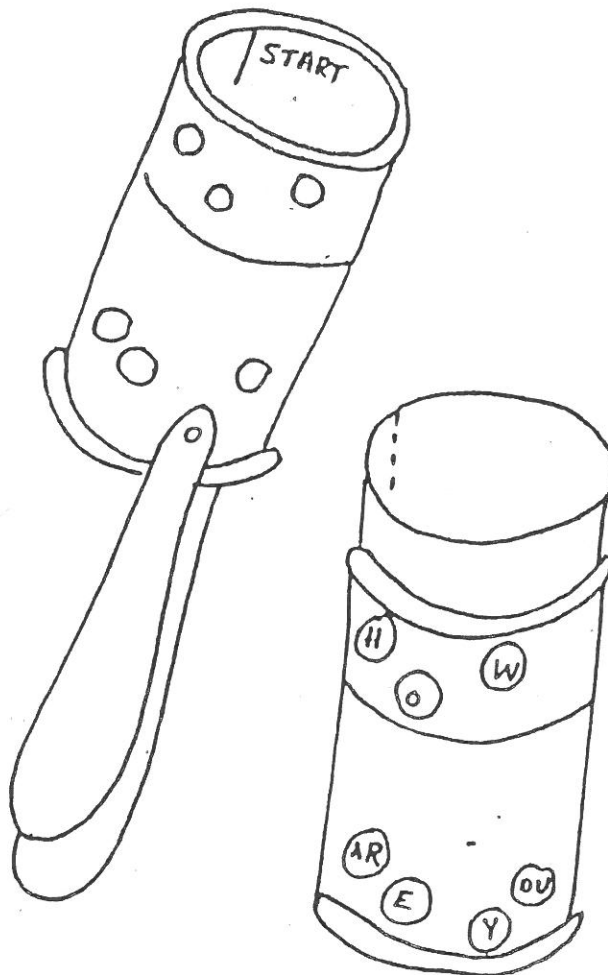
Crypto-Machine

Get two empty cardboard frozen juice cans just alike. Open both ends of both cans. Punch holes in cans with a paper punch in the exact same places in both cans.

Put a piece of paper in one can making sure it fits exactly. Write a message thru the holes. Mark the paper and can with a starting place. Then mark the other can with the same starting place.

Take the paper out and fill in the spaces between the message with extra letters.

Give the second can to a friend and explain how to find the message. Then only you two know how to send messages by the crypto-machine.



SECRET CODE

THE CAEE ALPHABET

▽	△	▷	◁	∨	∧	>	<	∪	∩	∩	∩		
A	B	C	D	E	F	G	H	I	J	K	L		
7	∩	J	6	9	p	d	b	7	Γ	J	L	4	⚡
M	N	O	P	Q	R	S	T	U	V	W	X	Y	Z
→	⊙	5	⊙	<	∩	∩	∩	∩	∩	∩	∩	∩	∩
1	2	3	4	5	6	7	8	9	10				



Old -Fashioned Telegraph Set

Need:

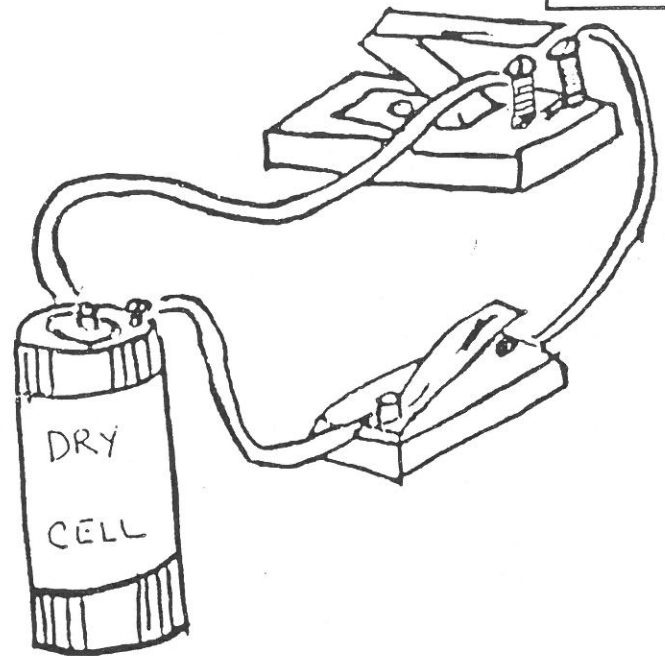
- Two wood blocks Three screws
- Two wires Two nails
- Two metal strips CUT FROM a tin can
- One dry cell battery

Making this set will be a lot of fun and a good way of learning the method of transmitting sounds and impulses.

Assemble as illustrated. Bend the metal "Z" (sounder) so that it attaches itself to the nails when the key is pressed down.

After the boys have completed their old-fashioned telegraph set they can have fun sending messages to each other.

You will also want to find a simple method of teaching them Morse Code.



CRYPTOPICS

- A= ^ E= 7 I= | O= O U= U
- B= H bed C= 🚗 car d= 🐕 dog F= 🐟 fish G= 🧒 girl
- H= 🏠 house J= 🍷 jug K= 🧒 kid L= 🏮 lamp M= 🧑 man
- N= 📌 nail P= 🪓 pick Q= 🧑 (like K) R= 🌹 rose S= 🐌 snail
- T= 🧣 tie V= ❤️ valentine W= 🌊 water X= X Y= 😊 you Z= 🦓 zebra

HOBO SIGNS

- | | | | | |
|---------------|-------------------|----------------------------|-----------|---------------------|
| | | | | |
| BE QUIET | IN OUT | GO! MARCH ON! | VERY GOOD | DOUBTFUL |
| | | | | |
| DON'T GIVE UP | VERY QUIET | SPOILED | NOTHING | TELEPHONE |
| | | | | |
| TROLLEY | RAILROAD | JAIL | JUDGE | OFFICER |
| | | | | |
| DOCTOR | DANGER | DOG | BAD DOG | YOU MAY CAMP HERE |
| | | | | |
| WEALTH | KINDHEARTED WOMAN | IF SICK, WILL CARE FOR YOU | SAFE CAMP | WOMAN |
| | | | | |
| | | | | BE GOOD (RELIGIOUS) |
| | | | | |
| | | | | BE AFRAID |



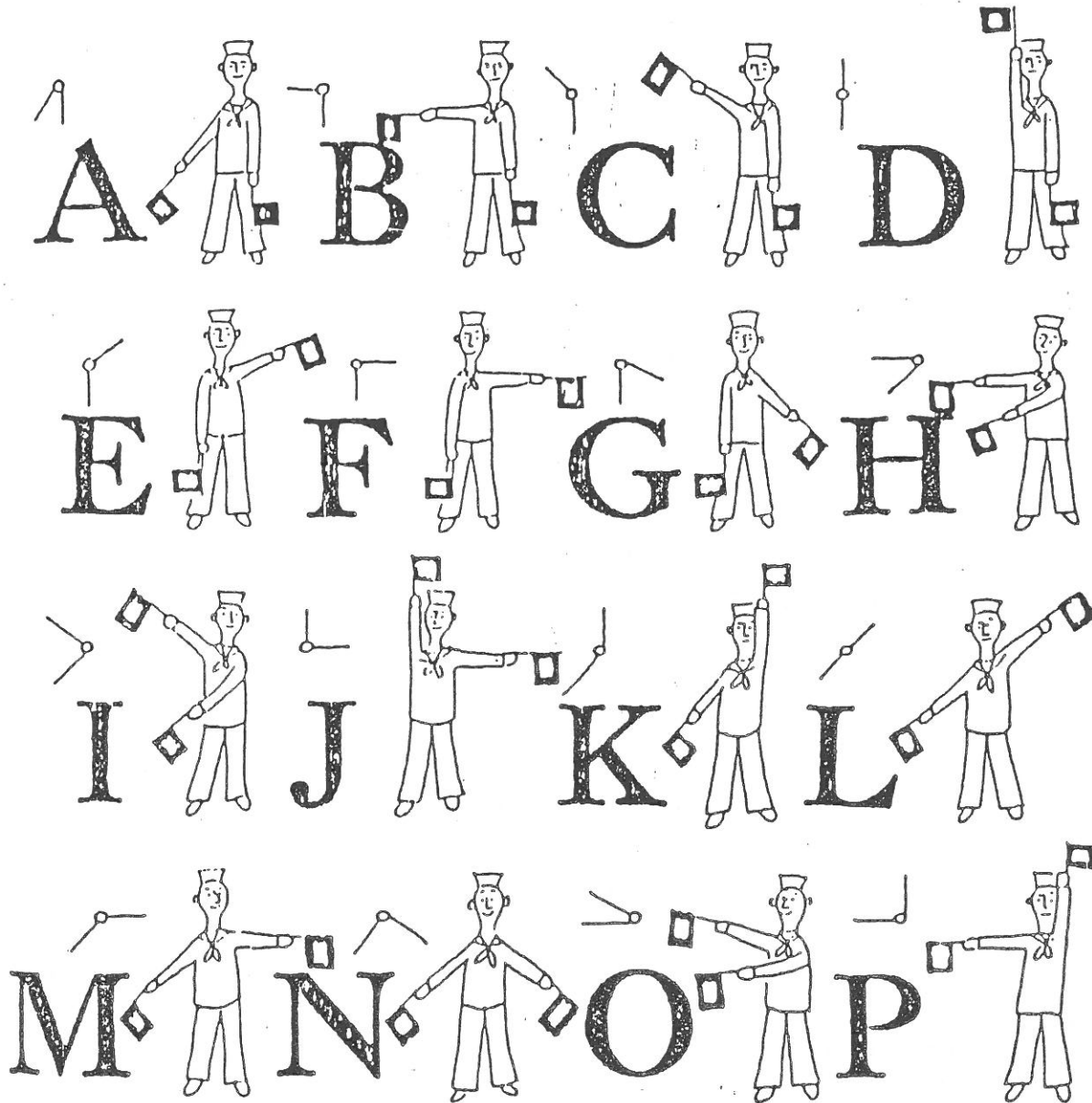
SEMAPHORE

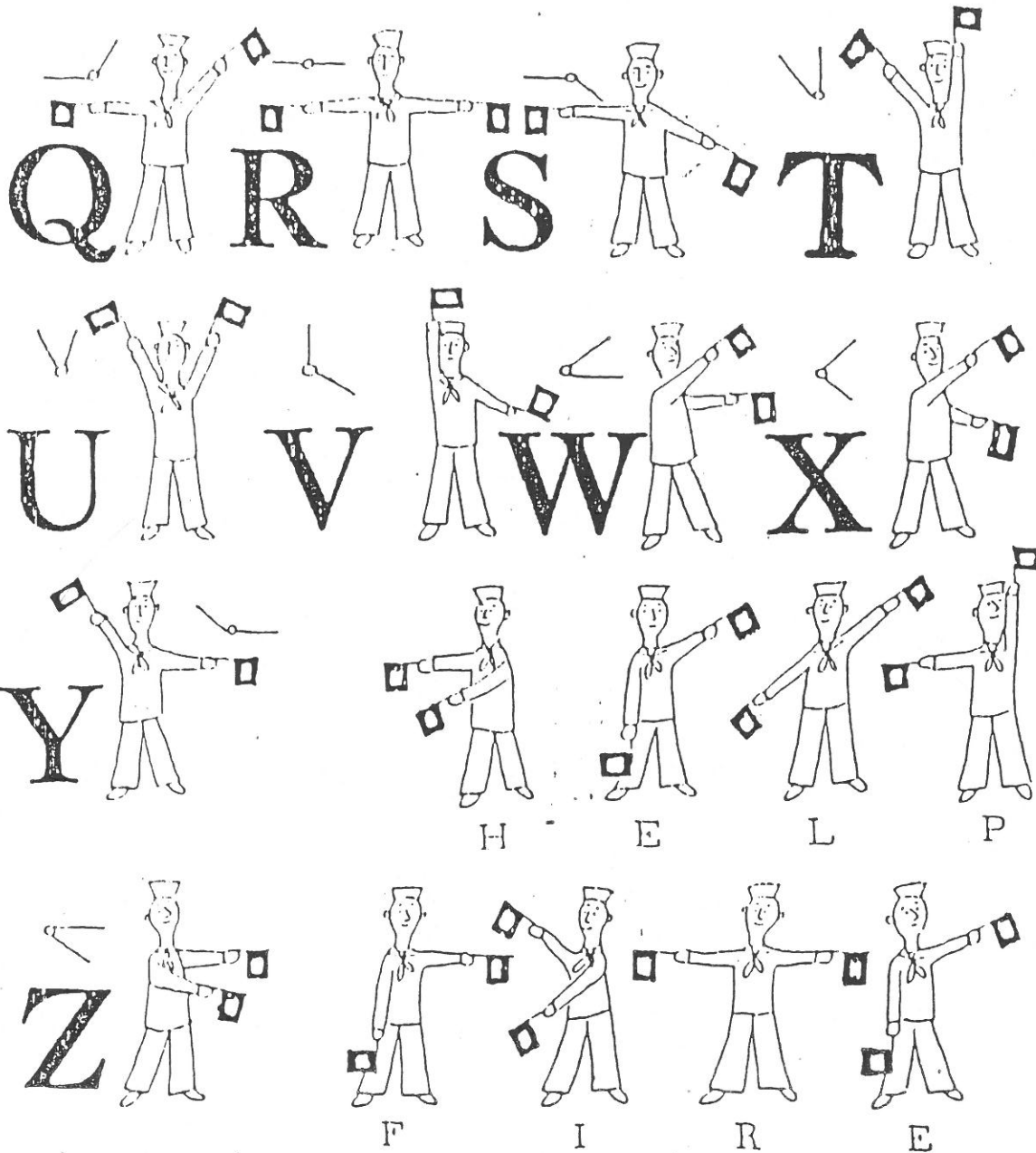
Semaphore is a method of sending messages from one ship to another by sailors positioning flags to form a letter. Below are the positions for each letter. By adding one, two, or more letters, a word can be formed. Then forming several words, messages can be sent and received.

Make a set of semaphore flags out of paper. They should be red bordered and white inside and wrapped on a stick for a handle.

Try an opening. Make it simple. Using these flags, inform the audience what each letter is. Try a skit. Try a closing.

JUST - TRY - TRY - TRY.





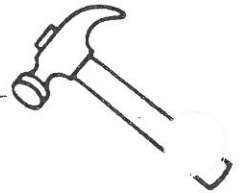
NUMeral precedes a group of numbers and when group is completed (numbers are spelled out). ANSwer used to acknowledge.

DIRection shows receiver which way sender is facing.

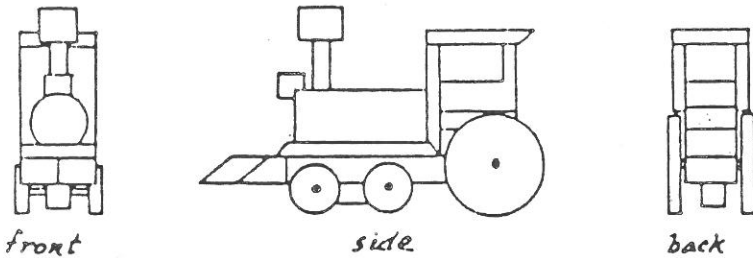
ATTention used is preliminary call.

FRONT shows finish of word.

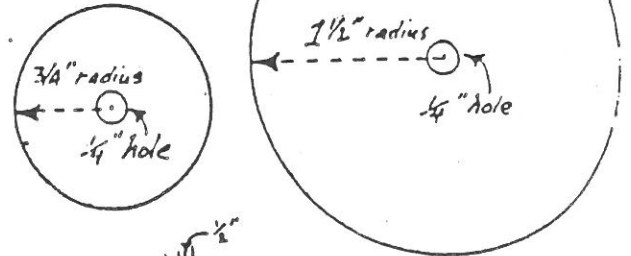
ERROR repeated several times. Sender repeats last group correctly sent.



Webelos have a chance to be creative and put to good use some of the tools they learned to use when they were Bears. This creative learning will be lots of fun for the boys and a unique experience for the den leader.



wheel details

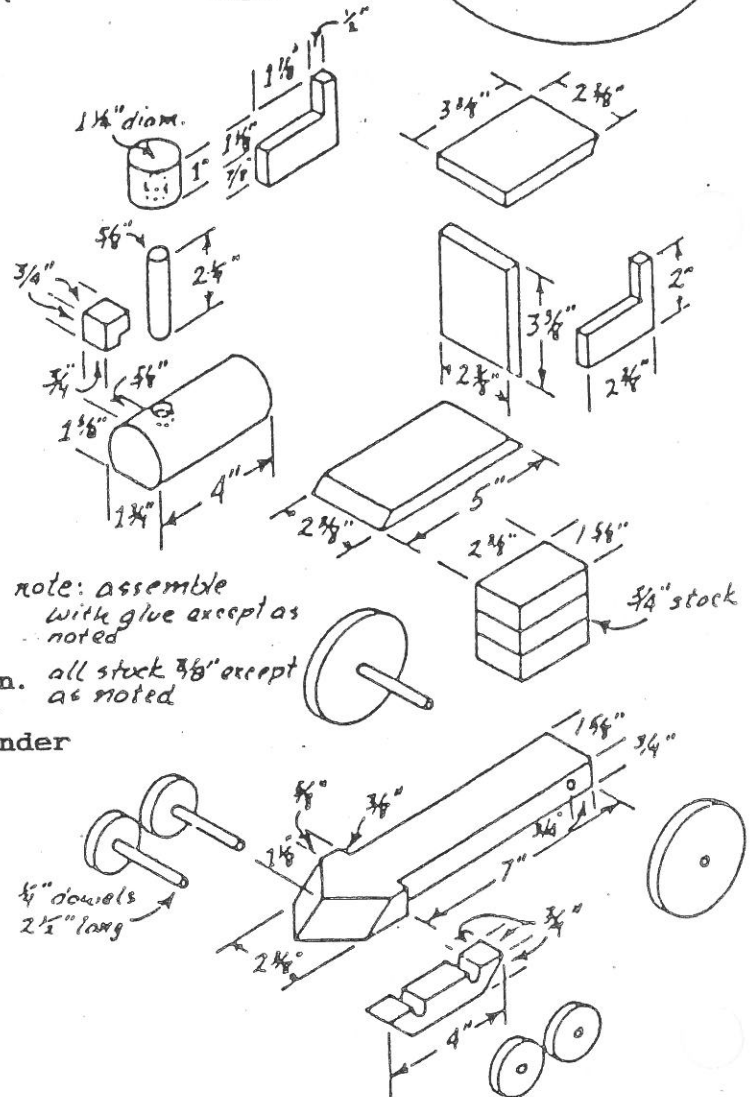


STEAM ENGINE

Note: size is 9 3/4 x 6 x 2 3/8 inches.

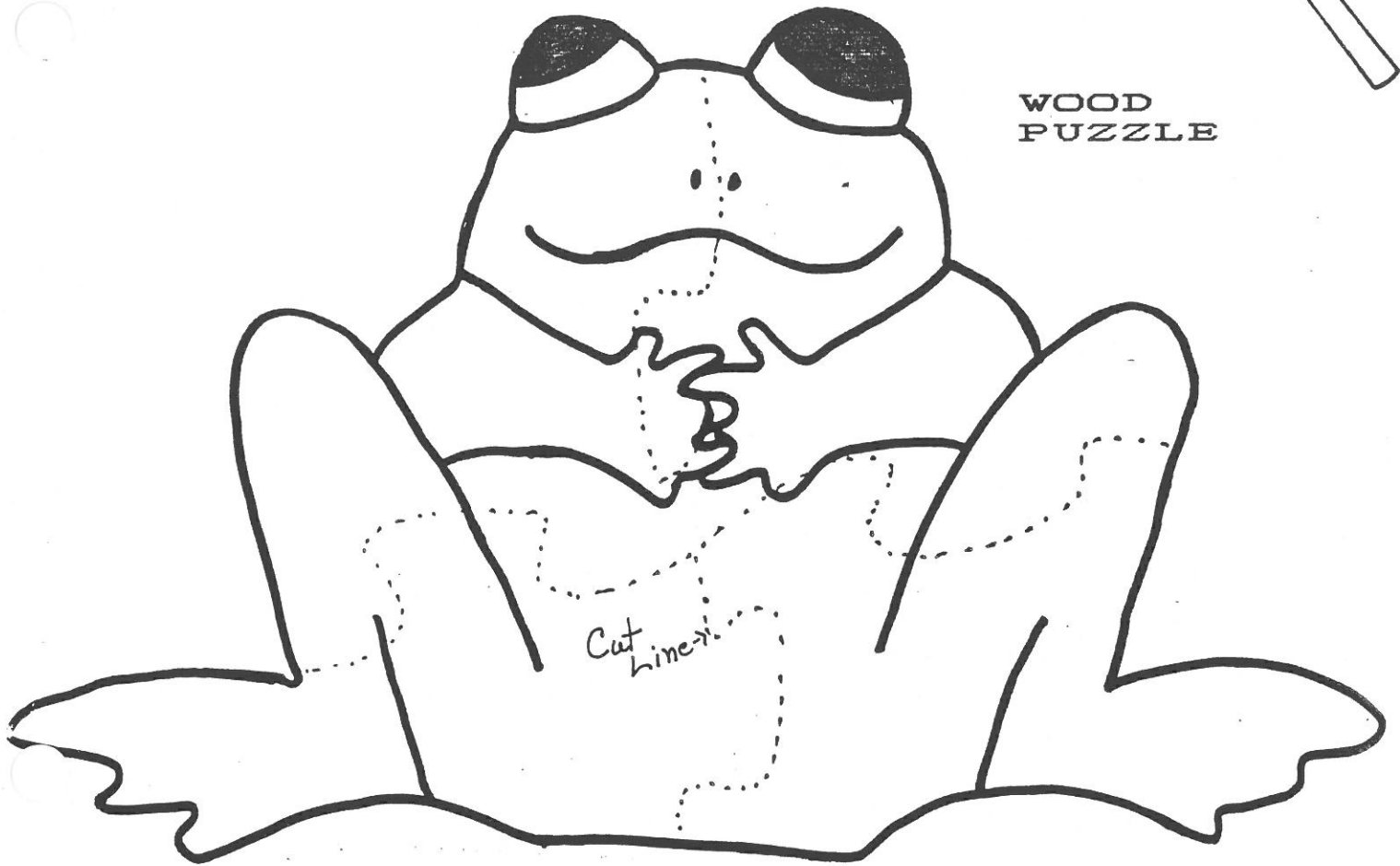
Materials: 3/4x2 3/8x20 inches C-select pine; 3/8x3 1/2x26 inches C-select pine; 1/4x9 inch dowel; 5/8x3 inch dowel; 1 inch of 1 1/4 inch diameter dowel; 1 3/4x 15/8x 4 inches of handrail stock; one 1 1/2 inch flat head wood screw; white wood glue; sandpaper; varnish; 0000steel wool; carbon paper.

Instructions: Enlarge pattern; Transfer to wood using a soft pencil and carbon paper. Cut pieces. Assemble train engine by following the exploded isometric drawing shown. Pre-drill wheel carriage, then screw glue it to the base. Assemble remainder of the train engine with non-toxic glue. Sand all the edges smooth. Finish with 2 coats of clear varnish. After the varnish is completely dry, buff with steel wool for extra smoothness.

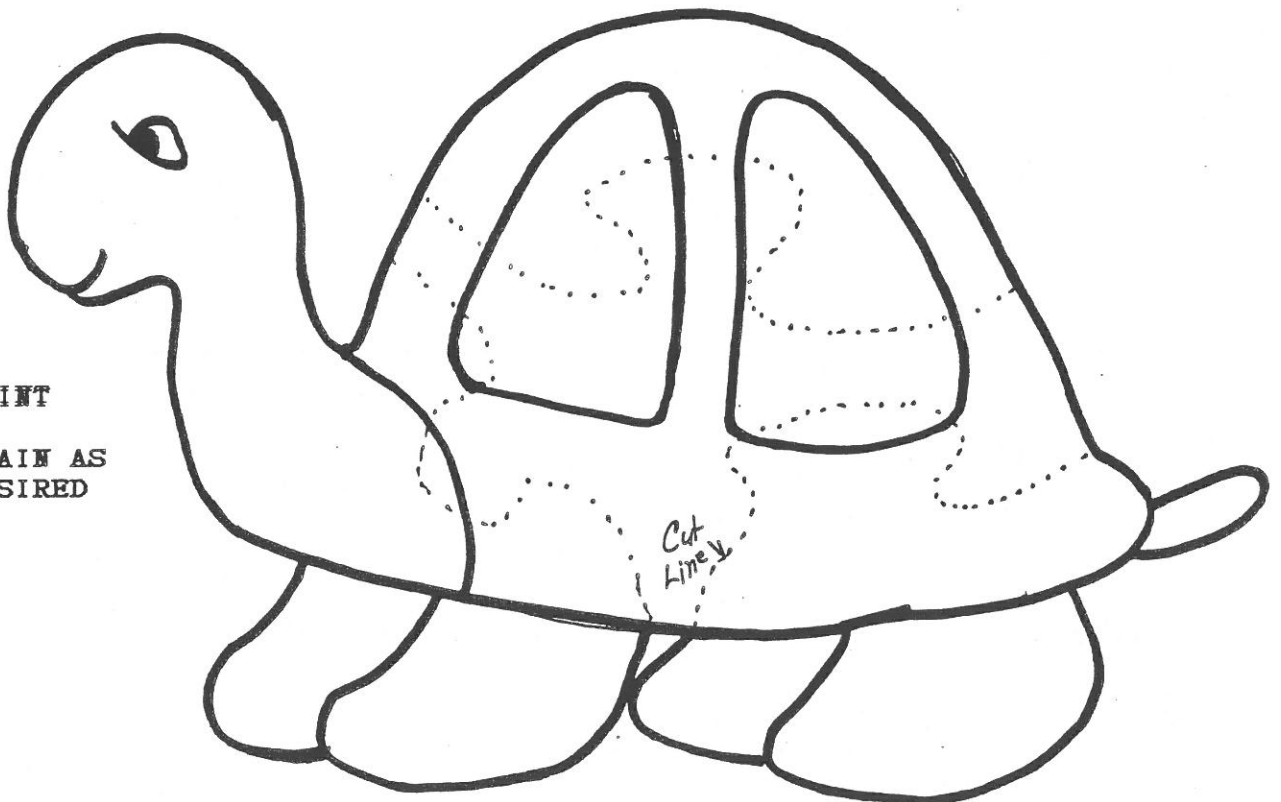




**WOOD
PUZZLE**

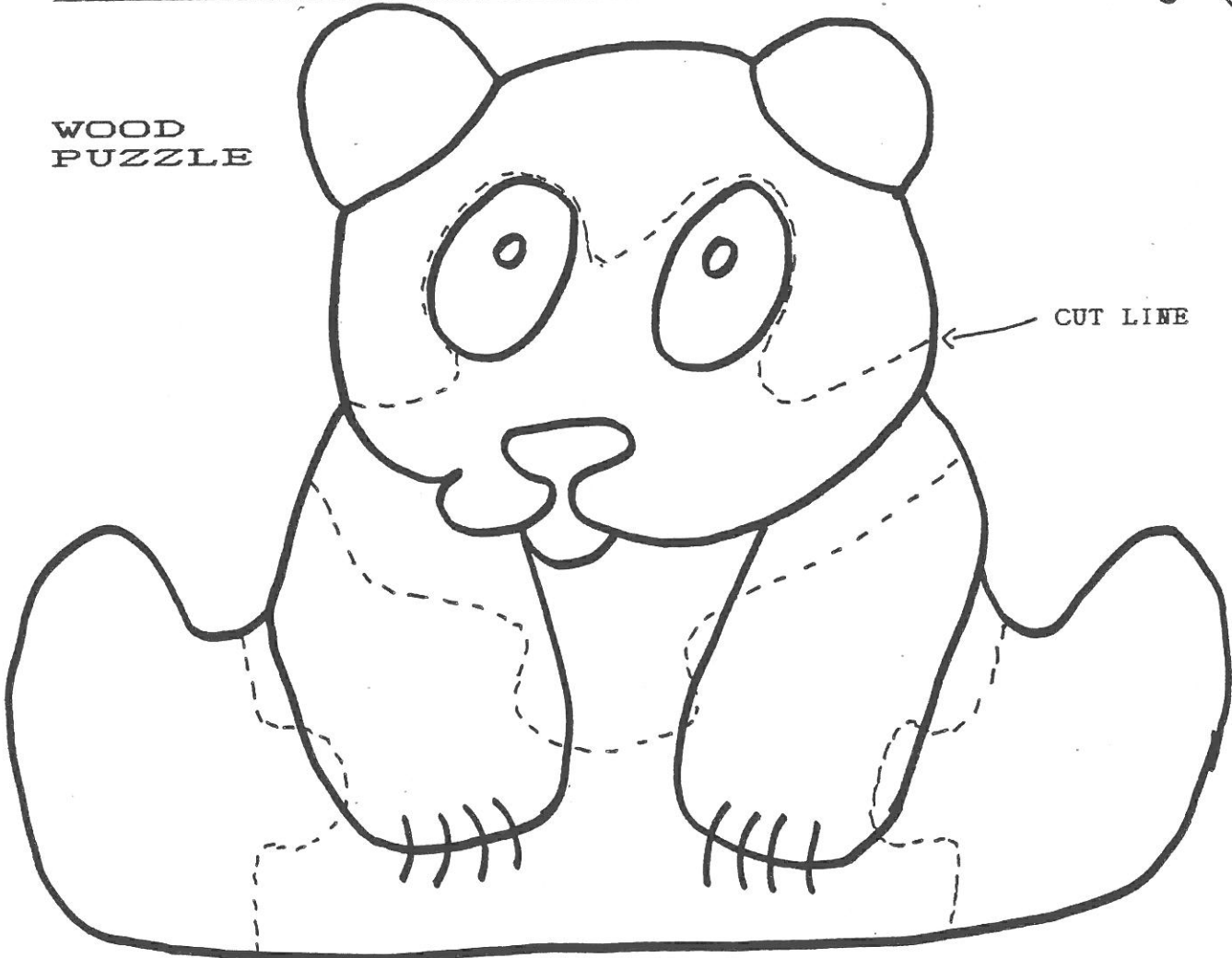


**PAINT
OR
STAIN AS
DESIRED**



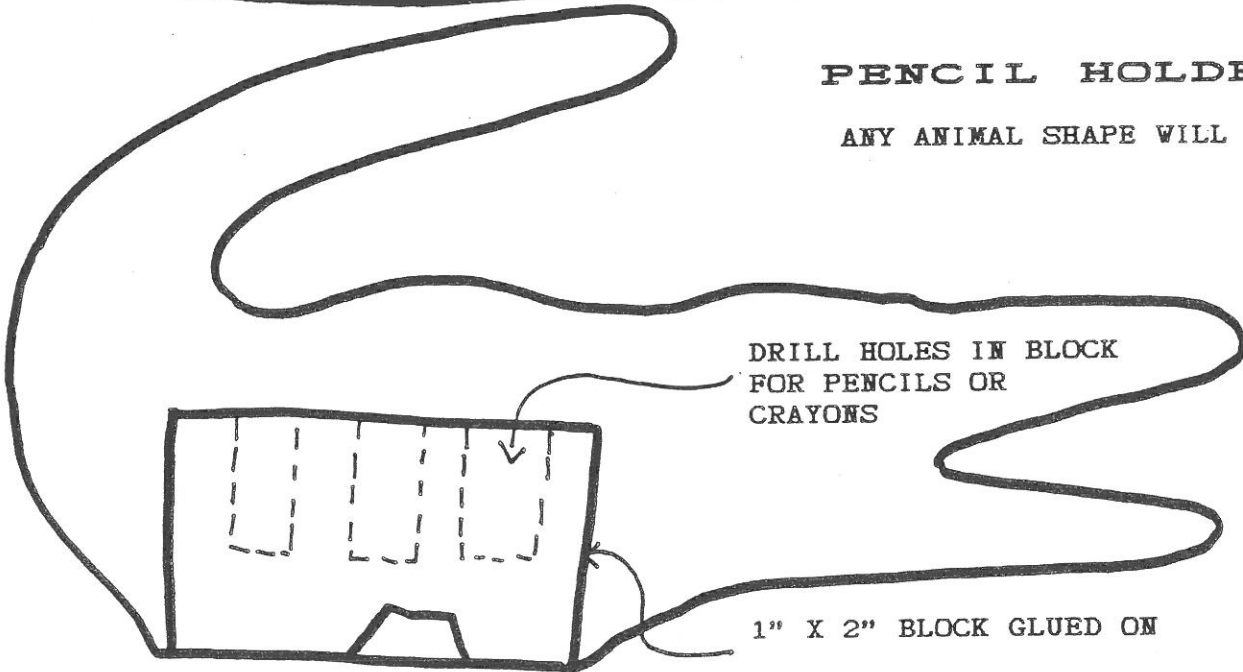


**WOOD
PUZZLE**



PENCIL HOLDER

ANY ANIMAL SHAPE WILL WORK





Leather Key Case

Keys won't wear a hole in the pocket if carried in this attractive case. A leather thong holds the keys inside when not in use.

Need:

2 scrap-size pieces of soft, thin leather (such as calfskin)
1/4"x12" strip from the same leather for the thong

Sharp scissors

A leather punch

2" long needle and button thread

White glue or rubber cement

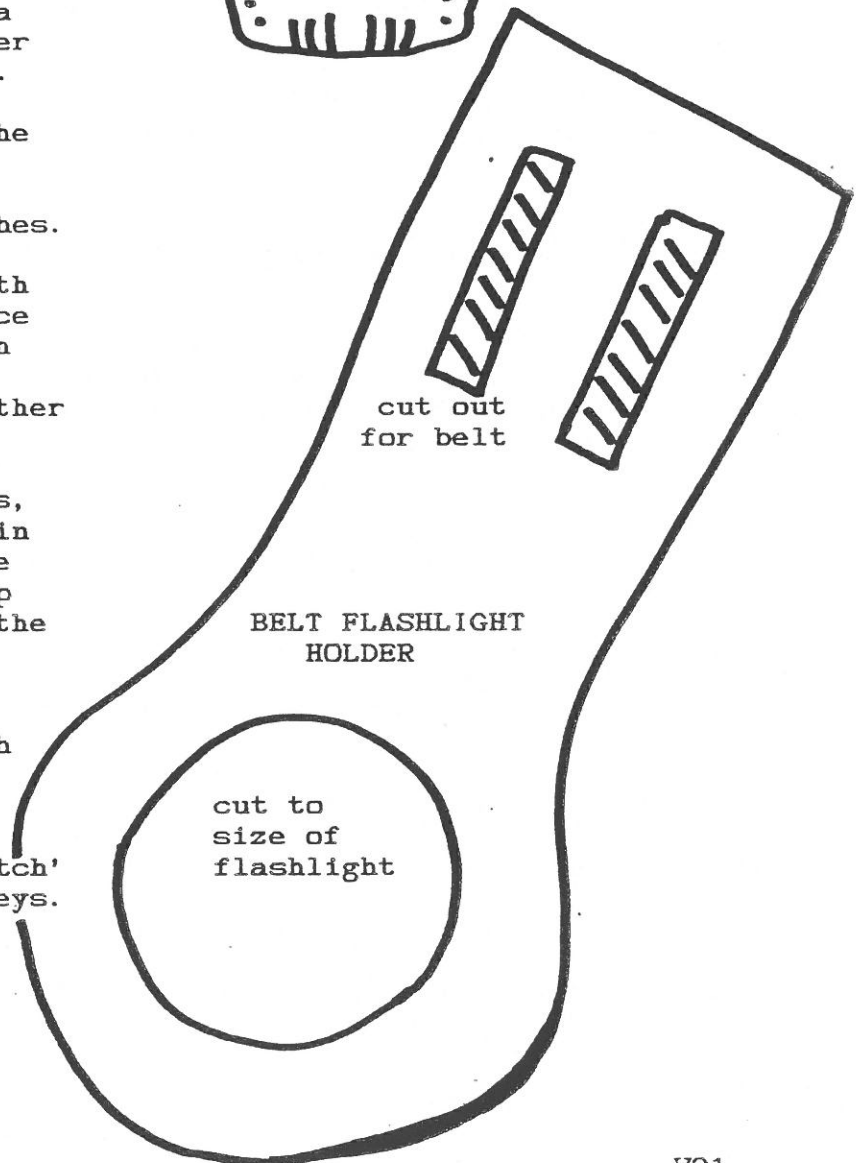
Make a duplicate paper pattern, or cut out the drawing. Use a waterproof laundry pen, rather than a ballpoint for marking.

To make a pattern, cut out the one pictured and fold it in half, lengthwise. Punch out the holes for eyes and stitches.

Tape the pattern on the smooth side of the leather, and trace the outline. With the pattern still in position punch the thread holes through the leather with the sewing needle.

Cut out the owl with scissors, punch the eyes, and run a thin line of white glue around the edges. Be sure to leave a gap in the glue at the top, for the thong slot.

Glue the front onto another layer piece of leather, rough sides together. Then trim to get the double-thick shape. Finish by sewing both pieces together with a 'running stitch' then add leather thong and keys.





One of the great things about being a Webelos leader is the opportunity to learn many things along with the boys. Unless you are an engineer, there may be some knowledge to pick up with the activity badge to pass on to your boys. Recruit the help of a father who is an engineer.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. This activity badge probably does this more than any of the other and the badge includes projects which will give a boy an insight into some types of engineering.

Keep in mind that an engineer's job is to apply the laws of physics and chemistry to the solutions of problems of construction, industry and other areas.

DEN ACTIVITIES:

1. Arrange for boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.
2. Visit a construction site and see the plans which are being followed.
3. Visit the County water works, TV or radio station.
4. Have someone explain how to read topographic maps.
5. Have a builder or carpenter show and explain a floor plan of a house.
6. Make a block and tackle. Be sure to explain it's purpose.
7. Make catapults and demonstrate them at a pack meeting, shooting candies or marshmallows into the audience for distance.
8. Discuss property lines. Have a surveyor show how property lines are determined and measured.
9. Discuss different type of engineers. If one can visit your den, let him describe briefly what his duties consist of.
10. Have boys collect pictures of bridges and note the differences in construction.
11. Take a field trip to an operating draw bridge, ship loading operation or other large industrial operation involving large cranes or other lifting equipment.

EXPERIMENTING WITH FRICTION:

Materials needed: small wagon, spring scale, hand cream, water

The resistance between two moving objects is called friction. There is more friction between sliding objects than rolling ones. Water is a form of lubrication - it makes surfaces smoother. This reduces the friction produced.

Turn a small wagon over on it's top side. Hook the end of a spring scale in the handle and pull the wagon along the sidewalk. How many pounds of force is necessary to move it? Now put a layer of water on the sidewalk. repeat the experiment. Did it take less force?

WHAT DOES THIS PROVE?



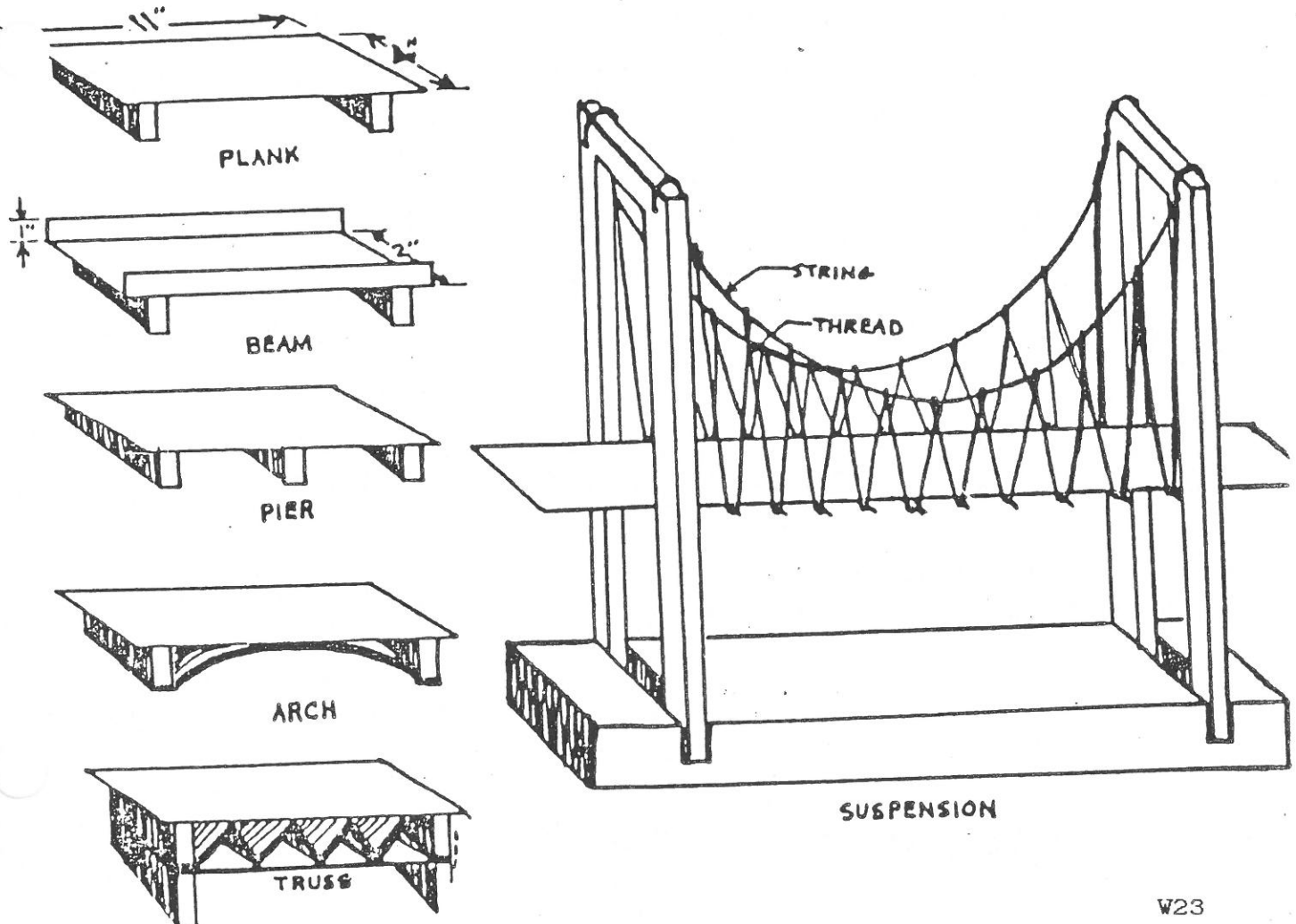
BRIDGE BUILDING: Ever since man found roads that would let him travel from one place to another easier and faster, he has been faced with the problem of crossing streams, rivers, gullies and canyons. So he invented bridges - structures to leap from these obstructions and make the way smoother. At first, he used two basic geometric forms to build these structures - the arch and the triangle - and built his bridges of stone and wood. Today, highway and railroad bridges that we see crossing interstate highways, rivers and canyons, are made from steel plates, wire cable, angles, I-beams, H-beams, and concrete.

The design of a bridge and the type of construction depend upon the kind and width of the obstructions, the load it is expected to carry, the kind of ground or rock found at the site and the cost.

Don't just draw bridges, build them! A drawing can not demonstrate the structural strengths and weaknesses of the various bridge types.

To build the bridges, use construction paper or poster board strips. Use building blocks, bricks, or whatever for supports. Use toothpicks and thread for suspension bridge.

Using toy cars pile them on the bridge until they collapse. The boys love to try to bring about the demise of a bridge and are astonished at the strength of the truss and suspension bridges.





In earning the Family Member badge, the Webelos Scout will discover how to show love for his family and how important his family really is. The activity badge may be signed off by a family member.

SPECIAL FAMILY HOLIDAYS TO REMEMBER

Valentines Day - February 14th
Show your family that you love them.

Mothers Day - Second Sunday in May

Fathers Day - Second Sunday in June

Grandparent's Day - Second Sunday in September

SPECIAL WAYS TO BE HELPFUL

Save energy. Turn off lights when you leave your room.
Keep refrigerator door closed. Do not waste hot water.

Help make your home safe by checking it for dangers.

Take care of your cloths and shoes.

Recycle glass, aluminum, and paper.

Practice cleanliness and neatness.

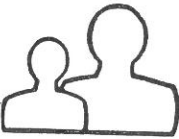
Help take out the trash as needed

Take a family fishing trip.

Help clean the house.

Help plan meals.

WEEKLY MEAL PLAN FOR THE WEEK OF _____							
	SUNDAY	MONDAY	TUESDAY	WEDS.	THURSDAY	FRIDAY	SATURDAY
Breakfast							
Lunch							
Dinner							



THE CHORE CHART

Now that you know how to do your chores, here's a chart to help you remember when to do them. Copy it or cut it out of the book and tape it up where you can see it every day.

If you sweep on Monday, Wednesday and Friday, put a mark next to Sweep in the Monday, Wednesday and Friday boxes. If you clean your room only on Saturday, put a mark next to Clean My Room in the Saturday box. Do this with all the chores that you do around your house.

Now, you're all ready to go. And remember, have fun!!

CHORE CHART

CHORES	MON	TUE	WEN	THU	FRI	SAT	SUN
Sweep							
Dust							
Vacuum							
Set The Table							
Clear The Table							
Wash Dishes (load dishwasher)							
Dry Dishes (unload dishwasher)							
Take out garbage							
Do the laundry							
Do the ironing							
Clean the basement							
Clean the bathroom							
Make my bed							
Clean my room							
Clean the garage							
Water the plants							
Mow the lawn							
Shovel or sweep the walk							



WATER AND HOW WE USE IT WISELY



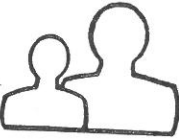
There is little danger of North America running out of water. But there is a danger that we will run short of pure water. You can help prevent this by using only as much water as you need. If you study how you use water now, you will be able to find ways to use less.

WATER YOU USE YOURSELF

Study the two charts below. Then keep this sheet with you for a DAY. Mark it each time you use water. You can use the back of this paper to do your figuring.

Remember this is an estimate, not an exact measure of how much water you use. Therefore you can use the average amount given in the second column, when you do your figuring. For example if you get six drinks of water a day, you would estimate $6 \times 1/4 = 1 \frac{1}{2}$ gallons. (Note: the averages assume you let the water run to get hot or cold. You wouldn't for example, drink 1/4 gallon of water each time you get a drink, but that much would run from the faucet if you let it run to get cold.)

How you use it	Average amount	Put X for each use	Total
taking a bath	30 gallons		
taking a shower	20 gallons		
flushing a toilet	3 gallons		
washing hands or face	2 gallons		
getting a drink	1/4 gallons		
brushing teeth	1/4/gallons		
other	you estimate		



YOUR SHARE OF YOUR FAMILY'S WATER

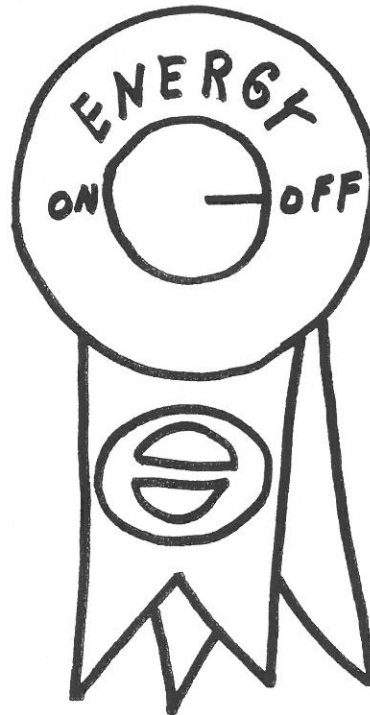
Some water is used for the good of everyone in your family, such as water for cooking and cleaning. This chart can help you estimate your share of that water. Suppose, for example that there are five people in your family. If you estimate that water for meals, cleaning and other family uses equals 100 gallons, your share is 100 divided by 5 or 20 gallons.

How you use it	Average amount	Put X for each use	Total
washing dishes for one meal	8 gallons		
cooking a meal	5 gallons		
using automatic cloths washer	32 gallons		
other	you estimate		

ECOLOGY BADGES

For the many projects done around the house, stick a badge on your chest or your family member.

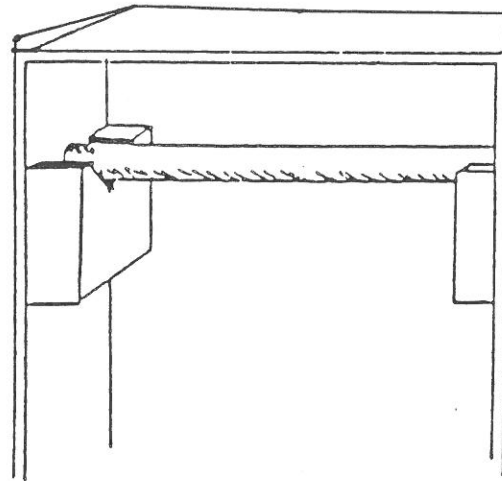
- Others:
- Litter Picker Upper
- Newspaper Recycler





Pull Up Bar

Get Mom or Dad to do all the construction of a pull-up bar. Use two blocks of wood and a strong bar long enough to go from one side of the door to the other. Secure the wood by using woodscrews high enough from the floor that when the bar is placed in it, a Webeles can do a pullup from a dead hang. When the bar is not being used, it can be taken from it's holders and stored away.



BACKYARD FUN TIRES

Here are a few suggestions for games for one or more players. Many other games will, quite naturally, be invented by the players as they use their tire toys.

High Jump: Place one tire on ground. Players line up and in turn start from a marked point and jump the tire. When all have jumped, add another tire. The one clearing the highest stack of tires is the winner.

Tunnel: (obstacle) Prop the tires together. Players one at a time, must crawl through without knocking down any tires.

Race: Each player places his tires at a marked starting line, and at a given signal, gives a strong push to his tire. The tire that goes the farthest without falling over determines the winner.

Broad Jump: This is played the same as high jump, except the tires are placed flat on the ground with tires added lengthwise until the winner is determined.

Frog Jump: Players line up in front of a line of tires. At a signal, first player jumps frog-style into the first tire and speeds on to second tire. Second player jumps into first tire and so on. Each must keep going to clear the path for the "frog" behind him.

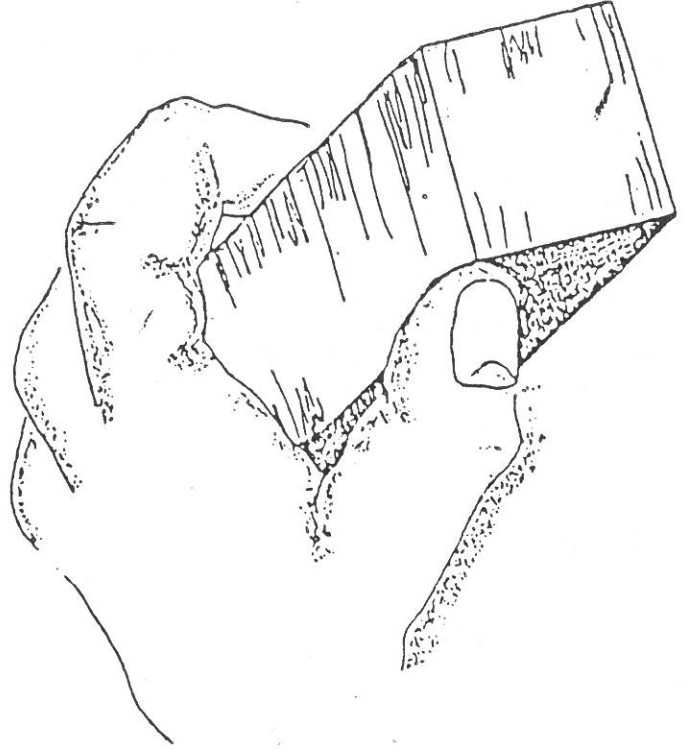
Ball Goal: Stack 3 or 4 tires evenly. Players line up 6 or 8 feet from the tire stack, and take turns with a large ball. Count one point for each goal make. Winning score is 10 points.



Barbells and gym equipment is expensive. Encourage your Webelos to look around the house for things they have on hand to be used for body building and keeping in shape.

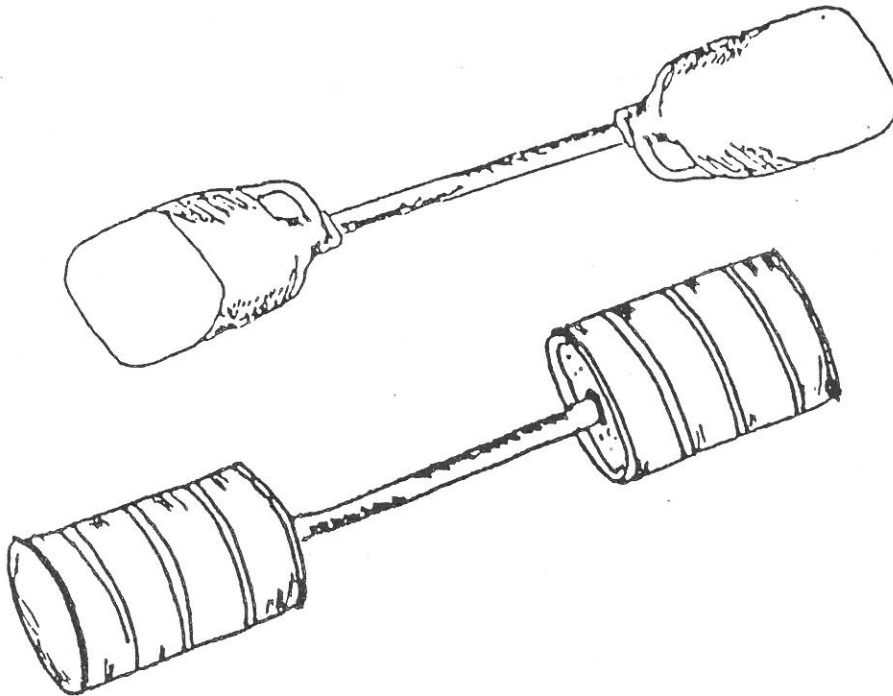
DUMBBELLS

Make your own dumbbells by using a red brick or heavy book for arm exercises.



BARBELLS

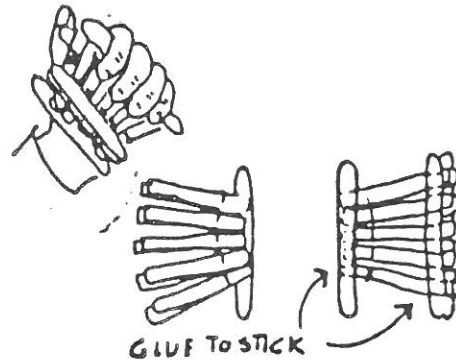
Make a set of barbells by using plastic milk cartons or tin cans filled with plaster of paris and by inserting a broom handle for the bar





TENSION HANDGRIPS

Place the closed ends of five clip clothespins together, side-by-side, and glue to a popsicle stick, as show. Allow to dry thoroughly. Glue an additional popsicle stick to each side on the other end of the handgrip. To work the handgrip, place the open end between the palm and fingers, bending the tops of the fingers over one side of the handgrip, squeeze to open the closed end of the handgrip.



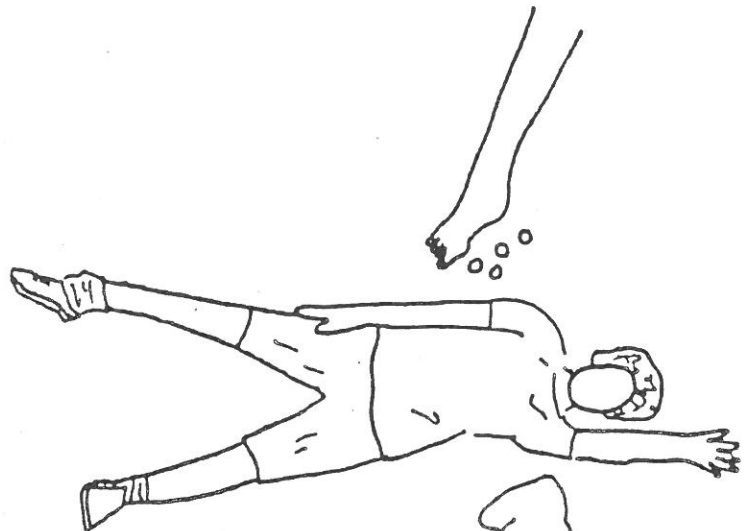
EXERCISES

Basic Leg Workout

Pick up marbles with your toes and move them from one pile to another.

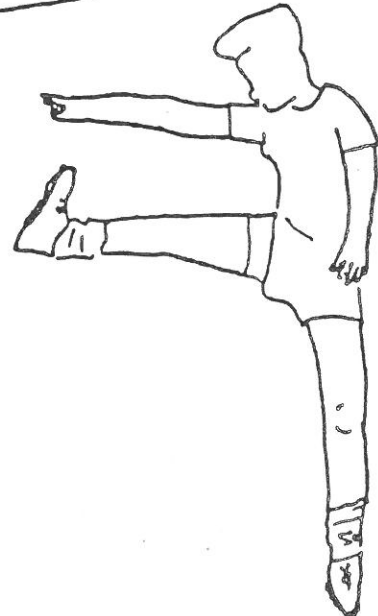
Side Leg Stretch

Lay on your side with one arm, stretched out under your head. Place top arm down along your leg. Lift your leg and stretch as far as you can.



Hand Kick

Stand straight. Hold hands in front of you. Kick up with your foot and try to kick your hand. Repeat with other hand.



Knee Bends

Stand erect with hands on hips. Sit down on ankles. Keeping your back straight rise slowly.





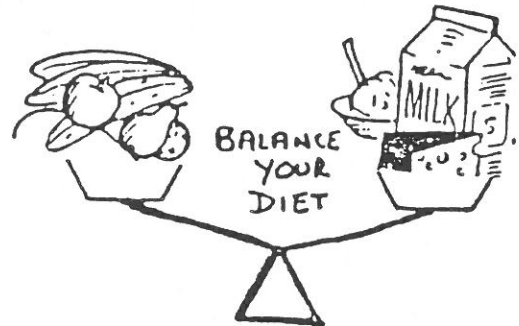
THE NUTRITION CONNECTION

No program concerning physical fitness and health should leave out the subject of NUTRITION! During the month, Den Leaders should plan to have some discussion of the importance of good nutrition. You may also wish to discuss, at the same time, the dangers to health posed by smoking and by abuse of alcohol and drugs.

POSTERS: To drive home the idea of nutrition's importance, have the boys make posters of that theme. After they have been displayed at Pack Meeting, have the boys try to place them in supermarkets or convenience stores for a week or two. Here are some ideas for the posters.



DON'T
EAT JUNK!



It would be a great idea to have a den discussion of the variety of good foods for proper growth and development. The following chart might be helpful.

1. MILK GROUP

- MILK & MILK PRODUCTS
 - CHEESE
 - COTTAGE CHEESE
 - ICE CREAM
- BUILDS TEETH AND BONES!



2. FRUIT-VEGETABLE GROUP

- ALL KINDS OF FRESH FRUITS AND VEGETABLES
 - RAISINS
- BUILDS ENERGY AND HELPS YOUR BODY DEFEND AGAINST DISEASE.



3. PROTEIN GROUP

- BEANS
 - MEAT
 - FISH
 - PEANUT BUTTER
 - EGGS
- BUILDS MUSCLES, BONES AND BLOOD.

4. BREAD-CEREAL GROUP

- RICE
 - CEREAL & GRITS
 - BREAD
 - FLOUR PRODUCTS
 - SPAGHETTI
- QUICK ENERGY BUILDERS. HELPS TO MAKE YOUR BODY WORK BETTER.

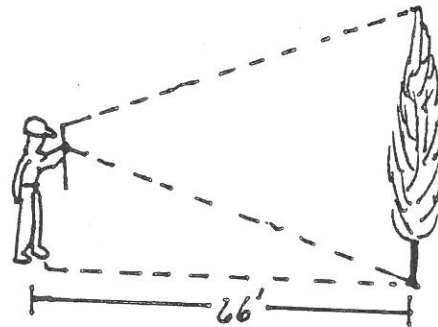


A forester learns the varieties of trees, tree inventories, estimating the lumber content in standing timber, surveying, logging, tree planting, insect control, and mapping and marking trees for harvesting. He must learn rules for conservation for our country from fire and disease.

America is a land of trees--they grow almost everywhere in our country. At times it is evident that we forget all the products coming from trees such as lumber, rayon, camera film, sporting equipment, etc.

Diameter Tape and Cruising Stick

Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential in figuring the amount of wood in a tree.



Tree Diameter

Cut a strip of flexible paper or cardboard about 1/2" wide and 45" long. Begin at one end of the paper strip and make ink marks 3.14" on tape equals 1" of tree diameter. To measure tree diameter, wrap tape around tree at chest height, about 4 1/2' above the ground. The diameter of the tree in inches will be at the mark nearest where the tape overlaps the zero end.

Tree Height

Glue a strip of hard paper or cardboard on one side of a yardstick. Begin at one end and make marks 6.15" apart with ink. Label the first mark 1, the second 2, and so on. To measure tree height, stand 66 feet from it. Hold arm horizontally and the stick vertically at arm's reach (about 25" from the eyes). Slide stick up or down until top of stick is in line with the top of the tree. Without moving sight bottom of tree (be sure stick is still vertical) and see the place on stick where line of sight crosses it. The nearest figure is the number of 16' lengths in the tree. If the figure is 2, there are two 16' lengths, so the tree is 32' high.



Name The Tree

Need: A paper sack full of different leaves.
Have the Den Chief pull a leaf from the sack, the first boy to correctly identify the leaf gets to keep it. At the end of the game the boy with the most leaves is the winner. Have them make a scrapbook to keep and show at pack meetings.

Dry Leaf Collection

Put each leaf between a separate sheet of news paper. Put several folds of newspaper on top of and underneath the sheets you are using to press the leaves, and put something heavy on top until the leaves are pressed out and dry.

Crayon Print

Lay a leaf on the table with vein side up. Put a clean sheet of paper on top of it. Hold the leaf in place with your hand and make parallel strokes back and forth over the leaf with your crayon until the print shows on your paper.

Nature Contests

1. Leaf collecting contest - most different ones collected.
2. Matching leaves - most different ones matched from two different different places.
3. Hike - Use pebbles for counters. Agree on things to be discovered. Each discovery counts a point or counter is thrown away. First one out of the counters wins. Here are examples:
 - Sheep, Lamb, Goat ===== 1 point
 - Brown spotted butterfly ===== 1 point
 - Each specified bird ===== 1 point
 - Each specified snake, insect = 1 point
 - Each specified tree ===== 2 points
 - Nest of (?) bird ===== 2 points
 - Hornets nest ===== 1 point
 - Tree struck by lightning ===== 1 point
 - Cow or horse lying down ===== 2 points
 - Each wild animal track ===== 2 points
 - Crow or crow's nest ===== 1 point
 - Caterpillar ===== 1 point
 - Daddy longlegs ===== 1 point

Ink-pad Leaf Print

Put a leaf (vein side down) on your ink pad. Cover it with a piece of newspaper and rub your hand back and forth over it. Then put the leaf (ink side down) on a clean sheet of paper. Put a newspaper over it and rub again.

Paraffin-Coated Leaves

Melt paraffin wax in a double boiler. Not too hot. Dip one leaf at a time into the melted wax. Shake off excess wax. Hold leaf until wax hardens, then lay it on wax paper. Using this method you can get the leaves in their green color, or the brilliant colors of Autumn.



TREE QUIZ

There are 1,182 different kinds of trees growing in the United States. Let's go out and get acquainted with some of them!!!!

1. Which tree has the softest wood? (Balsa)
2. Which tree is shaped like a vase? (Elm)
3. Which trees are the tallest? (Redwoods)
4. Which trees are the oldest? (Sequoia)
5. Which tree has a leaf shaped like a mitten? (Sassafras)
6. Which tree gives maple syrup? (Sugar & Black Maple)
7. Which tree has paper-thin bark? (White Birch)
8. Which tree is used for baseball bats? (White Ash)
9. Which conifers lose all their needles in the fall? (Larch & Bald Cypress)
10. Which trees are used to make pencils? (Red Cedar)
11. Which evergreens bear berries instead of cones? (Yew, Cedar, & Juniper)
12. Which broad-leaf keeps it's leaves all year? (Live Oak)
13. Which part of the tree is used for making paper? (Cellulose)
14. Which tree gives us turpentine? (Long Leaf & Bobolly Pines)
15. Which is the most important lumber tree? (Douglas Fir)
16. Which trees are the soft woods? (Evergreens)
17. Which trees are the hardwoods? (Decidiuous)
18. Which trees are called "Stinkweed"? (Ailgnthus)
19. Which tree is used for making matches? (Aspens)
20. What tree is used to make spools? (White Birch)



READY TO EARN THE GEOLOGIST ACTIVITY BADGE!!!
Then Try This Quiz.

Answer True or False

1. The principal ore of the metal lead is galena.
2. Mountains are always made by overflowing lava.
3. Petrified wood is an unusual type of fossil.
4. Feldspar can be easily scratched by a knife blade.
5. Sandstone is igneous rock made of cold magma.
6. Scientists record earthquakes on a quakograph.

SCORING: 6 RIGHT STUPENDOUS; 5 FANTASTIC; 4 GOOD; 3 HO-HUM; 2 UGH;
1 BETTER STUDY SOME MORE!!!

ANSWERS: 1-T 2-F 3-T 4-F 5-F 6-F

Rock Formation

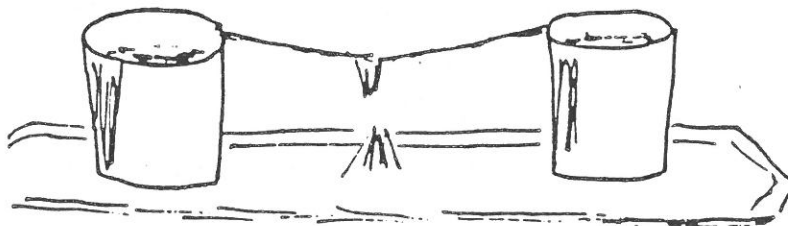
Stalagmites are mineral formations on the floor of a cave.

Stalactites are mineral formations found on the roof of a cave.

Both are mineral water, usually limewater. As the water evaporates, the minerals form a layer which builds into a stalagmite.

Here is a way to teach the boys how a stalagmite is formed.

Into one cup of water stir 1/2 cup Epsom salt. After all of the salt is dissolved, pour 1/2 of the solution into a second cup. Set the two cups about four to five inches apart on a tray or piece of board. Attach a piece of heavy cord or piece of cloth twisted until it is ropelike into the solution in one cup. (Be sure this is rope or cloth that will absorb liquid). Attach the other end into the second cup. Let the cord loop slightly in the middle. In a short time the liquid should begin to drip. Be sure that it drips very slowly. Soon you should be able to see a stalagmite form.





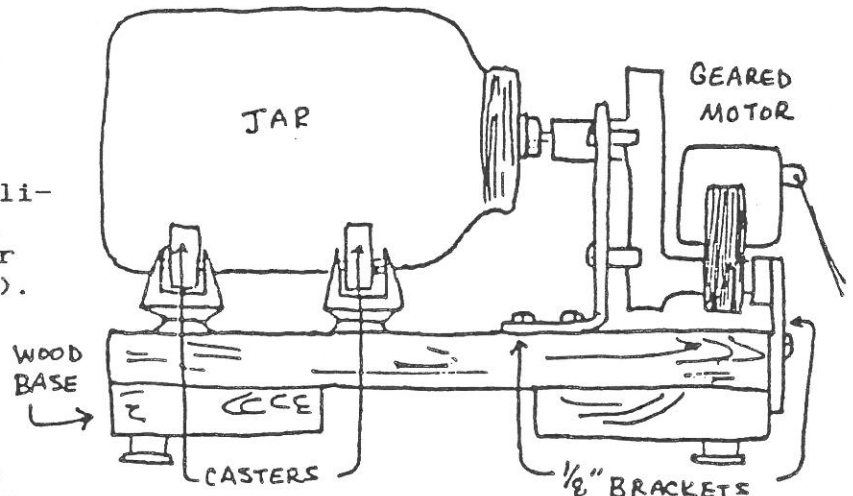
Make A Rock Tumbler

This simple tumbler will grind and polish agates or other semiprecious stones that you collected on a field trip.

Need: Quart glass jar
 Large piece of scrap lumber
 4 nylon furniture casters
 Small geared-down motor
 (22.8 RPM 110-volt AC)

The tumbler barrel is simply a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is the small geared-down electric motor (a rock tumbler must turn at a very low speed).

Mount the motor with metal brackets on any sufficiently large piece of scrap lumber. Attach the jar lid shaft and last. Place the casters where the jar rests and turns easily on them. The electrical connections of the little motor exposed; so cover or tape them well to prevent shocks.



Mountains and Volcanoes

Learning about the formation of mountains is fun.

On a piece of 15"x12" piece of corrugated cardboard, let them create a replica of the Earth with salt dough (see below). Put in rivers and lakes, volcanoes and mountains. Using pieces of sponge dipped in a mixture of green food color and water, mount toothpicks to form trees. Also small pieces of salt dough can be formed into rocks. Let this creation dry, then cover portions of display with Elmer's glue and cover with sand. Paint the rest of the display. By putting a small cap in the volcano, you can put baking soda and a mixture of red food coloring and vinegar. This will flow like lava.

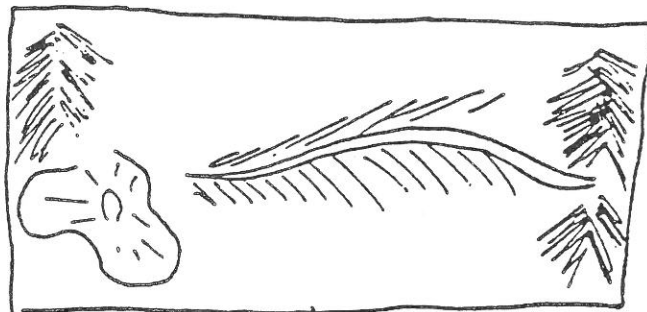
Salt Dough

2 cups salt

2 cups flour

1 1/3 cups water

Stir. This recipe will make one display. You will have to proportion it according to the number of boys in your den.





FOSSILS

The shells and bones of many prehistoric animals have been preserved as casts and molds. In this type of preservation, the original shell or bone had been destroyed, but it had left behind a trace of its presence.

Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock and the shell became completely encased in stone. Then, at some later time in the earth's history, the shell decayed or was dissolved by water. This left behind a cavity called a mold.

A mold formed in this way still shows the nature of the exterior of the shell and is called an external mold. If at some later time this mold becomes filled with minerals or other sediment, a cast is produced in the mold. The cast is a reproduction of the original shell from which the mold was formed. Because the original fossil is gone, some Paleontologists call cast and molds 'circumstantial evidence' of prehistoric events.

MAKE YOUR OWN FOSSIL

To make your own fossil, you will need a small cardboard box, some clay, plaster, and a small clam or snail shell. First, cover the bottom of the cardboard box with the modeling clay to a depth of several inches. The clay represents the soft mud found in the ancient sea floor. Now press the shell firmly into the clay. Lift out the shell carefully so a clear imprint remains. You have now produced a mold.

Next, mix a small amount of plaster with water in a paper cup. Stir it with a wooden stick or spoon. When the plaster is the consistency of thick cream, fill the mold. After the plaster is thoroughly hardened, carefully remove it from the mold. You now have a cast of the original shell.

Now compare the original shell with the plaster cast. Notice that even some of the most delicate markings on the shell have been preserved in the plaster.

NOTE

The Paleontologist uses this same technique in reconstructing the shells of long-dead animals. In addition, casts are especially useful in working with fossil footprints. When a track is filled with plaster, the resulting cast will usually show clearly the size and shape of the foot of the animal which made the track. From this information the Paleontologist can tell what animals left the footprints.



BIKE RACK

USE YOUR SKILLS TO MAKE YOURSELF A PERSONAL BIKE RACK

You Will Need:

1/2" plywood 14" x 18"	Hammer
Two feet of 1" x 2" wood	Drill
18" of 2" x 8" wood	Saw
Six-penny nails	Varnish
No. 6 flathead screws 1 - 1/4"	Screwdriver
Glue or powdered resin glue	

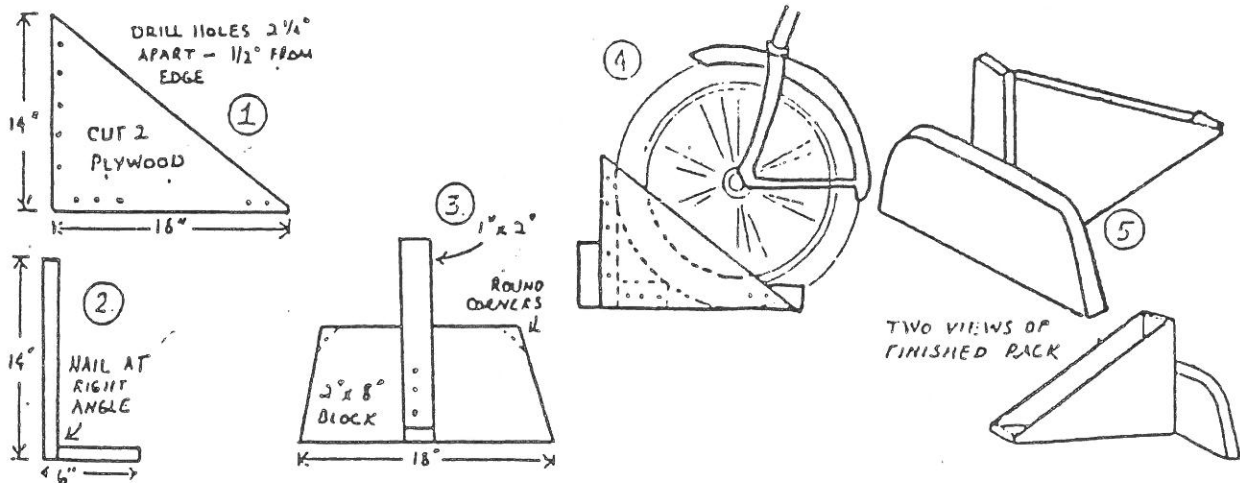
Cut plywood triangles. Drill holes as shown with a 5/32" drill. Paint or varnish the inside of the plywood now. It will be difficult to do it after the rack assembled.

Cut the 1" x 2" pieces. Nail the two longest pieces at right angles.

Cut the 2" x 8" piece. Attach the nailed 1" x 2" piece. Attach the nailed 1" x 2" with screws. Paint or varnish the the 1" x 2" now. (Note: the right angle is fastened to the 2 x 8 with screws from the inside.)

Fasten the plywood triangles in place with screws through the predrilled holes. Do not forget the small pieces of 1" x 2" that joins the tips of the triangle.

Sand and complete paint or varnish job.





BUILD A FIVE-BOARD STOOL

JUST FOR FUN!!

USE FULL TOO!!

The five-board stool is eight inches high, and is patterned after a colonial stool. Pine was a favorite wood for stools of this kind because they are easy to work with and will take a nice finish.

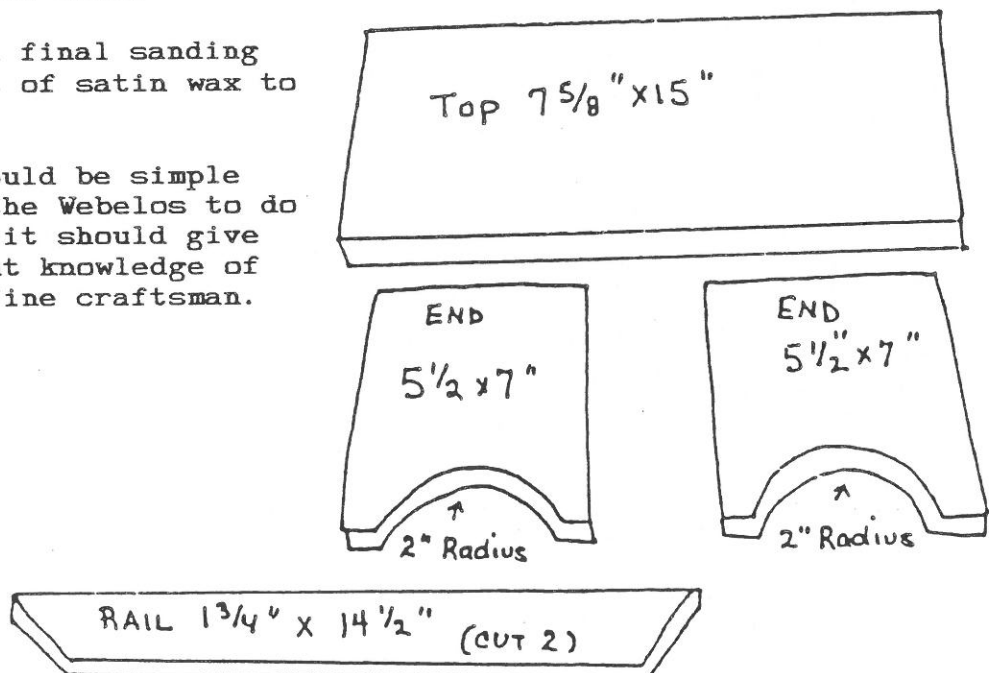
The five pieces of wood shown are standard size boards from the lumberyard. The pot is cut from a one by eight inch board (which is actually slightly more than $3/4$ " thick and about $7 - 5/8$ " wide). The ends are cut from a 6" board, and the rails from 2" stock.

The dimensions shown in the illustration are finished sizes. In cutting allow as little extra material for trimming and finishing to size. When sawing, cut just outside the line in the waste part of the board. Use a cross-cut saw for the straight cuts, and a coping saw or jigsaw for the curves in the ends. Lay out the curved lines with a compass and the beveled ends on the tails with a combination square and pencil (or make yourself a cardboard pattern). Use the square for marking the lines for cutting the pieces to length as well. And be sure to use a sharp pencil.

After the parts are cut, trim the ends with a wood file. Then sandpaper all surfaces to a satin finish to remove imperfections. Assemble the stool with two 2" finishing nails and white glue at each joint. To prevent splitting the wood, first drill $1/8$ " holes through the rails. Then drive the nails just through the rails and into the ends to locate their position. Next drill the same size holes for the nail in the ends, apply some glue and drive in the nails. Use a nail set to drive the heads of the nail slightly below the surface of the wood.

Give the stool a final sanding and apply a coat of satin wax to finish.

This project should be simple enough for all the Webelos to do easily; however it should give them an excellent knowledge of the tools of a fine craftsman.





NATURE FUN

The aim of the game is to fill in all the empty category squares with words beginning with the letter for that line. If you can not think of a name, leave it blank, and go on to the next one. Then come back and fill in as many of the blanks as you can. The one with the most squares filled in wins.

CATEGORIES

	ANIMALS	FLOWERS	TREES	BIRDS	FISH
N					
A					
T					
U					
R					
A					
L					
I					
S					
T					

EARTHWORM FARM

Need:

- 2 sheets of glass 9" x 12" (for sides)
- Wood - two 7" x 1" (base)
- two 9" x 1" (ends)
- one 12" x 1" (bottom)
- 2 screws
- Sand
- Black posterboard
- Dirt
- Electrician's tape
- Mulch
- Earthworms

Drill holes in each 7" x 1". Drill holes three inches from each side of 12" x 1". Screw 7" x 1" pieces to 12" x 1".

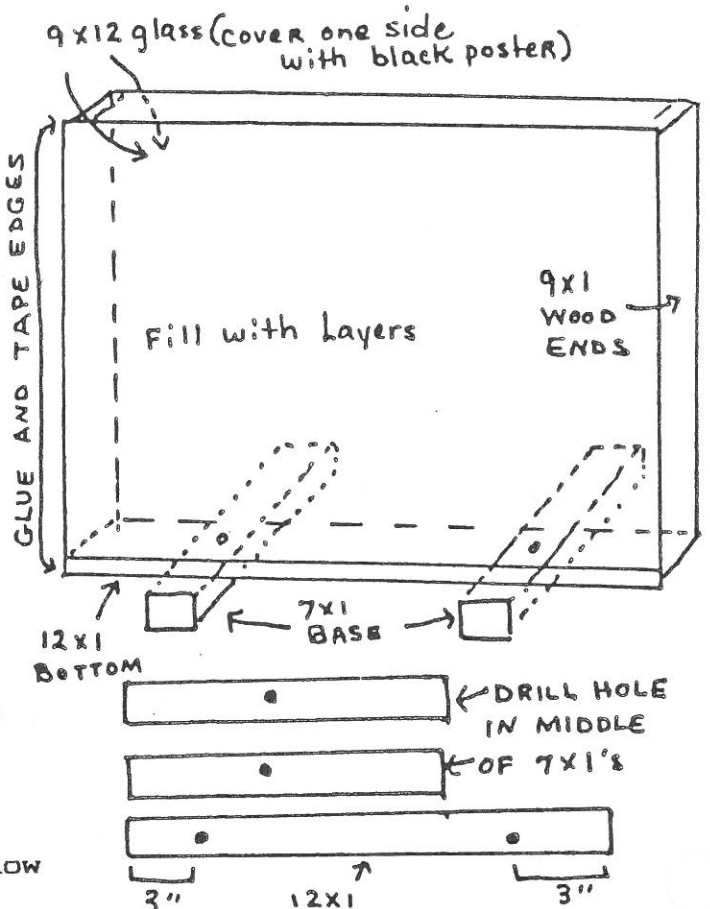
Place glue on wooden 8" x 1" and 12" x 1" and put glass in place with electricians tape.

Cut and fold black posterboard to cover one side.

After dry, put in layer of mulch, sand, dirt, sand, dirt, sand, and dirt. Put in earthworms. Keep moist but not wet.

Feed earthworms carrots, lettuce, grass, etc. in small pieces.

Earthworms will go back side and by lifting cardboard, you can see how they tunnel and eventually mix the sand with the dirt.

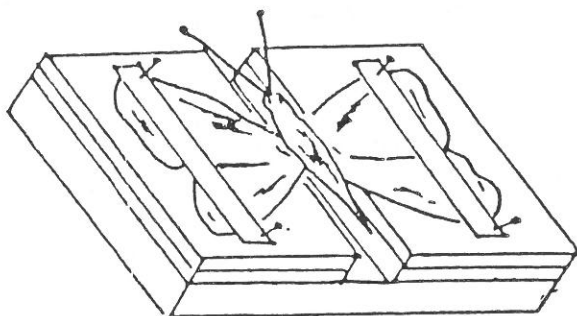




INSECTS CAN BE FUN TOO!!!

Insects don't really sing the way we do. You force air from your lungs past your vocal cords to sing. Insects make sounds by using parts of their bodies as if they were playing musical instruments. Crickets fiddle their songs much as a violinist uses a bow. The insect lifts it's wings, then rubs one wing against the rough edge of the other wing. This makes a clicking sound the same way as when you run a piece of wood along a picket fence. The cricket rubs it's wings wings together so quickly you can't hear the individual crickets.

Crickets are cold-blooded. Their body functions speed up as the air temperature rises. By listening very carefully to the song you can actually figure out how hot it is. The best cricket for this is the pale green snowy tree cricket, which lives in most parts of the United States. Count the number of times it chirps in 14 seconds, then add 40. The total will give you the temperature in degrees Fahrenheit.



Insect Fun

Have you listened to the chirping and clicking of insects of a warm summer evening? Did you know that you are listening to Music? Not just noises, but songs with a beat and message. You were hearing songs of love, war chants and music made by a family chorus.

Crickets, katydids, cicadas, grasshoppers, and many other kinds of insects make music. The music has meaning, but only members of the same insect species can understand each song.

Relaxing Jar

Need:

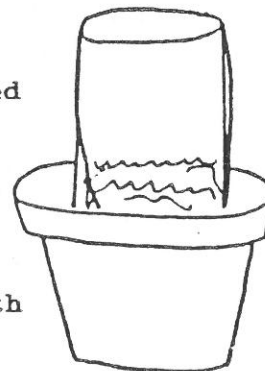
Peanut Butter Jar Cotton
Cardboard disk

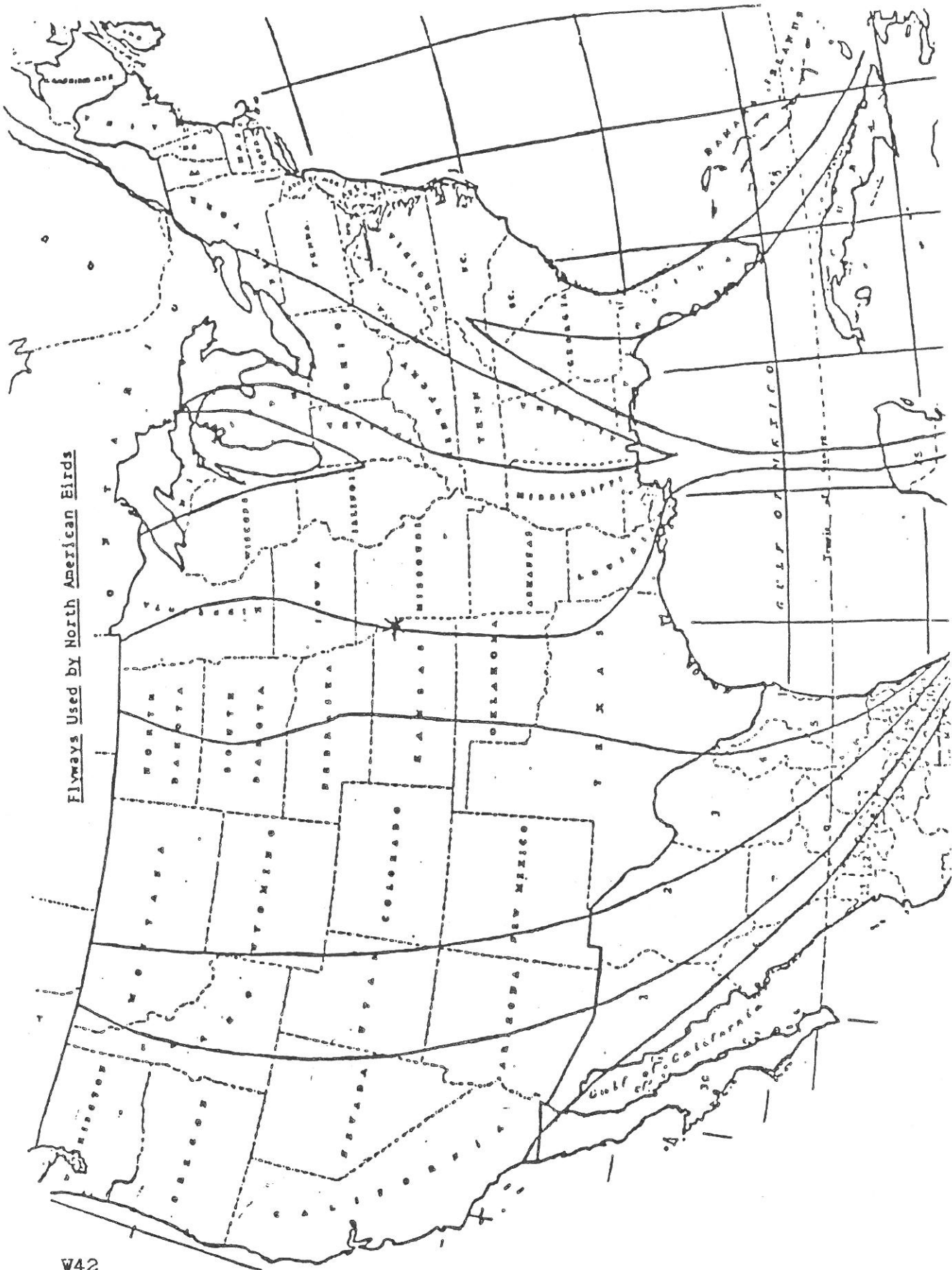
If an insect has been dead for some time, it will become too brittle to mount without parts breaking off. Make the relaxing jar by soaking in water enough cotton to cover the bottom of the jar. Place wet in jar and cover with cardboard disk. Place insect on cardboard rather than directly on wet cotton. Cover tightly for a few hours. The high humidity inside the jar will make the insect flexible enough to mount.

CRICKET CAGE

Streight-sided
Jar

Flower pot
filled with
dirt.







WEBELOS CAMPING OUT

ANY SUCCESSFUL OUTING TAKES PREPARATION.
HERE ARE A FEW SUGGESTIONS TO HELP GUARANTEE SUCCESS.

3 - 4 WEEKS BEFORE CAMP-OUT

Meet with Dads and set date, place, time, where to meet and plan what you're going to do. Also at this time explain that there must be one adult per boy, but no more than two boys per adult. Find out which boys don't have fathers who can participate and locate substitute fathers. They can be older brother (over 18), uncle, grandfather, etc. This arrangement will relieve you of any responsibilities, and in keeping with the Scouting spirit **GET DAD INVOLVED**. You might find this is the first time dad and son have become involved in a project together. At this time consideration should be given to planning your program. Know ahead of time what activity badges the boys will be working on. Plan where you are going to leave from and what time you will leave and return.

Also you can determine if each father/son are going to bring their own tents, or are you going to borrow them from a Troop. Another thing is to settle on the cooking. Will it be a group effort or each father/son team bring their own food and to do their own cooking. One meal try to have foil dinners, made by the group effort., if this was the evening meal the coals could be the start of the campfire.

1 -2 WEEKS BEFORE THE CAMP-OUT

At your den meeting instruct the boys on survival out-of-doors. Den Leaders will find this information in the Boy Scout Handbook. Have your Webelos review at home with their fathers.

1 - 2 WEEKS BEFORE CAMP-OUT

Follow through and continue the outdoors training. With specific attention to cooking and proper campsites. **REMEMBER, NEVER USE ANYTHING ALIVE ON YOUR FIRE.** Only what the forest doesn't need or want. Will the campsite have wood for the campfire or will it be brought along.

NOTE: You and one or two of your dads have visited the campsite before now, HAVEN'T YOU???

THE OUTDOOR CODE

(Required for the Arrow of light)

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

SUGGESTED CAMP-OUT SCHEDULEFRIDAY:

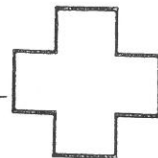
- 5:00 PM Meet at meeting place early for equipment check, and leave for campsite.
Adjust start time for distance to camp area.
- 7:00 PM Arrive at camp and set up campsite.
Start fire for dinner. When setup is complete have dinner.
- 9:30 PM Have evening campfire, explain next days activities boys and starting times. Have a campfire program, with all and dads taking part. (Dads can learn skits and songs too. If the boys didn't know they were doing them it would add to the fun.)
- 10:15 PM Have the boys **HIT THE SACK!!**
- 10:30 PM Adult meeting, confirm next days duties and activities.

Exchange Scouting War Stories.

SATURDAY:

- 6:30 AM Get up and make breakfast and get cleaned up. Police area and equipment.
- 8:00 AM Raise the Flag.
- 8:15 AM Start the first session.
- 9:30 AM Break
- 9:45 AM Start second session.
- 11:00 AM Start getting lunch ready.
- 1:00 PM Swim, if a safe swimming area. If not start third session.
- 3:30 PM Start breaking and cleaning camp area.
- 4:30 PM Eat a simple dinner.
- 5:15 PM Lower the Flag. Check campsite. **A SCOUT ALWAYS LEAVES HIS CAMPSITE A LITTLE BETTER THAN HE FOUND IT!!**
- 5:30 PM Leave for home.

Many family go to church together on Sundays, this is why this plan was a Friday night camp-out. It could be a start time on Saturday morning. Check with fathers first meeting.
The better planned the camp-out the more successful they will turn out. The best gauge for success would be; **DID EVERYONE HAVE FUN???**



FIRST AID

Whenever possible (especially on an outing) a trained First Aid person should be along. Because this is not always possible, all Cub Scout Leaders should be familiar with basic emergency first aid.

First aid is immediate help right after an injury. It is not playing doctor. It's doing the things that must be done before expert help arrives. How will you act in an emergency? Would you know what to do? If so, you'll be cool and calm, because you know you can help. Your confidence will show and it will aid the injured person as you ease their pain and worry.

As a Webelos leader, you should set the example by knowing basic first aid. Then enlist the help of a local Scoutmaster or Red Cross in obtaining leadership for teaching Webelos Scouts the first aid requirements. There are three kinds of cases where fast action spells the difference between life and death - BAD BLEEDING. STOPPED BREATHING AND POISONINGS BY MOUTH. These are hurry cases where every single minute counts. Be prepared to act fast.

MANY COMMON HOUSEHOLD SUBSTANCES ARE POISONOUS

All Medicines, even aspirin and Liniments, can cause poisoning.
Keep them Away From Children.

EXAMPLES:

- CLEANING PRODUCTS such as bleaches, detergents, lye, and other caustics, polishes and waxes.
- PETROLEUM PRODUCTS such as kerosene, lighter fluids, fuel oils.
- PAINT PRODUCTS such as paints turpentine, paint removers, paint thinners and varnishes.
- PESTICIDES (including mothballs), weed killers, fertilizers.
- COSMETICS, such as nail polish, hair sprays and especially permanent wave needs.

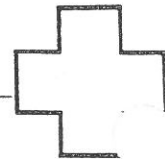
IN CASE OF POISONING

1. CALL the doctor, nearest hospital Emergency Room, or Poison Control Center. AT ONCE! For advice as to the immediate care (vomiting etc.).
2. TAKE the ORIGINAL CONTAINER OF POISON with you to the doctor's office or hospital.

KEEP THE NECESSARY NUMBERS NEAR THE PHONE

CALLING AN AMBULANCE

Give the SPECIFIC LOCATION -- Intersection, Street Address, and Apartment Number -- and have someone waiting for the ambulance at the location you gave.



FIRST AID TREATMENT

DROWNING: If you are not trained as a lifesaver, stay out of the water. Instead, extend a stick or towel, throw out a flotation device or row to reach the victim. Once you have the victim on shore or in a boat, if he is unconscious, tilt his head back and check to see if he is breathing.

Watch for the rise and fall of his chest, listen for breathing noises and feel for breath with your cheek. If he is not breathing, pinch the nose, seal your lips around his mouth and, keeping his head tilted back, give four quick breaths.

Check again to see if the victim started breathing, and if not resume mouth-to-mouth breathing -- giving one breath every 5 seconds for an adult and one puff of air every 3 seconds for a child.

CHOKING: If the victim cannot breath or talk, lean him forward and give four sharp blows to the upper back. If this doesn't dislodge the object, get behind the victim and wrap your arms around him above his waist. Make a fist with one hand, place it just beneath the 'V' of the rib cage, grasp the fist with the other hand and give four hard upward thrusts.

BAD CUTS: Raise the cup above the heart and apply pressure -- using gauze pads, an article of clothing or your bare hands -- directly on the cut. If this doesn't control the bleeding, press on the appropriate pressure point -- in the groin or inside the upper arms (where you make a muscle).

Do not use a tourniquet unless there is no other way to control severe bleeding and the victim's life is threatened. Once applied, a tourniquet must be left tight and removed only by a physician.

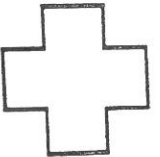
WOUNDS: If the wound is more than one-eighth of an inch deep, dress it and see a doctor. Do not try to make it bleed. If the victim is impaled on an object, such as a picket fence, do not try to remove the victim from the object.

Instead, cut the object (if necessary, call the fire department) and get the victim from the in him to the hospital.

FRACTURES OR SPRAINS: Immobilize the injured limb and take the victim to the hospital, or if the neck or spine may be injured, call an ambulance.

EYE INJURY: For chemical burns, turn the head and bend over so that the injured eye is down and flush with water for at least 5 minutes. To remove a cinder, use a clean handkerchief or piece of gauze.

BURNS: First degree redness and second degree redness and blistering burns should be immersed in cold water for about 20 minutes. For sunburn, take a cold bath.



FISH HOOKS: If the hook is sticking in past the barb, push it through in the direction it entered the skin until the barb end comes out the other side, then clip off both ends with a wire cutter and pull out the remaining piece.

INSECT BITES AND STINGS: If stung by a bee, remove the stinger by scraping out without squeezing the venom sac. For stings by wasps, bees, hornets or ants, cleanse with soap and water, apply ammonia to reduce swelling.

If the victim develops symptoms of an allergic reaction, get him to a doctor or hospital fast. Treat tick bites by covering the insect with heavy oil; half an hour later, carefully remove the tick with a tweezers, then scrub the area with soap and water. For itchy bites, apply calamine lotion.

POISON PLANTS: Wash with brown soap or ammonia, apply calamine lotion to relieve itching, and bandage any open wound.

SNAKEBITES: A nonpoisonous snake leaves a set of teeth marks, but no fang marks. Have a doctor look at it and get a tetanus shot. A poisonous snake leaves one or two fang marks (with or without teeth marks).

IMMEDIATELY tie a shoelace or rope about two inches from the bite between the bite and the heart. The victim should not move around. He should sit or lie down, keeping the bite lower than the level of the heart.

Make a cut through both fang marks about one-sixteenth to one-eighth of an inch deep and suck out the venom (but not if you have a large cavity or sore in your mouth). A cold compress will reduce swelling. Get the victim to the hospital.

Wallet First Aid Kit

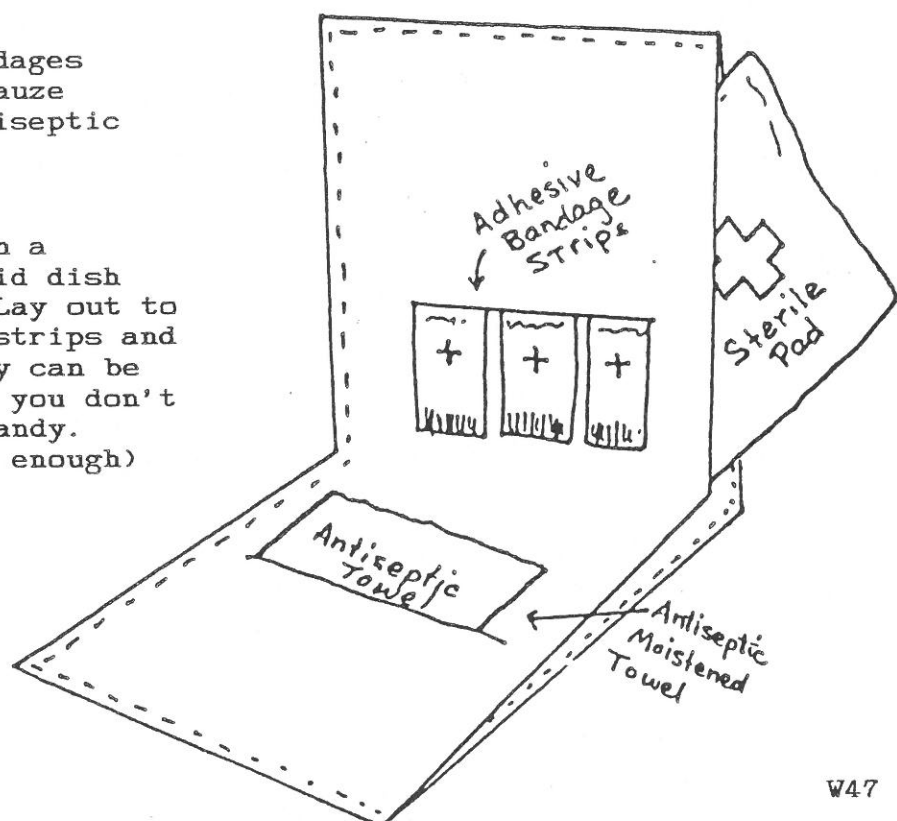
Need:

- 2 or 3 adhesive bandages
- 1 - 2"x2" sterile gauze
- Soap leaves, or antiseptic moistened towel

Soap Leaves

Soak a paper towel in a solution of 50% liquid dish soap and 50% water. Lay out to dry. Cut into 2"x3" strips and staple together. They can be used to wash up when you don't have a bar of soap handy.

(1 leaf at a time is enough)





The Scholar activity badge is an easy one for boys to earn if they are doing acceptable work at school. This is so because more than half the requirements concern attendance, behavior, grades and service in school. Unfortunately, a majority of Webelos-age boys may not like school; to them it is a place of confinement rather than learning.

Through this badge, we hope to encourage boys to do well in school, to understand why schools are necessary and what they can offer, and to learn how the schools are run in this country.

The Webelos den leader can influence the boy's thinking by his own attitude toward the badge and his opinions on the importance of education and the school system. If the leader shows enthusiasm and assures the boys this is not just more homework, he is on the right track. Help the boys see that there is more to school than just homework, and you will have accomplished a major goal of this badge.

TRY TO FIND OUT SOME OF THESE THINGS.

- *What jobs are there at school for the boys to do?
- *What extra-curricular activities are available?
- *What community activities is the school used for?
- *Who are the people on the office staff, cafeteria staff, and custodial staff?
What are their responsibilities?
- *What are some of the problems of the school and how can you help?

The quality that a Webelos leader will find most helpful of this badge is the ability to listen to a boy and praise him for his school accomplishments. Advance planning is important to make this badge appealing to a boy.

SOME HELPFUL HINTS ARE.

- *Invite a teacher or principal to one of your den meetings.
- *Let the boys talk about what's going on in school. Guide the discussion in such a way that they will see the value of an education.
- *Prepare a chart of the school system and explain.
- *Obtain some old school books for the boys to look through.
- *Discuss possible den service projects for the school.
- *Tour a high school, college or Education Service Center.
- *Consider ways of helping under-privileged children with books.



INTELLIGENCE TEST

This test is to see if you can follow directions.
Just concentrate, but remember, you have only 2 minutes.

1. Read everything before doing anything.
2. Put your name in the upper right-hand corner of this paper.
3. Circle the word "name" in sentence No. 2.
4. Draw five small squares in the upper left-hand corner of this paper.
5. Put an "X" in each square.
6. Put a circle around each square.
7. Put a circle around each word in sentence No. 5.
8. Put an "X" in the lower left-hand corner of this paper.
9. Draw a triangle around the "X" you just put down.
10. If you think you have followed directions up to this point call out "I HAVE".
11. Now that you have finished reading carefully, do only No. 1 and No. 2.
12. You have finished. How did you do?

SCHOOLDAYS WORD SEARCH

ALGEBRA	LABORATORY	R N H R N O I T A C U D E
ASSEMBLY	LESSON	G E R U T A R E T I L L K
AUDITORIUM	LITERATURE	A Y P D Z G L X P E E A S
BIOLOGY	LOCKER	S L M O K N J T O S S C C
CHEMISTRY	REPORT	Z O G N R V L B S K L T I
EDUCATION	SOCIAL STUDIES	L X C E A T Y O V J D E M
GEOMETRY	TEACHER	Y T H I B S N O W H A R O
GYMNASIUM	TERM PAPER	R D E N A R I K T S U M N
HOME ECONOMICS	TEST	O Y M A P L A U S N D P O
HOMEWORK	TEXTBOOK	T R I R C C S E M R I A C
		A T S G H H M T E F T P E
		R E T X V B E K U B O E E
		O M R Z L W C R N D R R M
		B O Y Y G O L O I B I F O
		A E H R L X K J V J U E H
		L G K R O W E M O H M F S



TIPS ON HOW TO TALK TO YOUR TEACHER

A good conversation with your teacher can increase your chances of making better grades, participating in clubs, working on new projects or earning school awards.

1. Set your goal and decide exactly what you want.
2. Prepare what you will say with a parent or friend. Make notes on information you might need or questions you need to ask.
3. Select a time when your teacher isn't busy. Make an appointment. Be polite, act natural and honest. Ask for a chance to earn what you want and for suggestions on ways to improve your skills and or behavior. Be sure to thank him.
4. Check your attitude. Are you willing to work to improve.
5. After your talk, write down what you and your teachers agreed on. Follow through on the suggestions and fulfill your commitment. Keep trying even if it's hard. If you need help, ask for it.

LETTER TO THE TEACHER:

Dear Mr. or Mrs. _____

_____ is working at this time on his Scholar Activity Badge in Webelos, Cub Scout Pack _____.

It is required that he review the marked requirements with his teacher and have her (or him) sign if he is presently meeting the requirements. If you feel he is not, would you please help me by assisting this with him as setting goals with him, so that he may be able to earn this activity badge.

I do appreciate the extra time this takes and feel _____ will benefit from it. If you will have any questions please call me _____.

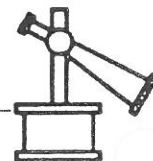
Thank you kindly,

Your Name
Webelos Den Leader

TIPS ON WAYS TO IMPROVE YOUR GRADES

1. Learn to listen - look at the speaker and concentrate on his words. Take notes, and participate in discussions.
2. Develop good study habits - have a place at home away from distractions. Have supplies handy. Do your homework at the same time every day so it becomes a habit. Make a list; do the things you hate first. Cross off each item as you finish. Schedule a break if the list is long.
3. Use the right reading technique - learn how to skim by glancing through whole paragraphs at a time. You find specific information this way. Slower, more careful reading is necessary when you must understand and remember.
4. Improve your vocabulary - look up a word you don't know. Write it down. Note spelling, pronunciation and meaning.
5. Sharpen your writing skills - organize your thoughts. Keep your sentences short. Don't start every sentence with the or I. Make sure your handwriting is neat. Double check spelling and punctuation. Go over your work.
6. Learn how to take tests - study for a test well ahead of time, carefully and calmly; do not 'cram'. Then relax, and face it. First, slowly read all the direction. Make sure you understand exactly what is required. Next answer the questions you know for sure. Pace yourself. If there is an answer you don't know, skip it and go on. You can always go back and fill it in. Work steadily. Double-check your work for careless errors before you hand it in.
7. Develop a positive attitude - this is most important. You are what you think you are. Think you are going to pass and you probably will.

WHEN YOU REALLY WANT SOMETHING AT SCHOOL AND YOU ARE WILLING TO WORK FOR IT, YOUR TEACHER IS THE BEST PERSON TO HELP YOU!!!



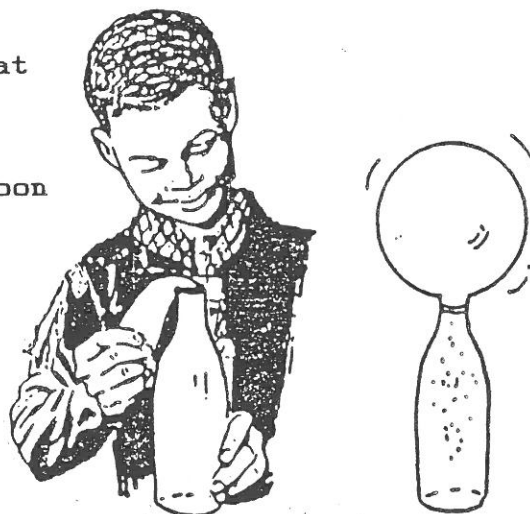
We live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world about him so that these laws can be used by people to improve our environment.

Experiments covering each of the badge requirements are found in the "Webelos Scout Book" and additional ideas are found on the next few pages. Choose some experiments and enjoy an "explosion into science" with your Webelos Scouts. Be sure that you have tried the experiments ahead of time and have the necessary materials on hand.

VINEGAR MAGIC:

Genie in the bottle - Use a balloon that has been inflated before so the rubber stretches easily. Put a tablespoon of baking soda in a bottle. Add distilled white vinegar and quickly fit the balloon over the rim while the mixture fizzes. You can't see the carbon dioxide, but you can see it fill the balloon.

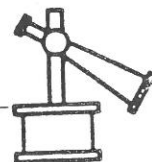
Bouncing Buttons - Stir a teaspoon of soda into a glass of water. Drop in some buttons of different sizes. Pour in distilled white vinegar to make the buttons bounce to the top. Bubbles of carbon dioxide are lighter than water, and lift the buttons. They will bounce up and down for quite a while. Add more vinegar when they slow down.



Vinegar combined with baking soda produces carbon dioxide, a colorless, odorless gas. This is the same carbon dioxide that you breathe out with every breath. The fizz in carbonated soft drinks is from carbon dioxide, which makes bubbles in the liquid. Carbon dioxide is used in fire extinguishers because nothing can burn in its presence. It actually smothers the flame.

OPTICAL ILLUSIONS:

Pendulum Phenomenon - Fasten a white disc $\frac{3}{4}$ " in diameter on a 3' piece of white thread. Have someone hold the thread so the disc can swing like a pendulum. Start the disc swinging in a perfectly straight line and view it from a distance of three feet against a plain wall. Notice how the disc swings in a line like a pendulum. Hold a sunglass lens over one eye. Observe the path of the swinging object again. The movement will no longer be in line but in a circle. If you switch the lens to the other eye, the movement will appear to be in the opposite direction.
Principle: Shows the importance for the eyes to receive smaller images.

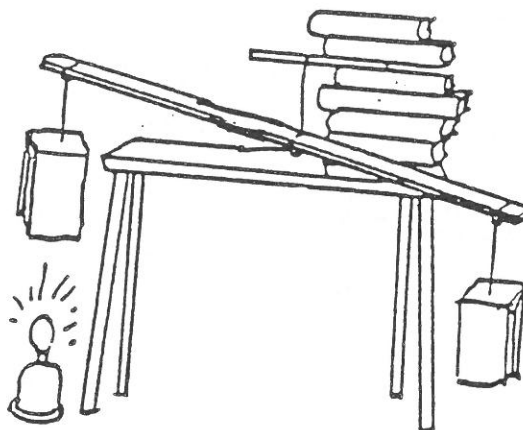


WEIGHING AIR ????

This experiment will help illustrate why Montgolfier's balloon worked.

YOU WILL NEED:

- two large paper bags
- a yardstick
- some tape
- tape
- a pencil
- some books
- small electric lamp
- a ruler



To make this balance that weighs air.

1. Tape a piece of thread to the bottom of each bag. Tie one bag to each end of the yardstick.
2. Tie a loop of thread around the middle of the yardstick - a slipknot works best. Tie the other end of this thread to the ruler which is held in place between the stack of books.
3. Now carefully slip the yardstick back and forth through the center loop until it balances straight across.
4. Place the lighted electric bulb up close under one of the paper bags. As the bag is filled with warm air from the light bulb, you will see it rise. This proves that a bag full of warm air lighter than a bag full of cold air.
5. Now hold the light bulb under the other bag. As the air in this warms up, the air in the first bag is getting cool. Slowly the balance will swing in the opposite direction.

This demonstrates what makes a hot air balloon rise. It also shows what makes smoke rise. The smoke from a fire is nothing but tiny pieces of ash being carried up in a draft.

WHAT CAUSES FOG?

A fog is a cloud in contact with the ground. There is no basic difference between a fog and a cloud floating high in the atmosphere.

The most common fogs are those seen at night and in the early morning over the lowlands and small bodies of water. They usually are caused by a cold current of air from above striking the warmer surface of the land or water. In the autumn fogs are very common because the air is cooling faster by day than the land or water. The reason fogs often seem denser than clouds is that the droplets of water are smaller in a fog. A large number of small drops absorbs more light than a smaller number of large drops (as found in clouds) thus it is denser to us.



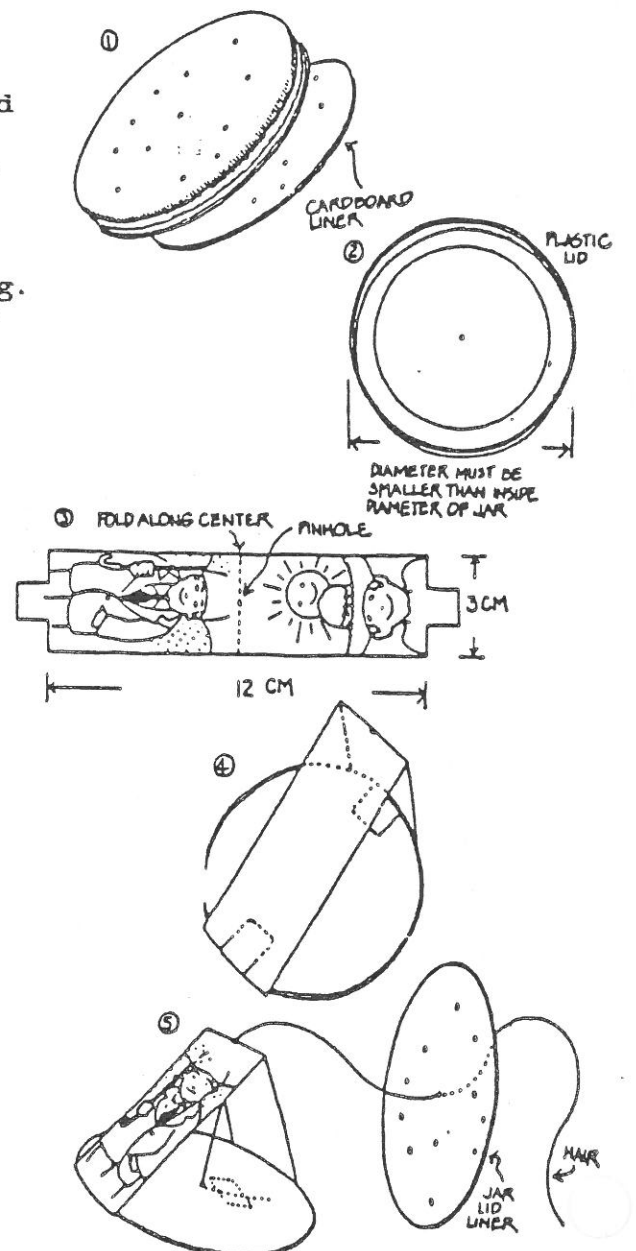
WEATHER FORECASTER

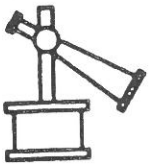
A change in humidity - moisture in the air - usually means a change in the weather. Because human hair reacts to moisture, you can use it to make a handy weather predictor.

Materials Needed:

Large clear glass jar with lid (1qt mayonnaise jar)
 Lightweight plastic lid (from a cottage cheese container)
 Human hair
 Paper and thin cardboard

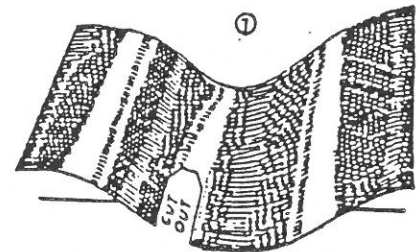
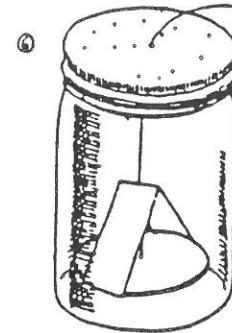
- Using a hammer and small nail, punch about 10 holes into the jar's lid and cardboard liner. These allow air and moisture in, while the lid keeps out larger air currents.
- Cut plastic lid into disc with a diameter smaller than the jar opening. Make a pinhole exactly in the center of plastic disc.
- Cut a thin cardboard rectangle, 3cm x 12cm. Leave a tab on each end. Fold it in half, and crease to form an 'A' shape. Make a pinhole midway in the crease. Draw a character or scene on one half to indicate rainy weather; on other half a scene for fair weather.
- Bend the tabs inward, and tape them to opposite ends of plastic disc's underside. The pictures should face outward.
- Clip a few strands of clean human hair. Thread the hairs through the pinholes in plastic disc and cardboard, and tape them to the underside of plastic. Remove the liner from jar lid. Thread the other hair ends through a pinhole in the liner. Do not return liner to the metal lid yet.





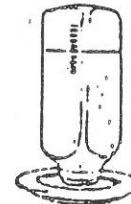
WEATHER FORECASTER CONT.

- 6. To adjust hair, lower base to the bottom of jar and set lid liner on the mouth. pull hair until base lifts off bottom, rotates freely, and does not touch any glass. Tape hair to cardboard liner, and snap liner back into lid.
- 7. Cut a paper sleeve to fit around jar Cut out a door the size of both rainy and fair weather figures.
- 8. Make sure lid is secure. Place it on a brick in bucket of warm water and drape wet towel over top. After a few minutes, turn paper sleeve so you can see the rainy weather character through the door. Then, when the atmosphere humidity changes, the figures will turn, to show the change through the opening.



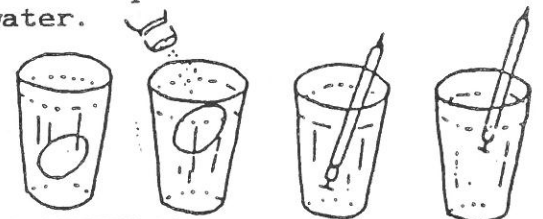
BAROMETER

A barometer measures atmospheric pressure. Here is a simple one to make. Use a glass or clear plastic quart bottle. Fill it with water; put a saucer over top, and flip it over quickly. Allow a little water to escape into the saucer. With a felt tip pen draw 8 to 10 scale marks 3/8" apart. The middle mark should be even with the water level. Check each day. If the water level is higher, the atmospheric pressure is higher and fair weather is coming. If it is lower, look for unsettled weather.

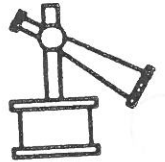


HYDROMETER

This measures the density of liquid. An object can float in a liquid only if it is less dense than the liquid. Proof this by placing a fresh egg in a glass of water. The egg will sink. Then add 1 tablespoons of salt to the water and the egg will float. Try sticking a thumbtack into a pencil eraser and place the pencil in water, point up. Mark the waterline on the pencil. Add salt to water. The pencil will ride higher in the water.



WHY??? SALT WATER IS MORE DENSE!!!



MAKE YOUR OWN FLASHLIGHT

YOU WILL NEED:

- Plastic pill box (large enough for a battery)
- A flashlight battery
- Bulb and base to fit inside
- Flexible lid
- Insulated wire
- Adhesive tape

Scrape the insulation from one end of the wire and form into a flat coil. Attach the coil to the bottom of the battery with adhesive tape.

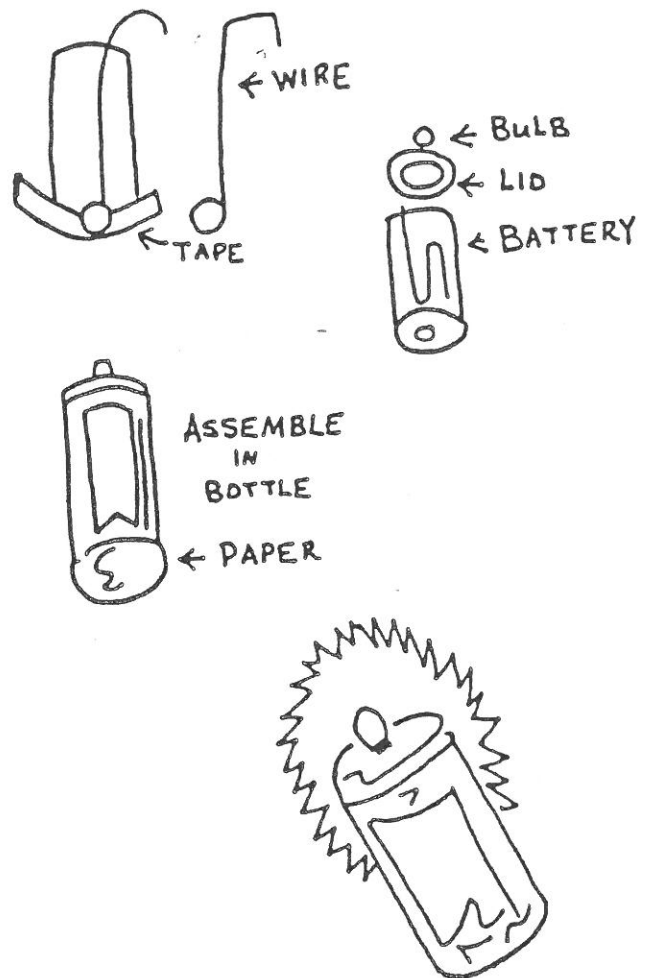
Next; cut an opening in the center of the plastic bottle lid, large enough for the base of the bulb to fit thru. Push base of bulb thru hole at the top of the lid.

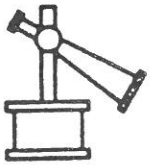
Now scrape the other end of the wire and wind it around the base of the bulb. Secure in place with small piece of tape.

Crumple small pieces of paper. Place enough into bottom of bottle so that the battery will make contact with base of bulb when inserted and lid tightly closed.

Hinge one side of your lid to the bottle with tape. When lid is closed, bulb will light. To shut off your flashlight, flip up the lid with your fingers. When not in use, make sure lid is up completely so that there is no battery contact. Otherwise the battery will run down.

This light creates a dim glow. If you want a brighter light and can find a container large enough, use two batteries. If you wish, cover the outside of the flashlight with decorative paper or plastic.

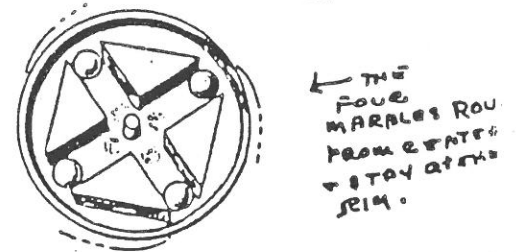
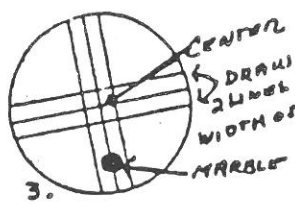
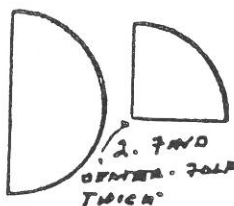
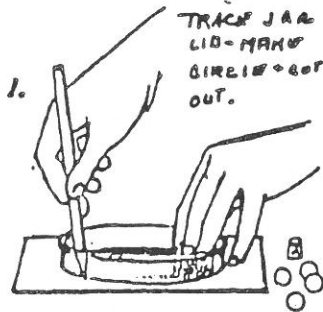
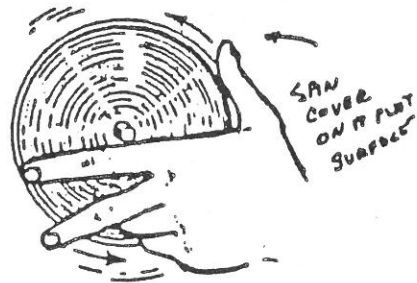
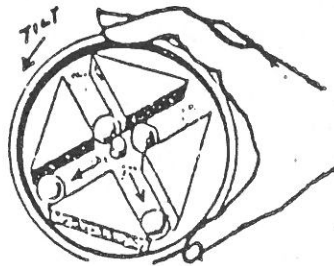
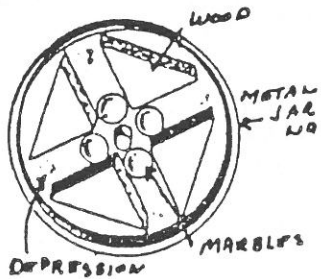
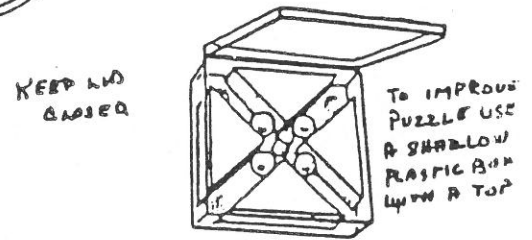
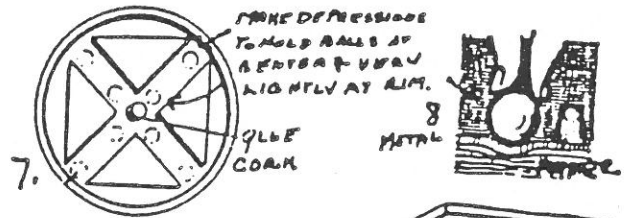
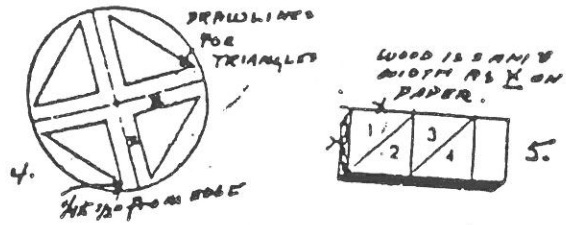




CENTRIFUGAL FORCE

There is only one solution to solve this puzzle. It's so simple that your friends might bite their nails in trying to solve it. Use a large metal screw-top cover, 4 marbles, and four pieces of triangle wood or stacked pieces cardboard, and cork. Make sure the runways edges are smooth or the marbles will halt. Follow the drawings. For the marble to stay in the corners, make a dent in the metal or the paper, and the metal which is underneath. The solution is at the end.

QUESTION: Can you get all four marbles to stay at the rim at the same time.





The Showman Activity Badge has something for everyone.
 For the "natural" actor, there's drama.
 For the shy boy there is puppetry.
 For almost every boy - music.

GETTING STARTED

(an opening)

A dramatization using four Webelos who stand in diagonal line at one side facing the audience and the Webelos Leader who is facing both the Webelos and the audience on the other side.

WL: is Webelos Leader

WL: David, how would you set out to do a good turn?
 (David takes one step forward.)

WL: Carry, how would you started on a camp out?
 (Larry takes one step forward.)

WL: Ray, how would you start on a hike?
 (Ray takes one step forward.)

WL: Billy, how would you start our to achieve your first activity badge.
 (Billy takes one step forward.)

WL: Yes, it is as simple as that to make a thousand mile journey, to run a race, to learn a trade, to meet new people, to climb a mountain, to create a masterpiece, to build skyscrapers, to design a spaceship, to do anything worthwhile there is always a first step and it is the most difficult one to take. If you are to progress in life or in Tigers, Cub, Webelos, or Boy Scouting, you must first face your goal and then get started with that all important first step. (on the words FIRST STEP, all the boys take one step forward again and then salute.

THE ATHENIAN OATH

(a closing: 5 Webelos)

- 1st W: We will never bring disgrace to this our city by act of dishonesty or cowardice.
 2nd W: We will fight for the ideals and sacred things of the city, both along and with our companions.
 3rd W: We will revere and obey the city's laws.
 4th W: We will try unceasingly to quicken the sense of civic duty in others.
 5th W: In every way we will strive to pass on the city to our sons, grater and better that it was when our fathers passed it on to us.



There are 3 ways for a Webelos Scout to earn the Showman activity badge.
Puppetry - Music - Drama.

WHERE WAS THE FIRST THEATER?

Theater as we know it first developed in Greece as part of religious observance. The stage was simply a circle of turf on which the worshippers danced around the altar of Dionyses. The spot was usually at the foot of a hill so that the spectators on the slopes could watch the dancing.

This started the tradition of Greek theaters: semicircles of seats built into a hillside. In fact, the word 'theater' is of Greek origin and means 'a place for seeing'.

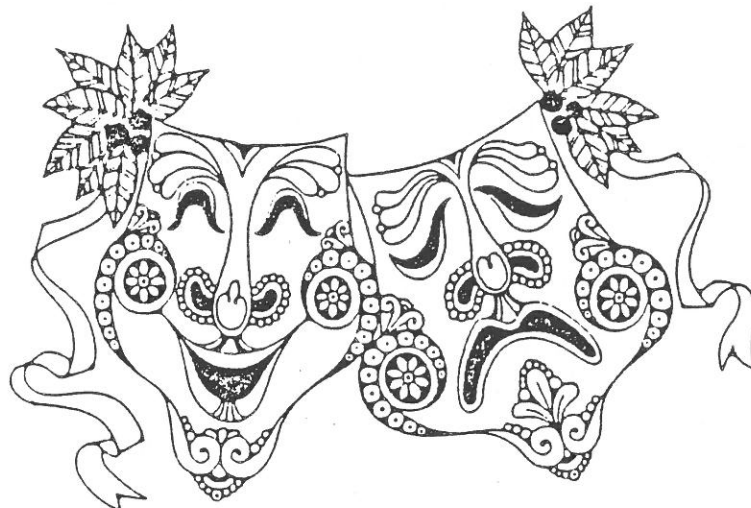
A theater built in Athens about 500 B. C. had a circular place called the orchestra where the performance was given. Erected behind the circle of the orchestra was a dignified-looking stage building. It was used as a dressing place for the performers.

This 'skene' (from which comes the word 'scene') served as a background for the action of the play.

Very little scenery was used by the Greeks, and no artificial lighting was needed because the plays were presented in the daytime.

The first permanent stone theater was built in Rome in 52 B. C. The theaters of the Romans were similar to those of the Greeks, except they were built on level ground. The Romans were the first to fill the orchestra with seats and present the play on a raised stage behind which was the 'skene'.

After the Roman world turned Christian, no theaters were built for about 1000 years. The first modern theater was the Teatro Farnese at Parma, Italy. It was built in 1618 or 1619. It's stage instead of projecting far out into the orchestra, was built into one of the walls. A curtain was used to separate the stage from the auditorium so that changes of scenery could be made out of sight of the audience.





GUIDING STARS

(Special Leader Recognition)

This recognition is presented by the Webelos Dens. It should be presented after the advancement and achievement recognitions. Let a parent help with this, so that the presentation will be a complete surprise to the Leaders of the Pack.

EQUIPMENT: Make five large gold stars out of tissue paper on a wire frame made of coat hanger wire. They should be large enough for the boy to hold and as he makes his short thank you speech, he can poke his head thru the star. (also need 5 Webelos)

- 1st. W. If you will look around you, you will see many bright stars besides the ones that we have. My star represents our Cubmaster Mr. _____ and his assistants Mr. _____ and Mr. _____ (on the word represents, pop head thru the star.) On behalf of all Cub Scouts I wish to say Thank You for the leadership you have given our pack.
- 2nd. W. My star represents the committee (if not too many on the committee, give their names) for time and effort in helping our pack grow.
- 3rd. W. My star which is a very bright one is full of excitement and fun. Thank you Webelos and Cub Leaders Mr. _____ and Mrs. _____ for your untiring service and help to give us the opportunity to become better Boy Scouts.
- 4th. W. My star represents the Den Chief(s) _____/_____/_____ who encourage the Cub Scouts to become better Scouts in their work and play. Thank You.
- 5th. W. And it may be the last star but it is the most brilliant and lasting one. Thank You Mom and Dad for your daily help in our Cub Scout program. It is you and you and you that make it possible for each Cub Scout and the Pack to GO!!!!

MOVIES - MOVIES - MOVIES

Use an empty cardboard canister (potato chips and ice cream come in them) or make one by rolling stiff cardboard into a cylinder.

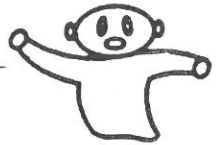
Make, borrow, or buy a lazy susan. Cut slots about 3" up from the bottom, every 2" all the way around, leaving about 2" between slots.

Cut strips of paper to fit inside canister.

Draw action sequence: stick spinning, ball bouncing, boy running, man going upstairs, fish swimming, flower growing, ect.

Place movie inside canister, picture side showing. Look through the slots. Spin the lazy susan see the action.

The movie needs to be well lit.
The drawing needs to be good and dark. The inside of the canister can be painted black.



VENTRILQUIST ACT

This is a script which could be used by a boy operating a hand puppet as a ventriloquist's dummy. It isn't likely that a 9 or 10 year-old boy will be a very good ventriloquist, but if he makes wide, exaggerated actions with the puppet, the audience's eyes will be on it rather than on him. Or another boy offstage could be the dummy's voice.

Ventril: How was your day today?
Dummy: Not very good. We lost a close game in baseball today.

Ventril: What was the score?
Dummy: 70 to nothing.

Ventril: That was a close score.
Dummy: Sure. The last time we played, we lost 120 to nothing.

Ventril: What is the biggest problem that you lost by such a score?
Dummy: The bat and the ball?

Ventril: The bat and the ball?
Dummy: Yeah. The other team doesn't pitch the ball where we swing the bat.

Ventril: Sounds like you need more practice.
Dummy: Practice? What's that?

Ventril: Don't you know what practice is.
Dummy: Never heard of it.

Ventril: I'll try to explain it to you. That is where you get your team together and try hitting and fielding the ball.
Dummy: Sounds like a good idea. We'll try it.

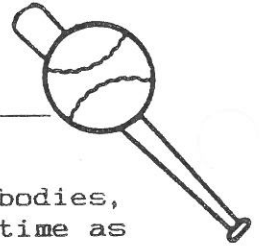
Ventril: I heard you had a birthday last week.
Dummy: That's right. I was 10 years old.

Ventril: Did you get any presents?
Dummy: Yeah. I got quite a few. But I also got one that I can't use.

Ventril: What did you get that you couldn't use?
Dummy: A billfold.

Ventril: You use a billfold to keep your money in.
Dummy: I know. But I get 50 cents a week allowance. How can you fold 50 cents.

Ventril: Now that your 10 years old have you thought about joining Cub Scouts?
Dummy: I am a Cub Scout. I was a Tiger, a Wolf, a Bear, and now I'm a Webelos Scout.



This badge not only helps you train your boys to build their bodies, but they need to learn the spirit of competition. Take the time as Den Leaders to teach your boys good sportsmanship.

SPORTS QUIZ

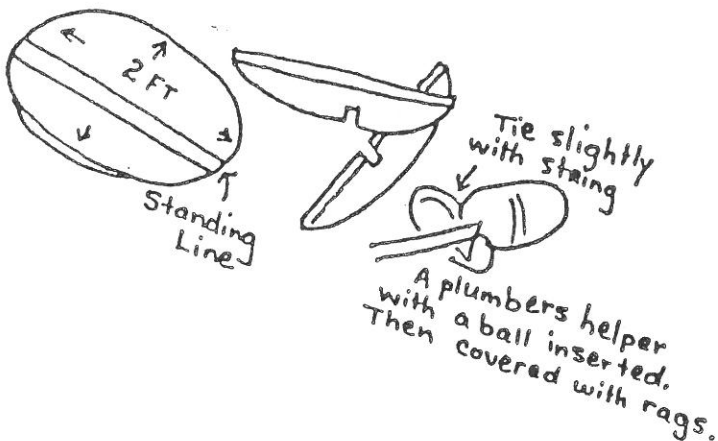
See how many terms you can match with the game!!!

- | | |
|---------------------|----------------|
| 1. Spare | Hockey |
| 2. Shell | Trap-shooting |
| 3. Shuttlecock | Boxing |
| 4. Fairway | Bowling |
| 5. Slalom | Polo |
| 6. Double Fault | Skiing |
| 7. Eight-ball | Basketball |
| 8. Chukker | Archery |
| 9. Clay Pigeon | Boating |
| 10. Technical K. O. | Football |
| 11. Jump Shot | Baseball |
| 12. Puck | Figure Skating |
| 13. Double Play | Tennis |
| 14. Figure Eight | Badminton |
| 15. Field Goal | Pool |
| 16. Headlock | Wrestling |
| 17. Casting | Golf |
| 18. Quiver | Diving |
| 19. Jack-knife | Hunting |
| 20. Oar | Fly Fishing |

TEETERBOARD JOUSTING

This medieval game takes a lot of skill and can be a lot of fun in the den. The idea is to knock your opponent off his teeter board with your jousting stick before he knocks you off.

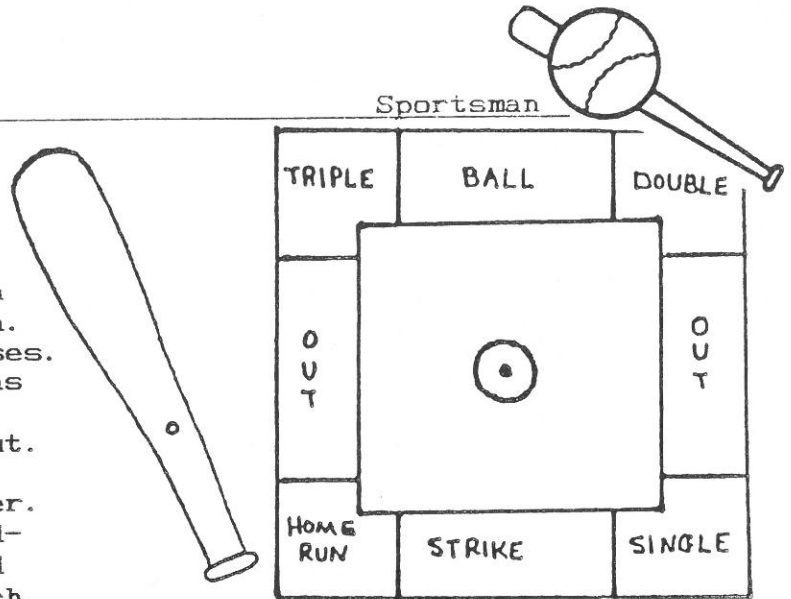
To make the teeter board, cut 2' circles of 3/4" plywood. Cut one circle in half and attach as shown. (you will need two teeter boards)



BASEBALL GAME

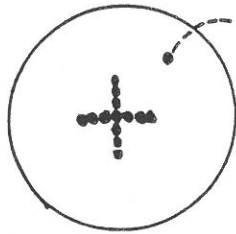
Cut a large square from of card-board. Using marking pens, draw a baseball diamond on it like shown. Mark home plate and the three bases. Outside of the base lines write as shown, home run, strike, single, out, double, ball, triple, and out.

Draw pitcher's mound in the center. Cut a bat shape spinner from card-board. Punch small in the bat and center of patchier's mound. Attach bat with paper brad. Be sure that the hole is not too small or too large, needs to be large enough for the bat to spin freely. Follow regular baseball rules when playing. Keep score. Each player keeps his turn until he has 3 outs.



MARBLES

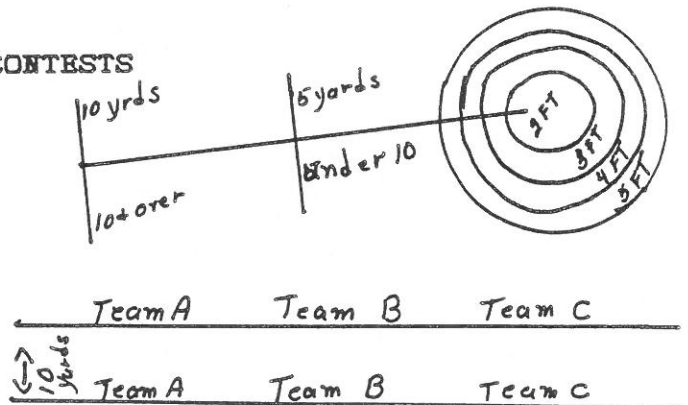
This sport is still being played in some parts of the country. A good contest can be had within the den or pack by having a marble tournament. Have a trophy or prize to give to the winner.



RULES: The circle should be four feet in diameter. Eleven or fifteen marbles are placed in the circle on a "T" marked on the ground. Two boys play each other. Play starts from outside the ring, however, if a marble is knocked out and the shooter remains in the ring, the next shot is taken from where the "shooter" stops. A player continues to play until he fails to knock a marble out of the ring. The winner is the one with the most marbles at the end of the contest.

FRISBEE CONTESTS

Bull's Eye
 Played with five Frisbees. Draw course as shown. The object of this game is to throw for accuracy. Add up points after each boy takes his turn throwing the Frisbees.



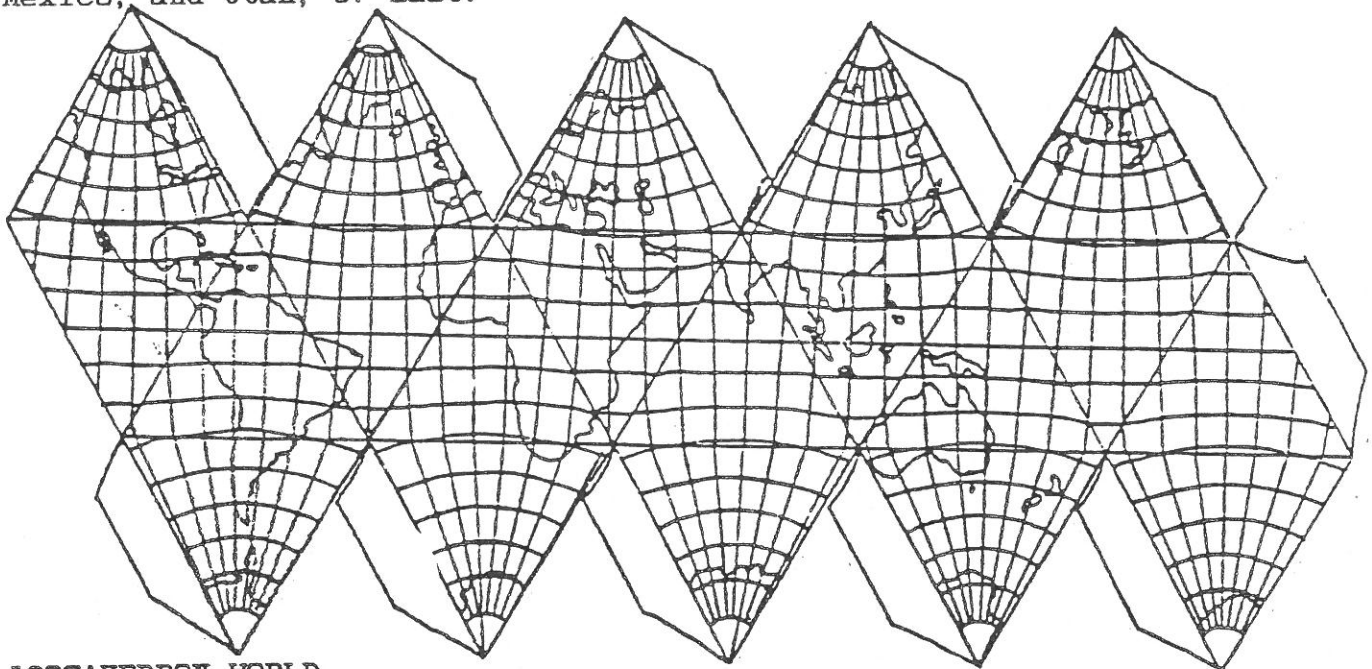
Marathon
 Divide boys into teams of two players each. Draw two parallel lines on ground ten yards apart. One member of each team stands behind each line. The judge will call "GO" every ten seconds. If a team drops the Frisbee or has to step over the line to catch it, they are out of the game. Play continues until there is one team left.



TRAVELER QUIZ

1. You are on a ship five miles from an entrance to the Panama Canal and sailing due west toward it. In what body of water is your ship?
2. Flying due south from Detroit, what foreign country do you reach first?
3. Which is nearer Miami, California, or Brazil.
4. Which is farther north, Venice or Halifax?
5. Which is farther south, Venice or Vladivostok?
6. Which is larger, Japan or Great Britain?
7. What four states in the U. S. touch at one point?
8. Does a great circle from Tokyo to the Panama Canal pass east or west of San Francisco?

ANSWERS: 1. Pacific, 2. Canada, 3. California, 4. Venice, 5. Valdivostok, 6. Japan, 7. Arizona, Colorado, New Mexico, and Utah, 8. East.



ICOSAHEDRON WORLD

Find the North and South Poles and Equator on the Icosahedron World above.

Cut out the pattern and make an Icosahedron (20-sided) world. A thin film of white glue on the tabs works best for making this globe.



A LICENSE GAME

Make as many copies of this United States as as you will have persons playing the game.

As you travel, look closely at the license plate on every car you see to learn which state it comes from. When you see a state license, make a cross in that state on your map. You may even want to use colored pencils and make the cross in the same color as the license plate. The Player who first sees the license gets to make the mark on his map.

Two players can work together. One player looks for the license, and the other marks the map. Or each child may work separately and compete with the others to see who gets the most states filled in.



SUGGESTIONS:

Teach map reading. Explain what the symbols mean on the ordinary map.

Plan to take a short trip using a map the boys are familiar with.

List all the songs that you can naming states; learn and sing some of these songs at your pack meeting.



SAFE DRIVING TIPS FOR FAMILIES

Allow enough time so you don't feel rushed. On long trips allow time for frequent stops.

Have your car checked, tires, brakes, lights, turn signals, wipers, to insure proper functioning.

Use seat belts - they save lives.

Be alert to hazards - adjust driving speed accordingly.

Use courtesy abundantly - every where - at intersections, while being passed or passing, and at night with headlights.

Follow the rules of the road - signs, signals, and road markings for a safe enjoyable trip.

Have something for children to do while riding on a long trip.

SHOE BAG GAME KIT

Webelos Scouts can help prepare a shoe bag game kit to keep smaller children entertained in the back seat of the car. The bag is made from a piece of cloth long enough to hang over the front seat and provide 6 or more pockets containing surprises.

SUGGESTIONS:

Paper and pencil

Crayons

Color books, or activity books

Magnetic checkerboard

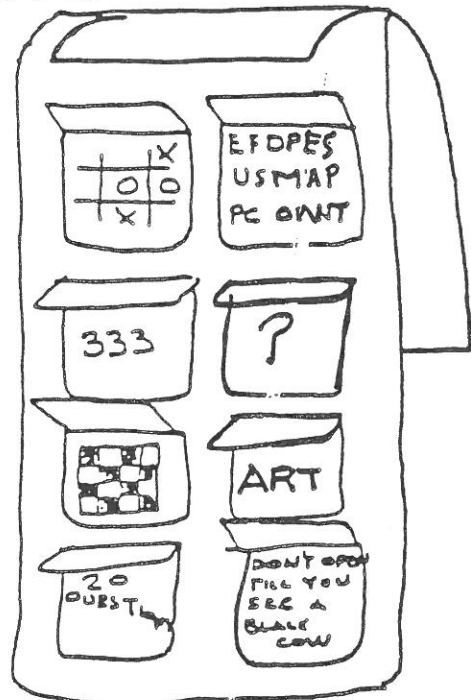
Tic-tack-toe game

Blunt scissors

Small cars/dolls/toys/etc.

20 questions game, car bingo

A special one marked "Don't open till...."



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



GUIDE TO EMERGENCY ACTION

AUTO ACCIDENT

Have the vehicles well off the road, if possible, and turn off the ignitions. Help the injured, but don't move them unless they are threatened by bleeding, fire, or traffic. Administer first aid only if you are qualified.

Place a warning flare 10 feet back of the rear vehicle, another 300 feet behind, and third 100 feet ahead of the scene. If other people are there station them with the flares to alert traffic.

WARNING: Do not light flares near spilled gasoline.

Send for the police, and an ambulance if necessary.

Write down the license number of the other car and the name and address of it's driver. Get the names and addresses of witnesses.

If you're first at the scene of an auto crash, park well away from the accident, ahead of the scene. Account for all occupants of the vehicles and aid the injured to the extent that you are qualified. Set up flares and call the police as described above.

CAR FIRES

Most fires are the result of a short circuit in the car's electrical system. Don't waste time trying to disconnect the battery. If you don't have a fire extinguisher, rip loose any burning wires with a jack handle and smother with a blanket or coat. Don't grab wires with your bare hand. If the fire burns out of control and endangers the gas tank, get away from the car immediately.

HEADLIGHT FAILURE

Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares. Check battery terminals for loose connection. If this is not the trouble, send for help. Never drive at night without lights.

CAR SUBMERSION

Don't panic. Tests have proven that a car with doors and windows closed will float from 3 to 10 minutes. Enough time to escape if you keep your head.

If the car does sink before you can get out, an air bubble will form in that section of the passenger compartment closest to the surface. You can get a breath of air from this bubble before making your exit.

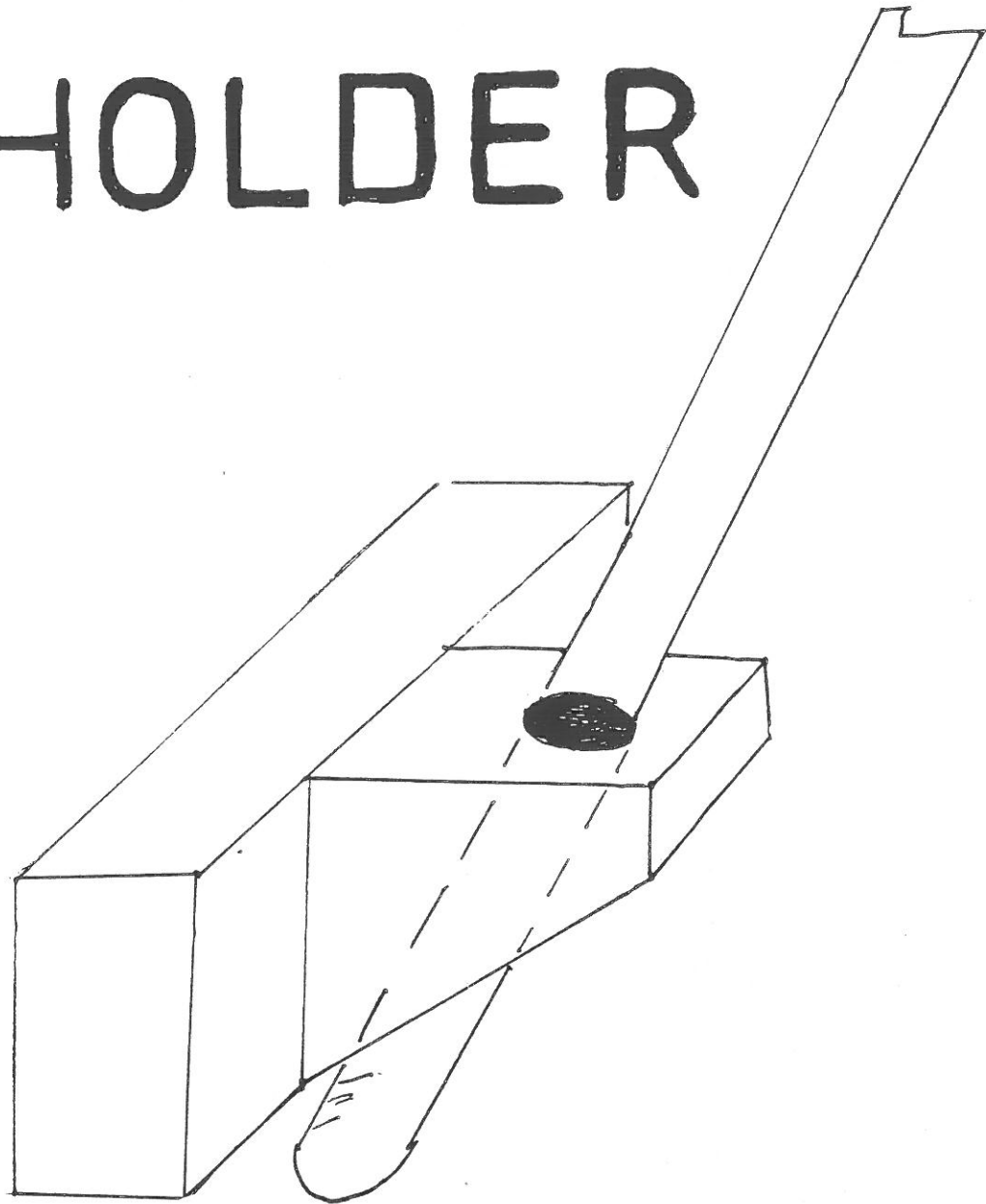
Depending upon the amount of water in the car, water pressure against the doors may make them difficult to open, but a window can be rolled down easily. If you are forced to break a window, give it a blow with a hard, sharp object.

STRANDED IN A BLIZZARD

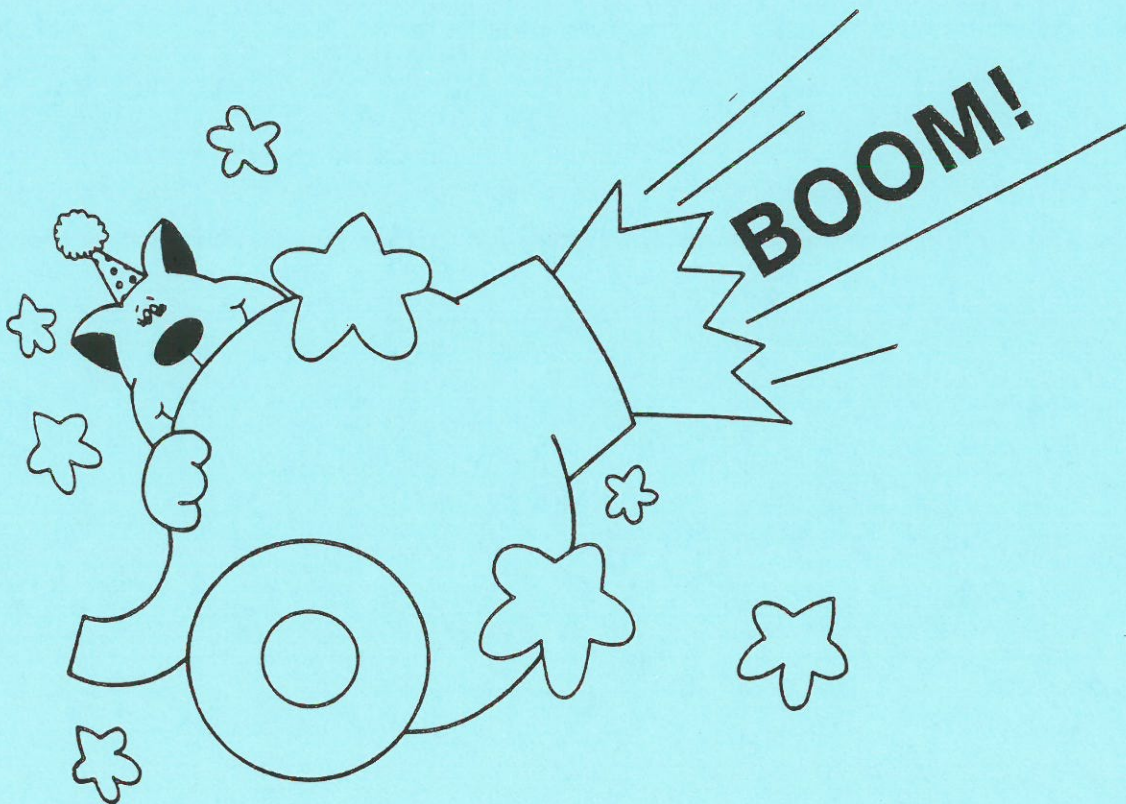
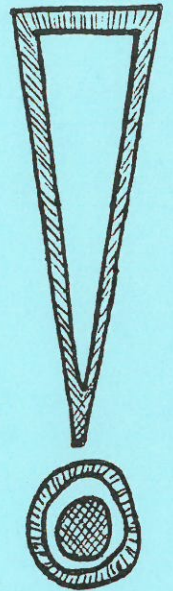
Don't sit with the motor running and the windows closed. Deadly and odorless carbon monoxide can seep into the car. Keep two windows partly open so fresh air circulates. To conserve gas, run the engine for a short while so that the heater warms the car. Then turn it off until the car begins to get cold. Leave parking lights or warning flashers on. Don't leave the car. There is a better chance of help reaching you than you surviving on foot in severe weather.

FLAG

HOLDER



NOW
HEAR
THIS

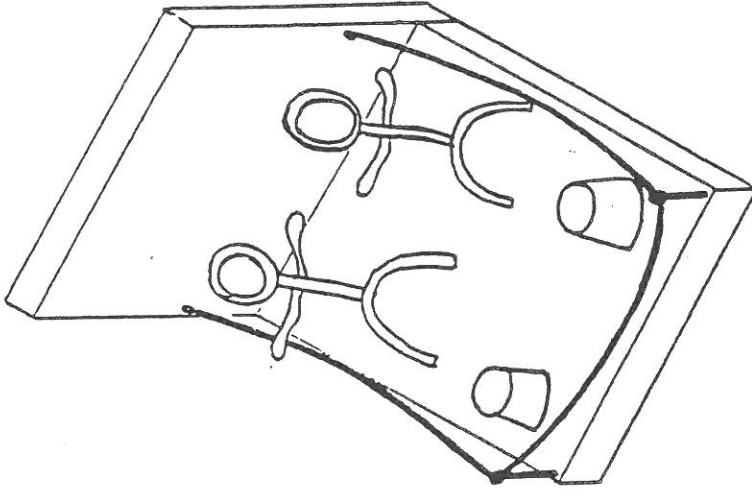




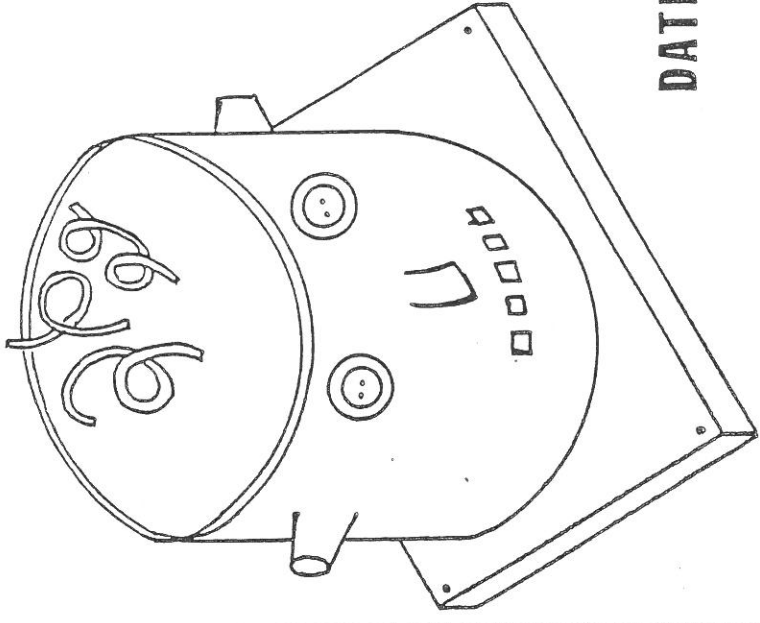
THANKS!

we wouldn't
have made it
without you.





CERTIFIED
GENIUS
★
PACK



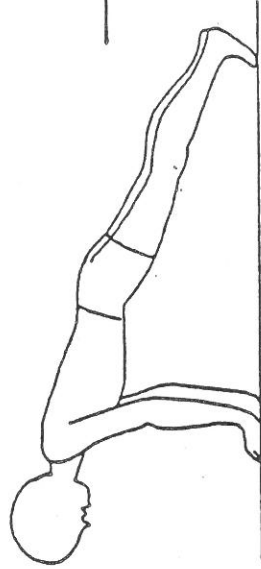
DATE _____

NAME _____

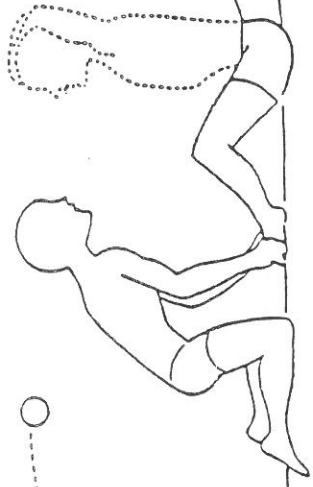
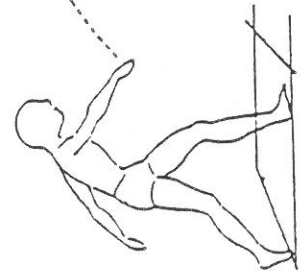
CUBMASTER _____



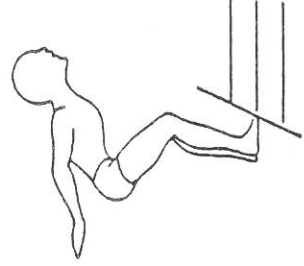
CUB SCOUT PHYSICAL FITNESS CHAMPIONSHIP
PACK

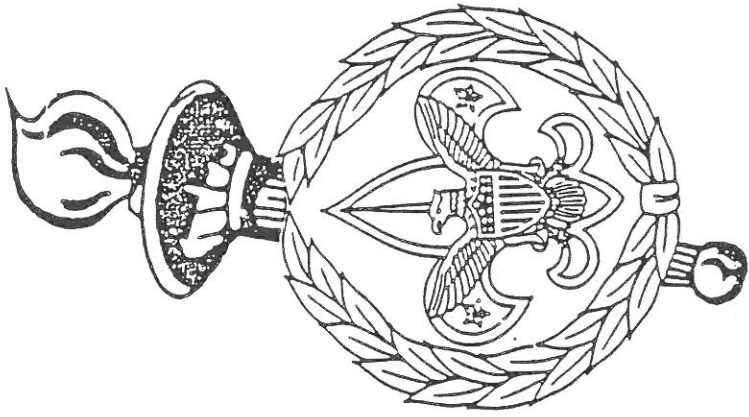


He did his best in the Pack's 19 Physical Fitness Championships,
During the competition he performed well in the Standing Long Jump,
Softball Throw, Push-ups, Set-ups and 50-yard Dash.



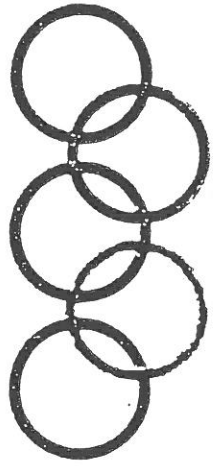
Cubmaster





THE BOY SCOUTS OF AMERICA PRESENT
THIS CERTIFICATE TO

FOR CONTRIBUTING TO THE SUCCESS OF
CUB SCOUT OLYMPICS



date

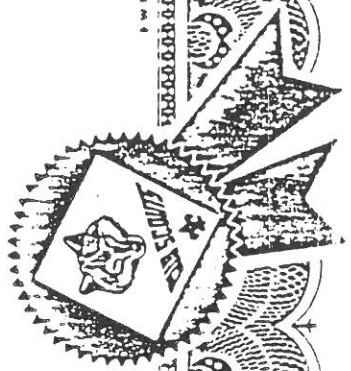
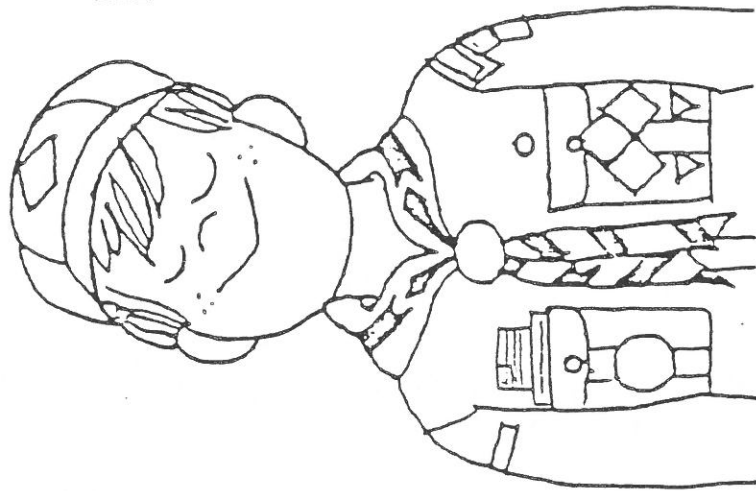
chairman

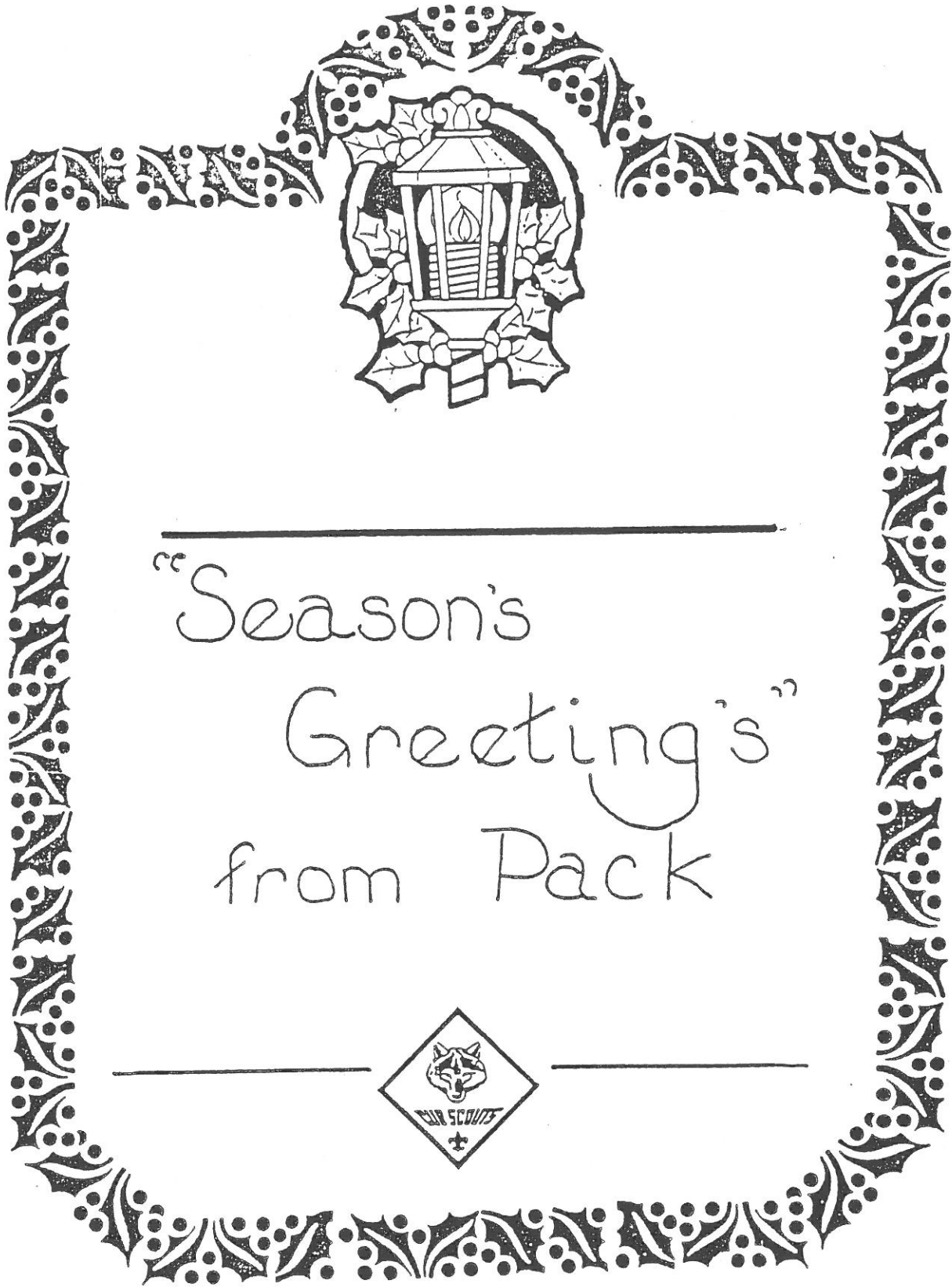
Certificate of Achievement

For _____

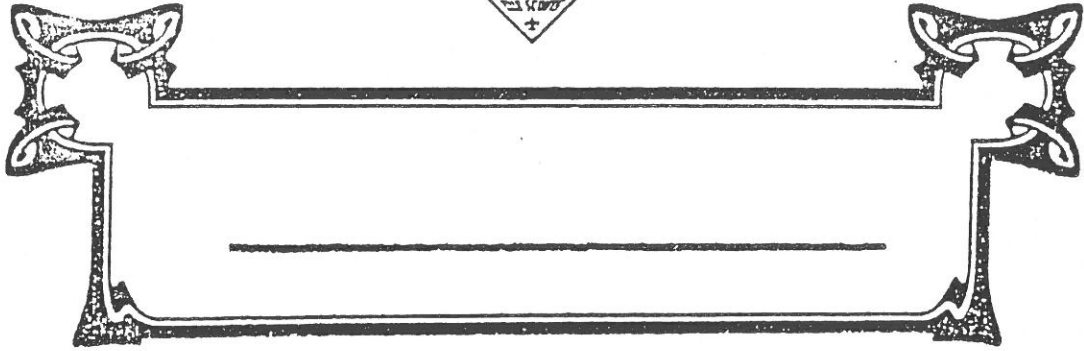
**YOU'RE A GOOD
SCOUT!**

Date: _____

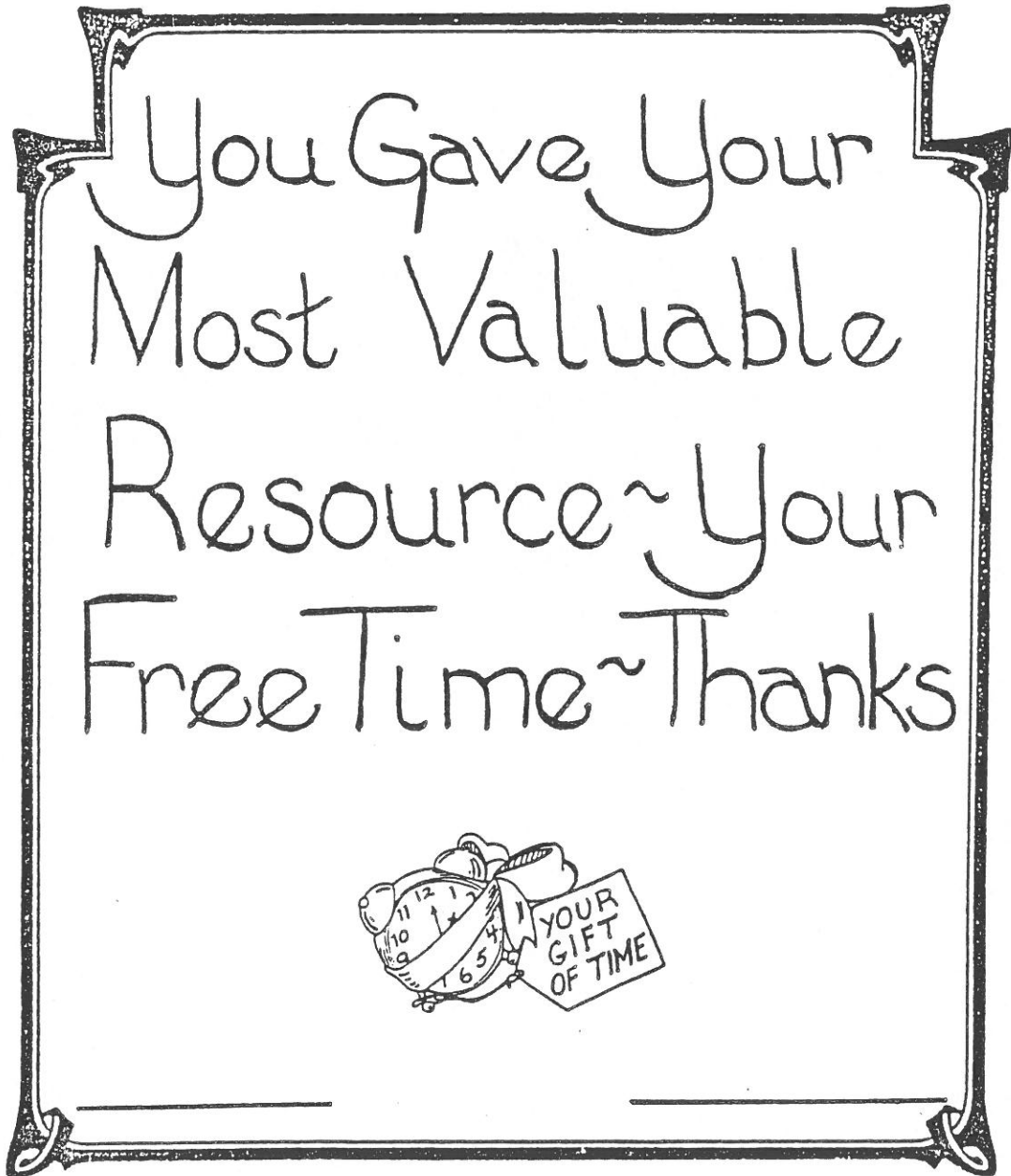


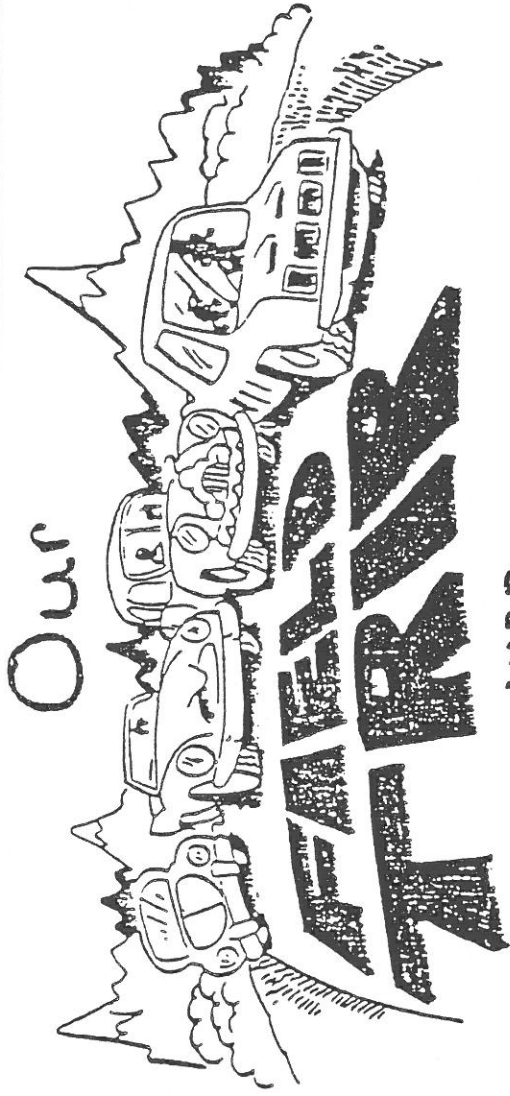


MERRY CHRISTMAS



You Gave Your
Most Valuable
Resource ~ Your
Free Time ~ Thanks





Our

was

SPECIAL

Thanks

to
you!



Cub Scout Promise

Law Of The Pack

Tell What Nebeles Mean

Show The Cub Handshake

Give The Cub Scout Motto

Give The Cub Scout Sign

This is to certify that

*has completed all of the above requirements
for his advancement to Bobcat*

Den Leader

Submaster



This is to certify that

*has completed all of the above requirements
for his advancement to Wolf*

Den Leader

Submaster



This is to certify that

*has completed all of the above requirements
for his advancement to Bear*

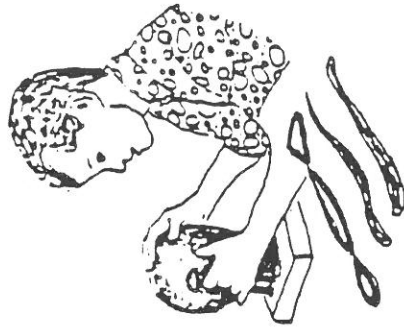
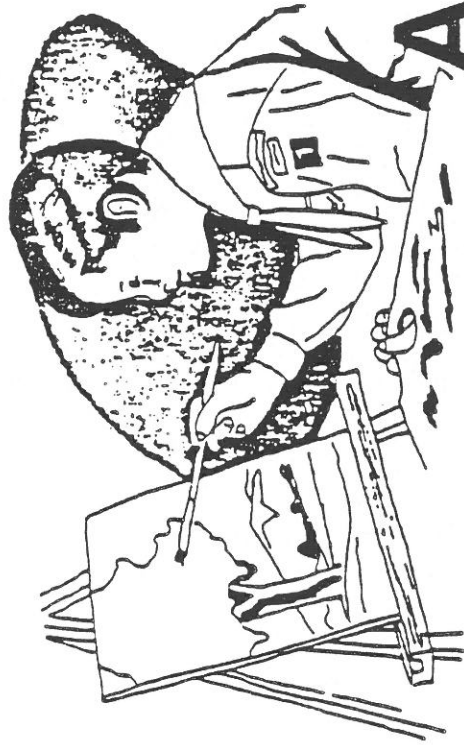
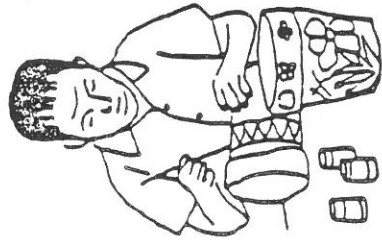
Den Leader

Submaster



*This is to certify that _____ on _____
has demonstrated his skill in the completion
of the activity badge.*

_____ *Webelos Den Leader* _____ *Submaster*



ARTIST

This is to certify that

_____ *on* _____

*has demonstrated his skill in the completion
of the activity badge.*

_____ *Nebelos Den Leader*

_____ *Submaster*



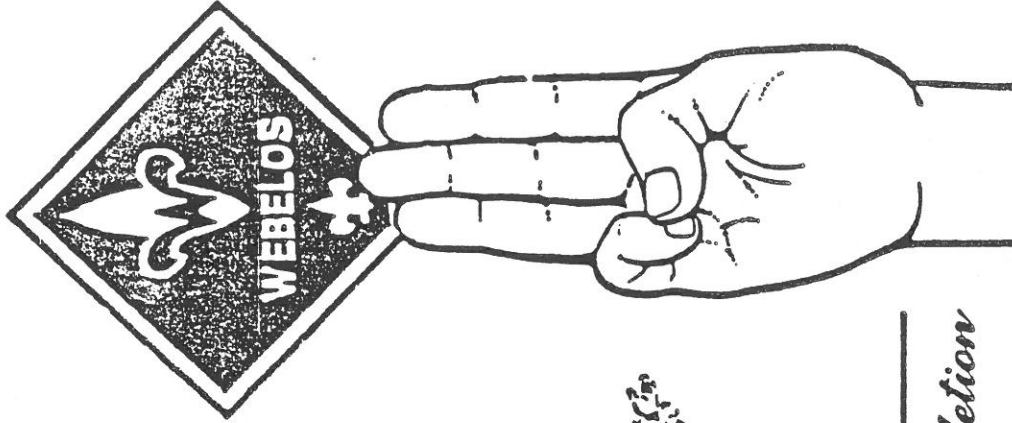
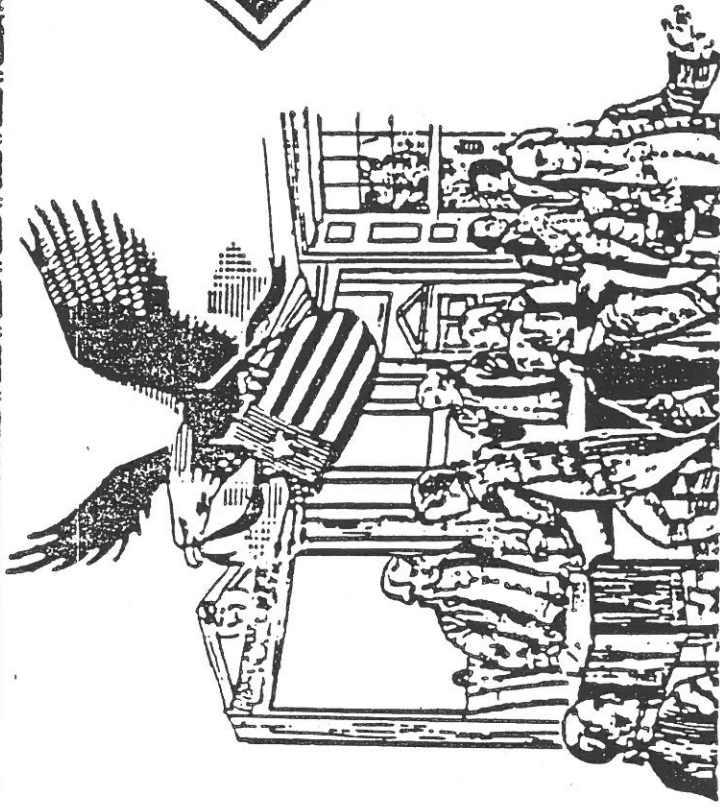
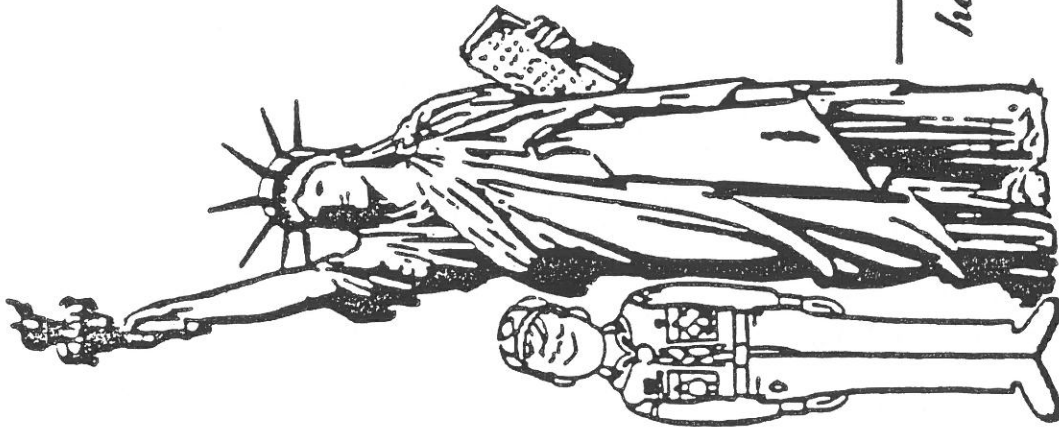
ATHLETE

This is to certify that

_____ on _____
*has demonstrated his skill in the completion
of the activity badge.*

_____ *Webelos Den Leader*

_____ *Submaster*



Citizen

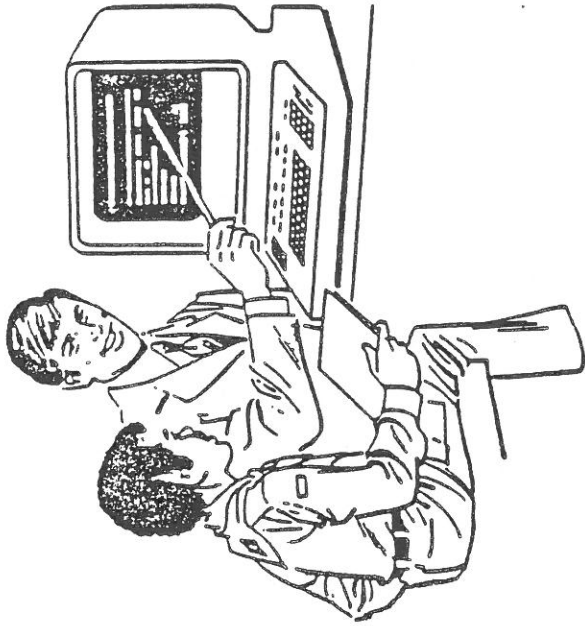
This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



COMMUNICATOR

This is to certify that
_____ *on* _____
has demonstrated his skill in the completion
of the activity badge.

_____ *Webelos Den Leader*

_____ *Submaster*



CRAFTSMAN

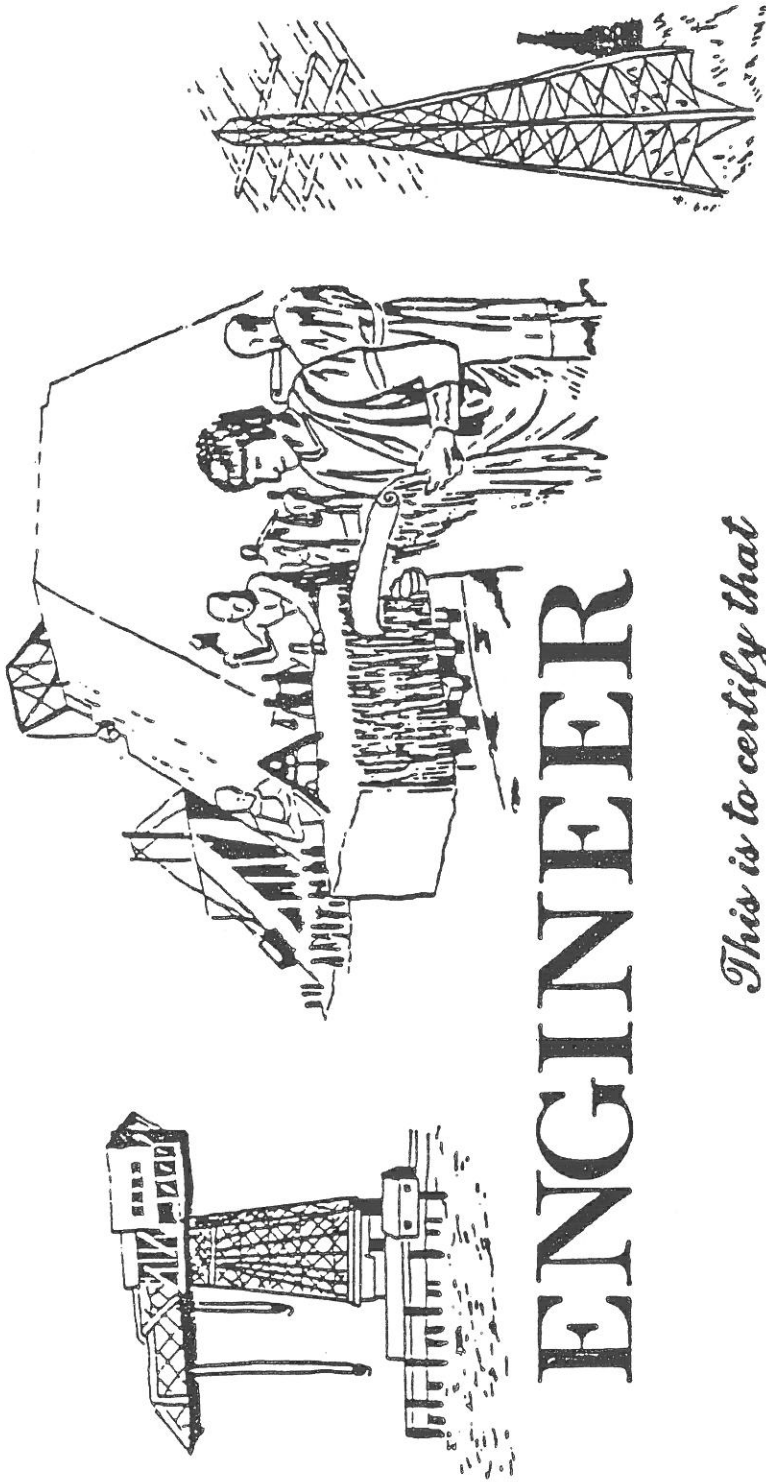
This is to certify that

_____ on _____

*has demonstrated his skill in the completion
of the activity badge.*

_____ *Hobbes Den Leader*

_____ *Submaster*



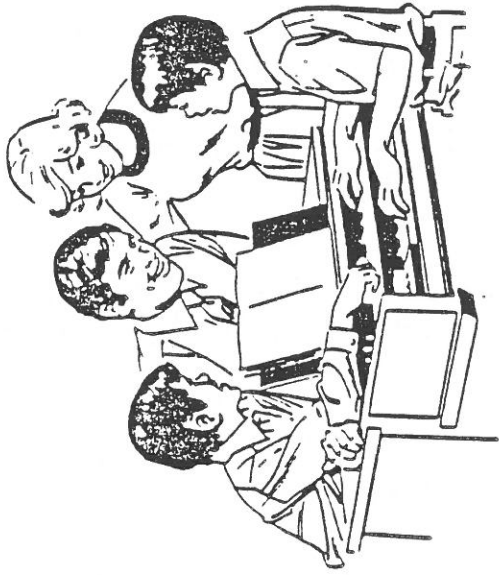
This is to certify that

_____ on _____

*has demonstrated his skill in the completion
of the activity badge.*

_____ *Webelos Den Leader*

_____ *Submaster*



FAMILY MEMBER

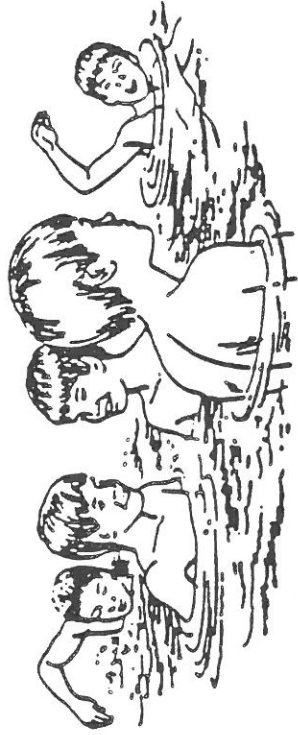
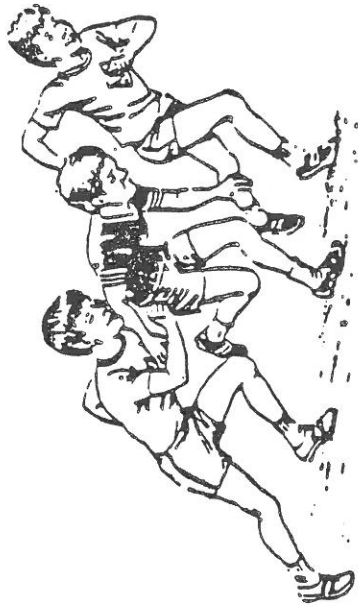
This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster

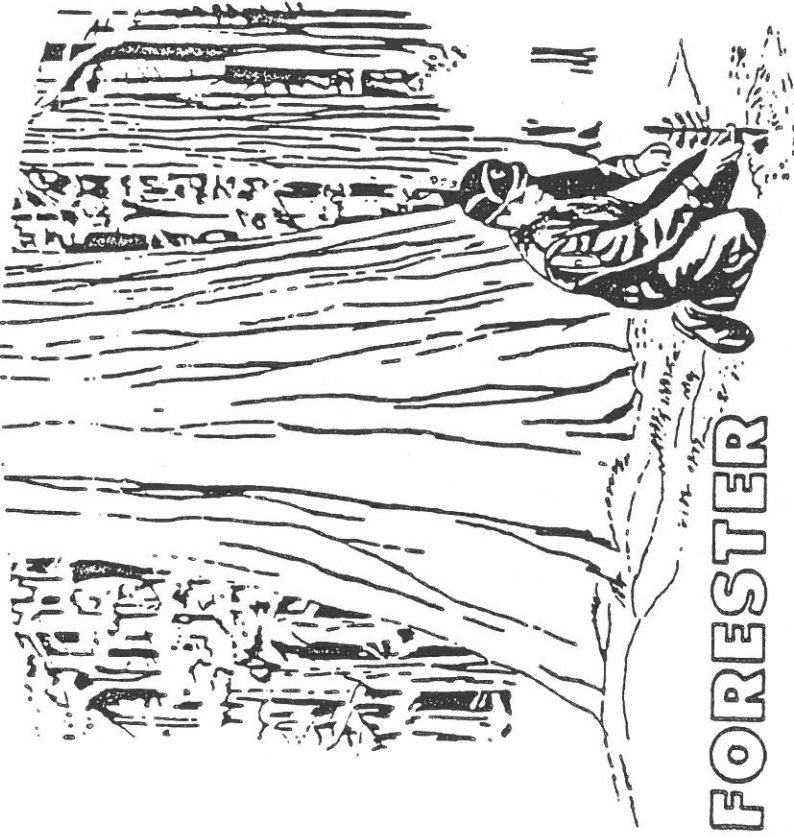


FITNESS

This is to certify that
_____ *on* _____
has demonstrated his skill in the completion
of the activity badge.

_____ *Webelos Den Leader*

_____ *Submaster*



This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



GEOLOGIST

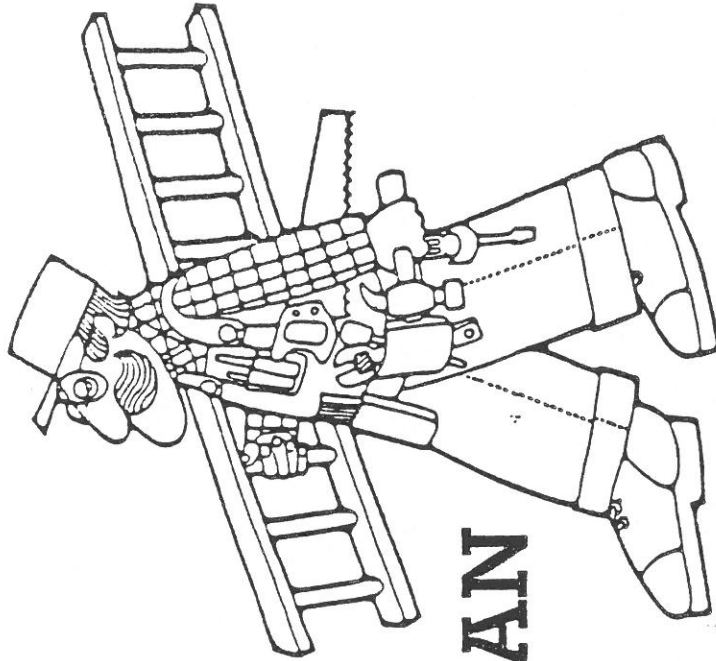
This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



HANDYMAN

This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

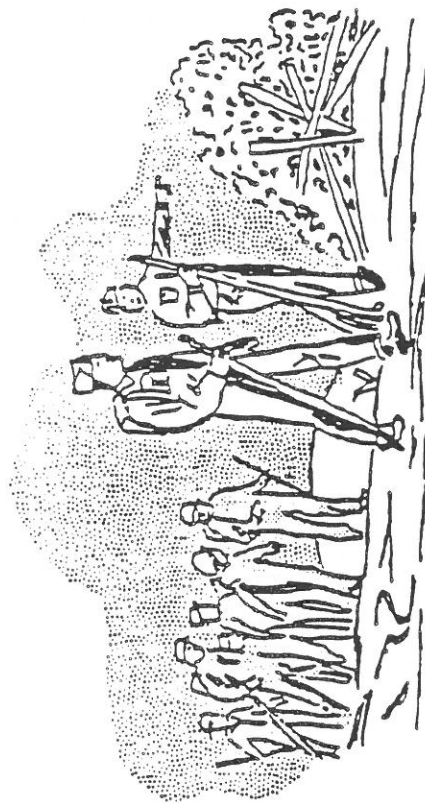
Submaster



NATURALIST

This is to certify that
_____ *on* _____
has demonstrated his skill in the completion
of the activity badge.

_____ *Webelos Den Leader*
_____ *Submaster*



OUTDOORSMAN



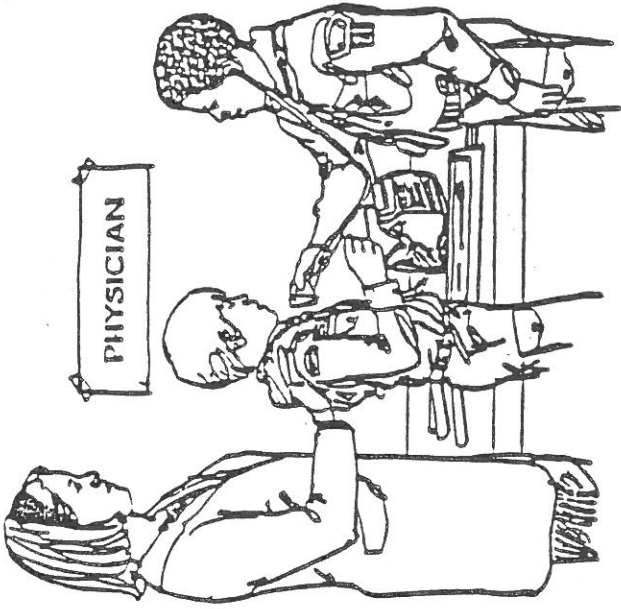
This is to certify that

_____ on _____

*has demonstrated his skill in the completion
of the activity badge.*

_____ *Webelos Den Leader*

_____ *Submaster*

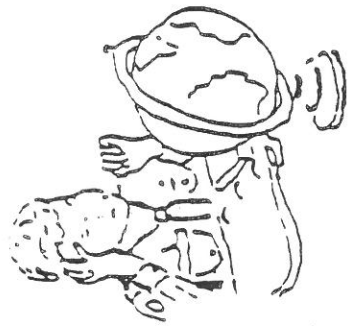


READYMAN

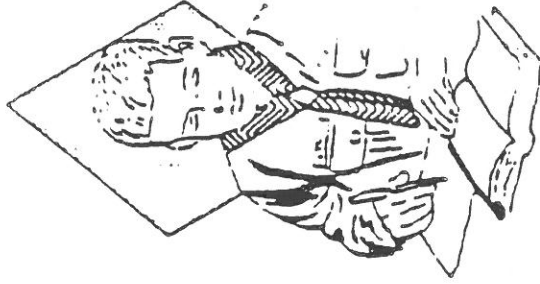
This is to certify that
_____ on _____
has demonstrated his skill in the completion
of the activity badge.

_____ *Webelos Den Leader*

_____ *Submaster*



SCHOLAR



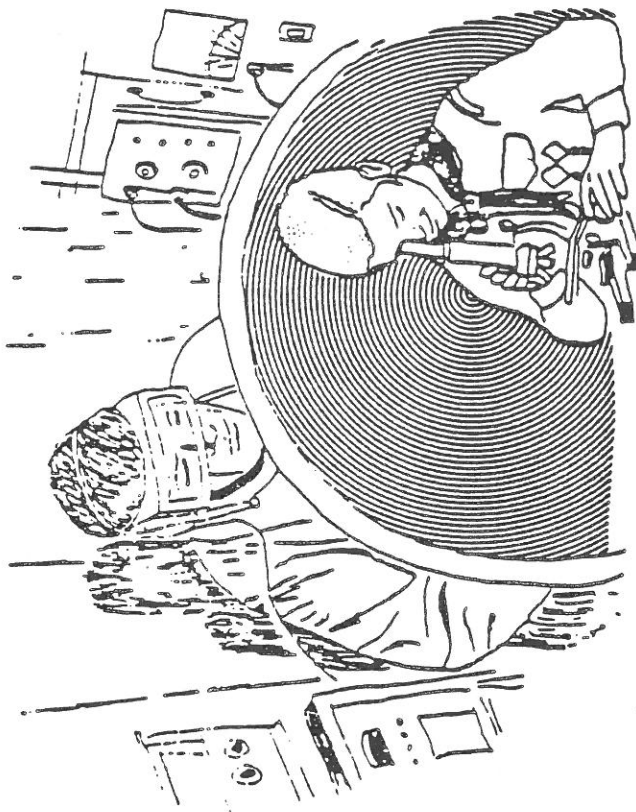
This is to certify that

_____ on _____

*has demonstrated his skill in the completion
of the activity badge.*

_____ *Nebelos Den Leader*

_____ *Submaster*



SCIENTIST

This is to certify that

_____ on _____

*has demonstrated his skill in the completion
of the activity badge.*

Nebelos Den Leader

Submaster



SHOWMAN

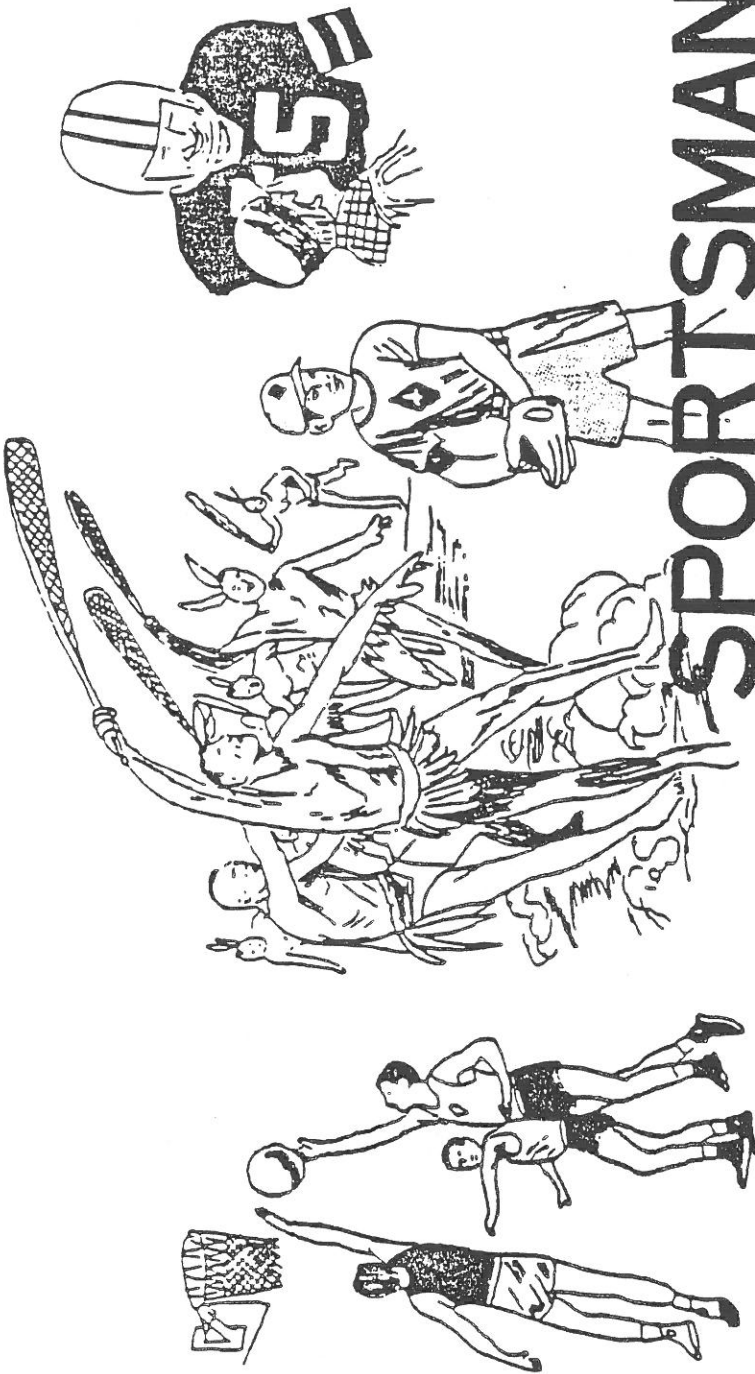
This is to certify that

on

*has demonstrated his skill in the completion
of the activity badge.*

Webelos Den Leader

Submaster



SPORTSMAN

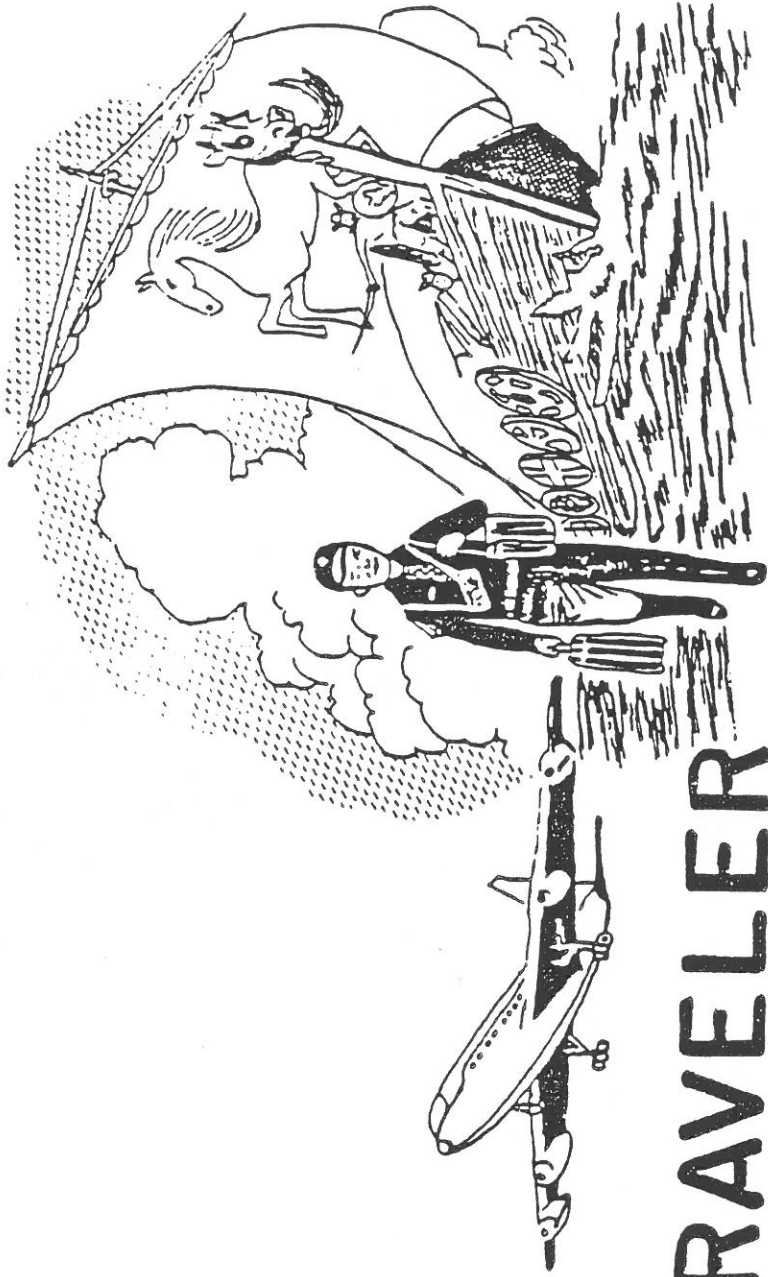
This is to certify that

_____ on _____

*has demonstrated his skill in the completion
of the activity badge.*

_____ *Webelos Den Leader*

_____ *Submaster*



TRAVELER

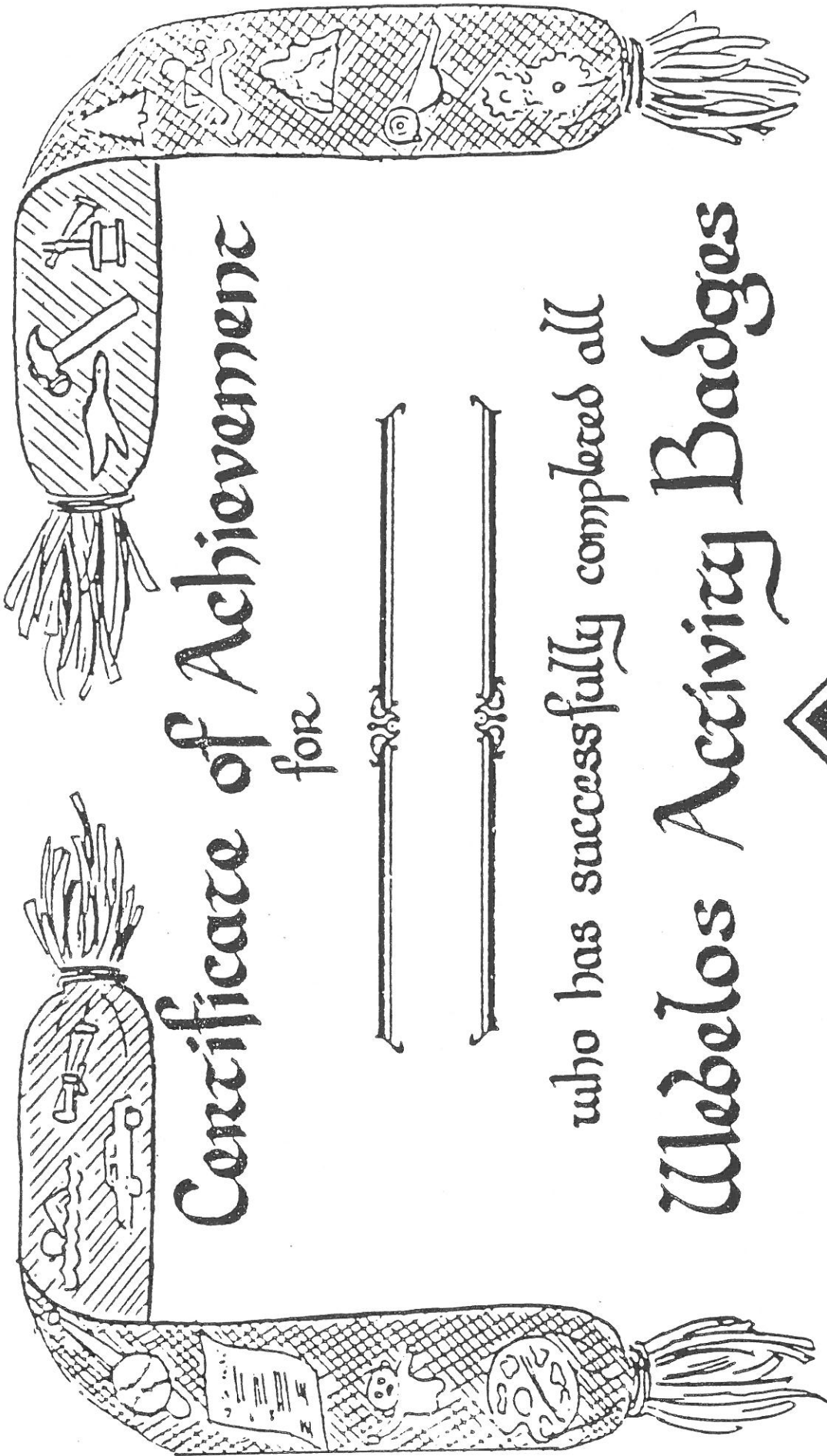
This is to certify that

_____ on _____

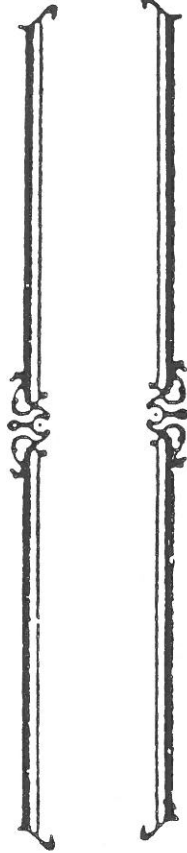
*has demonstrated his skill in the completion
of the activity badge.*

_____ *Nebelos Den Leader*

_____ *Submaster*



Certificate of Achievement for



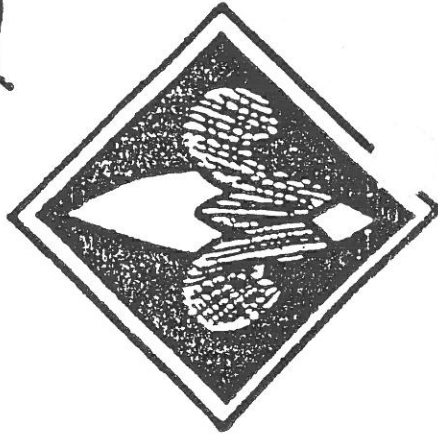
who has successfully completed all

Webelos Activity Badges

date

Cub Master

Scout Leader





This is to certify that

*has completed all of the requirements
for his Webelos badge*

Webelos Den Leader

Submaster



*This is to show to all that the following
named Webelos Scout*

*has earned this highest award
and is qualified to wear
The Arrow Of Light*

Webelos Den Leader

Submaster

LETTER PATTERNS

Each of the letters of the alphabet and all of the numbers can be traced directly from these two patterns. K, M, N, W, Y and the number 7 require a combination of both patterns.

