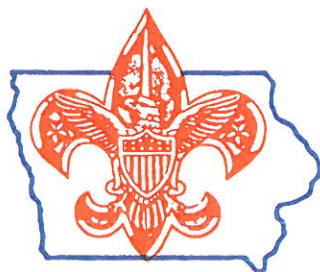


Mid-Iowa Council



Boy Scouts of America





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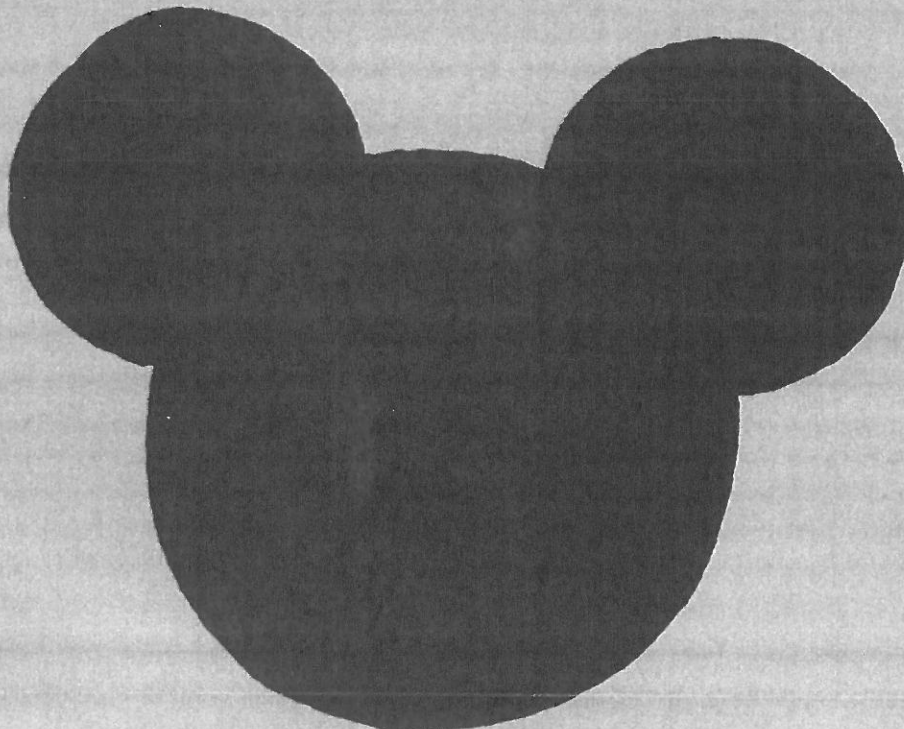
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**1990 POW WOW BOOK CHAIRMAN.....GAIL KIRBY**

**1990 POW WOW CHAIRMAN.....MIKKI DUCHENE**

**THANKS TO DON EDMUNDSON FOR ALL HIS EXPERTISE.**

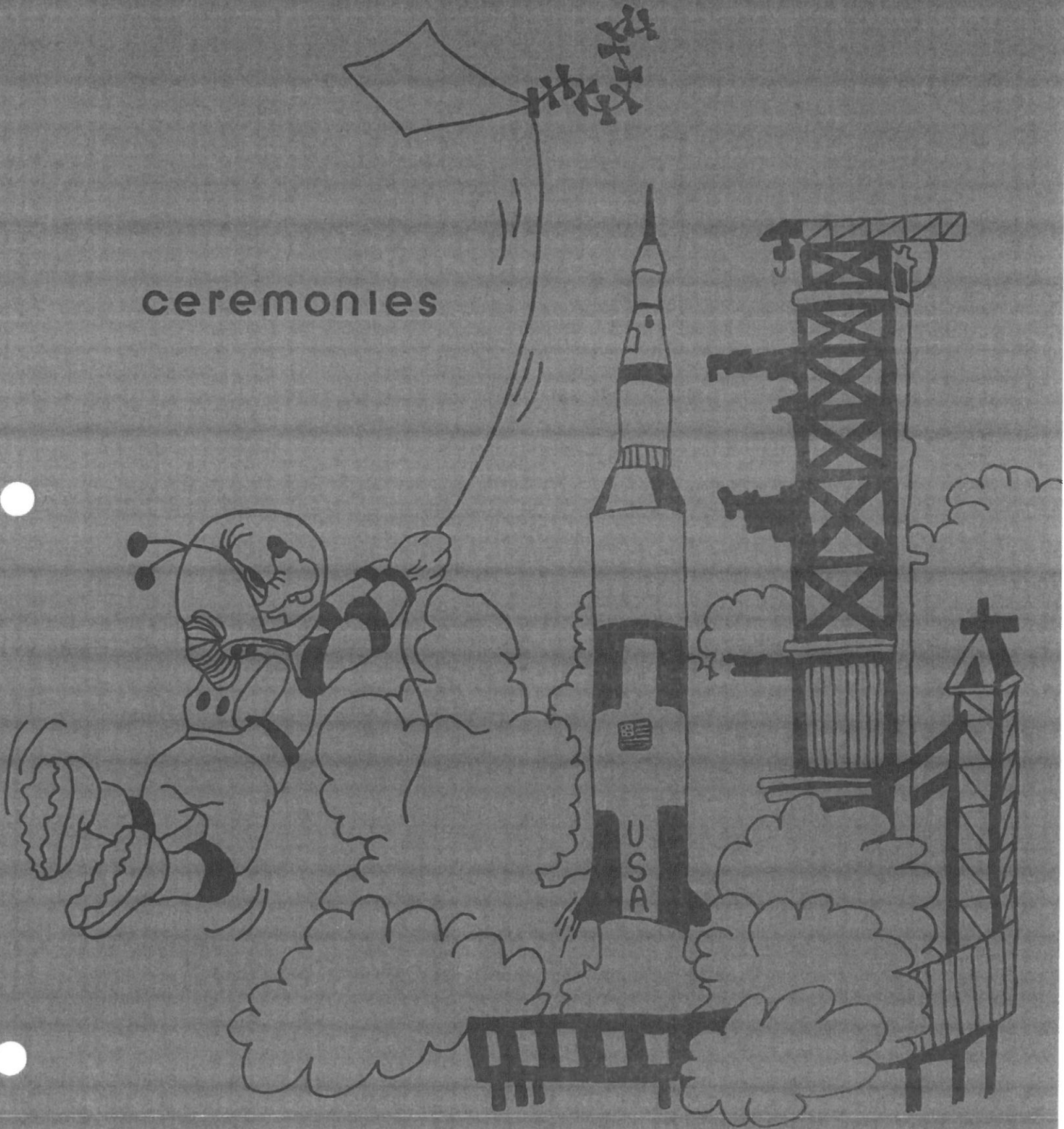
**SPECIAL THANKS TO THE LATE WALT DISNEY, WHO'S IMAGINATION  
AND LOVE OF CHILDREN WERE THE INSPIRATION FOR THIS BOOK.**





# TOMORROWLAND

ceremonies





## "SEPTEMBER PACK MEETING" (Opening Ceremony)

Arrangement: Six Cub Scouts in uniform. They enter stage one by one, saying their parts. All remain on stage to sing with audience at end.

1st Cub: Another year is starting  
And we'd like to welcome you  
And tell you what our purpose is,  
And what we hope to do.

2nd Cub: The Cub Scouts is a group of boys  
It helps us grow up strong,  
It teaches us to do what's right,  
And fight against what's wrong.

3rd Cub: It shows us how much we can do,  
If we work as a team,  
Then we'll have fun and jobs won't be  
As hard as they first seem.

4th Cub: We'll go on hikes and field trips,  
To learn of nature's wonders;  
So we'll respect her when we're grown,  
And not make any blunders.

5th Cub: And we'll be shown in many ways  
That each man is our brother;  
And we will see the joy there is  
In helping one another.

6th Cub: We'll work real hard at what we do  
We'll grow here in our den  
And all the while we're having fun  
We'll grow into fine young men.

(Ask audience to sing Star Spangled Banner or another appropriate opening song.)

## AN INDIAN CLOSING CEREMONY

Have everyone stand. Have an adult leader give the words and demonstrate the signs used in the ceremony and then have everyone join in and do it together.

Scout sign.....May the Spirit of Scouting  
Cub Scout sign.....and the light of Akela  
Point Finger.....be with you and me  
Both arms out.....until our paths  
Arms crossed.....cross  
Cub Scout sign (on wrist, then elbow, and then shoulder).....again.

## CLOSING CEREMONY

- PERSONNEL: 7 Cub Scouts
- EQUIPMENT: Sayings written on cards so Cubs can read their part and the "special" closing signs. (read on!!)
- 1st Cub: You've seen our meeting tonight in fun did not lack.
- 2nd Cub: Because in teamwork we were not slack.
- 3rd Cub: To get a family involved, Cub Scouting has a knack.
- 4th Cub: And each of you as a part of our Pack,
- 5th Cub: Can help our program be sharp as a tack,
- 6th Cub: By doing your share and not be caught slack,
- 7th Cub: So next month, one and all, we'll look for you to come back.

As soon as last boy has finished, all together the boys turn with their backs to the audience and expose signs hung on their back which spell out the following message. "SEE YOU NEXT MONTH, SAME TIME, SAME PLACE" or "WE NEED YOU IN THE ACT, ATTEND PACK MEETINGS" or any desired message you wish to leave with the audience.

## A CUB SCOUT-PARENT PROMISE CEREMONY

Ask the new Bobcat candidates to line up, their parents standing behind them. Bobcats give the Cub Scout sign and recite the Promise and Law of the Pack. (The Cubmaster asks the Cubs to speak loudly and says both with the boys.) When boys complete the induction, the Cubmaster asks the parents to give the Cub Scout sign and repeat the following one line at a time as the Cubmaster speaks:

"As parent of a Cub Scout,  
I will do my best  
to help my boy  
Live up to the Cub Scout Promise  
And obey the Law of the Pack.  
I will work with my boy  
On his achievements and projects.  
I will attend the pack meetings  
And help as needed  
To make the pack go."

The Cubmaster then gives each boy the Cub Scout handshake and gives the Bobcat pins to parents. The parents pin the badge on their son's left pocket.



## OUR FLAG

- Arrangement: As curtain opens, a den of 8 Cub Scouts is lined up across the stage, holding props described below. They repeat the following lines:
- 1st Cub (holds up picture of U.S. Flag) The flag of our country means much to all.
- 2nd Cub (holds up large paper or cardboard star) With a star for each state whether large or small.
- 3rd Cub (holds red and white crepe paper streamers) With thirteen stripes of red and white.
- 4th Cub (holds up map of first thirteen colonies) Representing the thirteen colonies who for freedom did fight.
- 5th Cub (holds up star in one hand and a large piece of blue paper in the other) Put the fifty stars on a field of blue.
- 6th Cub (holds up a white poster which has red crepe paper stripes on it) Adding the red and white striped field, too.
- 7th Cub (holds up small American flag or picture of it) There you have the flag of our dear land,
- 8th Cub To our Old Glory, let's salute with heart and hand.

(One of the boys steps forward and asks audience to rise and join in Pledge of Allegiance.)

## PATRIOTIC OPENING CEREMONY

Equipment: An American flag, star, red cardboard, blue cardboard, white cardboard, model church or picture of one, picture of America, a small globe.

NARRATOR: We watch the flag as it passes by (boy crosses stage with flag waving). A flash of color against the sky.

Its fifty stars are as dazzling white (boy carries star across stage), as those few that shone by the dawn's first light.

The brave, bright Red that will never fade (boy carries red cardboard across stage), by the blood of men's sacrifice was made.

The White, for our nation's purity (boy carries white cardboard across stage), can be kept from stain by you and me.

(continued on next page)

The Blue, the vastness of God's own sky (boy carries blue card-board across stage), His promise that freedom will never die.

The mighty cities, the farmlands fair,  
The many churches (boy carries model church across stage) for  
praise and prayer.

The chance to do, and the chance to be,  
In a land our forefathers fought to free (boy carries picture  
of America across stage).

The hope that the world is looking for (boy carries globe),  
In our will for peace, but our strength for war.

All those are the flag of our dear land,  
(All boys assemble on stage, boy with flag walks across again)  
A symbol that we cherish and understand,  
And we bare our heads and our hearts beat high,  
As our flag, "Old Glory", is passing by.

#### I AM YOUR FLAG (Opening Ceremony)

Arrangement: Colors are advanced in normal manner. Audience is standing, facing the flag. Flag stands alone, while voices over loudspeaker says:

VOICE: I am your flag. I have a special meaning to the Boy Scouts of America because your Scout promise emphasizes duty to God and country, and I am your country.

I am a symbol of America. I suppose you might say I am America. I am great cornfields in the Midwest; throbbing industries in the great cities; orchards and vineyards in the great valleys of the West. I am mountains, rivers and lakes.

I am the citadel of democracy and the vanguard of freedom in the world where both are being threatened with annihilation.

I am opportunity for any boy to become most anything if he has the skill and the will to scale the heights. I am most things to everyone and everything to most people. As a matter of fact, I guess that's what I am most...people...free people...you!

DIFFERENT VOICE: Let us all rededicate ourselves to our duty to keep America great and free. The Pledge of Allegiance.

## FAMILY INDUCTION CEREMONY

Challenge your new Cub Scout parents when their son is inducted with a review of the basic objectives of Cub Scouting. This ceremony may be used following the regular Bobcat induction.

Personnel: Cubmaster, four pack committee members, committee chairman, and parents of the new Bobcat.

Equipment: Candleholder and 4 candles.

Arrangements: Pack leaders stand at one side of candles; parents on the other side.

CUBMASTER: (To parents) I welcome you and your son to Cub Scout Pack \_\_\_\_\_. The success of Cub Scouting depends upon the boy's family relationships. To all the new parents in our pack, we offer a challenge. As members of our pack committee light candles, hear the challenge.

1st COMMITTEE MEMBER: (Lights candle) Learn to have more fun with your boy. Encourage and help him with his achievements. Help him progress regularly through Cub Scouting into Boy Scouting.

2nd COMMITTEE MEMBER: (Lights candle) Learn to live together better as Cub Scouts in a den, as families, as neighborhoods, and as a nation.

3rd COMMITTEE MEMBER: (Lights candle) Become better parents by practicing the Cub Scouting principles of affection, participating, recognition and security, moving with your son into Scouting upon his graduation from Cub Scouting.

4th COMMITTEE MEMBER: (Lights candle) Extend and strengthen the influence of the institution on boys, parents and the community.

CHAIRMAN: We welcome you and your family into Pack \_\_\_\_\_. There is a place for you on the Pack Committee or as Den Leaders. Good luck and good Scouting with your son.

## INDIAN PRAYER CLOSING

(This could be read by Cubmaster, dressed in Indian costume.)

O Great Spirit, whose voice I hear in the winds and whose breath gives life to all the world, hear me. I come before you, one of your many children. I am weak and small. I need your strength and wisdom. Let me walk in beauty and make my eyes ever behold the red and purple sunset; my ears sharp so I may hear your voice. Make me wise, so I may learn the things you have taught my people; the lessons you have hidden under every rock and leaf. I seek strength, not to be superior to my brothers, but to be able to fight my greatest enemy - myself. Make me ever ready to come to you with clean hands and straight eyes, so whenever life fades, like the fading sunset, my spirit will come to you without shame.

## OPENING OR CLOSING CEREMONY

- Arrangements: 8 Cubs and Den Chief line up facing audience; Cubs carry cards spelling out the words, CUB SCOUT.
- 1st Cub: C is for comradeship; we learn to get along.
- 2nd Cub: U is for Unity; together we are strong.
- 3rd Cub: B is for Boy; wild and wooly - but nice.
- 4th Cub: S is for Socials; you needn't ask us twice.
- 5th Cub: C is for Courtesy; of which we all know.
- 6th Cub: O is for Outings; we're rarin' to go.
- 7th Cub: U is for Universal; Scouts are known in every land.
- 8th Cub: T is for Teamwork; we'll lend you a hand.
- DEN CHIEF: Please stand and join us in the Cub Scout Promise.

## CLOSING CEREMONY

- DEN LEADER: We will try to show you the many sides to the boy we so proudly call our son, but remember, these are all one boy.
- 1st Cub: I'm the one all full of dirt, so very sure that soap and water will hurt.
- 2nd Cub: I'm the one who lives in his dreams, always off in a cloud, at least that's how it seems.
- 3rd Cub: I'm the show-off and athlete; I just can't stand to get beat.
- 4th Cub: I'm the pouter, sensitive and shy, but I try to make people think I'm a real tough guy.
- 5th Cub: I'm the angel, neat and obedient. Mom wouldn't trade a day with me for all the money in the mint.
- 6th Cub: I'm the Cub Scout; the one we boys like best. That's 'cause I'm different from all the rest. So everyone, please join us as we say the Promise we try to live by every day.

(Audience and boys say the Cub Scout Promise.)

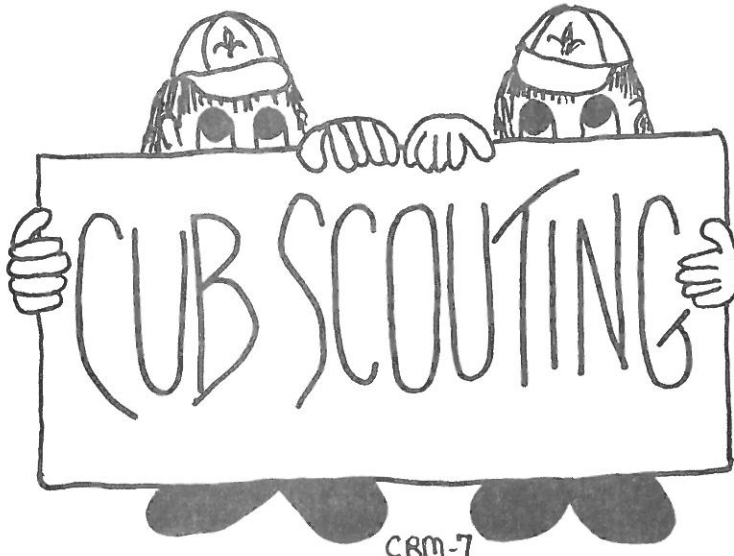
- DEN LEADER: They're all these boys and even more. There are lots of surprises for you in store. So I love them, protect them, and try to understand. It's a very hard job growing up to be a man.

## THE PURPOSE OF CUB SCOUTING.....

- Personnel:** Cubmaster, 7 parents (include 1 Den Leader and a couple of committee members), 2 Cub Scouts. Use parents of boys already in the pack.
- Equipment:** 7 large cards with one letter of the word "PURPOSE" on each. (Glue or write the lines to be read on the back of each card.) 1 large card with the words "CUB SCOUTING" on it.
- Arrangements:** Parents stand in a semicircle around 2 Cub Scouts holding the Cub Scouting sign. As parents are introduced they hold up their card and read their line.
- CUBMASTER:** I have asked some of the parents of boys already in the pack to help with the closing ceremony tonight. We hope you new parents will better understand the Purposes of Cub Scouting. (Introduce each adult in the following manner: "This is Jimmy Brown's father, John. And this is David Smith's father, Harry, etc.)

After introduction of the parents, they then read their letter and what it stands for....

- P is to Provide fun and exciting things for boys to do.
- U is to foster Understanding within the family, an idea not new.
- R is to Respond to good sportsmanship and prepare them for the Boy Scout program.
- P is for Pride in growing strong in mind and body toward becoming a man.
- O is to Open new areas where they can be helpful and do their best.
- S is to Strengthen boys abilities to get along with others and be accepted by the rest.
- E is to Encourage the development of habits and attitudes of good citizenship each day.



Put pizzazz into campfire ceremonies!!!!

### RAINBOW FIRE

You can make your campfire burn in rainbow colors by throwing various chemicals into the fire in crystal form.

For a rainbow fire, you may use any of the following chemicals in powdered form, which can be purchased from purchase from pharmaceutic suppliers or drug stores in small quantities.

borax	which burns green
barium nitrate	which burns apple green
lithium chloride	which burns purple
potassium permanganate	which burns purple
copper sulphate	which burns blue
sodium chloride (common salt)	which burns yellow
calcium chloride	which burns orange
strontium nitrate	which burns red

### PINE CONE FIRE

These bits of chemical beauty will help solve your gift problems.

You will need:

a bushel of pine cones	1/2 pound of boric acid
1 pound of copper sulphate	2 large containers
mesh bags that oranges or potatoes come in	

Stir the copper sulphate into a gallon of water and the boric acid into another gallon of water.

Fill the bags with pine cones and soak them for several days in one or the other of the solutions. Remove and spread the cones out to dry. When they are thoroughly dry, pack some of each kind in mesh, tarlatan or cellophane bags to be used as gifts for a Yule fire. They will burn with a beautiful blue and green flame.

When pine cones are not available, small twigs, corncobs or tightly twisted newspaper may be treated in the same way. Wrap them in bundles of twelves in colored cellophane and tie with a ribbon.



CRM-8



## SIoux SIGN LANGUAGE CLOSING

<u>Words</u>	<u>Sign Language</u>
AND NOW	Made with forefinger of right hand sharply downward, as if hitting something.
MAY AKELA	Middle and forefinger of right hand extended downward, pointing to fire. Circle twice upward and finally above head, representing curling smoke from fire.
OF ALL	Right arm sweeping from right side of body to chest in an all-emcompassing motion with palm of hand open.
GOOD	Thumb of right hand flat over heart, palm downward. Extend arm from this position straight ahead of body. (Anything good came from an Indian's heart.)
CUBS	Middle and forefinger of right hand apart with arm outstretched above head. (Indicates hunter or scout.)
BE WITH US	Right forefinger against open palm of left hand. (Meaning 'with us' or 'alongside of'.)
UNTIL WE MEET AGAIN	Forefinger of each hand brought from arm's length position on either side of body to crossed position in front. (Indicates 'until our trails cross again'.)

(After everyone has learned the signs, do this ceremony in silence, using only the sign language and no words.)

### THOUGHTS FROM THE AMERICAN INDIAN FOR OPENING AND CLOSING YOUR MEETINGS:

The American Indian is a very important part of our heritage and national pride. The Scouting organization has adopted the American Indian as its inspiration and symbol to follow. A few Indian idealogic thoughts that Scouting follows can be used to open or close a ceremony or meeting, or to make a special and important point are:

1. "May the warm winds of heaven blow softly on this house." (-Comanche)
2. "To realize your home is earth and mother, the life of man depends upon earth and the Great Spirit works through it."
3. An Indian verse to show the wisdom of elders: "I perform the beauty way. I am over eighty years. I have been learning since I was young. I want someone to learn what I have lived."
4. Achieving goals: "Happiness is a butterfly, which, when pursued is always just out of reach, but which, if you sit down quietly may alight upon you."
5. Criticizing others: "Do not judge other's deeds until you have walked three days in his moccasins."
6. Closing a meeting: "Until we meet again, may the Great Spirit make sunrise in your heart and may your moccasins make tracks in many snows to come."

## BLUE AND GOLD OPENING CEREMONY

CUBMASTER: Friends, we welcome you to our Cub Scout program tonight. Behind the colored candles are the letters C-U-B-S which spell Cubs. Each letter by itself stand for something special.

1st CUB: (light candle) C stands for courtesy. A Cub Scout is courteous. He is courteous to his elders, his friends, his teachers and especially to his parents. He is courteous in all that he says and does.

2nd CUB: (light candle) U stands for unity. When a boy joins a pack, he becomes a member of a den, too. He does not work alone but with other boys. He learns to get along with others.

3rd CUB: (light candle) B stands for bravery. The Cub Scout is courageous enough to stand up for the things that he thinks are right and honest, therefore making the world a better place in which to live.

4th CUB: (light candle) S stands for service. A boy not only does service to himself while he is a Cub Scout, but he also serves others. He helps spread good will.

CUBMASTER: Each boy should remember God, his maker, in all that he says, does and thinks. This Great White Candle (light candle) in the center stands for God, just as God should stand in the center of our lives.

Will you join me by rising and giving the Cub Scout sign. Repeat the Cub Scout Promise followed by the Pledge to the American Flag.

Think on these things:

Although you have come here tonight seeking the friendship and fun of Cub Scouting, please think on these things until we meet next.

It is easier to bend a boy than mend a man....Cub Scouts have more need of models than critics.... Someone said, "Boys will be boys", He forgot "Boys will be men".... You can preach a better sermon with your life than with your lips.... and finally, others will follow in your footsteps more easily than they will follow your advice...

## BLUE AND GOLD OPENING

CUBMASTER: Tonight we are having a banquet in honor of the birthday of Cub Scouting. The boys in our pack would like to tell you exactly what Cub Scouting is....

CUB SCOUTING IS A BOY.... He is somewhere between 7 and 11 years of age. He is just an average boy--- energetic, inquisitive, noisy and eager to explore the world around him.

CUB SCOUTING IS PARENTS.. Who love this boy and care about him. They want him to grow up to be a well rounded individual who can live and work in an atmosphere of harmony and cooperation.

CUB SCOUTING IS A DEN LEADER...Who opens her home and her heart to this boy and several others just like him so they may learn to do things in a group rather than individually and learn to share with others.

CUB SCOUTING IS A DEN CHIEF...A Scout who works into his busy schedule a time for the younger boys so that he may encourage them to stay on the Scouting trail for many years.

CUB SCOUTING IS A CUBMASTER...Who gives of his spare time, and sometimes more, to provide a program that will bring Cub Scouting to this boy.

CUB SCOUTING IS A COMMITTEE...Made up of interested parents who back up the Cubmaster and who serve willingly to carry out the pack goals.

CUB SCOUTING IS A NATIONAL ORGANIZATION...a little brother program of the Boy Scouts of America for 7,8,9,and 10 year old boys. Cubs have fun.

CUB SCOUTING IS FUN FOR THE BOY...his parents and his leaders. A learning experience with his friends while having a good time.

CUB SCOUTING IS FELLOWSHIP...with the boys in your class at school or Church; your neighbor and other people you might never meet except through Cub Scouting.

CUB SCOUTING IS CITIZENSHIP...teaching the young boy respect for God and Country. He learns his moral obligations to himself and his fellow men.

CUB SCOUTING IS A CHALLENGE...for all who become involved; to live up to your ability - and do your best.

CUB SCOUTING IS ACHIEVING... by boys and parents as they work together on advancement. As you can see, Cub Scouting is many things - each important and shining forth in its own way.

CUBMASTER: Let us all rise and repeat the Cub Scout Promise.

## BLUE AND GOLD OPENING

- 1ST CUB: Tonight the birthday of Cub Scouting  
We are here to celebrate.  
This great movement's been going,  
Sixty years to date.
- 2ND CUB: So let us all now join together  
And pledge ourselves anew,  
To always strive for the things  
Signified by the Gold and Blue.
- 3RD CUB: May you strive for Truth and Spirituality  
In the warm sunlight under the sky above,  
As you bring good cheer and happiness,  
With steadfast loyalty brought through love.
- 4TH CUB: Please join us in the Pledge of Allegiance:

## BLUE AND GOLD CEREMONY

Print in large bold letters on 8" X 10" sheets of white cardboard, the word "BLUE" in blue; "AND" in black; and "GOLD" in red.

B is for boys - Tigers, 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 60th.  
N is for Neighborhood - Where Cub dens meet each week.  
D is for Den Chiefs - Scouts who help us in many ways.

G is for Goals - for which Cubbing stands.  
O is for Opportunity - 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.

(NOTE: Print the verse on the back of the card, to help the boys!)

## ARROW ... GRADUATION INTO BOY SCOUTS

Select an arrow at least 23 inches long.

Paint according to illustration and boys awards during his tenure in the pack.

This symbolic arrow and its presentation may be incorporated in the ceremony in a number of ways. The "Twin Archers" ceremony in the "Staging Den and Pack Ceremonies" book is the most fitting.

Following is an outline of an Arrow of Light and graduation ceremony.

**WEBELOS LEADER:** Talks to parent and Pack. Tells them something about each boy and thanks them.

**AKELA:** Introduces the medicine man.

**MEDICINE MAN:** Asks Webelos Scouts and parents to come forward.

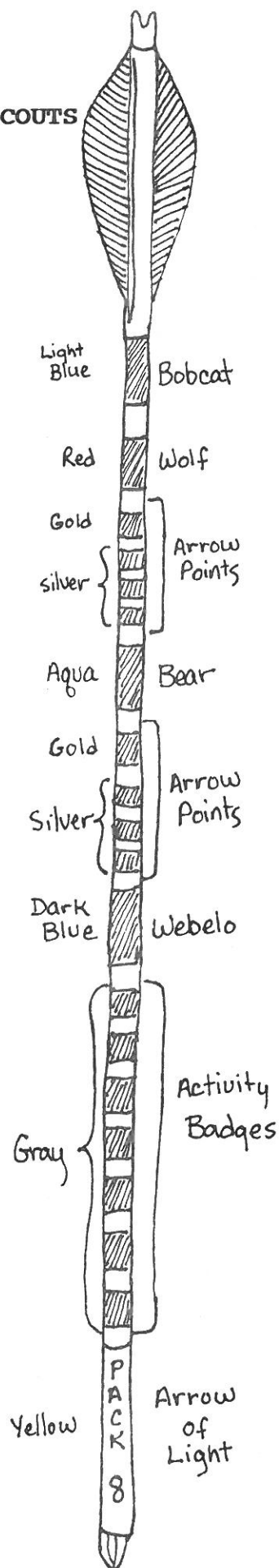
**AKELA:** Calls the archer forward to shoot each boy's arrow into a target as his name is announced. (arrows could be placed in a target beforehand, if an archer is not available.)

**MEDICINE MAN:** Retrieves arrows (if arrows are shot) and stands near Akela.

**AKELA:** Presents arrows, Arrow of Light awards and certificates to boys and parents.

**DEN CHIEF:** Leads Webelos and parents across bridge (or to Scoutmaster)

**SCOUTMASTER:** Welcomes his new Scouts. The various troop policies will dictate what the Scoutmaster presents or says to the Scouts.



## PINEWOOD DERBY OPENING CEREMONY

Cubmaster: At the beginning of the Indianapolis 500 or other car races, the announcer says, "Gentlemen, start your engines." Tonight we will have our pinewood derby. I will ask 13 boys to come forward to help me give you a reminder.

S - Smile, even if you hurt inside.

P - Pardon those parents who may show poor manners.

O - Ooze with enthusiasm for your car and fellow den members.

R - Respect the feelings of other Cub Scouts.

T - Try your best and be (next letter)

S - Satisfied with yourself.

M - Master the art of self-control.

A - Anger has no place in our meeting.

N - Notice that only one can win.

S - Success in "doing our best" will be present for every Cub Scout.

H - Hush those words of bragging.

I - Insert your "congratulations" to the winner.

P - Play the "derby game" for FUN.  
(Boys hold up letters while the Cubmaster explains each one.)

Cubmaster: Let us remember the word sportsmanship throughout our pinewood derby tonight.

## PINEWOOD DERBY CLOSING CEREMONY

Cubmaster: At the conclusion of our pinewood derby night, I would like to say that we were all winners here tonight. Dad has more respect for his son whether he was a humble winner or a graceful loser. Mom was proud of her son whether she gave him a hug of congratulations or comfort. Each boy gained a better knowledge of competition; how to win, how to lose, how to be happy for a friend who is taking home the trophy he himself wanted so badly. The leaders, in the pride they felt, knowing each of their boys had done his best. Building the car helped bring parent and son closer together and cheering for our den members helped bring the den closer together. No, there are only winners here tonight. Thank you all for helping make the pack go and the Cub Scouts grow. Good night and CONGRATULATIONS to All US WINNERS!

## PINEWOOD DERBY ADVANCEMENT CEREMONY

Equipment: Pinewood derby track, badges of rank, or decals, and awards to be given to the boys. Put decals or actual badges of rank on stiff cardboard and attach to 8 inch long sticks. Tape or tack these to siderails of derby track in ascending order - Bobcat, near the bottom, Wolf, Bear, Webelos, and Arrow of Light. If a boy is graduating into a Scout troop, have a Scout badge at the top. At the appropriate places on the track, have the badges and arrow points to be presented, taped in place. (Note: Equipment must be prepared immediately after the pinewood derby, while the derby chairman is making his awards - so that it will be ready for the following advancement ceremony.)

Cubmaster: We've all had a great time tonight watching the pinewood derby cars race down this track. They really speed downhill, don't they? Well, you can go uphill on this track, too. It's a little harder, but it's worth the climb from Bobcat to Wolf to Bear to Webelo and the Arrow of Light. Some of our Cub Scouts have been climbing this course, and now we're going to show how far they've gotten. Will the following Cub Scouts who have made the climb as far as Wolf, please come forward with their parents.

(When boys and their parents have assembled, remove their awards from the track and have the parents pin the badges on. Do the same for Bear badges and arrow points. Have Webelos den leaders take over for activity badges and Webelo badges. Cubmaster should be involved in presentation of Arrow of Light and graduation into a troop.)



## AWARDS CEREMONY FOR FAMILY CAMPFIRE

The following awards ceremony is very simple but can be very effective. Try it at your family campout by having a campfire meeting to give recognition for the advancements and awards earned by the boys during the past month.

**EQUIPMENT:** Two flashlights, one with blue cellophane over the end and the other one with gold cellophane over the end. Plastic or tissue paper could also be used. A third flashlight with a red lens is also required.

**PERSONNEL:** Cubmaster and two Den Leaders.

**ARRANGEMENT:** Cubmaster in middle and a Den Leader on either side. The one on the Cubmaster's right has the blue flashlight and the one on the left has the gold flashlight.

**CUBMASTER:** Here we have the blue light of Cub Scouting on my right (turn on blue flashlight) and the gold light of Cub Scouting on my left. (turn on gold flashlight) These two lights symbolize the light of Cub Scouting which can shine brightly in the lives of our boys, but only with the help of parents to make them shine. There have been some Cub Scouts in our pack this month who have had those Cub Scouting lights shining in their lives and they've worked hard to earn some achievements and electives. (Cubmaster needs to say appropriate words for awards being given) Would the following boys and their parents come forward and stand in the Cub Scouting's Blue and Gold limelight together as we recognize them for the fine work they have done. (Call forth appropriate boys and parents and make presentation, telling about the award received.)

(After all presentations have been made, leaders turn off the blue and gold flashlights and Cubmaster turns on the red light.)

**CUBMASTER:** We all know that red means stop so let's all stop for a minute every once in awhile and ask ourselves if we are really doing the best that we can whether as a Cub Scout, a parent, a leader or a family member. Parents ask yourself if you've really helped your boy so that Cub Scouting can be a shining light to him. Let's all do our best to keep those Blue and Gold lights shining. (Turn off the red light and leaders turn on the blue and gold ones.) Then we can all see our son step up and receive some of the Blue and Gold limelight for his accomplishments.

**NOTE:** The last part of the ceremony could be worked in as the closing ceremony for the Pack meeting by putting announcements, and audience participation, etc. before the awards and move right from awards into the closing which could indeed be the last part of the above ceremony. It leaves the audience with a challenge and a thought for the day.

## ARRANGEMENTS FOR FLAG CEREMONIES

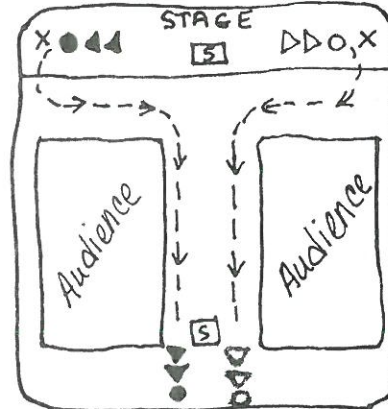
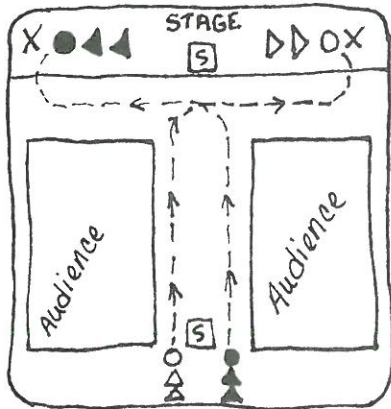
X FLAG STAND
● AMERICAN FLAG BEARER
▲ AMERICAN FLAG GUARD

### FLAGS ON STAGE

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

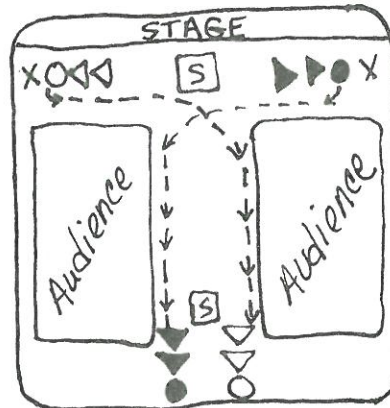
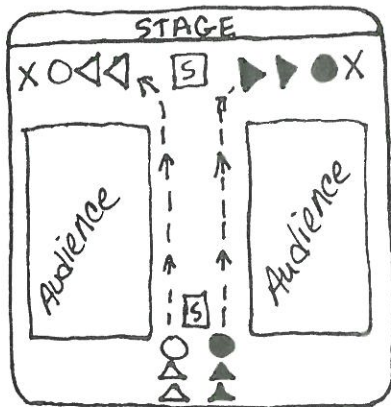
ADVANCING THE COLORS

RETIRING THE COLORS



### FLAGS BELOW STAGE

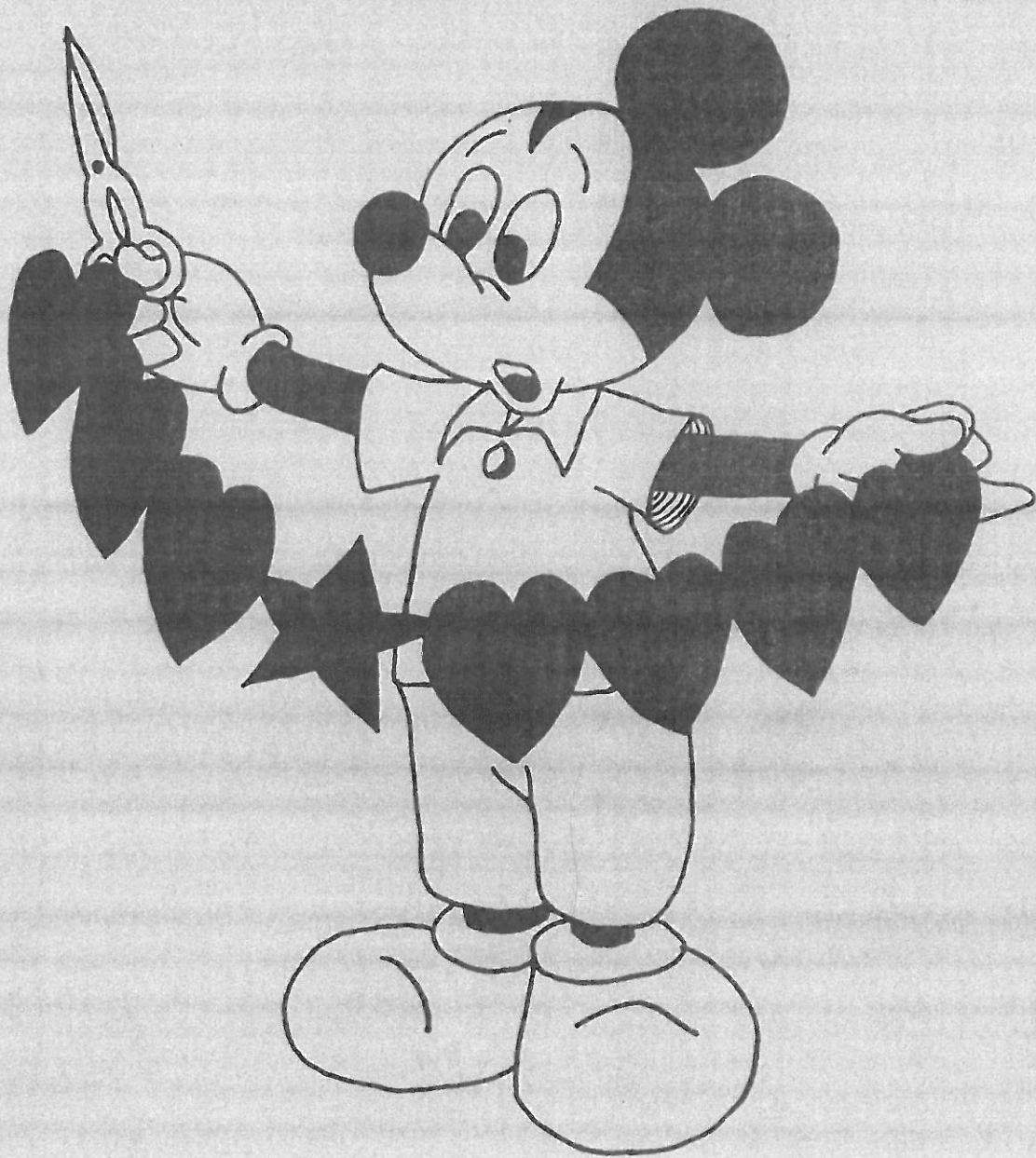
If flags are posted on the audience level, the American Flag will be placed on the audience's right. In this case, the flags do not cross.



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

# FRONTIERLAND

## Crafts





## CRAFT TIPS FOR DEN LEADERS

### PAINTING

- TEMPERA PAINT** - Water-base paint such as tempera is best to use with Cub Scouts. Mix powdered tempera with water and add liquid starch. The paint goes farther and it doesn't run. You can mix this very well in a blender. Powdered paint is cheaper. When painting with tempera, pour each color into separate sections of a plastic ice cube tray. It prevents spills and makes final clean-up easier.
- SUBSTITUTES** - Food coloring mixed with water or liquid starch makes a quick substitute for water paints. Or shave crayon bits and dissolve in turpentine - one part crayon to two parts turpentine. Crayon paints won't run together and they have a very soft appearance that looks like oil painting.
- PAINT BRUSHES** - When painting large objects, such as scenery for a skit, use a sponge dipped in tempera. For painting small objects use Q-Tips instead of a paint brush.
- SPRAY PAINT** - A spray bottle (such as Windex) is a good container for doing mass painting with diluted tempera or poster paint. Spray objects inside a cardboard carton with newspaper underneath so paint dust will be confined to interior of box.
- CRAYON TEXTILE PAINTING** - Use waxed crayons for the desired design on the fabric. Place the crayoned material on the ironing board with a sheet of wax paper over it and press with a hot iron. The color will penetrate the cloth so that the design can be washed safely.
- PAINTING ON PLASTIC** - When painting plastic containers or milk cartons, etc., mix powdered tempera with liquid detergent instead of water or starch. The paint will adhere better.
- PAINTING STYROFOAM** - When painting styrofoam, be sure to use a type of paint which is recommended for styrofoam. Some types of paint will dissolve it.
- PROTECTION** - Use a plastic tablecloth or drop cloth on floor when doing messy projects. Boys can wear one of dad's old shirts as a paint smock to protect their uniforms.
- CLEANING BRUSHES** - Different types of paint require different cleaning solutions. Teach the Cub Scouts to clean their brushes properly. When painting with varnish, oil, or enamel, clean brushes with turpentine; when painting with shellac, clean brush with shellac thinner; When painting with lacquer, clean with lacquer thinner; when painting with tempera, poster paint or acrylics, clean with water. To keep brushes soft and pliable, use fabric softener in a final rinse.
- RAW WOOD** - Never paint or varnish raw wood. Give it one or two coats of thin shellac or wood sealer first.



## CRAFT TIPS FOR DEN LEADERS

### PAINTING CONT.

**SAFETY** - Many painting supplies are combustible. Stay away from open flames. Use spray paint in a well-ventilated area. Fumes are dangerous.

**PAINTING PLASTER** - When painting objects made of plaster, first seal with a clear plastic spray, or equal parts of white glue and water. Plaster is absorbent and tempera will soak in unless it is sealed first.

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

### GLUE

- Buy white glue in quart sizes for economy sake. Pour into small containers for the boys to use.
- The best glue for use on plastic (such as bleach bottles and milk cartons) is clear silicone, usually available at hardware stores.
- Scotch Contact Cement is good for bonding rubber or plastic to wood. It has an "anti-sniff" ingredient.
- Egg whites make a good adhesive to glue the paper of kites. It is strong and almost weightless.
- If glue doesn't work on your plastic egg cartons, try fusing the sections together with a woodburning iron or a soldering gun.
- Tacky white glue is best for use on styrofoam and foam. It is well worth the cost. A little goes a long way.
- To make heavy duty glue, mix cornstarch with regular white glue until mixture is as thick as desired.
- Wheat paste (wallpaper paste) is good to use for paper mache'. It doesn't mold.

**WHITE GLUE REMOVAL** - Wash clothing in hot water with 3/4 cup of vinegar.

### ODDS 'N ENDS

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

**CRACKED MARBLES** - Heat marbles in a 375 degree oven. Remove and pour into a bowl of ice water and watch them crack. These have numerous uses in craft projects.



## CRAFT TIPS FOR DEN LEADERS

### ODDS 'N ENDS CONT.

**COLORING SAWDUST** - Use water-base paints when coloring sawdust. It gives you better colors.

**USING SANDPAPER** - Make a sander by cutting a piece of 2X2 about 3" to 4" long; wrap a piece of sandpaper around it and secure overlapped edges with thumb tacks.

**RUBBER MOLDS** - Dip rubber plastic molds in liquid detergent before removing the plaster casts from inside. The molds peel off easily without breaking plaster.

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

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

**FELT TIP DECORATIONS** - When using felt tip markers to decorate plastic bottles, first sandpaper plastic lightly. Then spray with hair spray to protect decoration.

**MONSTER MARKERS** - You will need empty roll-on deodorant bottles with screw on caps, at least 2 ounces or larger; a 1-ounce food coloring kit with red, yellow, blue, and green coloring; and a dull kitchen knife with a rounded tip. Soak the labels off the bottles. Gently put the tip of the knife between the edge of each bottle and roll-on ball. Slowly wiggle the tip of the knife around the edge until the ball pops out. Rinse each part.

For each marker, fill a bottle half way with water. Add the coloring a drop at a time, until you get the different shades you want. Place the bottle on a flat surface. Hold it firmly with one hand, and press the ball back onto the top. Keep the monster markers covered with the caps when they are not being used.

OR

Fill the bases of the markers with tempera paints. Replace the top and paint!

**DYEING RICE, BEANS, ETC.** - Rinse in cold water then soak in diluted food coloring until rice, beans, or macaroni is the proper shade. Use for mosaics or plaques.

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

**PREPARING DECALS** - Add a few drops of vinegar to the water used for soaking off the back of the decals. The vinegar water on the decals will cut the film of dirt and grease on the surface to which the decal is being applied. The decal will stick better and last longer.

## CRAFT TIPS FOR DEN LEADERS

### ODDS 'N ENDS CONT.

SCRAP PLASTIC AND VINYL - Auto upholstery companies will often give you scrap plastic material which can be used for Indian costumes, book marks, stool covers, etc.

COLORING MODELING DOUGH - Use tempera paint instead of food coloring for brighter colors.

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

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

PINE CONES - To open pine cones all the way and remove the sap from them, simply place them on a foil-covered cookie sheet and put in a 250 to 300 degree oven for awhile.

CLEAN EGG SHELLS - Put empty egg shells in jar and cover with bleach. Leave for 48 hours. This dissolves all the membrane.

EGG SHELL ANTIQUE FINISH - For an inexpensive "crackle" finish, spread glue on the surface to be finished and press in broken egg shells. When the crackle is set and dry, paint as desired and put on a coat of shellac or varnish.

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

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

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

DYEING PLASTIC BOTTLES - Mix 1/2 cup liquid household dye with 1-1/2 cups boiling water. Immerse the plastic until you have the desired color. Rinse and dry.

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

## CRAFT RECIPES

**FLAME PROOFING** - Mix 2/3 cup Borax and 1 quart water. Spray on paper and dry. Dip cloth into solution, wring and hang. OR... Mix 9 oz. Borax, 4 oz. Boric Acid and 1 gallon warm water. OR... Mix 3 parts Borax, 2-1/2 parts Boric Acid and parts water.

**WHIPPED SOAPSUDS** - Mix a big handful of powdered detergent with a little water. Whip with a rotary or electric mixer. Leave white and tint with tempera paint. Spread like snow on Christmas tree or greenery. Mix thicker and squeeze through cookie press to make snowflakes, or squeeze through pastry tube to write message on glass, foil, etc. The whipped soapsuds can also be used to frost **CARDBOARD CAKE FOR A TABLE DECORATION**.

**GENIUS GEL** - Measure seven parts cornstarch and four parts water. Mix this together with your hands. After the cornstarch is totally dissolved in the water, explore all the unusual and unique things you can do with this mixture.

If you make a fist and pound on the cornstarch mixture, it's hard. But if you relax your hand on top of the mixture, your hand will sink like it's in quicksand. If you want a chunk of genius gel you can break off a piece, just like you can do with other hard materials. But if you place some of the mixture in your hand, it begins to drip off - just like liquid. You can pour it like liquid, and as it's pouring you can crack off one of the drips - like a solid! What an ingenious mixture!

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

**SALT BEADS** - Mix 1 cup of common table salt and 1/2 cup cornstarch. Pour in 1/2 cup boiling water and 1 drop of food color. Cook until thick, stirring constantly. Add 1 drop perfume or toilet water. Mix well.

**SOAP BALLS** - Make the soap balls in different colors. For each color place two cups of soap flakes (non-detergent) in plastic bowl. In a measuring cup, add food coloring to two ounces of water. The color should be darker than the color you want, because it will become lighter when mixed with the soap flakes and even lighter when it dries.

Add the colored water, a little at a time to the soap flakes. Stir the soap flakes and water together until the mixture looks like dough and the color is blended. Be careful not to use too much water or the dough will not be firm enough to mold. With your hands, shape the soap mixture into balls about 1 inch in diameter. Place the soap balls on waxed paper and set them aside until they are dry and hard. They make great gifts.

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

To color, add enough food coloring or powdered tempera to the plaster to get the color you want, and mix together thoroughly. Let the plaster harden in the margarine tub for about 30 minutes. With a kitchen knife, slice the plaster into strips about 1 inch wide. After about an hour, run the knife around the edges of the plaster to separate it from the tub. Go over the center slice markings, and the chalk should come out of the container easily. Spread out the chalk pieces overnight. These pastels are terrific on sidewalks and cement!

## MODELING DOUGHS

- HOMEMADE MODELING CLAY - Mix two cups table salt and 2/3 cup water in saucepan. Simmer over medium heat, stirring constantly until mixture is well heated. (approximately three to four minutes). Remove from heat. Add mixture of one cup cornstarch and 1/2 cup cold water. Mix hard. This will make a thick, stiff dough. Add food coloring if desired. Store in plastic bag in refrigerator.
- CLAY DOUGH - 1 cup salt, 1/2 cup flour, 1 cup water. Mix in a sauce pan. Heat over a very low flame, stirring constantly, until the mixture becomes stiff enough to hold its shape. Roll out dough and cut shapes. Let dry several hours or bake in a 300 degree oven for about an hour.. Paint when cool.
- SALT-FLOUR MODELING DOUGH - Combine 1/2 cup salt and 1 cup flour. With your hands, mix and knead in enough water to make the dough stiff. Tint with food coloring or tempera paint. Store in plastic bag or refrigerator.
- CORNSTARCH BAKING SODA DOUGH - Mix 1 cup cornstarch, 2 cups baking soda. Add 1-1/4 cups water and mix. Bring to a boil over medium heat, stirring constantly. This will thicken to the consistency of mashed potatoes. Store in the refrigerator.
- FLOUR CLAY - Mix 1 cup flour, 1/2 cup salt, 3 teaspoons powdered alum, food coloring and a few drops of water. Add a little water at a time until mixture is stiff and holds its shape.
- FLOUR PASTE RECIPE - Mix 4 heaping tablespoons of flour with 2 teaspoons of powdered alum. Add water and mix to a smooth paste. Add boiling water, stirring constantly, until it becomes thick; then boil it, still stirring well. Remove from fire and add 1 tablespoon of oil of cloves. When cool, pour into jars and cover.
- BREAD MODEL DOUGH - Remove crusts from several slices of white bread. Break up bread into small pieces and mix with white glue. Add a few drops of lemon juice. Mix until consistency of clay. Color with tempera paint. Store in plastic bag in refrigerator.
- ALTERNATE BREAD MIXTURE - For climates with high humidity, substitute 1 cup of sand for cup of salt. After breads have been shaped, bake in a 200 degree oven for about an hour or let dry in sunshine for several days.

## PAINTS AND INKS

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

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

**INK MARK REMOVAL** - Hair spray removes magic marker and ball point pen ink marks from fabric.

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

**ALTERNATE VERMICULITE RECIPE** - Sand may be eliminated by mixing 5 or 6 parts vermiculite with 1 part cement. Or try about 4 parts vermiculite to 1 part plaster. The elimination of sand weakens the mixture but will keep tools sharper.

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

**PILLSBURY MODELING MIXTURE** - Mix together in saucepan, 2 cups salt, 1 cup flour, 1-1/3 cups water. Cook over medium heat, stirring constantly until mixture is hot (3 to 5 minutes.) Spread mixture over a tin can, box or other items with a spoon or knife.

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

**MODELING MIXTURE** - Fill a clean gallon can half full of sawdust and mix in three handfuls of wheat flour (type used in wallpaper paste). Add water and mix to the consistency of dough. Vegetable coloring can be added to the mixture. Models made from this mixture can be sanded and painted when thoroughly hardened and are very light weight.

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



## CORNSTALK INDIAN & CANOE

Materials: cornstalk (cut while it is still green)  
thread

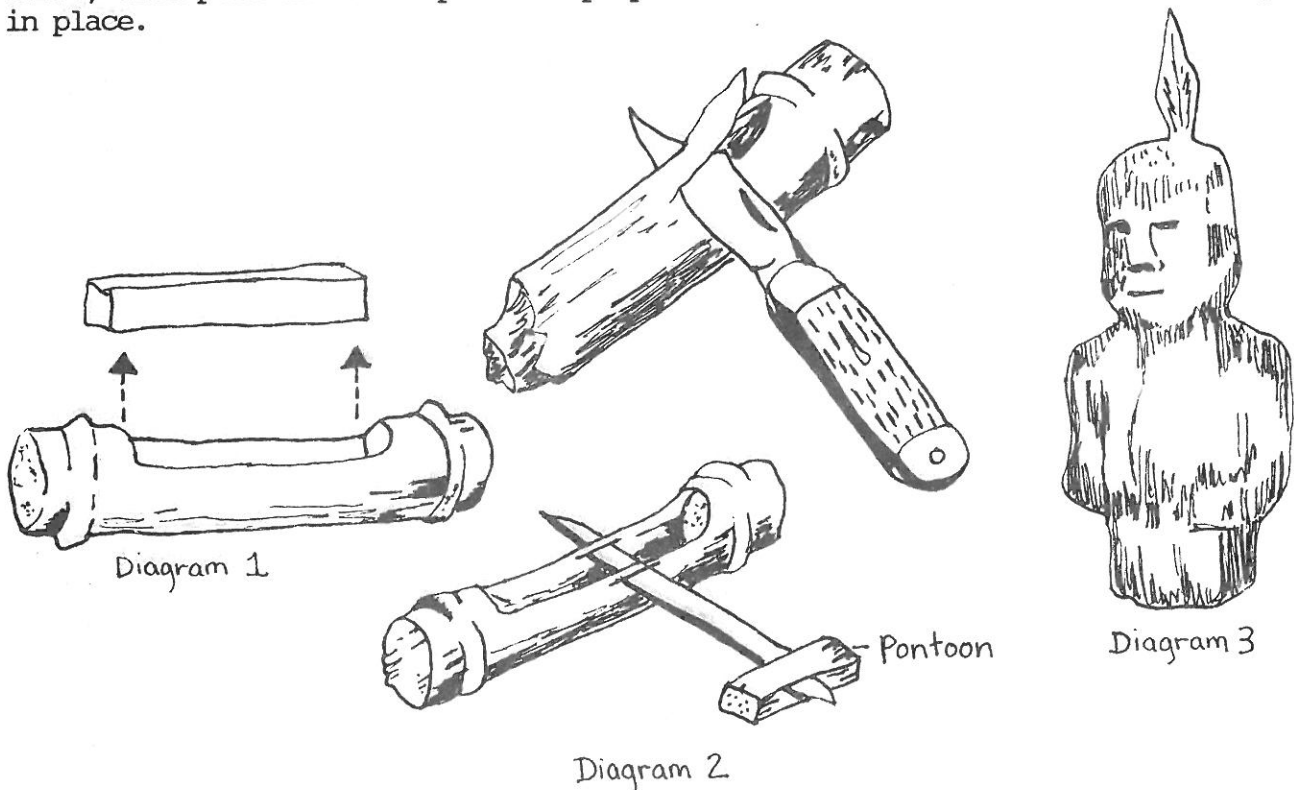
Equipment: pocket knife

From an undamaged part of the green cornstalk, cut a piece that includes a joint at each end. Cut a section out of one side of the stalk and remove the soft center pulp of this section just as if you were digging out a log canoe. make the first cuts so that you can remove the pulp in one piece for use as a pontoon. (Diagram 1.) If the section of pulp is longer than 3", cut into a 3" length.

Make two small slits, one in each side of the hollow canoe, positioning the slits so that they will support a horizontal pontoon. From the tough outside bark of a scrap piece of cornstalk, shave a thin straight bar  $1/8"$  x 4" to 6". Slide one end of this bar through the slits and push the opposite end into the soft pontoon float. (Diagram 2.)

From the scrap piece of stalk, carve a feather, bow and arrows, and an oar out of the harder, outside bark. Notch the ends of the bow and tie thread, tightly stretched, to each end.

The soft interior of a length of cornstalk is easy to carve into an Indian figure. Before carving, mark the placement for the eyes, shoulders, and hands. (Diagram 3.) Then shape with shallow cuts. Cut another piece of soft pulp about 2" long and just wider than the hollow of the canoe. Wedge the Indian in place at one end of the canoe; then push the extra piece of pulp into the hollow to hold the Indian tightly in place.





## HAM CAN LANTERNS

These bold lanterns will add a festive touch to any party. Hang them, as shown in the photo, or use them as a centerpiece for the table. These same lanterns also provide great atmosphere lighting for patio picnics and recreation room gatherings.

Materials: (for each lantern)

Ham can - 1, 3, or 5 lb. size (use a can opener to open top and bottom of can, do not use the key provided)

One small potted meat or deviled ham can (remove top only)

Vinegar water

Wooden block for base (about 2x3x6 inches)

Two stove bolts with two nuts and two washers to fit

Masking tape

One large wooden bead

One wooden drapery ring

Primer

Latex enamel paint

One votive candle

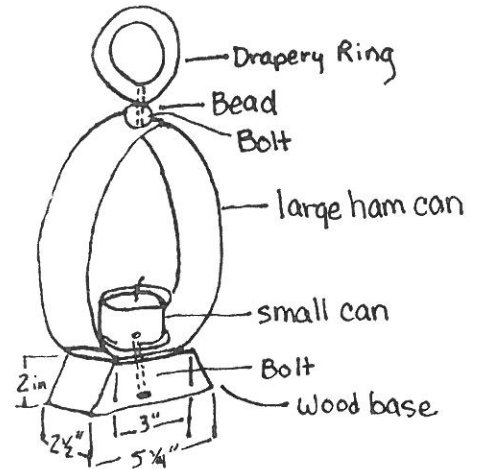
Candle stubs

Colorful twine or fine rope

Tools:

Can opener      Saber saw      Drill      Wrench

Steel wool      Paintbrush      Knife



Directions:

1. Wash the cans thoroughly and rinse with vinegar water.
2. Cut out a wooden base. (Measurements of the base will vary with the can size. The dimensions shown in the sketch are for 5-pound ham can.)
3. In the center of the wooden base, drill a vertical hole large enough to accommodate bolt.
4. Drill hole in the center bottom of the small meat can.
5. Drill hole through the center of the bottom and top surfaces of the ham can.
6. Drill a hole through the drapery ring.
7. Steel-wool the outside of the ham can. Dust well.
8. Cover the inside of the ham can completely with masking tape.
9. To assemble the lantern for painting,
  - \*Run one bolt through the wood base and the bottom of the ham can.
  - \*Add the washer and screw on nut to secure, but don't tighten completely.
  - \*Put the second bolt through the drapery ring, wooden bead, and the top of the ham can.
  - \*Add a washer and nut, and tighten.
10. Primer the assembled ham can and the small candle holder can. Let dry.
11. Paint both units. Let dry.
12. Remove the masking tape.
13. Remove nut and washer in base of lantern and slide candle holder can onto bolt.
14. Add the washer, then replace the nut and tighten.
15. Melt candle stubs in a container set in a pan of water.
16. Cut into the center of the bottom of the votive candle enough to make it fit over the bolt in the bottom of the candle holder can.
17. Pour a small amount of the melted wax from the candle stubs into the bottom of the candle holder can.
18. Set the votive candle in place while the wax is soft. Let stand till hardened.
19. To hang the lantern, tie fine rope or twine through the drapery ring and hang from a tree limb, light fixture, or other sturdy fixture.

## WATER CLOCK

Who ever heard of an inch of time or a minute of water? Here's a clock that measures them both.

Materials: Permanent Magic Marker Masking tape  
A very thin nail Measuring cup  
Straight-sided jar Rule  
Tin can (wide enough to sit on top of your jar) Hammer

### Directions:

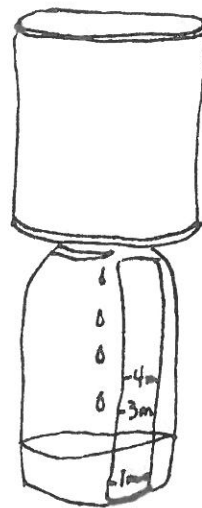
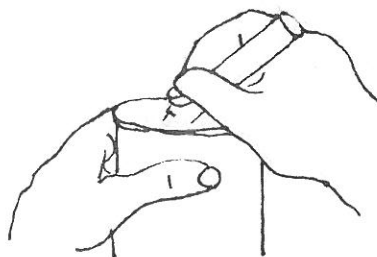
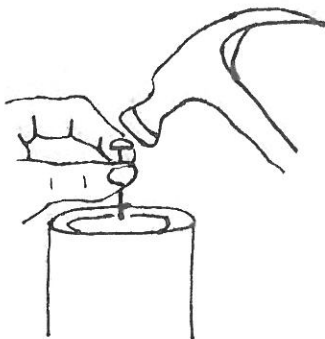
1. With the hammer and nail make a tiny hole in the bottom of the can.
2. Draw a line with the Magic Marker around the inside of the can near the top.
3. Pour water in up to line. (Are you getting an idea of how the clock works? Play around with it awhile and see if you can figure it out.)

Get a friend to help you calibrate the clock. Put a strip of masking tape up the side of the jar to make your calibrations on and set the can on top of the jar.

One of you should watch a real clock while the other makes the calibrations. When the minute hand is at 12, pour water into the can up to the line. Now watch the jar. How high is the water level in the jar after 1 minute? Mark a mark there. After 2 minutes? Mark and label each minute for as long as your clock goes.

### Now use your clock to time things:

1. How many times can you write your name in 2 minutes?
2. How long is 1 minute? Can you tell without looking?
3. How many minutes does it take you to run across the yard?
4. How many inches of water fall in the jar in 1 minute? In 2 minutes?  
How many "inches" of "time" does your clock tell?
5. How many pages of a book can you read in 2 inches?
6. For how many inches can you stand on 1 foot?
7. How many ounces of water fall in the jar in 1 minute? In 1 inch? How many ounces of time will your clock tell?
8. Which is the shortest amount of time -- a minute, an inch, or an ounce?
9. How many ounces does it take you to eat lunch?
10. Why should you always pour water up to the same point in the can? What happens if you don't?



## JUICE CAN BIRD HOUSE

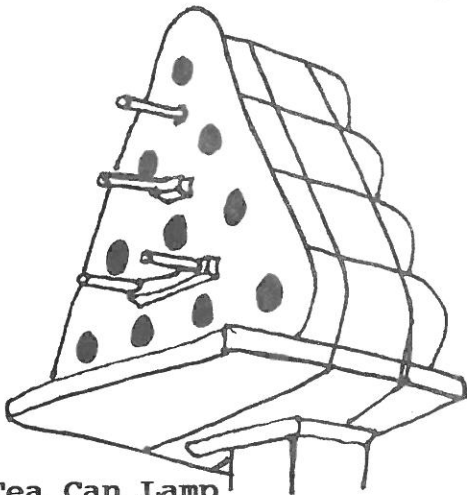
Here's a condominium that's for the birds---and birds love it! Juice cans, wood, and wire work together to make chickadees or martins comfortable in any kind of weather.

**Materials:** Ten 1-quart juice cans  
One piece 1x12 inch lumber, 12 inches long  
One piece 1/4" plywood, 12x12 inches  
Four small dowel rods for perches  
White paint  
Wood glue  
Heavy-gauge wire  
1" lumber scraps

**Tools:** Wire Cutter  
Keyhole saw  
Saber saw  
Drill

### Directions:

1. Stack the 10 cans in a pyramid on top of a 1x12 inch board and tie with wire.
2. Cut front triangle out of plywood.
3. Drill holes for birds. (1 1/8" for chickadees; 2 1/2" for martins.)
4. Glue on perch supports. Let dry.
5. Drill holes for perches and attach.
6. Paint birdhouse. Let dry.



Tea Can Lamp

About five minutes is all it takes to turn any interesting tin can into a tiny accent lamp like the one shown above. If you're looking for a one-of-a-kind gift, try this. It's quick as well as inexpensive!

**Materials:** One empty tea can  
Brass lamp socket  
Lamp cord with line switch  
25-watt light bulb

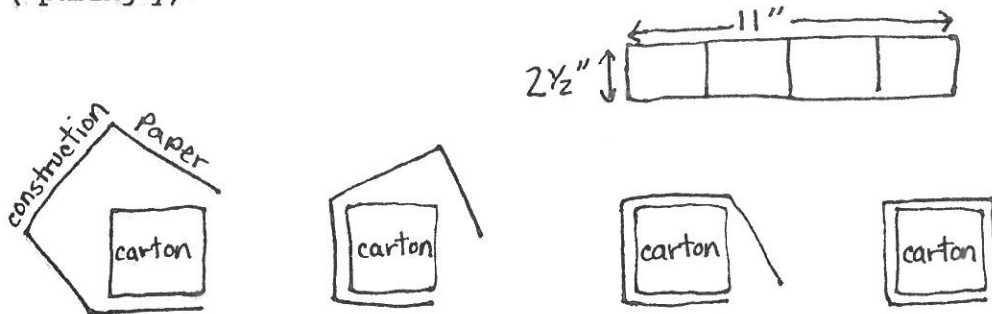
**Tools:** Drill  
Screwdriver

### Directions:

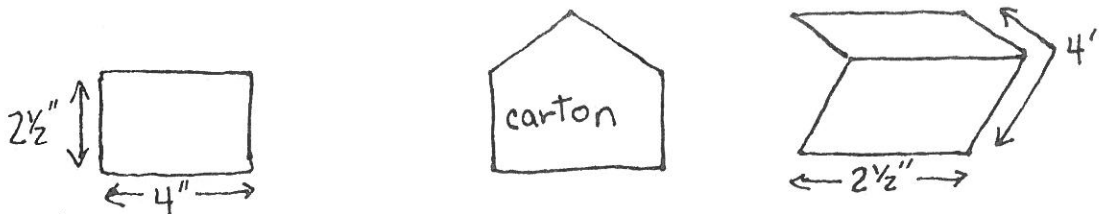
1. Drill a hole in the back of the can for the lamp cord.
2. Thread the cord through the hole.
3. Attach the cord to the terminals of a brass lamp socket.
4. Add a plug to the other end of the lamp cord. (Note: A resource for complete instructions on wiring lamps is your local library.)
5. Screw in a 25-watt light bulb.

## PRETZEL LOG CABIN

1. Cut off top of 1/2 pint milk carton.
2. Staple or tape top to hold in place.
3. Cover sides of carton with 2x11 inch piece of construction paper using wood glue (sparingly).



4. Cover top of carton with 2 1/2x4 inch piece of construction paper using wood glue (sparingly).

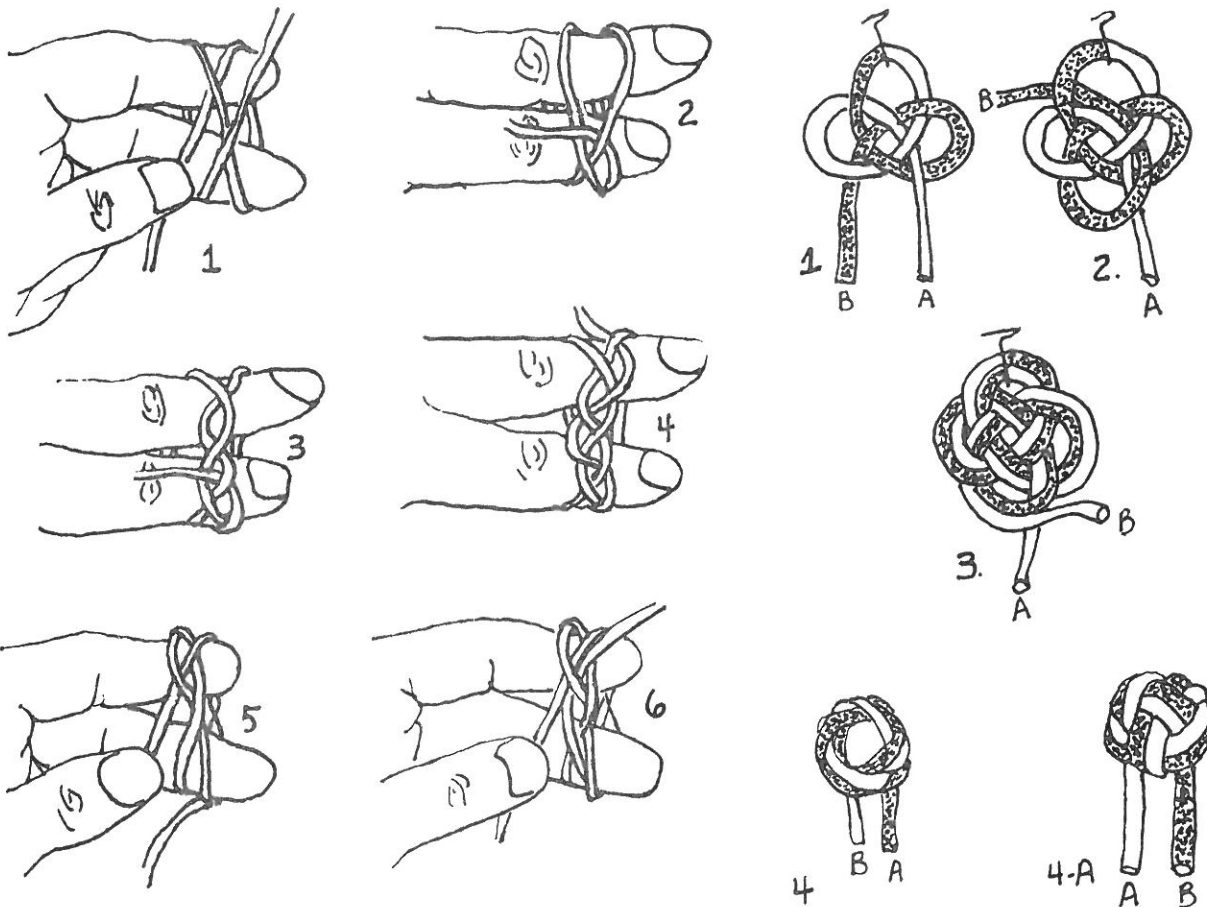


5. Encourage Cubs to put glue on box not on pretzel first. They will have to be more liberal with the glue for this step.
6. It works best if they put the door on first, if they want one. Then do sides, saving roof for last.

Discourage eating pretzels if at all possible.

**TURK'S HEAD NECKERCHIEF SLIDE** (or buttons, closures, rings, or a decorative end for hanging cords)

1. Cut one 30-inch-long cord and pin it to the working surface 10 inches from end A and 20 inches from end B, allowing both cord ends to hang free. (If cord end A is attached to your macrame piece, work with this page turned upside down and pin down the cord 10 inches below the point of attachment.) Tie a Josephine knot (see below) near the pinned fold of the cord so that the fold forms a 3rd loop (1).
2. Bring end B over end A and up parallel to cord A; then begin to follow A with end B around the flat Josephine knot (2).
3. Continue to follow along the original loops in the knot until every part of the knot has 2 cords and end B is again over end A (3). Repeat this process as many times as you wish; each repeat will enlarge the knot.
4. To form a ring, place your index fingers through the center opening of the flat knot and pull outward (4). For a tight ball, place a small marble or bead in the center of the ring and pull on all cords in the ring until they close snugly around the bead core (4-A).



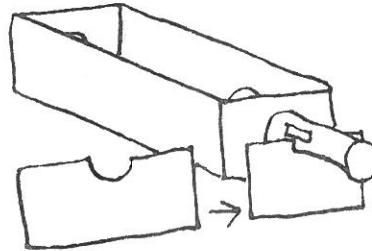
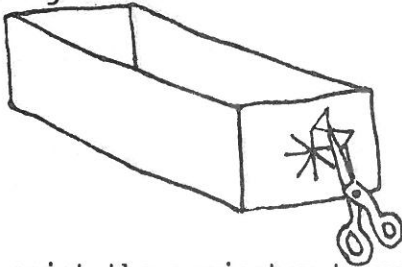
## SLIDE PROJECTOR IN A SHOEBOX

Materials: Shoebox with a lid  
 3 strips of corrugated cardboard 1 1/2' x 4"  
 A matte finish knife

Camera lens  
 Flashlight  
 Scissors

### Directions:

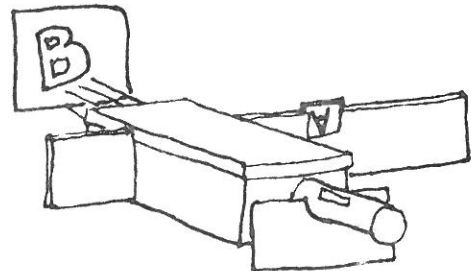
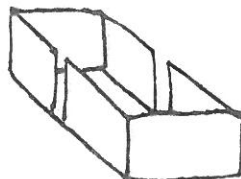
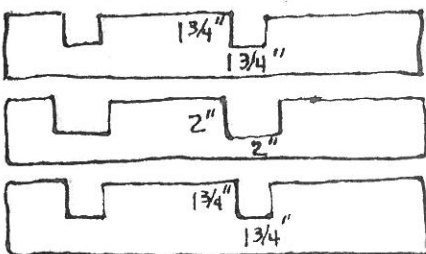
1. Cut a hole in the center of both ends of the shoebox. (The easiest way to do this is to cut a star \* with the matte knife and then to fold back the edges and snip them off with scissors.) The holes should be just large enough for the lens to fit into one and the flashlight into the other. Put the lens and the flashlight into the holes.



you may need a cardboard flashlight support to hold the back end up and keep the light focused through the lens.

2. Now, point the projector toward a blank wall about 5 feet away. Put the lid on; turn the lights out and the flashlight on. Move backward and forward until the image on the wall is in focus (as clear as you can get it). What are you seeing? Put your hand inside, trying to leave the lid on as much as possible. Are you starting to get an idea of how a projector works? Hold a slide in the box and move it around with your hand until it projects on the wall as clearly as possible. Make a line across the bottom of the box to show where you are holding the slide. This is where you will put your Slide Carrier.
3. SLIDE CARRIER: You want to make something to hold your slides in place inside the projector. Cut openings in the 3 strips of corrugated cardboard (see diagram). Glue the strips together. Your slides (or 35-mm ones) should fit easily in the pockets.
4. To allow the slide carrier to pass easily in and out, cut slots on both sides of the box where you have made the line in the projector. (You may have to cut slots in the cover as well to make room for the slide carrier.)
5. Put the cover on the box, put a slide in the carrier and project it. (If the slide is too high, trim the bottom of the carrier until the entire slide is visible on the wall.)

FOR FUTURE BELLS & HOWELLS: How can you make a projector that will show picture postcards. HINT: Remember what happened when you put your hand inside? Try some other small objects. Maybe a mirror.



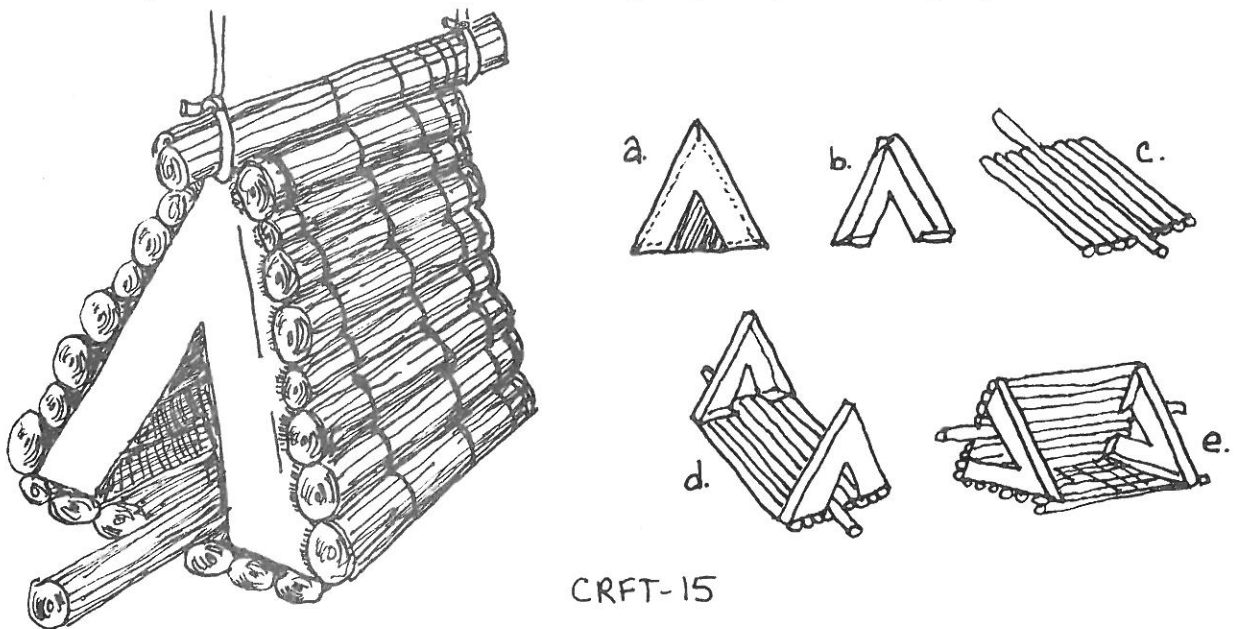


## TWIG BIRD FEEDER (For use in areas protected form weather-overhangs, etc.)

One important thing you and nature's feathered friends have in common, as you might well guess, is the need for food. You can help feed them by hanging a bird feeder outside your window, and putting birdseed in it.

Materials:      Cardboard or oaktag      Scissors      Pencil  
                         Ruler                                      Twigs                                      Saw  
                         Liquid White Glue      Waxed Paper      Cord

1. Cut the cardboard into two triangles of equal size. Make the sides of the triangles longer than the bottom.
2. Using a pencil and ruler, draw a line down the three sides of each triangle a little way in from the edges, see dotted line in Figure A.
3. Cut a slit from the points of the triangles to the points where the pencil lines cross. See the three heavy lines in Figure A.
4. Cut out a triangular shape from the bottom center of each triangle, see shaded area in Figure A.
5. Make folds along the pencil lines.
6. Overlap the cut paper points on each corner and glue them down. This gives edges to the triangles. See Figure B.
- \*7. Saw all but three of the twigs to the same size. These three should be longer.
8. On a piece of waxed paper, lay out the right number of twigs to fit as a floor between the two bottom corners of each triangle. Use a long twig for the center twig of the floor. See Figure C.
9. Squeeze glue between all the twigs.
10. Squeeze glue on the bottom edge of each triangle.
11. Glue each triangle, with the folded sides facing in, across the twigs. Fig. D.
12. Let the glue dry overnight.
13. On a piece of waxed paper, lay out the twigs to fit one side of the feeder. Use a long twig on the top corner. Figure E.
14. Squeeze liquid white glue between the twigs and on corresponding edges of each triangle. Glue triangles to the twigs (Figure E). Let dry thoroughly.
15. Repeat the procedure of making a twig side and gluing it to the remaining triangle edges. Make sure that both long twigs are together at the top of the feeder.
16. Tie a length of cord around the two long top twigs for hanging the feeder.



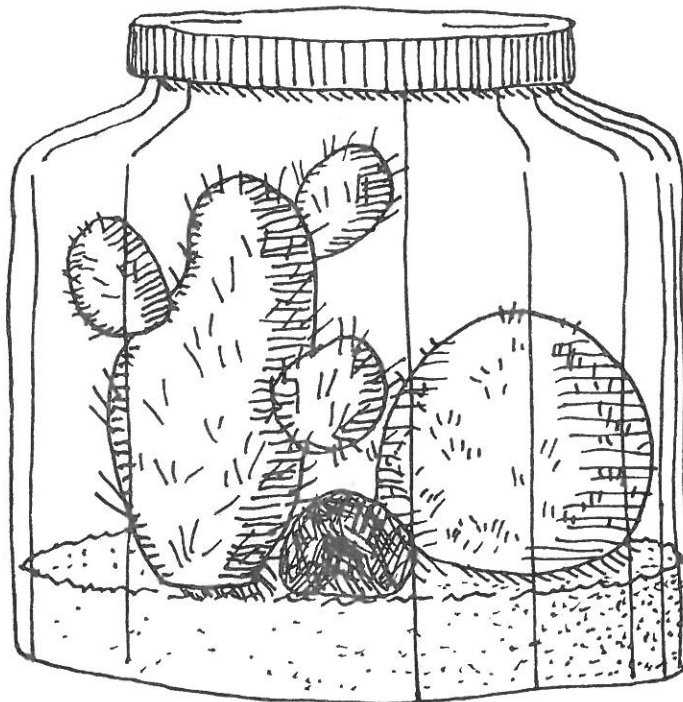
## CACTUS TERRARIUM

A terrarium is a closed container in which small plants or animals live in a controlled atmosphere. You won't be using small animals for this project, just cactus plants. Have Mom or Dad buy one or more cacti, then find a jar large enough to contain them. Add a rock or rocks to this glass-enclosed, desert. Add some water when you cannot see moisture beads on the inside of the glass jar. Your cactus terrarium will be a treasure that will seem to draw you into its miniature environment.

Materials:      Large jar with a lid      Small cactus plants      Sand  
                  Tiny rocks                      Hammer and a nail

### Directions:

1. Wash and remove the label from a large jar.
2. Add sand to the jar.
3. Plant small cactus plants in the sand.
4. Add some pretty rocks.
5. Sprinkle just enough water into the jar to wet the sand.
6. Screw on the lid.
- \*7. Make small holes in the lid with a hammer and nail.

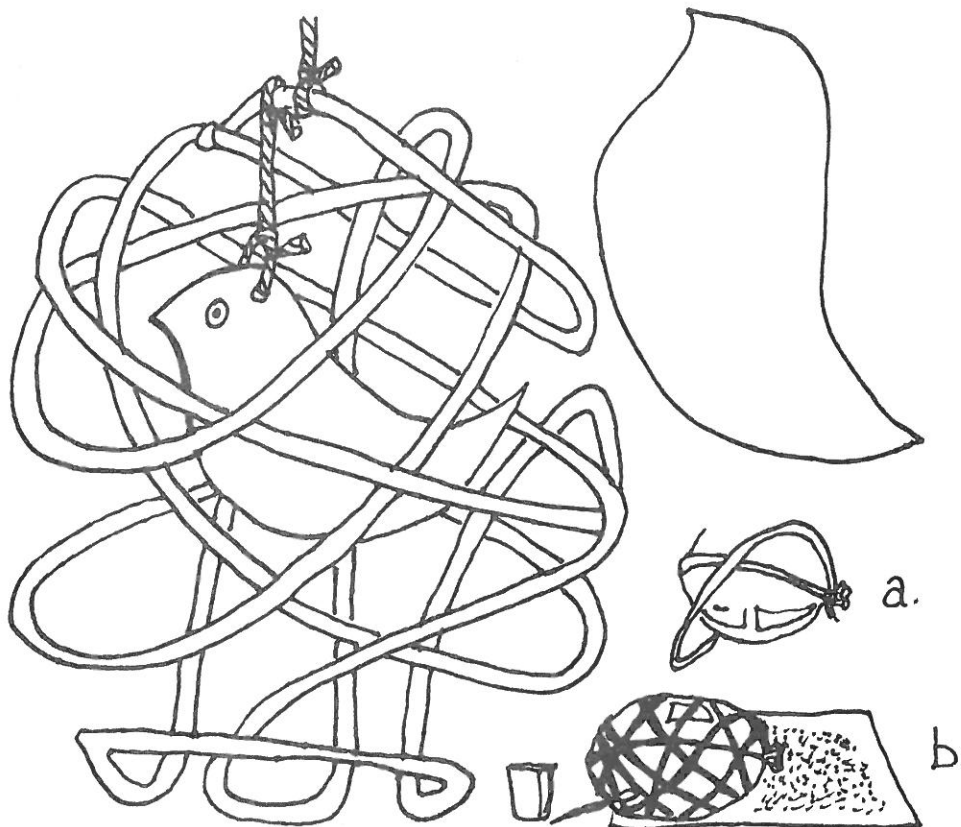


## BUBBLE BIRD CAGE

Materials:	Round balloon	String	Colored Yarn	Sand
	Liquid white glue	Paper cup	Waxed Paper	Paintbrush
	Straight pin	Pencil	Scissors	Tracing paper
	Paper punch	Yellow construction paper		

### Directions:

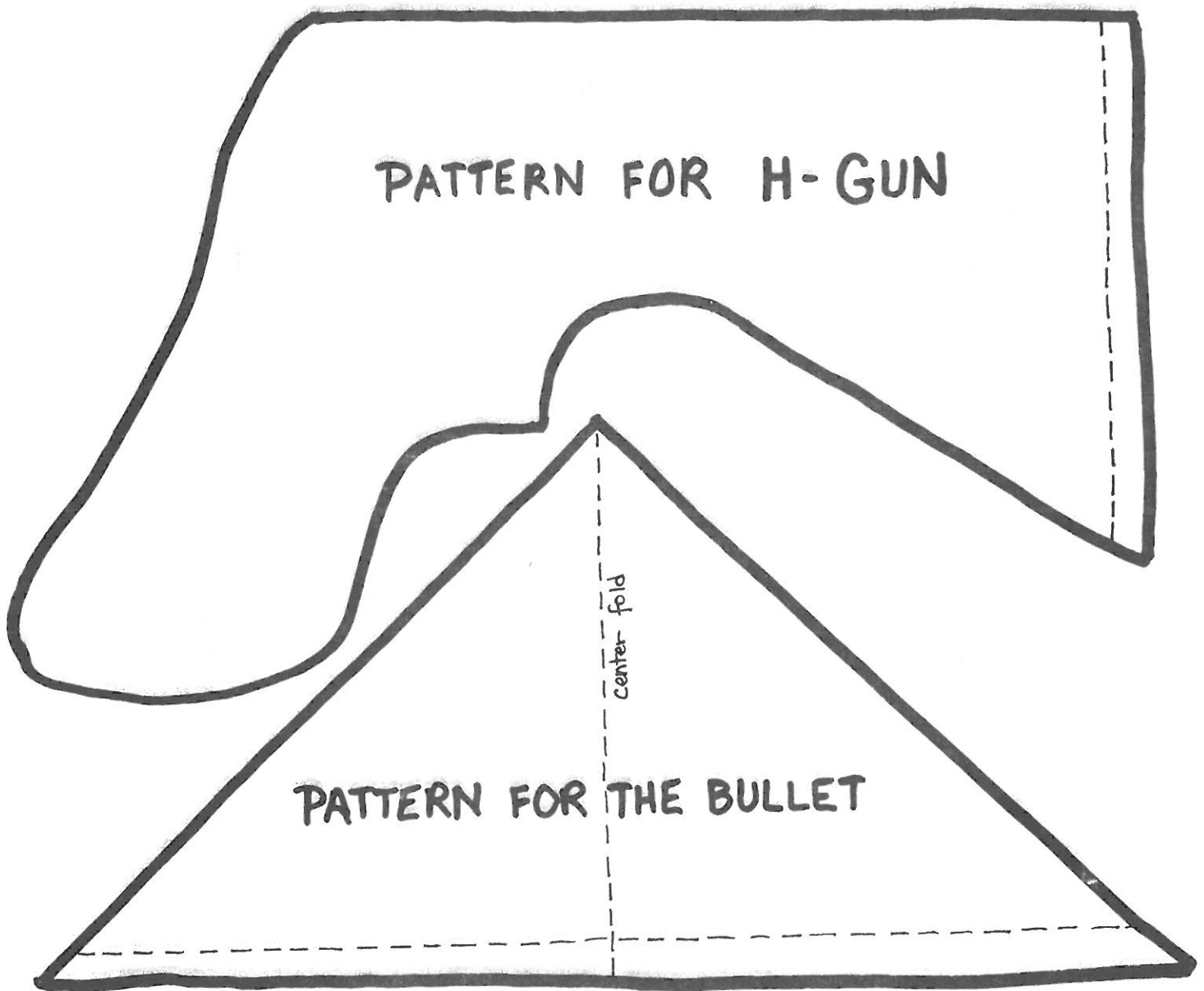
1. Blow up a round balloon. Knot the neck of the balloon, or tie it closed with a piece of string.
2. Tie a length of yarn to the neck of the balloon.
3. Wrap the yarn around the balloon in all directions. Figure A.
4. After wrapping, tie the loose end of the yarn to the neck of the balloon.
5. Pour liquid white glue into a paper cup.
6. Place the yarn-wrapped balloon on a sheet of waxed paper.
7. Paint all of the yarn with liquid white glue.
8. Sprinkle sand evenly onto another sheet of waxed paper.
9. Roll the balloon over the sand evenly onto another sheet of waxed paper.
10. Let the yarn dry thoroughly.
11. Break the balloon with a straight pin. Carefully peel away the broken balloon from the inside of the yarn.
12. Trace the bird shape from this page onto tracing paper. Cut out the tracing. Using the tracing as a pattern, draw the bird on a sheet of yellow construction paper. Cut out the bird and draw an eye on it.
13. Punch a hole in the bird's head with a paper punch or with the point of the pencil. Tie yarn through the hole on the bird, then tie the bird in the cage (see illustration).
14. Tie yarn to the top of the cage for hanging.



## POPGUN FUN

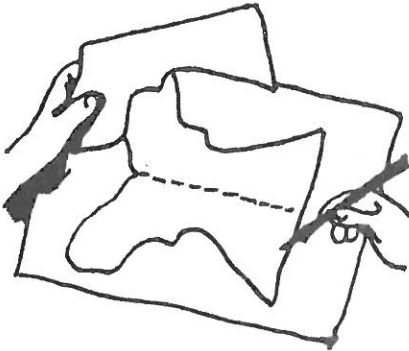
Materials: A piece of light cardboard 8 1/2" x 10"  
A piece of thin paper (paper sack)  
Pencil, scissors, ruler, paste or glue

Trace patterns on another sheet of paper. Use your tracings for cutout patterns.

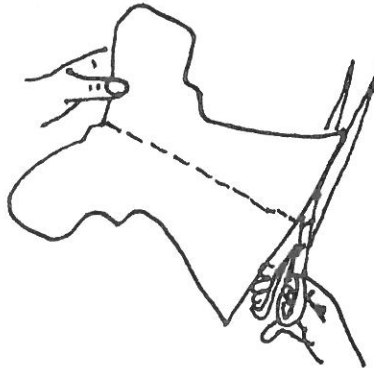


POPGUN CONTINUED:

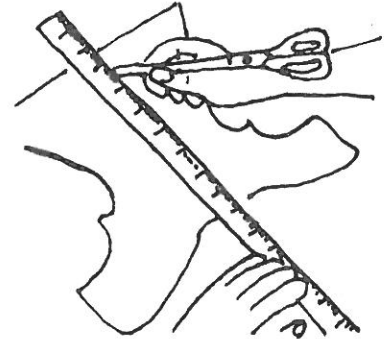
1. Draw a double pattern of the gun on a piece of cardboard.



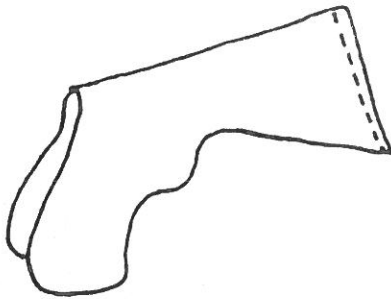
2. Cut it out.



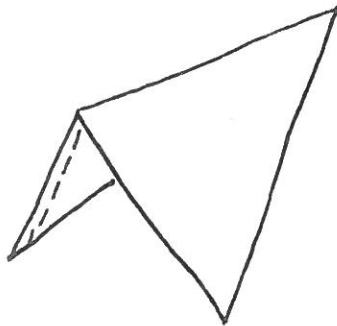
3. With a ruler and the tip of the scissors, crease along the center dotted line.



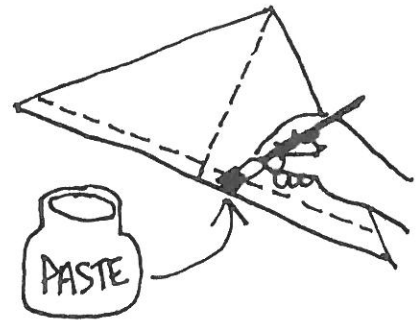
4. Fold the gun in the dotted lines to the outside.



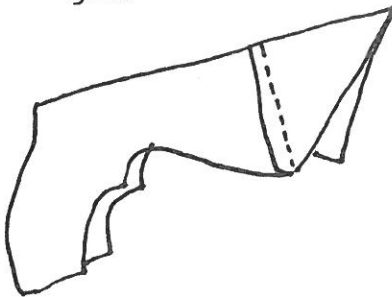
5. Cut a triangular "bullet" pattern from a sheet of thin paper.



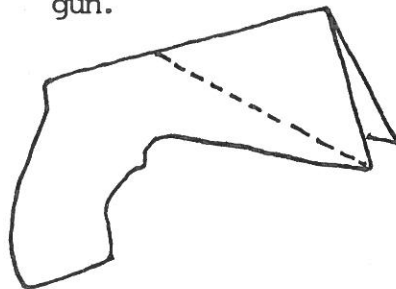
6. Paste along dotted line on "bullet".



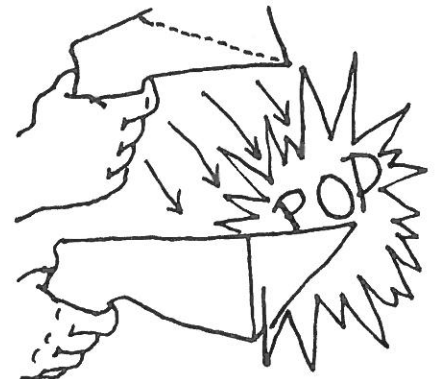
7. Paste "bullet" to gun.



8. When dry, fold the triangle into the gun.



9. Grasp the gun easily and swing downward to make it pop.



## FLYING CRITTERS

These critters are made from the trays used in packaging meats and produce. You may use either the plastic foam or pulp trays. Foam trays work the best because they are lighter in weight. Because of the large tail sections, use foam trays to make the crocodile and dog.

Actual size patterns are given for the fuselage or body and the tail elevator on the next page. One fuselage pattern is for the bird and man. The other is for the crocodile and the dog. The elevator and wing patterns are the same for all.

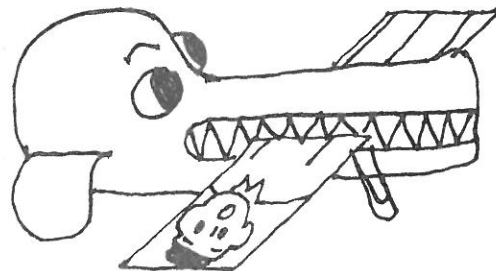
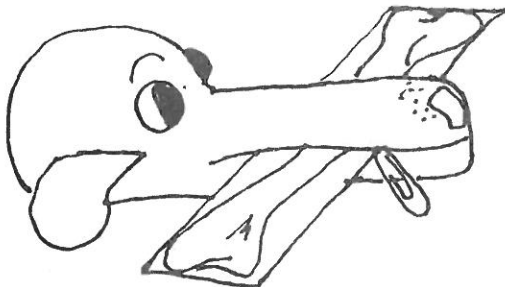
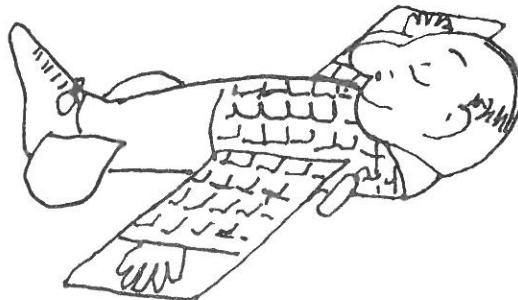
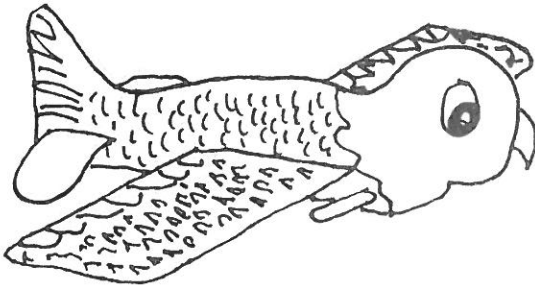
Trace and cut out the critter you want, with his particular features.

Cut wings, 2" x 7 1/2", from a tray. Cut out the elevator. Color your critter with felt tip pens, crayons or pencils. The brighter, the better.

Carefully cut snug-fitting slots in the fuselage to insert the wings and elevator.

To weight the critter for smooth flying, attach a hair clip or two or three paper clips near the bottom front. Adjust the weight until you are satisfied with your critter's flight.

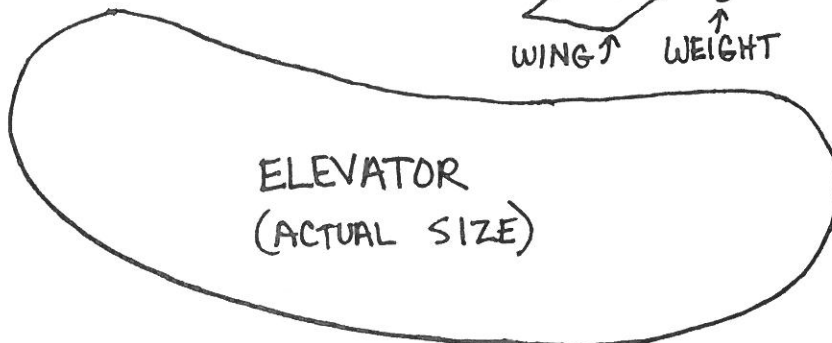
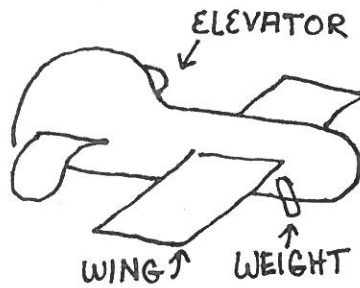
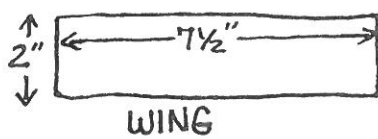
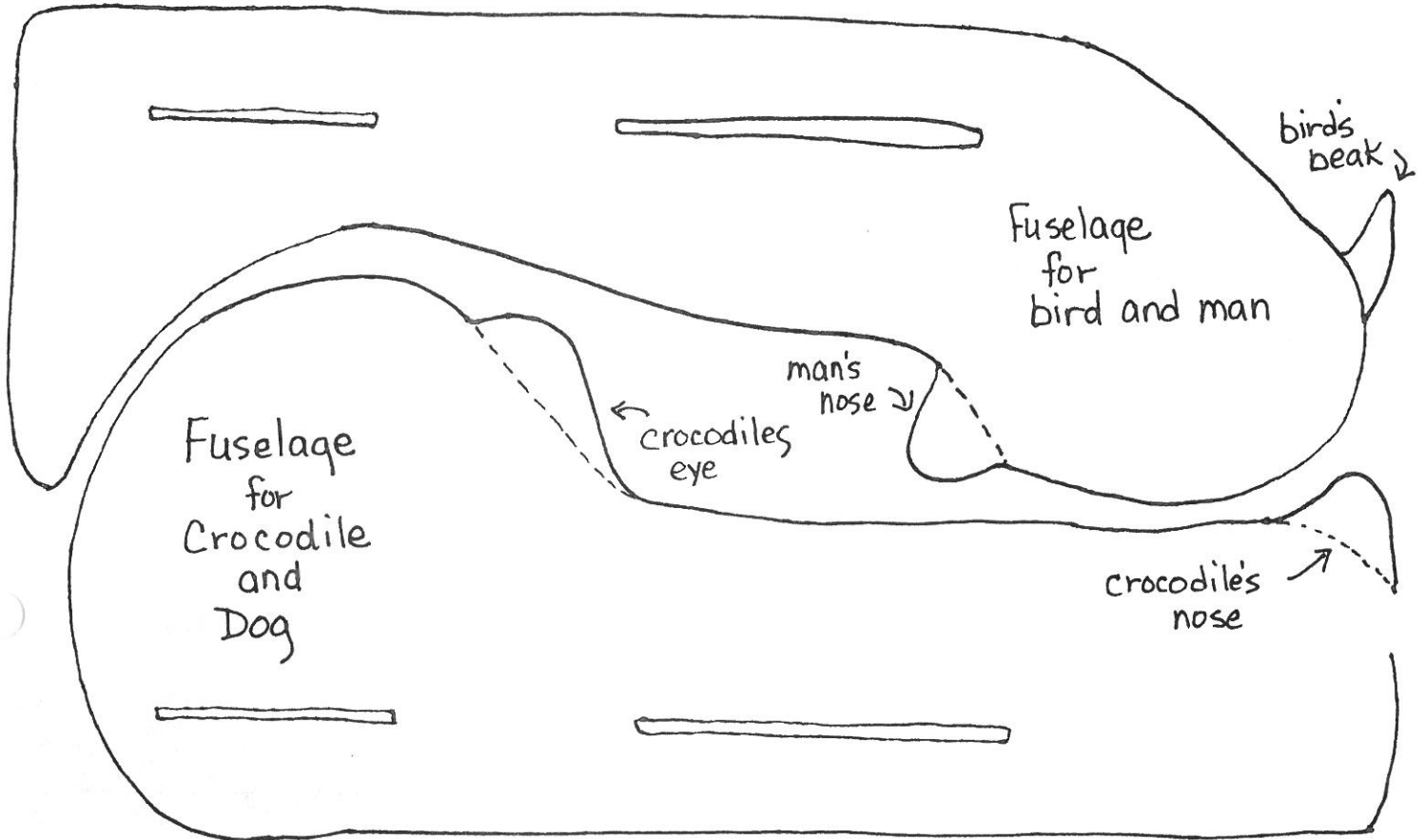
Now, you're all set for takeoff!





PATTERNS FOR FLYING CRITTERS

Actual Size



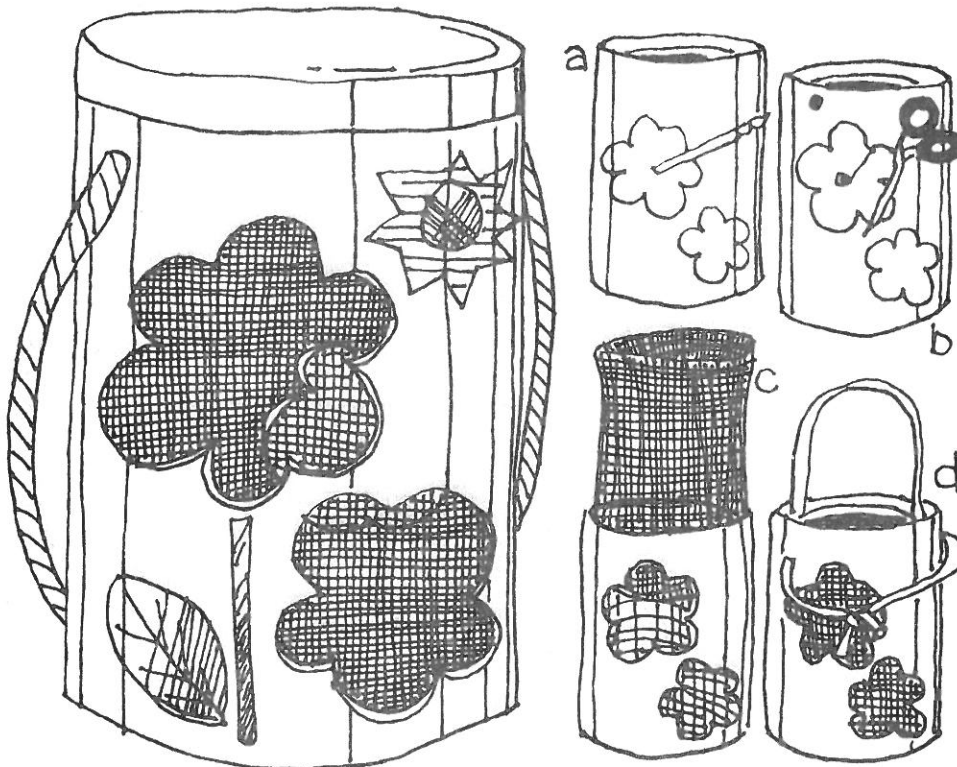
## OATMEAL-BOX BUG CAGE

Now you can have a small insect zoo in your very own room. If you like catching insects, then you will want to make one or more bug cages. The cages are easy to construct and will hold many bugs or beetles. Add a little grass or a few leaves to the bottom of the cage, and don't keep any bug population too long! You wouldn't want to stay too long in a cage yourself. Remember to ask Mom if you can keep the bugs in your room. She may not like them as much as you.

Materials: Piece of screening, preferably plastic                      Poster paints  
Crayons or felt-tipped markers    1 oatmeal box  
Pencil, scissors, yarn or cord

### Directions:

1. Paint an empty oatmeal box a light color with poster paints. Let dry.
2. Draw flower shapes on the box with a pencil.
3. Poke a hole in the center of each flower with a pencil. Figure A.
- \*4. Put one blade of a pair of scissors into each hole, and cut out the flowers from the oatmeal box. Figure B.
- \*5. Cut a piece of screening. Plastic is best. It should be as tall as the box and long enough to fit around the inside. Figure C.
6. Roll the screening, and fit it into the box. Figure C.
7. Poke a hole on both sides of the box near the top. Use a pencil.
8. Thread a long piece of cord or yarn through both holes. Tie both ends together. Figure D.
9. Pull the cord so you can put the cover on the box.
10. Draw leaves, a sun, or clouds on the box with crayons or markers. don't forget to keep the lid on the box when bugs are inside.



## EGG CARTON TOTEM POLES

Materials: Cardboard egg cartons  
Markers or tempera paints  
Glue and scissors

### Directions:

1. Cut out the egg sections. They will be glued together as in the illustration.
2. Before gluing, decide how you want each face to look. It will be easier to design and decorate the totem pole before the whole thing is glued together.
3. Glue the heads in place.
4. Use the lid of the egg carton to cut up for a flat base or wings, horns, hands, or ears if desired.
5. Allow the totem pole to dry thoroughly.
6. Decorate.

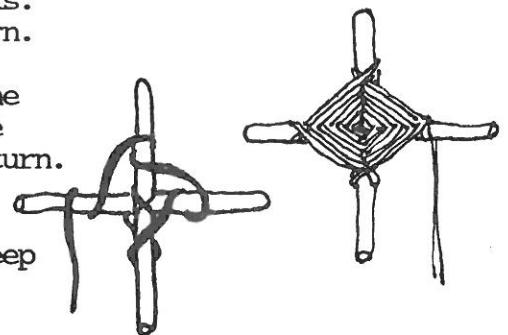


## GOD'S EYES

Materials: 2 straws or sticks      Colored yarn

### Directions:

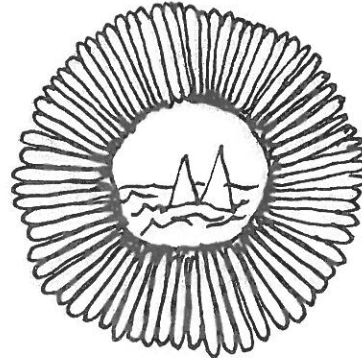
1. For the base you can use the two straws or sticks. Tie them together at the center with colored yarn.
2. Working from the center, loop the yarn around one arm of the cross and then keep going in the same direction and loop the yarn around each arm in turn.
3. Keep the yarn tight. As each row is completed, push the yarn down toward the center and just keep going.
4. If you want to change the color, tie the two yarns together, making sure that the knot goes to the back so it won't be seen in front of the design.
5. To finish, tie the end of the yarn to one of the sticks.



### YARN COVERED PICTURE FRAME

Cut a hole a little smaller than your picture in a round piece of cardboard.

Wrap yarn around this circular frame. Glue loose ends of yarn to the cardboard. Tape the picture to the back.

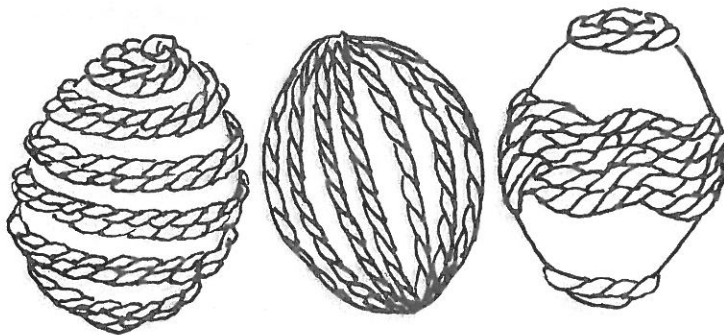


### YARN/STRING PICTURE

If there's an extra ball of heavy string or some leftover yarn around the house and you have a full measure of patience, try making a string picture. On colored or white construction paper glued to cardboard, lightly sketch an outline of your design - a basket of flowers, an owl, a house, an animal. Apply rubber cement on areas where you will place string or yarn. Twist string to follow shape of your design and press into cement. Let it dry and wipe off any excess cement. Continue until entire surface is covered with string or yarn. For extra dimension, dip string into rubber cement and apply over design, or add buttons or bits of tape or ribbon if picture calls for it.

### YARN-DECORATED EGGS

Blow the insides from an egg or use a hard-boiled egg. Paint or dye the shell. Decorate the egg with yarn. These make colorful and interesting Easter decorations.



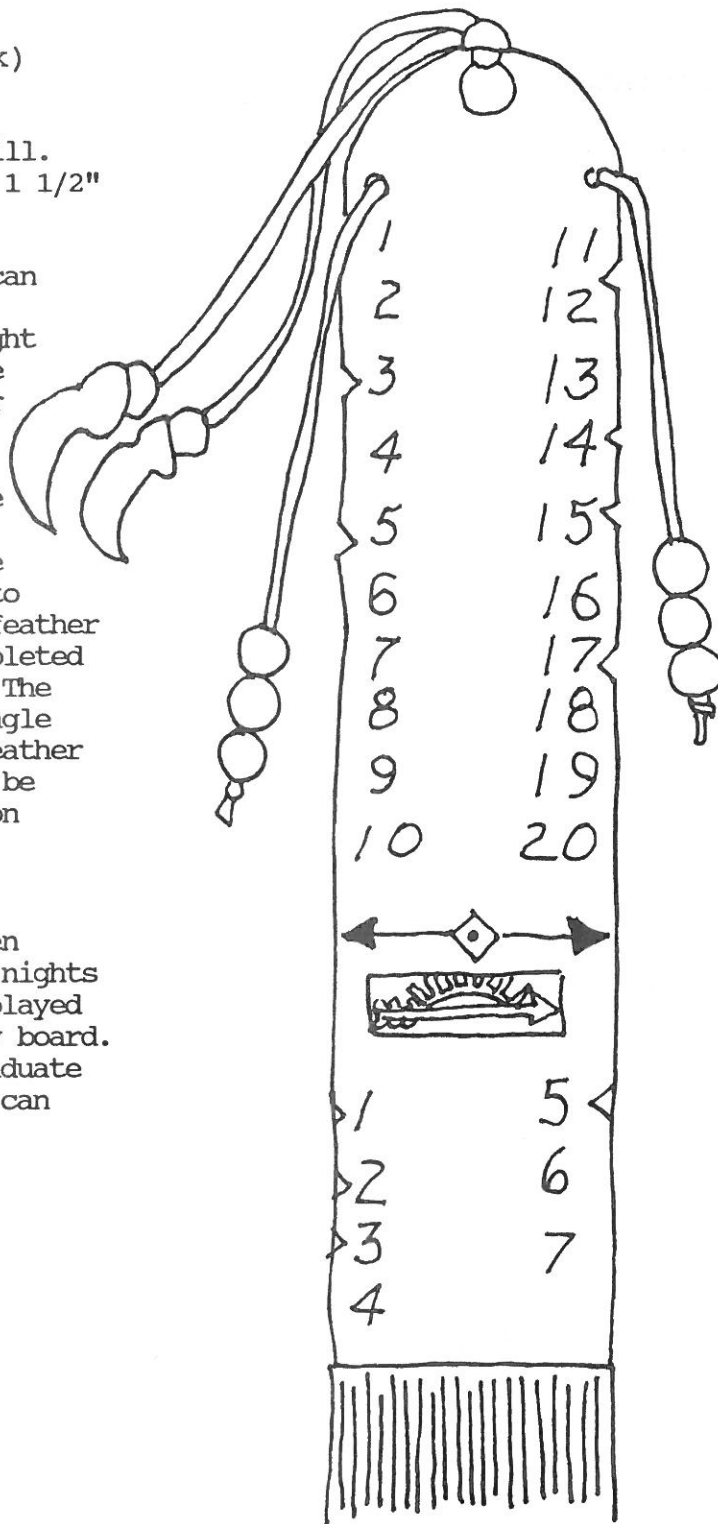
**WOOD PROJECT (Webelos Coupstick)**

This project will give Webelos some experience with a coping saw and a drill. It is cut from 1/4" pine and measures 1 1/2" wide by 12" long.

As the boy earns activity badges, he can notch his coupstick by the number representing that badge. Arrow of Light requirements can also be notched. The numbers can be burned into the wood or painted on.

The decoration of the coupstick can be decided by the den or left up to each individual boy. Leather fringe may be added at the bottom. You may prefer to drill holes by each number so that a feather can be tied to the stick for each completed badge instead of notching the stick. The coupstick on the right has symbolic eagle claws dangling from the top. Other leather thongs may be added so that beads may be awarded for participation in parent-son overnights and for joint den-troop activities.

The coupstick should be kept at the den meeting place except for Pack meeting nights when it can be worn by the boy or displayed on the den doodle or coupstick display board. When the Webelos Scout is ready to graduate into a Boy Scout Troop, the Cubmaster can present the coupstick to him in an appropriate ceremony.

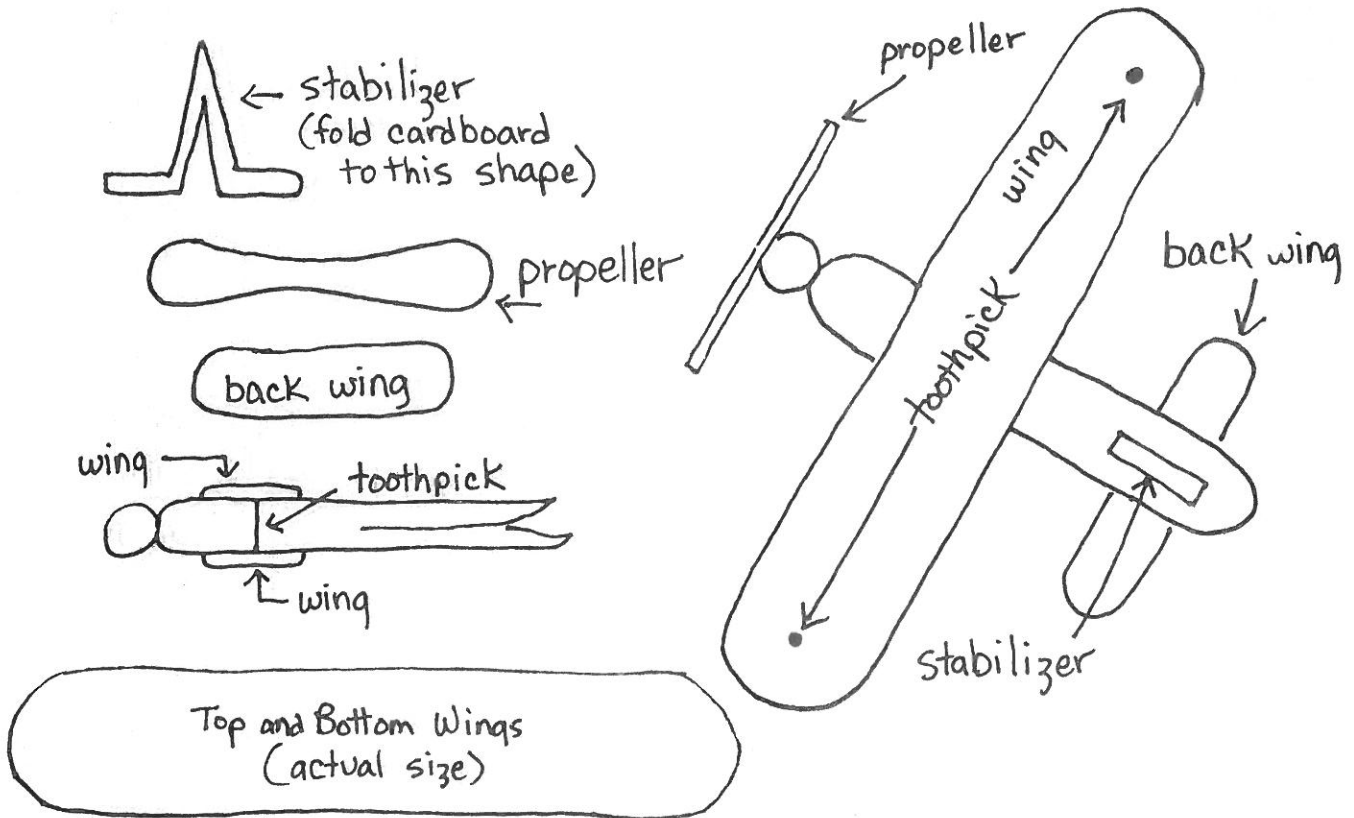


**CLOTHESPIN BIPLANE**

Materials: Regular clothespin (non-clip type)      Toothpicks  
 Light weight cardboard                              Tack or glue  
 A large-eyed needle

Directions:

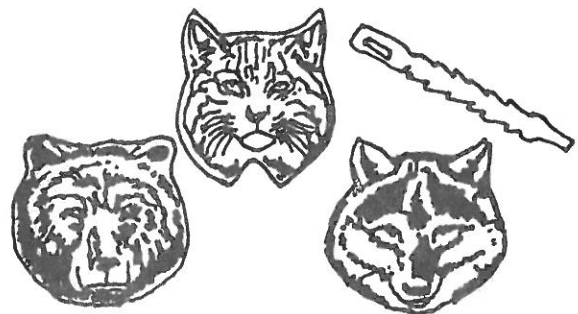
1. The propeller can be either glued to the end of the clothespin, or a small tack can be used to hold the propeller so that it can spin.
2. A toothpick could be used for the propeller in place of the shown cardboard.
3. Use a large-eyed needle to make hole for toothpick to go through.



**STYROFOAM "SHRINKIES" SLIDES**

Cut design from styrofoam meat tray quite a bit larger than you want finished slide to be. Place in 350 oven (like shrink art).

While it is still warm, glue a plastic trash bag fastener to the back.

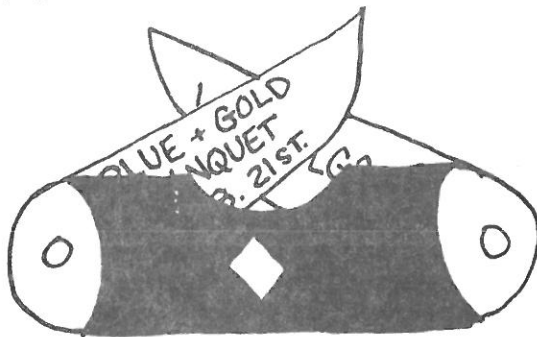




## SCOUT KNIFE INVITATION (Pattern on later page)

Materials: Yellow construction paper  
Hole punch, glue stick

Dark blue poster board  
Brass paper fasteners



On yellow construction paper, trace around knife blade and cut out TWO. Next, on same yellow paper, trace around and cut out FOUR of the knife hinge plates. On the blue poster board, trace around and cut out TWO knife bodies.

TO ASSEMBLE: Glue a hinge plate onto both ends of each knife body. Put a knife blade into each end, sandwiched between the knife body halves.

Line up the ends, then using a paper punch, put a hole in the spots indicated. Insert a brass paper brad into each end. Finish by opening the blades of your knife and writing your invitation/banquet info on them. Close and slip into an envelop.

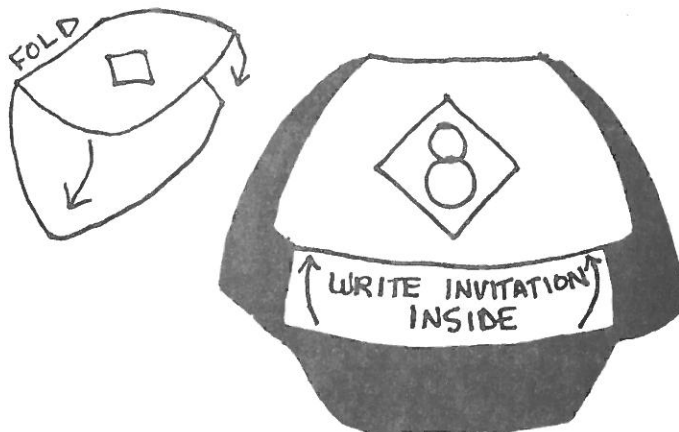
## CUB CAP INVITATION (Pattern on later page)

Materials: Yellow construction paper  
Glue Stick

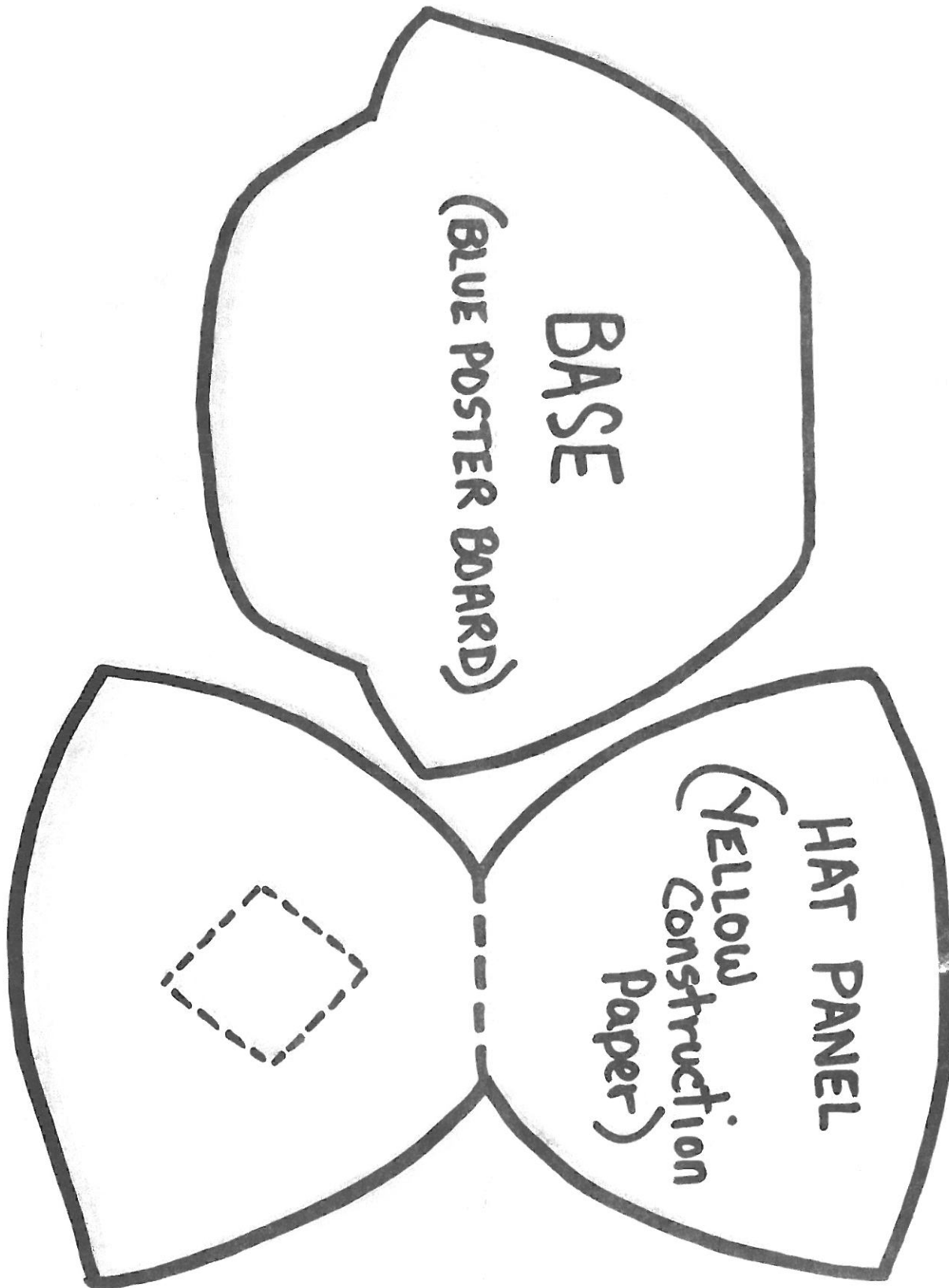
Dark blue poster board

On the blue poster board, trace around the base pattern. Cut out. On the yellow construction paper, trace around hat panel pattern. Cut out. Fold this piece across middle as indicated by dotted line. Glue backside of folded hat panel to the center of blue hat base. Let dry.

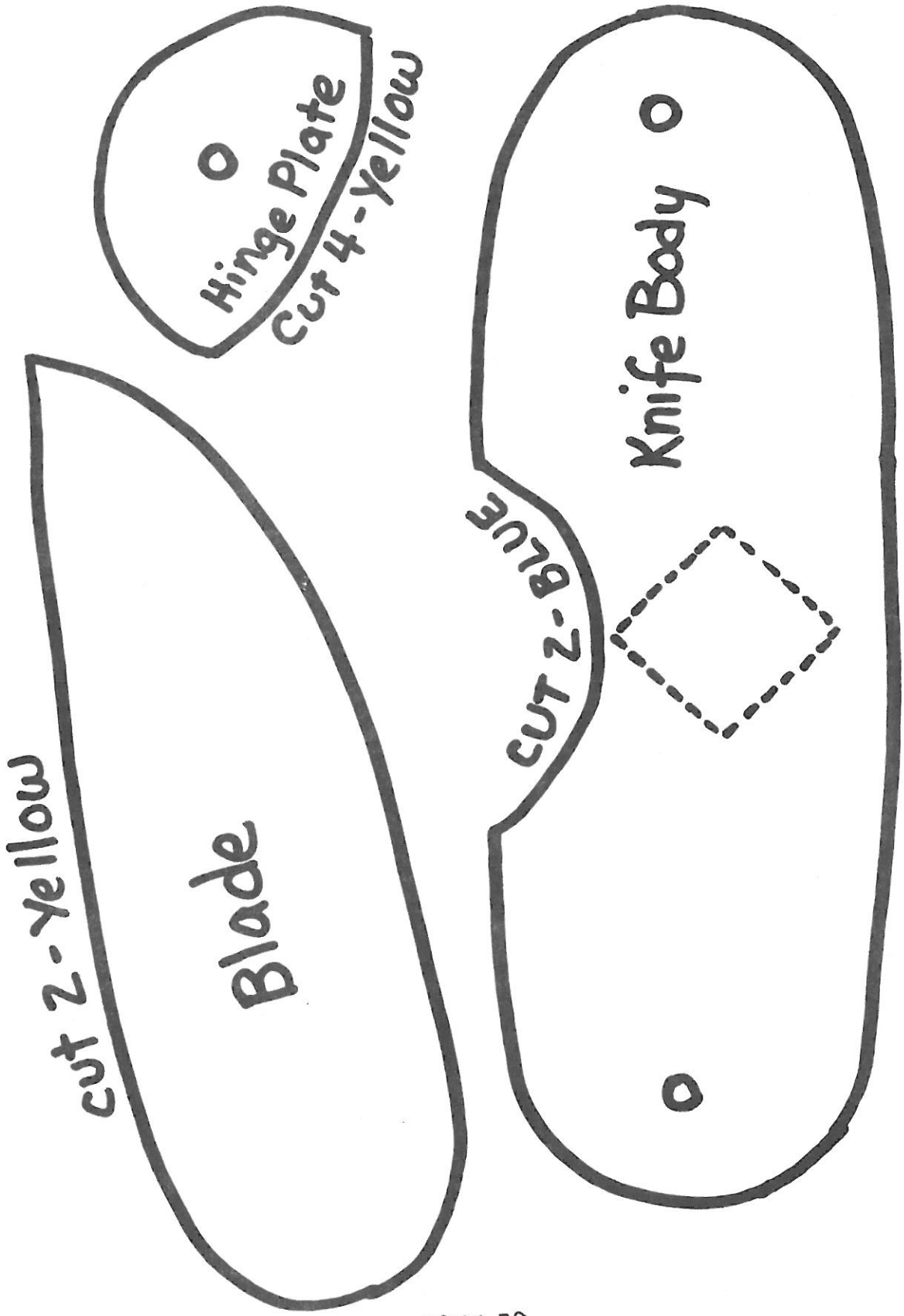
Open yellow hat panel and write your invitation, banquet information inside. Be sure to write your unit # on the outside center of the hat.



PATTERN FOR CUB CAP INVITATION (Instructions on previous page)



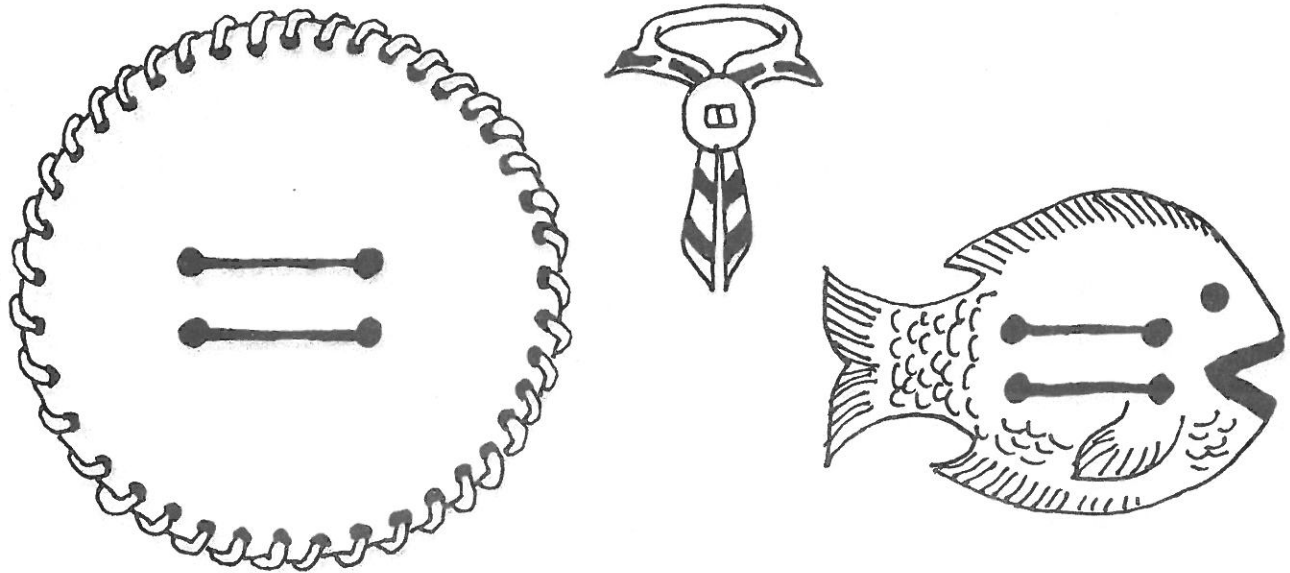
PATTERN FOR SCOUT KNIFE INVITATION (Instructions on previous page)



## SIMPLY SUPER HEAVY LEATHER SLIDES

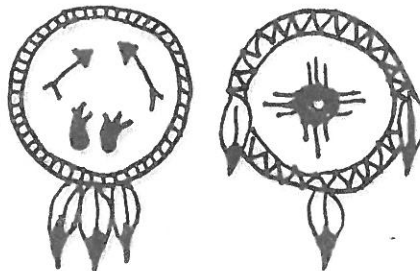
Super slides won't slide down neckerchief! Use mini-rounders found at stores such as Tandy Leather. (IF LEATHER NEEDS TO BE CUT, AN ADULT SHOULD DO.)

1. Wet leather.
  2. Cut center slits.
  3. Mark lacing holes. Punch.
  4. Stamp or tool if desired.
  5. Dye if desired.
  6. Finish with quick drying leather finish ("Super Sheen").
  7. Let dry thoroughly.
  8. Lace, starting and ending at bottom.
  9. Neckerchief goes down through first slit from the back, over and down through the second slit. This is a tight fit, but it is one of the few that stay in place.
- \*\*For a variation, try cutting your heavy leather into an animal shape. Instead of stamping the leather, use permanent markers to draw the features on your animal slide.



## INDIAN SHIELD SLIDE

Using a home canning lid (available at any grocer), glue a pop-top ring or pipe cleaner to the back for the neckerchief. Paint shield as desired; add real feather fluffs or paper feathers.



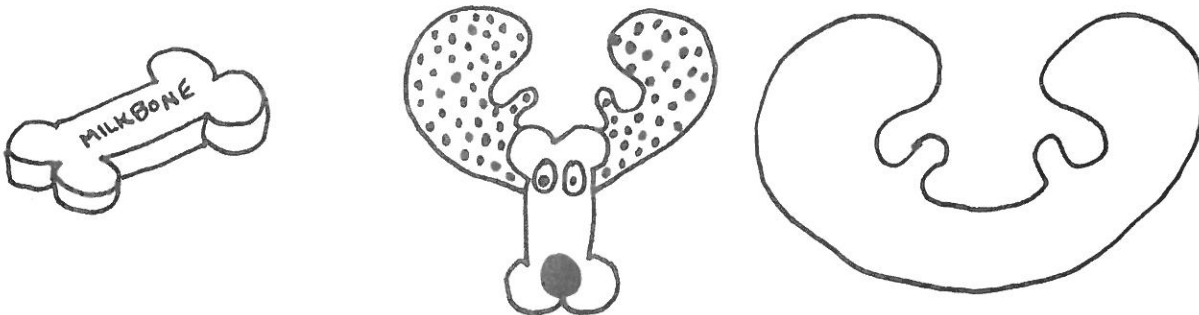
## RUDOLPH MILKBONE TIE SLIDE

### MATERIALS:

1-Dog biscuit  
2-Small wiggly eyes  
1-Small red pompom  
Piece red or green polka dot fabric  
Pop-top pull ring

Prepare your dog milkbone by giving it a light coat of clear finish to protect it. With craft glue, glue fabric smoothly to the lightweight cardboard. On the fabric/cardboard, trace around antler pattern and cut out. Hot glue dog bone to the antler as shown.

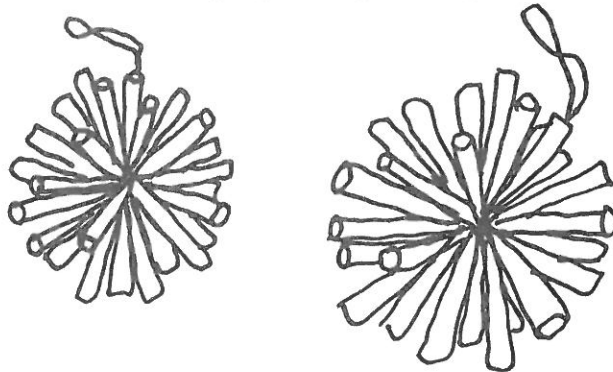
Glue two wiggly eyes and a red pompom nose and finish by adding a pull ring slide to the backside of the antler.



## DRINKING STRAW STARS

To make this ornament, you'll need 6 drinking straws (paper straws work the best), thread, and a spray can of gold or silver paint.

1. Cut the drinking straws in half and hold the 12 pieces together.
2. Wrap a piece of heavy thread (carpet thread) around the middle of the bundle and tighten so the straws stand out. Tie securely. Leave the ends long to hang star with later.
3. Spray with gold or silver paint. (Straws could also be rolled in glue or sprayed with an adhesive spray, or poster paint then rolled in glitter.)

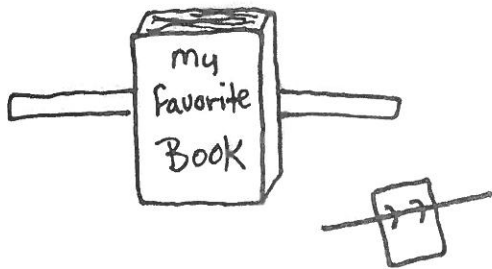


## MY FAVORITE BOOK TIE SLIDE

### MATERIALS:

1 X 2 X 1/2" piece of wood  
Sandpaper  
White paint and brush  
Glue  
Scissors  
Construction paper  
Twist tie (and staple gun)  
Felt tip pen

Sand rough edges on wood block.  
Paint two short and one long side white.  
Cover front, unpainted side and back with paper. Glue twist tie to back (staple as shown for extra strength). Use pen to draw in pages and book title on the front.

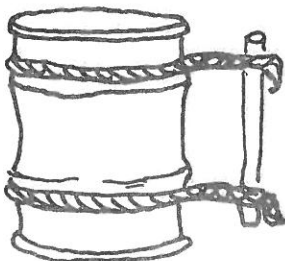


## TIN CUP

### MATERIALS:

Soup can  
1" dowel - 4" long (or a stick)  
2 - 15" pieces of medium wire  
Pliers

Clean out can. Be sure opening has no ragged edges. Place middle of one 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 down ends. Repeat for 2nd wire near top of can and top of dowel as shown.

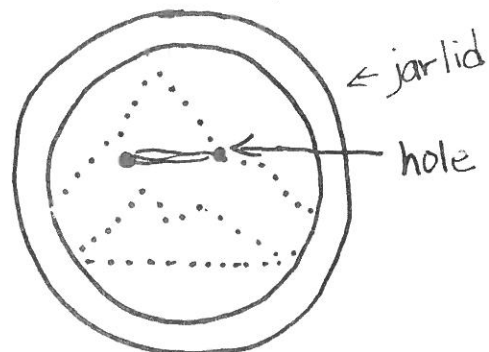


## MOUNTAINS TIE SLIDE

### MATERIALS:

2 3/4" canning jar lid  
Tape  
Hammer  
Nail  
Picture weight wire  
Scrap board

Cut out pattern and tape to the lid. Place the lid on the scrap board. Using the hammer and nail, tap "dents" at each dot on the pattern. Punch holes through where indicated. Lace wire through the holes for the neckerchief tie. Tin can lids may be substituted however, the edges should be covered with colored tape.

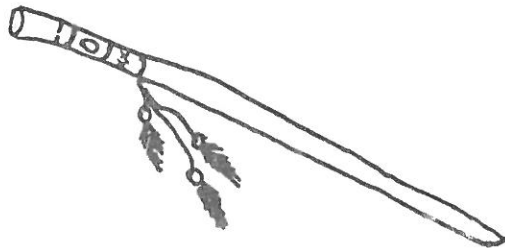


## WALKING STICK

### MATERIALS:

Sturdy stick 3-4' long  
Paint and brushes  
Yarn, feathers and beads  
Jack knife

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



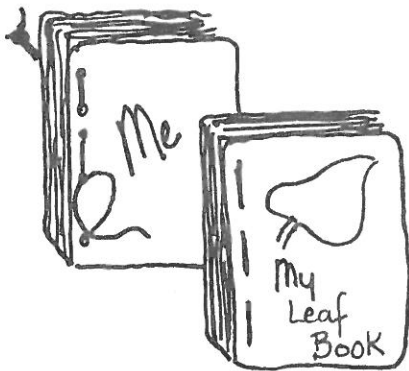


### MY BOOK

#### MATERIALS:

Typing Paper (20 sheets per book)  
Colored Posterboard  
Scissors  
Cover Decoration  
Large Needle & Button  
Thread if fishing line

Cut two pieces of posterboard 1/2" larger than paper, one for front cover and one for back cover. To decorate front cover: Select a method such as painting, or block printing. Both are easy and require just a few materials. Cover front with clear contact paper when completed. Bind book together with needle and thread as shown.

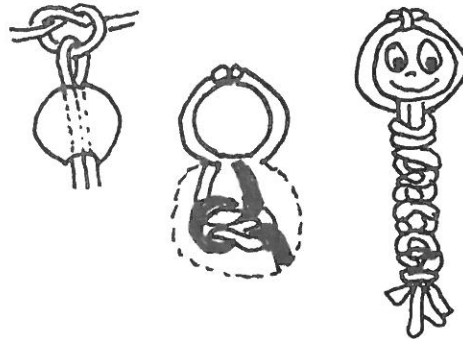


### BOOKWORM

#### MATERIALS:

Round bead with large hole  
Cord  
Paint  
Brushes  
Scissors

Cut two pieces of cord 36" long. Find middle of one cord, fold here and push up hole in bead. Tie the middle of second cord through loop as shown. Gather all cords and tie overhand knot under bead. Using two strands as one, tie square knots until "body" is 9" to 12" long. Tie overhand knot at bottom. Paint face on bead.

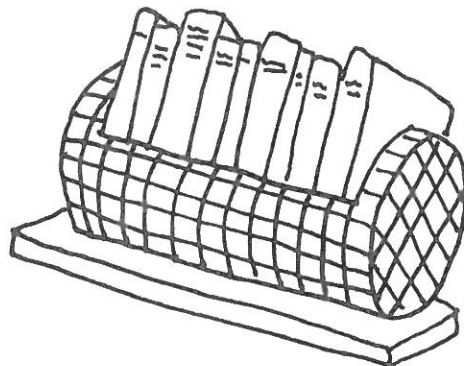


### BOOKRACK

#### MATERIALS:

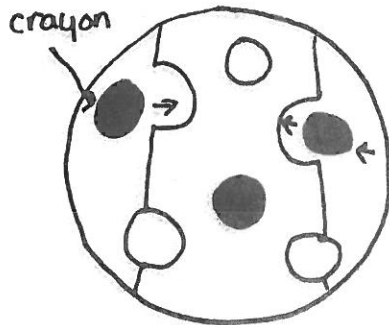
2 lb. round oatmeal box  
12 X 4 X 1/2" board  
Sandpaper  
Scissors  
Contact Paper  
Glue

Sand rough edges on board. Glue the lid to box. Cut out section of box as shown. Cover edges and outside of box with contact paper. Glue the back of the box the long way onto the wood for a firm base. The books will fit as shown.



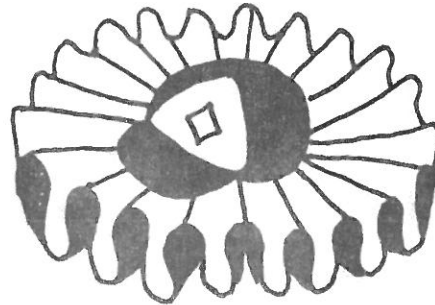
### MAGIC CANDLE

Use tall white candles. Drill small holes down sides of candles. Fill holes with chunks of blue and gold crayon, as shown. Melt paraffin and whip with egg beater. Cover candle with whipped paraffin, using a fork to give it a rough finish. As the candle burns, the blue and gold wax will drip down the sides, making a very attractive table decoration.



### BANQUET CORSAGE FOR MOM

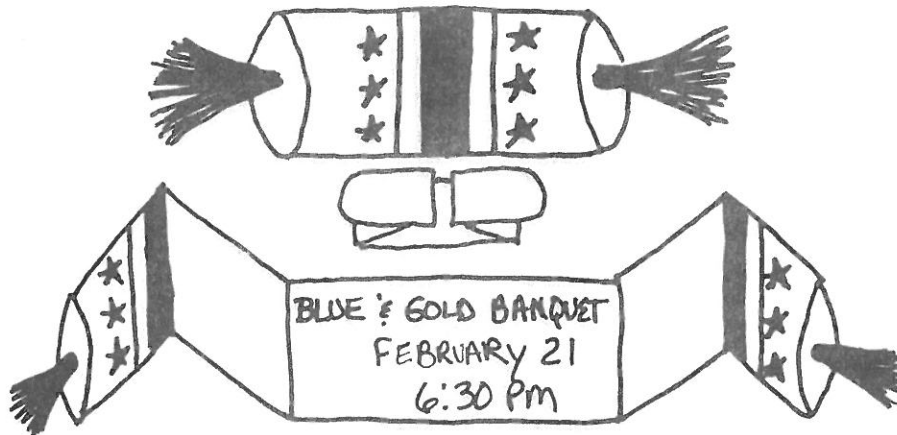
Make Cub Scout cap by using a section of a styrofoam egg carton. Paint cap blue and gold and glue on a paper brim. Make ruffle of gold net or crepe paper, 1-1/2" wide and glue it to a circle of yellow posterboard (3" diameter). Glue Cub Scout cap to center of ruffle. Add pin to the back to complete.



### PARTY POPPER INVITATIONS

From yellow construction paper, cut out a strip 2-1/2" X 16-1/2". Fold as shown in the illustration below. You will have a center panel 5-1/4" long. Use this area to write in your banquet invitation/information.

Trim the ends of your party popper in a curve. To decorate, cut out blue paper and paste on. Add stars, and red ribbons to the ends. When the ends of the party popper are pulled, out pops your invitation.

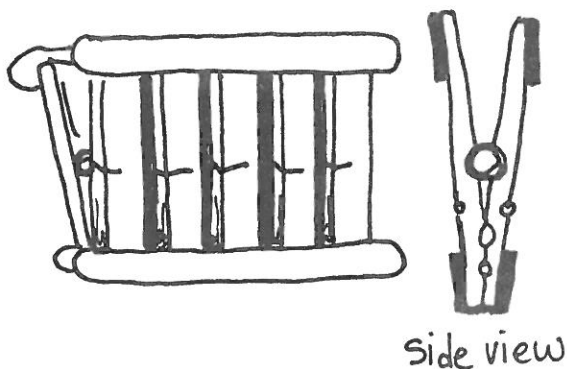


## TENSION GRIPS EXERCISER

### Materials:

5 clip clothespins  
4 popsicle sticks  
Glue

Place the closed ends of five clip clothespins together, side-by-side, and glue to a popsicle stick, as shown. Allow to dry thoroughly. Glue an additional popsicle stick on top; glue a 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.



## CAN CRUSHER

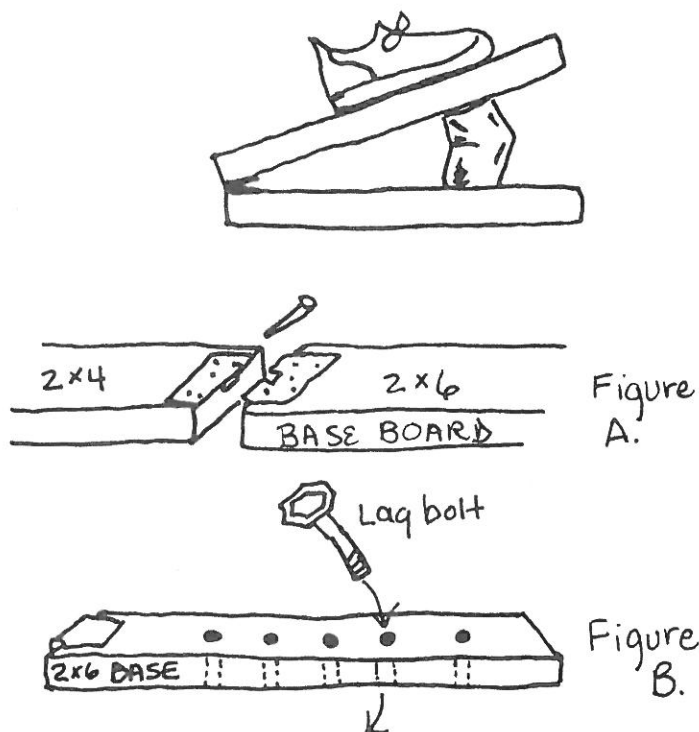
### Materials:

1 - 2ft. 2" X 6" board  
1 - 2ft. 2" X 4" board  
1 - heavy duty door hinge  
6 - flat head screws 1 1/2" long  
1 - lag bolt, 1/4" X 1 1/2"

Position each hinge plate on the boards as shown in figure A. \* Note: the hinge-pin loops extend beyond the board edges. Be sure the countersunk screw holes in hinge face up, then mark the hole locations. After drilling, screw the plates into place.

Drill 5 holes down the center of the base board as an adjustable place for the lag bolt, Figure B. (the lag bolt acts as a stop for the cans to rest against, to prevent the cans from sliding when pressure is applied).

Before using crusher, separate metal from aluminum cans, using a magnet!



## RAIN - SPATTER PAINTING

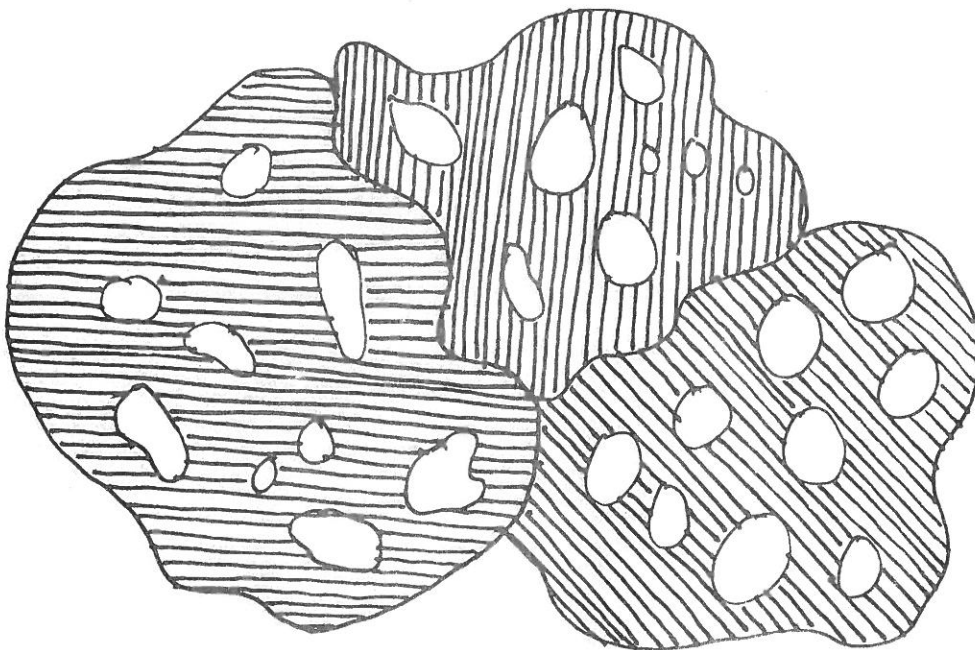
Here's a project that will make you wish for a rainy day. Are you surprised? Rain - Spatter Painting is so much fun you will do a rain dance every night until Nature rings out her cloudy sponge over your home. All you do is spread paint on a sheet of paper and let the rain create the painting for you.

This project can be done by the front door or with mom and dad's permission, by an open window. If you have to go outside, take your raincoat, umbrella and boots so that you won't catch cold. You don't want to spend any of those cloudless days inside in bed!

### MATERIALS:

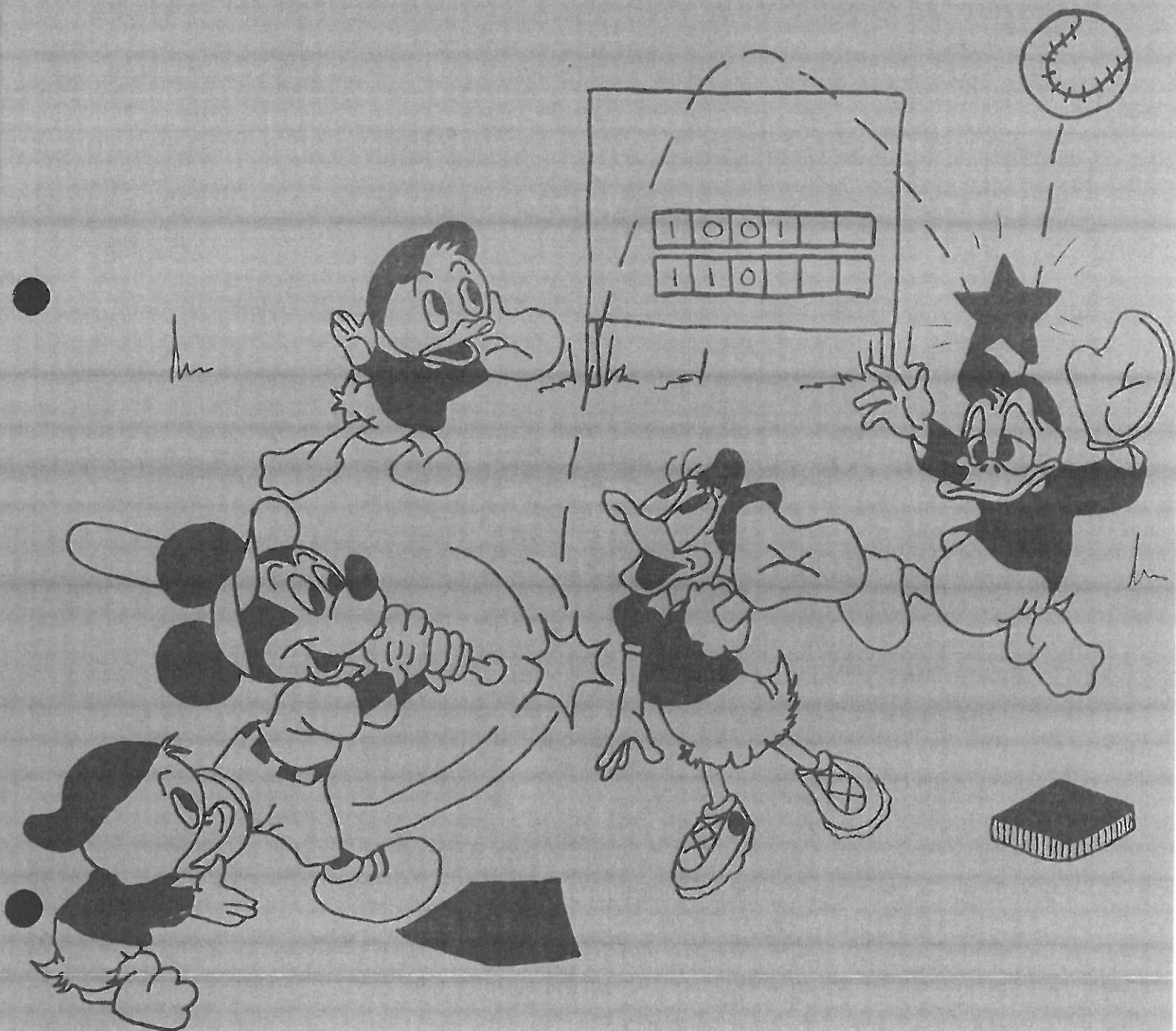
Poster paints  
Paintbrush  
White drawing paper  
Rain!

1. Paint different colored shapes on a sheet of white drawing paper.
2. When it rains, put the painting outside for just a moment. You might want to wear a raincoat so your arm won't get wet.
3. Take the painting inside. Hold the paper flat so that the drops on the paint won't run.
4. Place the paper on a flat surface, such as a table or the floor.
5. Let the rain dry and see the different patterns it has created.



# ADVENTURELAND

## games







### **TABLE FOOTBALL**

Teams line up on opposite sides of a table. Ping pong ball is placed at center. At a signal each side blows at ball until it falls off table opposite the winners. Hands must be kept below table.

### **PEEL ME A STICK OF GUM**

Teams line up relay style. Leader in each line is given a paper bag containing a pair of gloves and enough pieces of gum for each player. The first Cub in line must put on the gloves; reach in the sack and get a piece of gum; unwrap gum; put gum in mouth; put wrapper and gloves back in sack and pass it to the next Cub in line.

### **SENTRY POST**

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

### **BACK TO BACK**

Boys pair off and one player is IT. Leader gives commands which others follow such as, knee to knee, thumb to thumb, foot to foot, etc. Sooner or later, leader calls back to back and all must find a new partner and stand back to back with him. Player left out becomes IT and game continues. It you wish to use this game to help people become acquainted, have players turn around, shake hands and exchange names.

### **BACKUP RACE**

For each team, two boys stand back to back with arms interlocked. Teams race to a line or around a chair and back. In one direction one boy is running forward and the other backwards. For the return trip, this is reversed.

### **FROG GAME**

For a quiet indoors or outdoors game, have the boys sit in a circle with one boy as the "head" and the boy to his right as the "foot". Establish a rhythm action as follows: each boy slaps both knees twice, claps twice, snaps right hand fingers, snaps left hand fingers, then repeats actions until all have the rhythm going. When rhythm is established, the head boy says, "One Frog!" to the rhythm as he snaps his right fingers (ONE) and then left fingers (FROG). the boy to his left on the next snapping of fingers must say, "Two Eyes" - the next boy says, "Four Legs" on the next snapping of fingers - the next boy says, "Ker Plunk!" and the next says "In the Water!". Keeping the rhythm going steadily, the "head" boy then says, "Two Frogs",

### (FROG GAME CONTINUED)

and the 2nd boy must then say, "Four Eyes", the 3rd boy must say, "Eight Legs", the 4th boy says "Ker Plunk!" and the 5th boy repeats "Ker Plunk!" (since there are now two frogs) and the 6th and 7th boys each say "In the Water!". This continues with the number of frogs increasing each round with corresponding number of eyes and legs, "Ker Plunks", and "In the Water". If a boy makes a mistake by saying the wrong thing or breaking the rhythm, he moves to the foot and the head boy starts all over again. The object is to see how many frogs can be reached without making a mistake as well as trying to get in the "head" position.

### SEALED ENVELOPE CONTEST

Give each person a sealed envelope with a blank 8 1/2" x 11" sheet of paper folded inside. The Cub is told they are to write their names on the envelope, then open it and make a design or figure out of the paper by folding and tearing it. Time it for 5 or 10 minutes. Then they are asked to put their figures back in the envelope and hand them in for judging. The prize is given not for the paper design or figure, but to the Cub who opened his sealed envelope in the neatest manner!

### BALANCING GAME

Give each person seven marbles, a fork, and a small box or dish. See who can be the first to lift all his marbles with the fork, one at a time, and dump them in the box. Only the fork can be used - the marbles must not be touched except with the fork.

### OLD CLOTHES HOT POTATO

For this game you need some old clothes in an old pillowcase. Old clothes that are good to use: nightgowns, pantyhose, girdles, slips, etc. Have the group stand in a circle and start passing the bag of clothes along. When the leader blows the whistle, the person with the bag must reach in and put on the article of clothing he pulls out. For large groups, have two or more bags of clothes. Continue game until all clothes are used and then have a parade.

### SPOON ON A STRING

For this game you need groups of four, BUT don't use everyone because this game is as much fun to watch as to play! For each group, you need a ball of string with a spoon tied securely on one end. Give this string and spoon to the first person in each group with the others standing shoulder to shoulder. On the signal to start, the first person must feed the spoon down the inside of his or her clothes! As the spoon comes out the person's slacks or whatever, the next player must do the same thing and so on down the line. After the last person has fed the string down, he then pulls it out and so on down the line. The first group to finish is the winner or wore the right clothes! HINT: It helps to have another person unwinding the ball of string and especially re-winding on the reverse action.

GAM-2

## DUST DEVIL DERBY

Teams line up single file, relay style. Each boy is given a paper bag. On signal, the first boy blows up his paper bag, twists it tight, then with a broom sweeps his "dust devil" to a box 12 to 15 feet away. When the bag is in the box, he returns and gives the broom to the next boy and so on until all the boys have finished the course. The first team to finish wins.

## WIND THE STRING

Each player has a piece of string twelve or more feet long; one end tied to his index finger and the other to some fixed object. At a signal, he wraps the string around the finger to which it is tied, until he comes to the other end. The first to complete winding his string is the winner. (Remind them not to wind too tight.)

## AURA

Stand facing your partner at arm's length. Touch palms and close your eyes, while feeling the energy you are creating together. Keeping your eyes closed, drop your hands and both turn around in place three times. With out opening your eyes, try to relocate your energy bodies by touching palms again.

## HUMAN MOUSE TRAP

Depending on the size of the group you will need about 4 to 6 people in the middle. They form a circle and hold hands. The rest of the players are on the outside in a circle NOT holding hands. One person turns their back and gives the commands, OPEN and SNAP. When she says OPEN, the circle puts their hands up and the people on the outside run in and out. When she says SNAP, the circle drops their arms to see how many they can catch. All caught join the circle. This continues until all are caught.

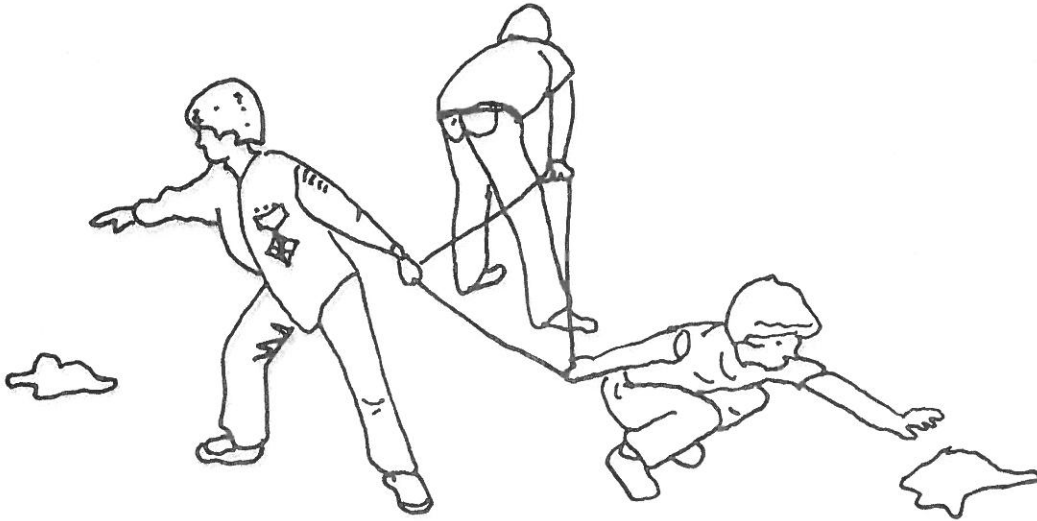
## FEATHER BLOWING CONTEST

Divide into teams. Each team is then given a feather. The first person starts by getting the feather floating, and keeping it floating passes it on to the next person and so on. If you drop the feather you must start over. The team that finishes first wins.

## OOO-AHH (24 people)

Everyone stands in a circle and holds hands. One person squeezes the hand of the person next to her. This then travels around the circle until the squeeze is back to the first person. Change the rhythm, squeeze, add a sound as "Ooo", and watch it go around. Next send "Ahh". You can also go in reverse and get an "Ahh" or "Ooo" back to where it came from.

### THREE MAN TUG OF WAR



Each tries to reach his neckerchief

### INDEPENDENCE TAG

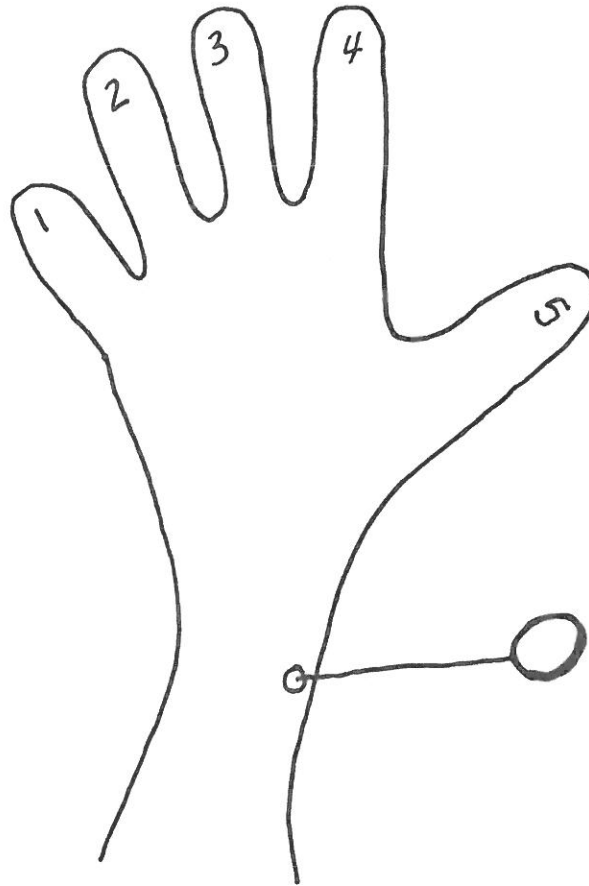
As in all tag games, "it" pursues the other players and tries to touch one of them. When one has been touched, he must keep his hand on the spot where he was touched and pursue the others. His hand cannot be freed from this spot until he has tagged someone else. The idea is to tag players in inconvenient places -- on the ankle, knee, elbow, etc.

### JUGGLER

Equipment: 1 paper cup filled with water for each person.

Line players up on a starting line an arm's length apart. A finish line should be set up 50' or so away. Players stand with right arm straight forward at shoulder height, palm down. Place a 6 ounce cup filled with water on the back of each right hand. At signal, each contestant, keeping the right arm at shoulder level, bends his arm at the elbow, bringing the cup to his mouth. He then takes the edge of the cup in his teeth and transfers the cup to the back of the left hand, which he extends forward at shoulder height. With left arm stiff, he walks forward to finish line. the first player across the line, cup on hand, is the winner.

## FINGER FUN



Draw a picture of your hand and wrist on lightweight cardboard; cut out; put numbers on the fingers. Put a hole in the arm part - add a string and a curtain ring. See if you can hook a finger.

## DRESSMAKING

Dad and son team is given several sheets of newspaper and some pins. They tear the paper to make a dress, fitting it on mother as a model. The best and/or fastest dressmaking team wins. This should produce some interesting results.

## **KNOTS**

Stand in a circle, shoulder-to-shoulder, and place your hands in the center. Everyone then grasps someone else's hands, while making sure that no one holds both hands with the same person or holds the hand of a person right next to them.

Now comes the true test - untangling the knot. There appears to be two basic approaches - the Activists will dive into the problem hoping they'll hit upon the solution. Instead they will probably hit upon one of the Analysts, firmly rooted, hands locked while carefully surveying the situation before instructing each player precisely where to move and in what order.

## **MOUSE TRAP**

Divide the group into teams. Assign an adult to each team to set the mouse traps. Each team needs a metal teaspoon, a safety pin or a clip clothespin and a length of string. The string is tied to the spoon and the pin or clip. This is then fastened to the back of the boy's shirt at about waist height. The first boy runs to the ends where the traps are set and turns around and bounces the spoon on the trap until the trap springs - NO HANDS ARE USED. Once the trap springs, the boy runs back to the starting line where the pin and spoon are attached to the next boy. And so on until one team wins. NOTE: Must use new traps each time game is played.

## **THREE POT TOSS**

Nail or screw three or more one pound coffee cans to a wood plank 6" X 36". Give each can a number value. Three bean bags are tossed from six feet. Variation: Bounce ping pong balls once from a line 3 feet away.

## **LAND A PLANE**

Make a plane with a sheet of 8-1/2" X 11" paper. Try to land the plane on a flying field which may be a square of two foot board or a waste basket. Stand at least 12 feet away.

## **BLANKET ROLL**

All Cub Scouts stand in a big circle with leader in center who points to one Cub and says, "Your clothes are on fire!" The Cub drops to the floor, wraps blanket around body, folds arms across chest while holding on to blanket and rolls over and over. Have each Cub take a turn.

## **PIE EATING CONTEST**

Have wedges of pie on paper plates set on a long table. Set them along only one side so audience can have full view of the contestants. Have the contestants bend over with hands behind their backs and at a signal begin eating. The one who cleans his plate first, wins. You may also give a prize for the messiest. For variation, substitute cake or watermelon. Also, try blindfolding the contestants.



### **SQUIRT 'EM OUT**

Place 4 to 8 candles on a table - or in a box cut out on one side if it's windy. Give Cub Scout a water gun and a set amount of squirts. See how many candles he can get out. Adjust distance between Cub and candles according to their ability. Have plenty of matches and extra candles on hand.

### **TRACTOR PULL**

This game needs a soft place to play, soft grassy spot outdoors or gym mats indoors. Four boys play at a time. Two players get on their hands and knees, facing opposite directions, close enough so their feet are almost touching. These boys are tractors and the other two boys are the drivers. Each driver sits on his tractor and holds on with his legs around the tractor's waist. The drivers must sit facing each other. At a signal, each driver extends his arms in front of him, tries to grab the hands of the other driver, and pull him off his tractor. A tug-of-war takes place. The driver who is pulled off his tractor loses. If both fall off it is a tie. You can have more boys play at one time, but be sure there is enough room between the teams so no one will be hurt when they fall. After each match, the drivers and tractors change places.

### **BUBBLE BLOW**

Each player has a bubble pipe. Make a wire hoop or cut a circle in a piece of cardboard one foot in diameter. Buy or make bubble mixture. Players blow bubbles and try to guide them through the hoop or hole by fanning them with a piece of cardboard. Variation: Have a contest to see who can blow the bubble that goes the highest or lasts longest or is the largest.

**BUBBLE MIXTURE:** Shave a small piece of laundry soap into a quart of hot water. Stir until completely dissolved. Add a tablespoon of gum arabic. Stir. Add a tablespoon of glycerine and another of red ink or bluing. Mix well. Add another quart of warm water.

### **STORK TEN PINS**

Six or more players are divided into two teams. One side is Storks and the other is Hunters. Three fairly large rubber balls are needed. The Storks stand in a row, each on one foot, and the Hunters in turn roll the ball trying to hit a Stork's foot. The Storks may dodge by hopping but if both feet touch the ground, the Stork is considered hit. After the three balls have been rolled, the Storks become the Hunters and the Hunters become the Storks and the game continues.

### **THE MIDNIGHT GAME**

The "sheep" are in the "fold" or safety circle at one end of the room. The "fox" has a den at the other end. The sheep wander out as far as they dare, asking continually, "What time is it?" They are safe at all hours until the fox cries "Midnight"! Those the fox can tag before they get back to the fold are out.

## **ALLIGATOR**

Two teams line up on opposite sides of a large open space called the "river". The player who is chosen to be the alligator points or calls to a player on one side to cross the "river". This player calls or points to another player on the opposite side. They try to cross the "river" and change places without being tagged by the alligator. If one is caught, he becomes the new alligator.

## **DONKEY KICK**

A small, flat piece of wood or a stick is used for this game. A player holds his leg up with the bottom of this foot held in back. The game leader then balances the stick on the upturned sole of the player's shoe. The player now kicks his foot and sails the stick as far from his back as possible. The longest kick wins.

## **STOP AND GO**

Draw two lines about 60 feet apart. Line up players on one of these lines. At the word "GO", all start running. Every time you blow a whistle, all reverse directions so they will not know which line will be the finish line.

## **TURTLE TAG**

To insure safety, player must be on his back with all four feet in the air. The boy who is "IT" counts to ten and the turtles must hop up and run at least ten steps before again assuming the turtle position. If "IT" can tag a player before he is "safe", they exchange places and the other boy becomes "IT".

## **GOOD EGG**

One player is the egg tester. The rest are eggs. The eggs sit in a circle on the ground with knees high against their chin and feet flat on the ground, hands clasped tightly about the knees. The tester goes from one to another, testing them by giving them a push against the knees. This push rocks the player upon his back.

If the player is able to rock to his original position without breaking the handclasp, he is a good egg. If the player cannot recover his original position, he is a bad egg. He must then take the tester's place.

## **FIRE IN THE MOUNTAIN**

"IT" stands in the center of two circles of equal number, one inside the other. Circle players face inward. Each one in the outer circle stands directly back of the person in front of him. When "IT" calls, "Fire in the mountain! Run boys, run!" all players in the outside circle run slowly around the inner circle. At the same time, the players in the inner circle and "IT" clap their hands in rhythm. Suddenly, "IT"

stops clapping and holds his hands over his head. The players in the inside circle follow his example. This is the signal for all players in the outside circle to stop running and try to get in front of an inside circle player. "IT" also tries to get a place. The person left out is then "IT".

### HIKE

Players stand in a row, facing the leader they have chosen. They should be about 10 to 20 feet in front of a goal line. The leader calls and goes through certain exercises with them, such as "Raise hands above head!", "Squat!", "Run in place!". Suddenly he shouts, "Hike!". All players dash for the goal line with the leader chasing them. The player he tags becomes leader in his place.

### SEW THE CIRCLE

All but two players form a circle, but do not hold hands. One of the extra players is IT and stands outside the circle. The other extra player is the runner. HE starts moving around the circle, either inside or outside. IT counts to ten and then tries to catch the runner. Whenever IT passes between two players in the circle, they clasp hands. This continues until the circle is "sewed up", or until IT catches the runner. Then two new players are selected to be the runner and IT. No "sewing up" is done when the runner moves in or out of the circle.

### CLAIM JUMPERS

Mark out a circle about 15 feet across. Blow up a toy balloon, anchor it to a weight and place it in the center of the circle. This is the "claim". The "prospector" (a Cub Scout) stands guard over it. Other boys, one at a time, try to "jump his claim". To do so, they must enter the circle, explode the balloon and leave the circle without being tagged by the prospector. If tagged, they drop out. If claim is successfully jumped, another prospector takes over with a fresh balloon.

### HOOP AND ARROW

Make three hoops - one about 5" in diameter; one about 10" in diameter and one about 20" or larger.

Hoops are rolled along the ground or thrown spinning into the air.

Object is to throw the arrow through the hoops.

Scoring: Arrow through the big hoop.....5 points  
Arrow through the middle sized hoop.....10 points  
Arrow through the little hoop.....20 points

Make the hoops out of plastic tubing, old hula hoops, or garden hose.

## **BLUE AND WHITE**

Half of the Cubs are blues and half are whites. When the blues are called, they all squat down as fast as possible before the whites tag them. Those tagged are out. When whites are called, they squat and the blues try to tag them. The color with the most players left after a given time is the winner.

## **CROCODILE RACE**

Cubs are in teams squatted down in knee bends with hands on each other's shoulders. Each team hops to the finish line trying not to fall over, although they probably will. When they do they must regroup and start again from there.

## **HOP ACROSS**

The players divide into two equal teams and each team marks a goal line on the ground. The two goal lines should be about 25 feet apart. Each team lines up along its own goal line. Then at the signal to start, the two teams advance toward each other with arms folded across their chests, all players hopping on one leg. The object of the game is for each player to try to cross the other side's goal line without being forced to put his lifted foot on the ground. Some players go after each other, trying to bump or shoulder members of the other team off balance, so they will have to put their foot down. Other players may do their best to keep out of trouble and make for the opposite goal line as quickly as possible. The team that gets the greatest number of players across the other sides' goal line is the winner.

## **DIZZY BAT RELAY**

Any number of boys can play this, either in a gym or outdoors. Divide your group into two or more teams. Mark off a distance line 50 feet from the starting line. When the teams line up, give each team a baseball bat, which the leader must place at the distance line in front of each team. At a starting signal, the first boy on each team runs to the distance line where he picks up the bat. He stands the end of the bat firmly on the ground, and places the other end against his forehead. In this position, he must run around the bat three times. Then he drops the bat and races back to the starting line where he tags the next player. This is repeated until each player has a turn. First team done wins.

## **HORSE TURNABOUT**

For this game you will need paper bags and from 12 to 30 boys. Divide the group into teams of equal numbers. Half of the players on each team will be horses and half will be riders. Horses and riders walk a course of about 50 feet.

Each team lines up at the starting line. The first horse of each team takes a good look at the course. Then the horse puts a large paper bag over his head. The rider for each horse is a second boy who doesn't ride but acts as a guide. At a starting signal, each horse is turned around three times before he starts the course. The horse and rider must go all the way to the goal line, 50 feet away, and

## HORSE TURNABOUT - CONT.

then return to their team. Each rider walks behind his horse and helps him by giving directions. The rider cannot touch the horse, but tells him, "Go to the right", "More to the left", "Straight ahead" and so on. Upon returning to the starting point the first horse on each team takes off his paper bag and tags the next horse. The new horse is turned about 3 times and takes off with his rider. First team to finish the relay wins.

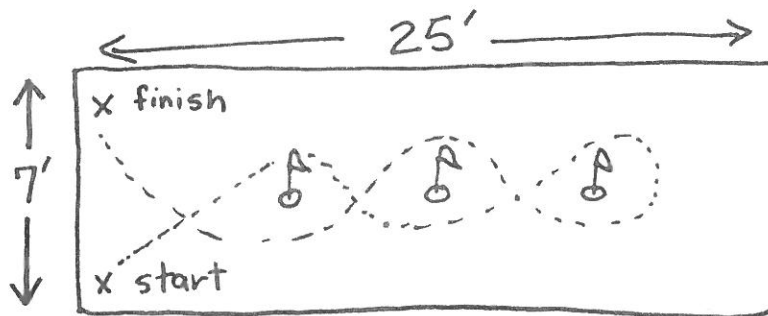
## CIRCLE RACE

From 16 to 24 boys can play this game in a gym or outdoors. Divide the group into two or more teams. Boys on each team hold hands and form a circle. Instead of facing in, however, the players face outward, all except one player. He is the driver and can face inside or out. A distance line about 50 feet away is set up and marked. The object of the game is for the teams to race to the distance line without breaking the circle. The driver tries to guide the circle by calling out directions. If the circle breaks, the team must regroup at that place and go on from there. After a team crosses the goal, it must go back to the start; first team back wins.

## FOOTPRINTS FOR YOUTH

Using heavy cardboard or 1/8" masonite, cut out footprints using an adult shoe for a pattern. Play game as a physical skill (Let's see if you can do it - adult version) or a competitive affair (two or more racing a set distance). Place both footprints down, step on first with one foot, second with other foot - now without using first foot (pick it up and keep it off the ground) lean down and pick up the first footprint. After picking up, place it ahead of second footprint and then take a step by stepping on it in a new position. Proceed - one footstep at a time. (Sliding footprints is not permitted). Two footprints needed per person.

## WICHITA SLALOM

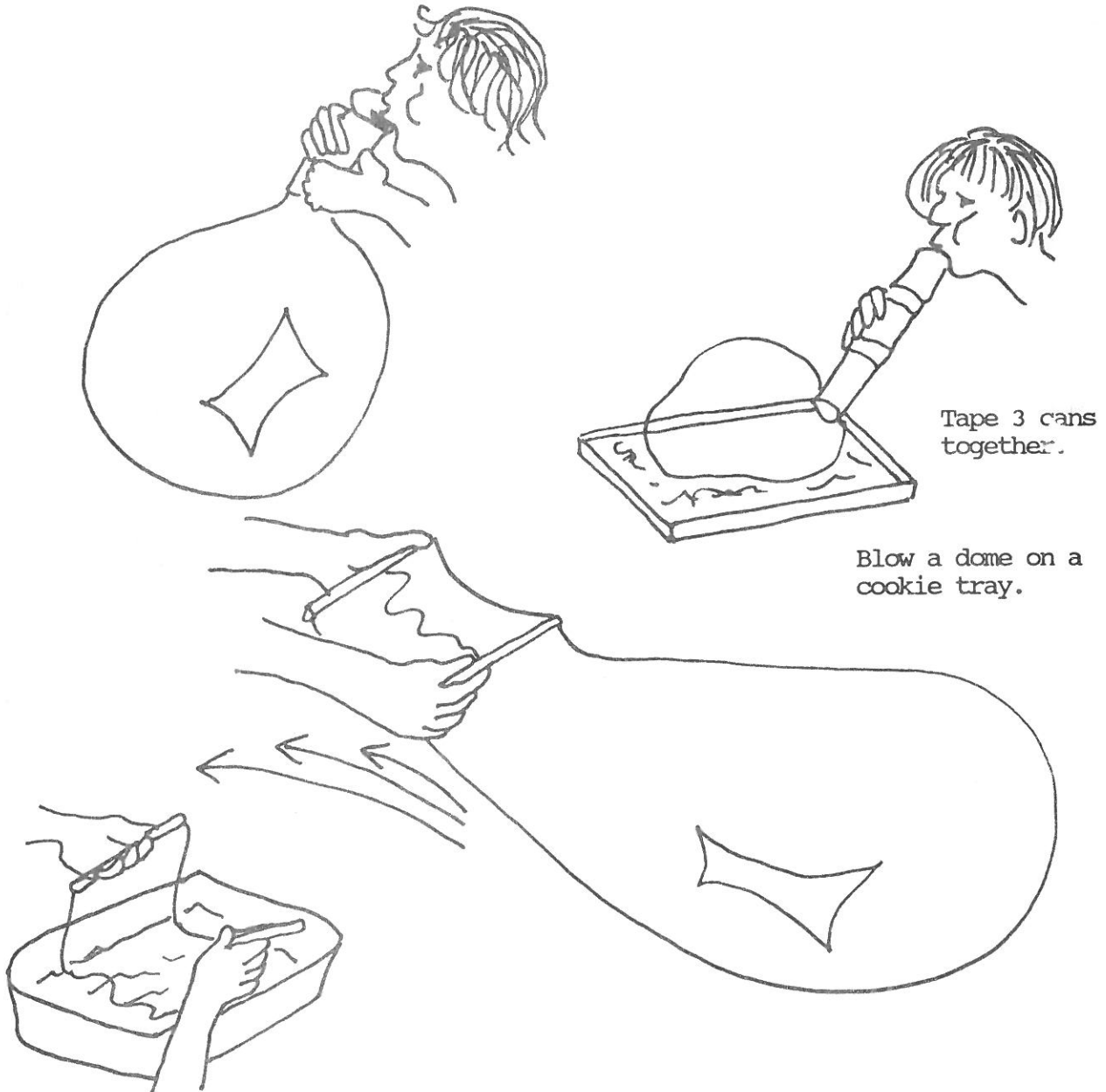


This is a slalom race with a tire(d) handicap. You must roll the tire from the starting point and go to the left of the first flag, right of the second and continue in a zig-zag course until you round the last flag. You then zig-zag back until you reach the finish line. Variation: Run as a relay race.

## UNUSUAL BUBBLES

Fill a dish pan with a splash of detergent.

Small bubble pipes can be made out of wire and juice cans with a hole at the other end or pop cans with bottom out.



But best of all and biggest....are bubbles made with glycerine & soap on a plastic straw and string frame.



### **MATCH THE PRESIDENTS**

Thumbtack a list of the best-known Presidents to a board. Around the names, place pictures related to each man. Give each item a number and provide a checklist card to match them. These are some suggestions:

GEORGE WASHINGTON	Mount Vernon, Valley Forge
THOMAS JEFFERSON	Monticello, Declaration of Independence
JAMES MONROE	Monroe Doctrine
ANDREW JACKSON	Hermitage, Battle of New Orleans
ABRAHAM LINCOLN	Gettysburg Address, Log Cabin
ULYSSES S. GRANT	Grant's Tomb, Civil War General
THEODORE ROOSEVELT	Panama Canal, Rough Riders
WOODROW WILSON	League of Nations
FRANKLIN D. ROOSEVELT	Pearl Harbor Attack, Wheel Chair
DWIGHT D. EISENHOWER	General
JOHN F. KENNEDY	Youngest President, PT Boat
LYNDON JOHNSON	Moon Landing, 10 Gallon Hat

### **SCRAMBLED PRESIDENTS**

Each player is given a list of about ten names of presidents, with scrambled letters. Allow about 15 minutes to unscramble names.

### **LOG ROLLING CONTEST**

Make logs from 4 inch cardboard cylinders. Paint. This can be a relay with each boy rolling a log with a dowel or stick to a given point and back to the next person in line. (To add to the fun, have each boy during his turn, wear tall hat and beard.)

### **PENNY TOSS**

Have boys form two line facing each other. Give each boy on one side a penny in a paper cup, and the boys on the other side only paper cups. Have the boys with the pennies toss the penny to the boy opposite him and he catches it in the paper cup. The tossing continues back and forth with each side stepping back one step further apart until only two boys have not missed. Elimination occurs upon missing the cup with the penny.

### **LOG CABIN IN A POP BOTTLE**

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

### **COIN ON THE PLATE**

(penny for Lincoln, Quarter for Washington) Each player is provided with five coins and in turn stands about six feet away from an aluminum plate. The player who manages to throw the most coins so that they land on the plate...and don't bounce off...is the winner. An extra bonus might be given each time the face of a president lands face up.

### **CORNCOB DARTS**

Corncoobs can become colorful, harmless darts for games and contests. Take a 3 or 4 inch section of corncob and bore a hole through one end. Cut different colored crepe paper ribbons and put them through the hole in the side of the cob so they trail 12 to 15 inches on each side. The darts are ready to be thrown at a target.

### **FEED THE PUMPKIN**

Place a miniature pumpkin (artificial) on the floor in the corner of the room. Give each boy five nuts, such as walnuts or acorns. From a predetermined distance, the boys toss their nuts underhand into the pumpkin. High scorer is presented with a chocolate turkey.

### **CORN SHELLING CONTEST**

Give each boy an ear of hard field corn and a sack or bowl. At signal, the boys begin shelling their ears of corn. The first boy to finish is the winner.

### **TURKEY FEATHER RELAY**

Divide group into teams, relay style. First player in each team holds a long turkey feather. At signal, he throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again. When it finally crosses the finish line, he picks it up and runs back, hands the feather to his next teammate. Each team uses different colored feathers. First team to finish flaps arms and gobbles like triumphant turkeys.

### **CHURNING BUTTER**

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

### **PLATE AND TURKEY FEATHER RACE**

Players line up in teams at one end of the room and each is given a feather on a paper plate. Carrying their plates, the first two on each team race to the other end of the room and back again tagging the next player on their team. If the feather comes off the plate, a player must stop and put it back on his plate. First team to run through each player wins.

### **EXPLORE A TREE**

Blindfold boys, one at a time, and ask them to explore a tree. Ask them to think about how it feels, smells, etc. Is the bark rough or smooth? Are the leaves damp or dry? What does it smell like? While one boy is doing this, the others observe, by sight, things about the tree such as color, height, etc. After all have explored, let them compare the results. Help them to identify the tree.

### **LISTEN TO A TREE**

Pick a tree about 4-5" diameter in the spring and let the boys listen to the trunk with a stethoscope. They'll hear a "heartbeat".

### **GROWING LEAVES IN AN EGGSHELL**

Rinse out the bottom half of an eggshell and fill with earth. Plant one or two apple, grapefruit, or orange seeds in each shell. Put shells in eggcups or small glasses and place them near a window for sun and air. Watch them grow.

### **NATURE FAR AND NEAR**

Make a list of twenty or thirty items to be found along the route, with a score for each. First player to observe one of the items and report to the leader, scores.

### **LISTEN**

On a sign from the leader, players remain perfectly still for three minutes, listening and writing down the sounds they hear: bird songs, insect songs, tree rustles, etc. Players to bring it in scores points. Continue as long as desired.

### **NATURE HUNT**

Leader announces an item to be collected. First player to bring it in scores points. Continue as long as desired.

### **LEAF HUNT**

Teams are given ten minutes to gather only one leaf from each of as many trees as they can find. When brought in the leaves are placed next to them. Team with the most leaves correctly identified wins.

### **UNNATURAL NATURE**

In a small area, "doctor up" a number of plants; tie oak tree leaves on a maple tree, put pine cones on a spruce tree, and so on. Send out teams to discover these freaks. Team bringing back report of greatest number of oddities within a certain time limit wins. Score extra if team identifies both the original plant and the unnatural addition.

## INSECT CLUES

They leave clues in all kinds of places. Look for egg cases the insects glue to pieces of twigs or weeds; look for swellings they make in plant stems, called galls. Check tree trunks and branches for tiny holes and tunnels chewed by wood eaters. You might even find an empty cocoon or a shed skin clinging to a twig. Most insects are plant eaters, so look for leaves and flowers nibbled by tiny mouths.

Clues change when the seasons do. So you'll have new clues to hunt for in spring, summer, fall and winter.

## WINTER NATURE HUNT

Things to see:

1. Little black-capped bird
2. Upside down bird
3. Red bird
4. Old bird nest
5. Squirrel tracks
6. Mouse tunnel in snow
7. Squirrel nest
8. Cocoon
9. Brown leaf
10. Cattail
11. Dead tree
12. Moss
13. Frozen water
14. Snow fleas
15. Next years leaf
16. Plant that stays green all year.

The main thing about a backyard nature program is to get the boys involved, interested, and curious about what is going on around them. Have them start scrapbooks, collections, and keep records. An example of keeping records could be something like this:

### AUTOBIOGRAPHY OF A TREE

1. My name is \_\_\_\_\_.
2. I am about \_\_\_\_\_ feet tall.
3. I measure \_\_\_\_\_ feet, \_\_\_\_\_ inches around my trunk at a point about four feet above the ground.
4. This is the kind of leaf I wear: (Make a leaf print.)
5. The autumn colors appeared in my leaves about date.
6. These are the colors that appeared in my leaves:  
Principle color \_\_\_\_\_. Other colors present \_\_\_\_\_.
7. The first dry leaves began falling from my crown on date.
8. The very last leaf fell on date.
9. The new leaves appeared from my buds on date; and my crown was fully leaved out by date.

## **DISCOVERING NATURE IN YOUR BACK YARD - GAMES**

Nature oriented games can serve several purposes if used thoughtfully.

1. Fun: Learning and doing in nature is fun. These are good free time fillers.
2. Informative: Use to teach new information.
3. Reinforcement: Use to reinforce previously learned knowledge in a fun way.

### **MAGIC LEAF**

Have each person find a leaf (on the ground if possible).

Tell them to get to know their leaf, looking at the edges, shape, size, holes, veins, etc. Then put all the leaves in a pile, mix them up, and have each person one at a time find his leaf from the pile. Try with rocks, fallen twigs, pine cones, tree seed, etc.

### **LEAF MATCH**

Ahead of time, gather as many leaves from trees and shrubs in the game area as there are players and place them in a bag. Have each boy draw one leaf and try to find the tree that it matches.

### **NATURE MEMORY**

Divide group into teams. Have them study for 2 minutes a display of 30 nature specimens. Cover up the display and have teams write down as many items as they can remember. Variations: Have teams collect in time limit to duplicate display. Team scores 5 points for each item collected, loses 5 points for each collected not in display.

### **GRAB BAG**

Collect about fifteen articles such as pine cones, acorns, moss, shells, feathers, milkweed pod. Put each in a small lunch bag. Pass the bags around quickly to blindfolded boys until everyone has had a quick feel. Then each one tries to list as many as possible.

### **ACT A FEEL**

After discussing feeling of things, everyone pantomimes a reaction to feeling something and the others try to guess what he is feeling; holding a snake, picking a prickly plant, hot sand on bare feet, something sticky, etc.

### **CATEGORIES**

One person selects a category: trees, birds, fish, etc. Other players take turns naming a species. The boy unable to name one is out. The game continues until one boy is left. That boy then names a new category.

### **SOUND DROPPING**

From behind a curtain or bed or in another room, drop a series of objects. The boys try to identify them.

## HIKING

### DISCOVERING NATURE IN YOUR BACKYARD

Hikes: With or without a simple pocket guide, short hikes from your meeting place can be a discovery. Try some of these in two different seasons.

1. TEXTURE COLOR - Have groups make a short list of textures or compile beforehand. Prickly, smooth, etc., then search for these in different colors - red, white, brown. Discuss which were easy to find, which were hard? What surprises did you find?
2. TEXTURE COLLECTING - Using one color crayon and a piece of newsprint paper, fill page with rubbings found on your hike. Example: Place paper on bark of tree and rub flat side of crayon across paper picking up texture of tree. Try rocks, streets, sand, grass. Try drawing a picture with large spaces beforehand and filling in with rubbings.
3. COLOR CHART HIKE - Using color charts from a paint store, one per person, find objects in nature to match each color as close as possible. Do not collect!
4. COLOR CRAYON HIKE - Have each person select 5-7 color crayons and color in large area on one piece of paper. Then go out and record each time each color is matched in nature. Especially good for spring and fall when the landscape looks gray.
5. COLOR LISTING - Choose one or two colors, list all things seen in these colors. Identify them.
6. MONOGRAM HIKE - Find three objects beginning with your three initials.
7. BABY HIKE - Find the first signs (babies) of spring. This hike can be used only in the spring months.
8. INCH HIKE - Find as many objects as possible that are one inch high, long, wide, around, etc. Take rulers with you if needed. This helps discover the small things.
9. TOPICAL HIKES - For observation of birds, insects, rocks, trees, flowers, fossils. Do preparatory studies before, take field guides, and do discussion and projects upon return.
10. SOUNDS HIKE - Listen and identify all sounds possible. Try sitting for four minutes in several places and listing what is heard individually on paper. Then discuss. Try in different places and seasons.
11. ABC HIKE - Write the letters of the alphabet on a piece of paper. Find an object, sound or smell in nature for each letter. Variation: Find only sounds, plants, other. Spelling doesn't count. Have bonus for hard letters.
12. SCAVENGER HIKE - Find things on a prepared list, generally leave things where they are found.
13. AWARENESS HIKE - Find things on a prepared list of seeing, hearing, smelling, etc. activities.



## HAVE YOU SEEN MY SHEEP?

(10 to 30 players)

The players stand in a circle. One walks around the outside, and touching one of the circle players on the back, asks, "Have you seen my sheep?" The one questioned answers back, "How was he dressed?" The outside player then describes the dress of someone in the circle, saying, for instance, "He wears a Wolf neckerchief; he has on a dark blue Cub Scout shirt and Neon orange shoelaces in his high top tennies." The one questioned then names the player whom he thinks this describes, and if right, at once begins to chase him around the outside of the circle. Each of the circle players must be very alert to recognize himself in the description given by the outside player, for immediately that he is named he must run around the outside of the circle, chased by the player who guessed, and try to reach his own place before being tagged. The one who gives the description does not take part in the chase. Should the runner be tagged before returning to his place, he must take the place of the questioner, running in his turn around the outside of the circle and asking of some player, "Have you seen my sheep?"

If played in a room, the players remain seated, with the exception of the one who asks the first question of any player he chooses. This player at once stands, guesses the player described, and chases him around the room, the one chased trying to gain his seat before being caught. If caught, he becomes the questioner; if not caught, the same questioner and guesser play as before.

## RAILROAD TRAIN

(10 plus players)

Each player is named for some object on a train, such as engine, baggage car, dining car, smokestack, boiler, cylinders, wheels, oil, coal, engineer, porter, conductor, etc. One person is chosen to be the train master. He says in narrative form:

"We must hurry and make up a train to go to Boston. I will take Number 1 engine and some coal; Have the bellrope in order; be sure that the cushions are brushed in the sleeping car," etc. As he names these objects, the player bearing each name runs to the starter and lines up behind him, each putting his hands on the shoulders of the one in front, the first one placing his on the shoulders of the starter. When all are on the train, the starter gives the signal for going, and the whole train moves out on it's journey, which at the call of the starter, will be up hill over obstacles, down hill for others, around loops and curves, etc.; and he may, under circumstances, find a convenient place for a grand "smash-up" at the end.

You may use more than one starter and have more than one train. They can race or just go as before.

**SKIN THE SNAKE RELAY** - Divide players into two equal teams and line up behind each leader. Each player extends his left hand backward between his legs and at the same time grasps, with his right hand, the left hand of the player in front of him. On signal, players start moving backward. The rear player lies down on his back, still holding hands with the player in front of him. The second to rear player, after moving backward by straddling the last player, lies down, still holding on with both hands. The backward movement continues until all players are lying on their backs. Then leader arises, and straddling the prone players, moves forward, pulling the second player from the rear to his feet. This player pulls the third player. Action continues until all players are on their feet again. Winning team is the one whose leader first returns all players to a standing position, provided no hand clasps are broken. Practice in slow motion before using as a race.

#### **HULA-HOOP PULL**

Two players sit face-to-face on the ground, one on each side of a line pressing bottoms of feet together. Each player is given a hula hoop and tries to put the hoop over head and shoulders of opponent and pull him over the line. Players must keep feet pressed together. Time allowed: 2 minutes. Winner needs 100 points. Scoring: Hoop over opponents head = 10 points, pulling opponent across the line, 10 points.

#### **RING THE TENT PEGS**

Drive nine pegs into the ground 5-6 feet apart, in a big circle. Players in turn run around the circle trying to ring pegs using nine rubber jar rings. Scoring: one point per peg ringed. Game: 25 points.

#### **PEANUT DRAG**

With a peanut in the shell tied to a forty-foot string, players run backwards to the finish line with the string held in their mouth, the peanut dragging on the ground. The winner is the first person to drag the peanut across the finish line.

#### **RIDE TO THE MOON**

Teams of three boys are needed for this game. Have two of the boys lock their arms together and carry the third boy to the moon, (a designated line not far away.) and then back to earth (starting point). Then let another boy in the team have a "ride" to the moon and finally the third boy. First team to finish having all their boys take a "ride" wins.

#### **SATELLITE LAUNCH**

Here is a good game for a pack meeting. Have the entire pack get into a circle with one boy in the center of the circle. Four to six volleyballs or basketballs are needed. The object of the game is for the boy in the center of the circle to try and get the balls as the boys in the circle throw them to each other. When he catches a ball, he may choose someone to be in the middle with him. The play continues until all boys are inside the circle.

# FANTASYLAND

SONGS, SKITS, PUPPETS & MAGIC







## HOW TO LEAD SONGS

Did you know you can become a song leader? Well, follow these tips and see how much fun you can have. You see, people have a fundamental rhythm urge. Watch them respond by tapping a toe, humming to themselves, or even gently swaying the body to a lively tune or the beating of a drum. The advice in the Cub Scout Songbook will help you become a good song leader.

Here are some tips for a song leader:

- ...Be convinced that singing builds and produces group participation.
- ...Select songs that fit the occasion.
- ...Establish pitch by trying it softly to yourself, then aloud so all can get it. If you're too high or too low, stop and start over again.
- ...Be sure the whole group knows the song. If they don't, teach them. Songbooks are good to learn by, but once the group knows the song, sing without books.
- ...Don't ask what song they want to sing. Tell them.
- ...Use easy-to-follow motions to set the tempo. Start everyone at the same time.
- ...Start with lively, action songs. Encourage pep and enthusiasm by your example.
- ...End with inspirational songs.
- ...Teach songs at den meetings which will be sung at the pack meeting.
- ...Help the group relax and enjoy themselves. Singing is fun. If the group is used to singing together, there won't be any need for "ice-breaking".

Considering the fact that your Den Chief or a Cub Scout in your den may play guitar, make use of him. It can make singing even more fun for the boys.

## BATTLE HYMN OF A LEADER

(Tune: Battle Hymn of the Republic)

After raising six sweet daughters, I was glad to have a son,  
I thought of all the games we'd play, the picnics, hikes, and fun.  
I thought of how we'd sit and talk for hours when day is done.  
Wasn't I the foolish one?

Glory, glory, I'm a leader.  
How'd I get to be a leader?  
All I wanted was to have a son,  
Cub Scouting might be fun!

I tried to resist their pleas, their reasons to ignore.  
I said, "I'm not equipped." They said, "Oh yes, you are. What's more,  
We'll train you in the basics and outfit you for the corps."  
And they shoved me out the door!

Glory, glory, I'm a leader.  
Me, they had to make a leader.  
All I wanted was to have a son,  
Cub Scouting should be fun!

They taught me how to sing a song and how to tie a knot.  
They taught me how to do a skit, make puppets on the spot.  
They taught me all I'd need to know, at least that's what I thought.  
'Til a Cub came in with a snake that he'd caught!

Glory, glory, I'm a leader.  
Me, they had to make a leader.  
All I wanted was to have a son.  
Cub Scouting should be fun!

We went out hiking, my Webelos den and me.  
They say the woods are full of sights for you to see.  
I know we sure were sights when we were found...eventually.  
And I do this all for FREE!!!

Glory, glory, I'm a leader.  
How'd I get to be a leader?  
All I wanted was to have a son.  
Cub Scouting should be fun!

But even though I mumble and I grumble and I pout.  
And many times I wonder, what's the best way to get out?  
When all is said and done, there really isn't any doubt.  
I'm glad to be a scout!

Glory, glory, I'm a leader.  
I'm so glad to be a leader.  
And when they lay me to my rest,  
They'll say I did my best!



## WEBELO SONGS

### ENGINEER

(Tune: London Bridge)

Need a special engineer?  
I know one - he is near.  
Webelos can fix the gear.  
They can do it!

### CITIZEN

(Tune: Row, Row, Row Your Boat)

We're good citizens  
From a land that's free.  
We should all be proud to serve  
So patriotically.

Be good citizens  
Webelos like me.  
I'll be loyal, honest, true  
And keep my country free.

### NATURALIST

(Tune: The Farmer In The Dell)

In forest or on sea  
It's lots of fun to be  
Respecting nature's gallery  
In perfect harmony.

### SHOWMAN

(Tune: Yes Sir, That's My Baby)

Yes sir, song and dance time  
No sir, don't do overtime  
Yes sir, showman time is here.

Yes sir, we'll do pantomime  
No sir, not at bedtime  
Yes sir, we dispense good cheer.

### SCHOLAR

(Tune: This Old Man)

Webelos study hard.  
Be alert, keep on your guard.  
As a scholar, you will find  
it's true they say,  
You should learn things everyday.

### TRAVELER

(Tune: Where Has My Little Dog Gone)

Oh where, oh where, have our Webelos gone?  
Oh where, oh where can they be?  
On a mountain top or a ship at dawn,  
A traveler's life is carefree.

### SPORTSMAN

(Tune: Ten Little Indians)

Football's a game where you run, kick, pass  
Baseball's a game that nine innings last  
Basketball and soccer need a ref that's fast  
Webelos - sports enthusiasts!

### FORESTER

(Tune: Rock A Bye Baby)

Out in the forest, under the trees  
See the Scouts trekking, finding species.  
This tree's familiar, this one is not.  
Oh no, don't touch that bush, or you'll get  
spots!

### SCIENTIST

(Tune: My Bonnie Lies Over The Ocean)

The scientist works with his theories.  
The Scientist works in his lab.  
The Webelos learn by discovery.  
The answers to questions they've had.

### AQUANAUT

(Tune: A Hunting We Will Go)

A swimming we will go  
A swimming we will go  
Gather all the Webelos  
A swimming we will go

A stroking to and fro  
Beware the undertow,  
Safety first - wise words to know  
A swimming we will go.

### OUTDOORSMAN

(Tune: Twinkle, Twinkle, Little Star)

Webelos are outdoors men.  
Up the hill and down the glen,  
Through the trees and in the stream  
Always working as a team.  
We love being outdoorsmen.  
And would do it all again!

## THE COMING OF THE FROGS

(Tune: Battle Hymn Of The Republic)

Mine eyes have seen the horror of the coming of the frogs,  
They are sneaking through the swamps, they are lurking in the logs.  
You can hear their mournful croaking through the early morning fog.  
The frogs keep hopping on.

CHORUS:

Ribet, ribet, ribet, croak, croak.  
Ribet, ribet, ribet, croak, croak.  
Ribet, ribet, ribet, croak, croak.  
The frogs keep hopping on.

The frogs have grown in numbers and their croaking fills the air,  
There's no place to escape to, cause the frogs are everywhere.  
They've eaten all the flies and now they're hungry as a bear.  
The frogs keep hopping on.

CHORUS

I used to like the bullfrogs, liked to feel their slimy skin.  
Liked to put them in my teachers desk and bring them to our den.  
Now their knocking at the front door, I can't let those frogs come in.  
The frogs keep hopping on.

CHORUS

They have hopped into the living room and headed down the hall.  
They have trapped me in the corner and my back's against the wall.  
And when I open up my mouth to give a warning call.  
This was all I heard.

CHORUS

## GOD BLESS MY UNDERWEAR

(Tune: God Bless America)

God bless my underwear, my only pair  
Stand beside it, and guide it  
Through the rips and the holes, and the tears.  
From my body, to the washer,  
To the dryer, to my rear,  
God bless my underwear, my only pair  
God bless my underwear, or I'd go bare!

## FINEST PACK OF CUB SCOUTS

(Tune: Yellow Rose of Texas)

We're the finest pack of Cub Scouts  
That you have ever seen,  
We're loyal and we're honest,  
We're never rude or mean.  
We're proud to wear our uniform,  
We like the gold and blue;  
You know that you can count on us  
To live our promise true.

We follow our Akela,  
We always do our best;  
We work on our advancements,  
We rarely stop to rest.  
We learn while earning badges,  
Cub Scouts know more than most;  
We learn to be good citizens,  
About that we can boast.

We love our God and Country,  
We respect our fellow man,  
We're busy doing good turns,  
We help each time we can.  
We're proud to be Americans,  
We fly our flag to show,  
Our land is free for you and me,  
To live and learn and grow.

## CUBBING'S BIRTHDAY

(Tune: Auld Lang Syne)

Should Cubbing's birthday be forgot?  
No, not by Cubbers here.  
Should Cubbing's birthday be forgot  
And fun we've had all year.  
Oh, Cubbing's fun and learning too  
For any boy, and so  
Let's keep our Cubbing light aglow  
So everyone will know.

## 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 have inspired us  
To do the very best we can.

## BLUE AND GOLD TRADITIONS

(Tune: Jingle Bells)

While dashing all around  
To prepare for Blue & Gold,  
The boys made napkin rings  
And placemats to behold.  
The nut cups, they were neat,  
The nametags were just right.  
What fun it is to have a feast  
At the Blue and Gold tonight.

CHORUS:

Oh, Blue and Gold, Blue and Gold,  
Banquet time again.  
Families gathered all around  
And ready to pitch in.  
(repeat)

Fried chicken and baked beans,  
Potato salad too,  
A piece of birthday cake,  
Enough for me and you.  
Some people ate too much,  
But we all enjoyed the meal.  
The friendship that's been here tonight  
Was warm and true and real.

(Chorus)

## MY AUNT CAME BACK

In this audience participation stunt, the leader chants the words and at the end of each stanza, he adds a motion which the audience does. Begin by having the audience stand, then read the story until at the end, the audience is doing all six motions at the same time. This is a great one for a pack meeting.

My aunt came back from old Japan;  
She gave to me an old silk fan.  
(make fanning motion with the right hand)

My aunt came back from old Tangiers;  
She gave to me some pinking shears.  
(make cutting motions with the left hand)

My aunt came back from the New York Fair;  
She gave to me a rocking chair.  
(rock back and forth on heels)

My aunt came back from Holland, too;  
She gave to me a wooden shoe.  
(stomp right foot repeatedly)

My aunt came back from Kalamazoo;  
She gave to me some gum to chew.  
(make chewing motion with mouth)

My aunt came back from Hong Kong;  
She gave to me the game Ping Pong.  
(move head from left to right)

My aunt came back from Timbuktu;  
She gave to me some.....  
(points to the audience and says)  
.....NUTS LIKE YOU!!!!!!!

## 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 you dog 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;  
To make sure that I understand,  
I'll watch TV tonight.

## WHEW-W-W

(Tune: Jingle Bells)

Here is a good exerciser song for stretching during a pack meeting. Do actions as song indicates, be sure to start this one sitting down. Have a group of pack leaders to sing it while the audience does it.

Clap your hands, stamp your feet,  
Let's all stand up please.  
Face to the left, face to the right,  
Now hands on your knees.  
Sit down now, stand back up,  
Clap your hands two beats.  
Now we'll all wipe our brows,  
And collapse in our seats.

Sing it through several times and each time get a little faster.

## SLEEPY CUB SCOUT

What do you do with a sleepy Cub Scout,  
What do you do with a sleepy Cub Scout,  
What do you do with a sleepy Cub Scout,  
Early in the morning?

Chorus:

Way, hey, late ye risers  
Way, hey, late ye risers  
Way, hey, late ye risers  
Early in the morning.

Throw him in the lake with his pants on  
backwards, (repeat 2 more times)  
Early in the morning.

Chorus

Hit him in the face with a sopping towel.  
(repeat 2 more times)  
Early in the morning.

Chorus

Put him to bed an hour sooner.  
(repeat 2 more times)  
Early in the evening.

W-E-L-C-O-M-E A-L-L

(Tune: This Old Man)  
Each has a part to sing; as they sing  
their part, they turn up a letter.

- W This young Cub, number one,  
He sure likes to get things done.  
\*Chorus (Repeat after each stanza)  
With a knick knack paddy wack  
Give a Cub a chore  
This he'll do and ask for more.
- E This young Cub, number two,  
He will do odd jobs for you.  
\*(Repeat chorus)
- L This young Cub, number three,  
Full of humor, full of glee.  
\*
- C This young Cub, number four,  
Follows rules and knows the score.  
\*
- O This young Cub, number five,  
He has courage, he has drive.  
\*
- M This young Cub, number six,  
He makes things with ropes and sticks.  
\*
- E This young Cub, number seven,  
Becomes a Boy Scout at eleven.  
\*
- A This young Cub, number eight,  
Gives goodwill that sure does rate.  
\*
- L This Den Chief, number nine,  
He's so pleasant all the time.  
\*
- L These two leaders, number ten,  
Sing the chorus once again.  
\*

TWELVE DAYS OF HALLOWEEN

On the first day of Halloween  
My Cub Scout sent to me  
An owl in an old dead tree.

On the second day of Halloween  
My Cub Scout sent to me  
2 Trick or Treaters

- 3 black cats  
4 skeletons  
5 scary spooks  
6 goblins gobling  
7 pumpkins glowing  
8 monsters shrieking  
9 ghosts a-booing  
10 ghouls a-groaning  
11 masks a-leering  
12 bats a-flying

- 11 masks a-leering  
10 ghouls a-groaning  
9 ghosts a-booing  
8 monsters shrieking  
7 pumpkins glowing  
6 goblins gobling  
5 scary spooks  
4 skeletons  
3 black cats  
2 Trick or Treaters  
and an owl in an old dead tree.



## DO YOUR BEST

(Tune: Que Sera)

Boy: When I was just a boy in 1ST grade,  
I asked my parents, "What will I be?"

Parents: "You'll be a Tiger Cub, learn about Scouts,  
And share in good times with me".

CHORUS:

"Do your best, my son. Join Scouts and have lots of fun.  
Your future has just begun. Do your best, my son."

Boy: When I was just a boy in second grade,  
I asked my parents, "What will I be?"

Parents: "You'll be a Bobcat, then earn your Wolf,  
And learn what WEBELOS means."

CHORUS

Boy: When I was just a boy in third grade,  
I asked my parents, "What will I be?"

Parents: "You'll be a Bear Scout, earn arrow points,  
And work at doing good deeds."

CHORUS

Boy: When I was just a boy in grade,  
I asked my parents, "What will I be?"

Parents: "You'll be a Webelo, go on campouts,  
And know how much Scouting can mean."

CHORUS

All: When I have a young son of my own,  
Someday he'll ask me, "What will I be?"  
I'll tell him about Cub Scouts, the good times,  
the friends,  
What it all meant to me.

CHORUS

**GOOD HEALTH RAG**

(Tune: Ball and Jack)

First you stand up and touch your nose  
 Then you bend right down and touch  
     your toes,  
 Straighten back up with your arms out  
     straight,  
 Then you move your arms in circles  
     around in space.  
 And you start your feet a marching in a  
     Cub Scout stride.  
 Just keep up the movement and don't  
     you sag,  
 This is what we call the Good Health Rag!

**TOUGHEN UP**

(Tune: Clementine)

Do a push up, do a pull up  
 Do a 30 yard run.  
 We build muscles as we hustle  
 All the time we're having fun.  
 Running broad jump, do a high jump  
 Throw the ball way out of sight.  
 Vault a fence, and do a chin up  
 Lift bar bells with all your might.  
 Watch 'em flexing, watch 'em bulging,  
 Watch our muscles growing strong.  
 Building muscles in our background  
 That will last a whole life long!

**FITNESS**

(Tune: On Wisconsin)

Hurry Cub Scouts, build your muscles  
 Get in shape for play  
 When we feel our very best  
 We'll do our best each day.  
 Keep on running, keep on jumping,  
 Trying to improve  
 When we've grown a little older,  
 We'll still be on the move.

**COVERED WAGON**

(Tune: Hush Little Baby)

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

**TEN LITTLE GOBLINS**

(Tune: Ten Little Indians)

One little, two little, three little  
     goblins,  
 Four little, five little, six little  
     goblins,  
 Seven little, eight little, nine little  
     goblins,  
 Ten little goblin ghosts.

**MICHAEL FINNEGAN**

(Tune: Ten Little Indians)

There was an old man named Michael  
     Finnegan,  
 He had whiskers on his chinnegan,  
 The wind blew them off and they  
     grew in again,  
 Poor old Michael Finnegan, Begin again!

**PEOPLE IN A FAMILY SHOULD DO A LOT  
TOGETHER**

(Tune: Supercalifragilisticexpialidocious!)

CHORUS: People in a family should do a lot  
together,  
In the house, or out of doors,  
No matter what the weather,  
Do not try to put it off  
It's either now or never,  
People in a family should do a lot  
together!

Mom and dad should take the time  
You'll be glad you did  
To be a parent and a friend  
Do something with your kid  
One day they are tiny  
And the next day they are grown  
And before you know it  
You'll be living all alone.

CHORUS: Go to a museum, see a show,  
or ride a bike,  
Try your hand at fishing,  
Or at camping, or a hike.  
Swimming in a swimming pool  
Or skiing on the snow,  
Lots of things that you can do  
And places you can go!

**AT THE FAIR**

(Tune: Animal Fair)

I went to the Cub Scout Fair,  
The Wolfs in our Pack were there,  
The Webelos, too and the Bobcats new.  
And every single Bear.

Our Den Leaders, I do fear,  
Were not in the best of cheer,  
The Cubmaster, too,  
For all of them knew,  
They'd have to do it next year! Next year!

**99 CUBS**

(Tune: 99 Bottles)

99 Cubs on the road in a bus,  
99 Cubs in a bus.  
If one of the Cubs should  
Happen to fuss,  
98 Cubs on the road in a bus!

**JUNIOR BIRDMAN**

(Tune: On Brave Old Army Team)

Up in the air junior birdman,  
(form goggles for face with  
thumbs and forefingers of both  
hands, hold extended fingers up

Up in the air upside down.  
(to form upside-down goggles,  
rotate hands toward face until  
extended fingers touch lower  
jaw)

Up in the air junior birdman,  
(form goggles)

Keep your noses off the ground.  
And when you hear from the  
announcer  
That the wings are made of tin  
Then you'll know the junior  
birdman (form goggles)  
will send their box tops in.

It takes four box tops  
(extend four fingers)  
Three bottle caps  
(extend three fingers)  
Two-oo paper wrappers  
(extend two fingers)  
Add one thin dime!  
(extend one finger)

Directions: Make noise of a  
plane at beginning and end  
of song. Add appropriate  
motions as desired.

**CUB MARCHING SONG**

(Tune: Johnny Comes Marching)

The Cubs go marching one by one  
Hurrah, Hurrah  
The Cubs go marching one by one  
Hurrah, hurrah  
The Cubs go marching one by one  
The little one stops to shoot a gun  
And they all go marching  
Down to the ground..to get out of  
The rain, boom,boom,boom...

Two by two..to tie his shoe  
Three by three ..to climb a tree  
Four by four..to close the door  
Five by five..to wave good-bye  
Six by six..to pick up sticks  
Seven by seven..to look at heaven  
Eight by eight..to shut the gate  
Nine by Nine.. to tell the time  
Ten by ten.. to say "The End"

## GENIUS NIGHT

After each verse is read by a boy, everyone sings the following chorus to the tune of "The More We Get Together."

CHORUS: He wants to be a genius, a genius, a genius,  
He wants to be a genius---but not right now!

I'll build a rocket in a minute, Ten thousand people will fit in it; We'll circle the moon on a two hour cruise But first I have to clean my shoes.	I will cure the common cold, And fix you so you don't grow old Each virus I will kill quite dead But first I have to make my bed.
--	--

CHORUS

CHORUS

I'm making a very special glue For all the atoms they split in two I'll glue them together and use them again But I'm late for school so I can't say when.	I'm going to build a peace machine It will shut people up when they get mean I'd have it finished but I can't see How to fix it so it won't catch me.
---	--

CHORUS

CHORUS

I'd draw you designs for unbreakable eggs For biteless dogs and unscratchable legs For unspillable milk and fire without smoke But I can't get going 'cuz my pencil broke.	I'll build a giant TV set To show the monsters I will get When I safari up in space But first I have to wash my face.
---	--

CHORUS

CHORUS

I'll dive to the bottom of the sea In a special boat designed by me All the sunken treasures I'll discover But first I have to ask my mother.	I'll build a giant pogo stick To cross the oceans mighty quick Just one jump and there you are But first I have to wash the car.
--	---

CHORUS

CHORUS

I'd make a handy homework doer  
So my mistakes would be much fewer  
I'd make the other kids look like fools  
But dad won't let me use his tools.

CHORUS

**GEORGE AND THE APPLE TREE**  
(An Audience Participation)

GEORGE... "By George"  
ORCHARD... "Trees, Trees, Trees"

APPLE TREES... "Mmmmmm Good"  
PATCHES... "Bow Wow"

As presidents go, GEORGE.... Washington lead an interesting life. All of you have heard about the Cherry Tree incident, but have you ever heard the one about the APPLE TREE.....?

The story goes like this...

One spring day, GEORGE.... and his constant companion, his dog PATCHES...., were walking around the homeplace, kicking rocks and what-not. On a lazy afternoon between the morning chores and the evening ones. PATCHES.... would bring GEORGE.... a stick to throw, so he could return it. Occasionally PATCHES.... would run up to GEORGE.... with the stick in his mouth, dance around GEORGE.... and run away down the road.

Off to the right of the road was an ORCHARD.... with various fruit trees such as APPLE TREES...., cherry trees, peach trees and pear trees. This ORCHARD.... was a large one and was close to the house. This being Monday, the washing was out on the line to dry between two huge APPLE TREES..... The wash, being shirts, linens and such, was flapping in the breeze.

Boys being what they are and dogs being the same, a game of tag developed around the laundry so carefully hung in the sun to dry. First PATCHES.... ran between Poppa Washington's shirts and Momma Washington's best pillowcases then around them came GEORGE..... Past the longjohns, around the sheets, stirring a bit of dust, flapping the wash, and popping the clothesline. Around the ORCHARD.... they raced, behind a cherry tree, under the peach tree and back again. First PATCHES...., then GEORGE.... chasing PATCHES...., ran past the big APPLE TREE.... and started back again. Momma Washington came out the back door yelling, "GEORGE....! PATCHES....! What do you think you are doing?"

Poor GEORGE.... everything happened at once... he looked toward the door where his mother stood, kept on running... smack into the APPLE TREE....!!! KABOOM!!! He grabbed the air, but got the clothes line instead. The wash fell, the clothesline came loose, what a mess for GEORGE....! PATCHES.... didn't help either, cause in the excitement, PATCHES.... left paw prints on the shirts, pillowcases, longjohns and such. Well... mothers being mothers, after GEORGE.... was examined and found to be okay, with only a nice bump on the head, had GEORGE.... climb the APPLE TREE.... and rehang the clothesline. But even worse, GEORGE.... got to rewash the clothes, which is probably why nobody ever heard about GEORGE.... Washington's wash day or about GEORGE.... and the APPLE TREE....!

## THE INVISIBLE KITE

SETTING: One boy on stage is holding an imaginary string, pulling hands back and forth in a kite flying motion.

1ST CUB: Hi!

2ND CUB: What's that?

1ST CUB: My Kite.

2ND CUB: What Kite?

1ST CUB: That kite. (points up)

2nd CUB: I don't see a kite.

1ST CUB: Well it's there. Would you like to fly it?

2ND CUB: Yes. (1st Cub hands imaginary kite string to 2nd Cub)

(Continue same dialogue until all your Den is holding onto the same string)

1ST CUB: So you guys really believe that there's a kite up there and you're flying it?

ALL CUBS: NO!

1ST CUB: Then why are you pulling on the string?

## TREES

Get 5 or 6 people from the audience, line them up in a row, get names of trees from audience, have participants hold their arms high in the air and sway in the breeze. Now get one more person to come up and help. This person must have a lot on the ball as this is an important job. Have this person start at one end of the row of trees and run around them a couple of times. While this person is running around the swaying trees, say the following verse or one like it:

In the summer the leaves are green and full,  
In the fall they die and fall to the ground,  
In the winter the trees are bare, but  
In the spring we always have the running of the "SAP"!!!



## THE BURNING SCHOOLHOUSE

CHARACTERS: An old man and six boys (more or less)

The old man (using a cane) is slowly making his way across the stage when a boy comes running from one side yelling, "Fire, fire! The school is burning down!" The first boy runs off the opposite side of the stage followed by other boys as they arrive on the stage all yelling and excited. The first boy reappears before all the other boys have run off. He is carrying a filled paper cup which he takes back across the stage in the direction from which he originally came. A second boy, also appears with a paper cup, follows him and then a third. About the time the fourth boy crosses with a cup, the first boy is running back with an empty cup, saying "Hurry, hurry! It's burning faster!"

This continues so that one or two boys are crossing the stage in each direction, urging each other to greater speed, spilling some of the contents of their cups, and cautioning each other to be more careful like, steady now; make it faster; she's really burning now and hurry! The old man tries to keep out of the way of the hurrying boys, watching the whole business with growing astonishment. Finally he stops the first boy who is making his third trip.

OLD MAN: Look sonny. You boys will never put out that fire with those little cups of water.

BOY: Water!!! Are you crazy? This is kerosene!!!!!!!!!!

## THE BLUE RIBBON

The scene is an art show at which a number of bright paintings are on display. The judges arrive, inspect them and finally select one for the prize (the loudest mish-mosh on canvas). "What imagination", they say; "What genius!" They call for the artist, who appears in beret and flowing tie. When the winning picture is shown to him, he says, "Oh my goodness, that got in here by mistake. That's the canvas that I clean my brushes on!" (He walks off with his painting and the blue ribbon attached. The judges faint!)

## FOR THE BIRDS

BIRD: Tweet, tweet  
SING: Tra-la, tra-la  
CAT: Meow, meow  
DOG: Bow wow

NARRATOR: I had a BIRD--- who SINGS--- so sweet. He sits upon my finger waiting for a treat. My CAT--- was cold and mean and did not like my BIRD--- to SING---. The DOG--- he chased my CAT--- up in a tree and sat down there to wait for me. My CAT--- jumped down upon the ground and the DOG--- then chased her round and round. Then the BIRD--- who SINGS--- so sweet was eaten by my CAT---. Oh, what a treat. Which goes to show, the CAT--- is up a tree, this story is for the BIRDS---, I've gone to the DOGS--- and there is no one left to SING---.

## INDIAN SKIT - HIGH LOW BRAVES

(Assign a few lines of this story to each of a group of youngsters. They can memorize them or read them from a card. Let all join in the verse at the end. The group can wear Indian costumes, if desired.)

Chief High and his braves lived down in the valley and Chief Low and his braves lived up on the mountain.

Every morning Chief High would go out and look up at Chief Low's camps and call out "Lo, Low." Then Chief low would look down at Chief High's camp and answer, "Hi, High."

This went on for many moons and everyone was happy. Then one day Chief High's braves began to wonder how come High was low and Low was high, and they became confused and unhappy too.

Was Chief High and Low heard about their braves, they laughed at them and said, "We can soon fix that!"

The next morning Chief High called up the mountain, "Hi, Low," and Chief Low called down, "Lo, High!"

But the braves were still unhappy and more confused than ever. So the chiefs talked it over and decided to exchange camps.

Chief High and his braves moved up the mountain while Chief Low and his braves moved down in the valley.

Now every morning Chief High calls down, "Hi, Low" and Chief Low calls up, "Lo, High." And the braves are beginning to wonder why they were ever unhappy in the first place.

ALL: So whether you're high or whether you're low,  
You can be happy wherever you go.  
Whether you're up or whether you're down,  
It's as easy to smile as it is to frown.

## ELMO, THE FIRE BREATHING DRAGON

- CHARACTERS:** Cub Scouts, dragon, fire chief, add Cub Scouts and firemen as needed. For smaller dens, divide the Cub dialogue among fewer boys.
- COSTUMES:** Paper-bag mask for dragon with whatever ears, fiery eyes, scales, nose, etc. that the boys think appropriate. Fireman's hat of painted cardboard, or big cardboard badge, labeled "Fire Chief".
- PROPS:** Boxes of facsimile "Fire Hazards". (You can label a large box "matches", "greasy" rags don't have to be greasy.) Newspaper, suitcase, blanket, bucket marked "FIRE", two chairs.

(Several Cubs meet on stage, carrying boxes)

- 1st Cub: Did you find any fire hazards? I found these oily rags in my garage.  
2nd Cub: This newspaper was too near the water heater in our basement.  
3rd Cub: Look at this. I found a box of matches where little kids could reach them. (You can add more Cubs and fire hazards here if you have more boys.)
- 1st Cub: Where's Tom?  
TOM: (enters, followed by ELMO the dragon who carries a suitcase.)  
Here I am. Look what followed me home!
- CUBS: (Give each a different thing to say) What is it? Yuk! Keep it away!  
Does it bite?  
TOM: It's just a nice fire-breathing dragon. Show them Elmo!  
(Elmo takes a deep breath. Boys stop him, snatching away boxes of fire hazards)
- CUBS: No, no! Don't let him. Stop that! Hold it!  
TOM: I told him he could stay.  
(Elmo sits in a chair, puts his feet up, making himself at home.)
- 2nd Cub: What's in the suitcase? (Cub opens suitcase)  
3rd Cub: Rags and paper and matches! Are these your toys?  
(Elmo nods, gets up, happily takes a deep breath as to set fire to the suitcase. Cubs slam it shut; one puts hand over Elmo's mouth, preventing him from breathing out.)
- 1st Cub: We have everything we need to have a bad fire. Plenty of fuel, oxygen, and Elmo's mouth.  
2nd Cub: Elmo's got bad breath!  
(Elmo's insulted, pics up box of fire hazards, takes in huge breath. Again Cubs rush to stop him)
- 3rd Cub: I'm afraid there's going to be a fire. (First and second Cubs exit quickly) I'm calling the fire department. (Pantomimes dialing and talking into the phone.) We need help with a fire at 123 Maple Street.
- 1st Cub: (running in with a blanket) Is the dragon on fire? I'll try this!  
(He attempts unsuccessfully to wrap Elmo in the blanket.) (Fire Chief enters, pantomiming driving a fire engine and making a siren sound)
- Fire Chief: (going close to Elmo for a look) There's a lot of these around. We know how to turn him into your normal, non-hazardous dragon.
- 2nd Cub: (running in with large red bucket marked "FIRE") I can put the fire out!  
(Fire chief and Elmo cringe, run around stage. Second Cub chases them, comes close to throwing "water" - play this so the audience can't see in the bucket. Somewhere near the audience, he douses them with a bucketful of torn paper confetti. Everyone lines up with the Chief and Elmo at front, exits making sound of the siren.)

## THE FIRE OF THE DRAGON

### CHARACTERS:

ORION (The Hunter).....CHARRRGE  
PEGASUS (Winged Horse).....NEIIIGH  
BIG DIPPER.....DRIP - DRIP (LOUDLY)  
LITTLE DIPPER.....DRIP - DRIP (SOFTLY)  
MILKY WAY.....MMMMMMMMMM GOOD  
THE DRAGON.....FIRE AND BRIMSTONE

### NARRATOR:

On a clear night in the winter months you can look up in the sky and see something happening if you use your imagination. We are going to do just that tonight. Pay attention now, so you won't miss any of this story.

Once upon a time, on a very dark night, a great hunter named ORION--- started out to hunt a DRAGON---. Now everyone knows that a DRAGON--- can set almost anything on fire and ORION--- knew this, so he took along with him the BIG DIPPER--- and the LITTLE DIPPER--- and the MILKY WAY---. As he mounted his horse, PEGASUS---, he spilled the MILKY WAY--- and had to dismount and refill the BIG DIPPER--- and the LITTLE DIPPER---. Once again he mounted PEGASUS--- and away they flew. For PEGASUS--- had wings and could fly through the sky... Now to find the DRAGON--- thought ORION---. He must be around here somewhere and just then he saw him. He was really hard to miss as the DRAGON--- was up to his old trick of breathing fire just to scare people. "Whoa, PEGASUS---," said ORION---. "We must sneak up on him or he'll burn us before we can put out his fire." PEGASUS--- stopped and ORION--- got off and took with him the BIG DIPPER--- and the LITTLE DIPPER---. Very carefully ORION--- made his way toward the DRAGON---, then, just when he was about to pour the MILKY WAY--- from the BIG DIPPER--- and the LITTLE DIPPER--- on him, the DRAGON--- turned and saw him and started spouting dreadful fire at him. When PEGASUS--- saw what was happening, he flew over the DRAGON---, beating his wings, and, at the same time, ORION--- threw the MILKY WAY--- from the BIG DIPPER--- and the LITTLE DIPPER--- on him and put out his fire. The DRAGON--- with his fire out, turned and fled into the darkness and to this day he will only appear in the daylight and is known to us as "The Sun".

## THE FLAGPOLE

CHARACTERS: Six boys. The tallest boy is Stan Tall.

SETTING: Boys enter and form a freeze picture. They announce themselves by giving their names as they unfreeze. (Example: "I'm Billy", "Bobby", "James", "Fred", "George", and "Stan Tall in...")

ALL: The Flagpole.

BOY A: Do we have a problem!

BOY B: Oh, what a problem!

BOY C: Boy, what a problem!

BOY D: What are we going to do?

BOY E: We have a problem? (pause) What's our problem?

BOY A: What's our problem?! Do you realize that tomorrow we have to do a flag ceremony and we have to take the flagpole from here (indicate spot) all the way over here. (Move across stage to other spot)

BOY E: Oh, I don't want to do that. I wanted to go fishing tomorrow. Besides, I've never carried a flagpole in my whole life.

BOY A: Do you think any of us have?

BOY C: I've never carried a flagpole either.

BOY D: I don't know the first thing about it.

BOY B: Well we'd better think of something! Think, think, think! (boys pace)

BOY A: I know! We'll practice.

BOY B: No, wait! We can't.

BOY E: Why can't we?

BOY B: Because we don't have a flagpole.

BOY E: I never thought of that.

BOY C: Think, think, think! (boys pace)

BOY A: I know! We've got to find something that looks like a flagpole and practice carrying that.

BOY E: Yeah!

BOY A: We need something tall...

BOY B: And thin....

BOY C: And very majestic.

BOY D: And something that looks down on everybody.

(Stan Tall enters and rudely pushes through them.)

BOY E: What can we find?

STAN: Get out of my way! (Stan exits)

BOY A: Say, what about Stan Tall?

BOY B: No, He hates to do favors for people.

BOY C: What does he like to do?

BOY B: He only likes to do what he wants to do. If it's not his idea you might as well forget it.

BOY D: Well, we could make him think it was his idea.

BOY E: How?

BOY D: We can flatter him!

ALL: Yeah!

BOY A: It's hard to say nice things about Stan Tall. He's so rude!

BOY B: We'll have to make something up. (Stan enters again and crosses the stage)

THE FLAGPOLE -CONT.

BOY B: Stan Tall is very tall, don't you think?

BOY C: Oh yes, and very nice and thin.

BOY E: He's very majestic.

BOY A: And he certainly does look down on everybody.

BOY B: This is funny, but you know, he reminds me of a flagpole.

STAN: Hi, you guys!

BOY B: Stan, what a surprise! We were just talking about you!

STAN: Yes, I heard.

BOY B: This is very funny. Promise you won't laugh, but we were just saying that you reminded us of a flagpole. Now, this is the real funny part. We need a flagpole to practice carrying from here to there. (indicate the distance)

STAN: Okay.

BOY A: What?

STAN: I would like to be a flagpole.

BOY B: You would?

STAN: Sure!

BOY C: All right, you're the flagpole. Come over here. (They move to starting spot)

BOY D: Are you ready?

STAN: I'm ready.

(Boys pick up a very still Stan. There is much struggling, huffing, puffing, and groaning as they move across the stage.)

BOY E: I had no idea that carrying a flagpole would be so hard.

BOY A: I'm exhausted!

BOY B: My arms and back ache.

BOY C: I don't think I can do this again tomorrow. (They set Stan down.)

STAN: (To audience) That was fun. I want to show everybody how fun it is to be a flagpole. Look, I'm a flagpole! (Stan exits to go show his friends)

BOY A: We've got to figure a way out of this. It's too hard to do.

BOY C: Uh, guys...

ALL: What?

BOY C: Where did the flagpole go?

BOY B: It was right here.

BOY A: I know, but where is it now? (Boys search high and low for the flagpole)

BOY E: Oh, there it goes! It's walking away!

BOY A: What are we worrying about? If that flagpole can walk, why should we have to carry one tomorrow?

BOY D: What?

BOY C: Listen, when they tell us to do the flag ceremony tomorrow, we won't have to carry it over there. We can just let it walk by itself.

BOY E: Of course! If the flagpole can walk by itself, then we can go fishing, now.

ALL: ALRIGHT!!!!!! (They exit running)



## THE SPLIT BALL

CHARACTERS: Bud the pitcher, Bill the reporter, Shorty the catcher, Gentleman from Australia, Other visiting gentlemen, Two flashlight operators

SCENE: Practice field. The front stage is very dimly lit. Across the back is a sheet or lightweight curtain through which a light can shine. The success of the stunt depends on the ability of the pitcher, catcher, and flashlight operators to coordinate their movements. The pitcher pantomimes a throw. When he says, "There", a flashlight operator turns on his light and makes it shine through the screen. The light moves along the screen to resemble the flight of the ball. The catcher pretends to catch the ball, and the flashlight goes off. The movement may or may not mimic the flight of that kind of ball in a real game.

Bud comes on stage, in front of the curtain. Bill steps up to him, followed by all the visiting gentlemen.

BILL: Hi, Bud!

BUD: Hi, Bill!

BILL: Gentlemen, I'd like you to meet Bud, the greatest pitcher in America.

BUD: Oh, come on, Bill!

BILL: It's true. Bud, these gentlemen represent the world wide athletic association. They wanted to see the greatest American pitcher, so I brought them right to you.

BUD: Well, I am flattered.

BILL: This is Mr. Grossman from Australia, Mr. Blackwell from England, etc.

(Add as many names and countries as you need. Each shakes hands with Bud and then steps away.)

GROSSMAN: Excuse me sir. We have heard about the different ways you pitch a ball. Would you demonstrate a few ball for us?

BUD: Glad to. Have a seat. (points to a row of seats and they sit)

GENTLEMEN: Thank you.

BUD: Shorty?

SHORTY: (appearing) Yes, Bud?

BUD: These gentlemen want to see me throw a few balls. Mind catching?

SHORTY: Sure thing! (takes his position)

BUD: What should I start with Bill?

BILL: Start with your fast ball.

BUD: Okay! A fast ball. There! (light darts across the screen, quickly. Gentlemen cheer!)

BILL: A slow ball.

BUD: Okay a slow ball. There! (light moves very slowly across the screen. Cheer.)

BILL: A curve ball.

BUD: Okay a curve ball. There! (light moves in a fancy curve. Cheer)

BILL: A knuckle ball.

BUD: Okay a knuckle ball. There! (light moves in a zig-zag line. Cheer)

BILL: How about a sinker.

BUD: Okay here comes a sinker. There! (light glides along waist high, then drops into mitt. Cheer)

GROSSMAN: Pardon me sir. I have heard about your split ball. Could you please show us?

BUD: Certainly. A split ball. There! (the two flashlights start together. They seem to separate, one high, one low on the screen. Then just as they near Shorty, they come together)

Everyone cheers, pats Bud on the back as they exit.

## CITY EDITOR

There may be a sign made up like a desk nameplate for the editor's desk. It should be spelled wrong. There should be something to make a loud crashing sound. The city editor is sitting at his desk, pounding it and loudly admonishes reporters that he needs news, big news.

The reporters retire and soon one of them returns shouting, "Stop the presses, I have some big news, some BIG news!"

The city editor asks just what the big news is.

The reporter answers about something that happened somewhere near there. The city editor asks when this happened and is answered, "About an hour ago."

The reporter is told that this is too old and is again admonished to go get some "BIG NEWS"

The second reporter does as the first reporter, except he tells that his news event happened thirty minutes ago.

He is also told to go get some "BIG NEWS"

The third reporter comes in just as the first two did. His news story is about a big plane crash and that many people died. When he is asked when this happened he answers right now and the loud crashing noise is made at the back of the room at the same time.

## A SHIP LIKE US

CHARACTERS: 3 boys

SCENE: Aboard an ocean liner. A small table with a chair on each side. Mr. Niffy, who is very unhappy, sits in the right hand chair. He picks up a book, signs, puts down the book. Looks around. Taps the table with his finger tips. Tries to read again. Mr. Tiffany enters left.

Mr. Tiffany: Good morning, Mr. Niffy. How are you today?

Mr. Niffy: Oh, oh, I just don't know.

Mr. Tiffany: May I sit down?

Mr. Niffy: Of course! Of course! Do whatever you wish. Anything you do is alright with me.

Mr. Tiffany: Did you sleep well last night?

Mr. Niffy: No, no not a wink.

Mr. Tiffany: Were you sea sick?

Mr. Niffy: No, no I wasn't sea sick.

Mr. Tiffany: Well, what's your problem?

Mr. Niffy: I'm afraid.

Mr. Tiffany: Afraid of what?

Mr. Niffy: I'm afraid this ship will sink.

Mr. Tiffany: Oh come on! That's a silly fear. A ship this size doesn't sink!

Mr. Niffy: Oh, I read about a ship that sank.

Mr. Tiffany: Here comes the Steward. Let's talk to him.

Mr. Niffy: Alright!

Mr. Tiffany: Pardon me, Steward.

Steward: Good morning, gentlemen. May I help you?

Mr. Tiffany: I hope so. We have a question, maybe you can answer it and put our minds to rest.

Steward: I'll answer if I can.

Mr. Tiffany: Does a ship like this sink very often?

Steward: Oh, no! (Men smile happily.) A ship like this sinks only once!

## JIM BRIDGER AND THE WOLF

CHARACTERS: Jim Bridger the trapper, Billy the Cub Scout, Sam another trapper scout, Wolf, and a Beaver

SCENE: Campfire. A large ladder with cardboard pine tree attached to the front. Jim and Sam in buckskin costumes.

BILLY: Do you think you'll get a wagon train through?

JIM: Sure 'nuff.

SAM: Jim Bridger always gets his train through.

BILLY: How does Jim know so much about the land around here?

SAM: Used to be a trapper like me son.

BILLY: A trapper? Good! Then maybe you can answer my question. What's the smartest animal?

JIM: In my book, I'd say it's a wolf.

BILLY: Why the wolf?

JIM: Well, I'll take you back long ago. Then you can figure it out.

(Turns lights off, travel back in time - Billy exits before lights are turned back on.)

SAM: Getting late Jim. Think we ought to build a fire?

JIM: What for?

SAM: Well, wolves or...

JIM: I ain't afraid of no wolves!

SAM: No? Listen...

WOLF: (offstage) OOOOWWWW!

JIM: They are wolves. Get up in a tree!

(Sam and Jim climb ladder as if climbing a tree. Wolf enters and paces around the bottom of the tree.)

SAM: Jim, do something!

JIM: Sure, 'nuff! I'll sing. (sings off key) "Bury me not on the lone prairie"

SAM: Your singing is worse than the wolf's howl, but at least you are scaring him away! (wolf leaves)

JIM: Nope. I didn't scare him away. The wolf's back and he brought a friend with him. (Wolf returns with a beaver)

SAM: Yelp! What's that animal with him?

JIM: It's a beaver.

SAM: Beaver? Beavers chew down trees... oh, no!

(Turn off lights. Wolf and Beaver exit with wolf howling. Time passes. Sam, Jim, and Billy return to scene 1 positions. Lights are turned back on)

JIM: See why I think the wolf is the smartest animal? Got us up a tree and got the beaver to chew it down.

BILLY: That wolf was sure smart. But how did you get out of that sticky situation?

JIM: The wolf was smart but a scout is smarter!

SAM: A beaver likes aspen trees and Jim was smart enough to climb a pine tree!

## THE COWBOY AND THE INDIAN

CHARACTERS: The Cowboy: raises right fist and shouts "YIPPEE"  
The Horse: Clap hands on knees.  
Old Chief Red Jacket: Taps palm on lips and says "KI,YI". Puts hand over brow and peers all around.  
Sitting Bull, his faithful mule: "Hee, Haw"  
Emma, the trained rattlesnake: "Rattle, rattle"  
Timber Wolf: Wolf whistle  
Sheriff: "Bang, bang, bang"  
Deputy Sheriff: "He went that-a way" Points with both thumbs in different directions.

Once upon a time, there was a COWBOY... who went out on the Mohave Desert, riding his HORSE... Far off in the distance he could hear the TIMBER WOLF... The COWBOY... made camp and went fast asleep, first making sure his HORSE... was secure.

Now, creeping along through the desert, came CHIEF RED JACKET... riding on his mule, SITTING BULL... He was pursued by the SHERIFF... and the DEPUTY SHERIFF... In his pocket, CHIEF RED JACKET... had a trained rattlesnake whose name was EMMA... This rattlesnake, EMMA... was trained to creep up and bite the COWBOY... and his HORSE... While CHIEF RED JACKET... crept up, the HORSE... was afraid, the TIMBER WOLF... howled, the COWBOY... snored, and SITTING BULL... the mule was eating cactus.

In the meantime, the SHERIFF... and his DEPUTY... were almost ready to capture OLD CHIEF RED JACKET... Just as EMMA... was about to bite the COWBOY... and his HORSE..., the SHERIFF... and his DEPUTY... sprang their trap. "Halt, you are my prisoner!" shouted the SHERIFF... and his DEPUTY... The COWBOY... woke up and mounted his HORSE... This frightened the TIMBER WOLF... and also EMMA..., the rattlesnake.

Away went OLD CHIEF RED JACKET... on his faithful mule, SITTING BULL..., and away went, in pursuit, the SHERIFF..., his DEPUTY..., the COWBOY..., and his HORSE... But OLD CHIEF RED JACKET... led them into a blind canyon, so that was the last that anybody ever saw of the COWBOY..., his HORSE..., EMMA... the rattlesnake, the TIMBER WOLF..., SITTING BULL... the mule, the SHERIFF..., or the DEPUTY SHERIFF... that's all folks!

## Deep In The Heart of Texas

In this group participation stunt, you assign sections of the audience to stand and shout the appropriate response as a narrator reads the story. Pause at capitalized words to allow audience participation.

CHARACTERS	RESPONSE
Cowpunchers	"Whoopie"
Timid ladies	scream (falsetto)
Bucking broncos	gallop (slap hands on knees)
Six shooters	"Bang, bang"
Bandits	"Steek 'em up!"
Rattlesnakes	hiss ominously
Cattle	moo (not milk cow)
Ride 'em cowboy	"Ride 'em cowboy" (all shout)

Are you listless, tired, out of sorts? Do you need excitement and new thrills? Then go to Texas! There you will find COWPUNCHERS...., BUCKING BRONCOS...., RATTLESNAKES...., SIX SHOOTERS...., and just enough TIMID LADIES....

How well I remember one night on the Bar-B-Q Ranch, the CATTLE.... were in the corral and RATTLESNAKES.... were rattling their babes to sleep and the COWPUNCHERS.... were telling tales to the TIMID LADIES...., when all of a sudden the BUCKING BRONCOS.... began cutting up, and you could hear the CATTLE.... for a mile. Like a flash, the COWPUNCHERS.... pulled out their SIX SHOOTERS.... and made for the corral. The RATTLESNAKES.... ran for cover, the TIMID LADIES.... collapsed in a cactus bush.

Stealthily, from around the corner of the ranch house crept the BANDITS.... "Aha, just as I thought - much better than CATTLE.... huh, Pancho? So your young friends have deserted you. We could be very good friends." The TIMID LADIES.... shrank further into the cactus. "Aha, Pancho. See, they are such TIMID LADIES...." we will have to teach them a few things."

The BANDITS.... quickly carried the TIMID LADIES.... to Gory Gulch where their horses were waiting. The TIMID LADIES.... screamed but to no avail - the CATTLE.... were making too much noise. The TIMID LADIES.... screamed, "Where are you taking us?" "Down Mexico way, my leetle tortilla."

At this moment, the TIMID LADIES.... sank their teeth into the BANDITS'.... arms. The BANDITS.... let out a terrific yell that rang out over the range above the noise of the CATTLE.... and the stamping of the BUCKING BRONCOS....

In an instant, the COWPUNCHERS....were on their BUCKING BRONCOS.... SIX SHOOTERS.... in hand, riding hard and fast in the direction of the BANDITS. They could hear the cries of the TIMID LADIES....

The BANDITS.... spurred their horses on; the COWPUNCHERS.... were gaining - 50 yards, 30 yards. Now the BUCKING BRONCOS.... were at the foot of the hill. The noise of the SIX SHOOTERS.... was terrific.

Pancho pushed one of the TIMID LADIES.... off his horse, the other BANDITS.... followed suit. "Reverse," cried the COWPUNCHERS...., shifting their reins. Immediately the BUCKING BRONCOS.... fell into reverse until the TIMID LADIES.... could regain their feet. Then the COWPUNCHERS.... swooped the TIMID LADIES.... up into the saddles beside them and galloped rapidly away. The TIMID LADIES.... shouted, "RIDE 'EM, COWBOY...."

## TOO MUCH GO

THINGAMAGIG:	"Back and Forth"	(Move hand back and forth)
DOHICKEY:	"Up and Down"	(Move hand up and down)
WHATCHAMACALLIT:	"In and Out"	(Cup one hand in a semi-circle and dip other hand in and back out)
CONTRAPTION:	All sounds at once	

Ever since the beginning of time, men have been competing with each other, each one trying to invent something that will go farther, higher, or longer than any other thing. There are THINGAMAGIGS.... and there are DOHICKEYS.... and even WHATCHAMACALLITS.... Nobody really knows what each of these CONTRAPTIONS.... are supposed to do. For instance, a THINGAMAGIG.... could be almost anything, and it probably wouldn't even have to have a moving part in it. The same goes for a DOHICKEY.... or a WHATCHAMACALLIT....

Whenever a man sees a CONTRAPTION.... which has a THINGAMAGIG.... a DOHICKEY...., or a WHATCHAMACALLIT.... on it, then his mind immediately goes to work trying to invent something that will outdo that CONTRAPTION.... The man who really fouls this up is the one who keeps trying to invent a better THINGAMAGIG...., DOHICKEY...., and WHATCHAMACALLIT.... For in the end, he'll probably be competing against himself. One such ambitious man created a CONTRAPTION.... upon which there was a THINGAMAGIG.... and a DOHICKEY and a WHATCHAMACALLIT.... Well, after watching it work, he decided that the THINGAMAGIG.... needed to go faster and the DOHICKEY.... needed to go higher, and the WHATCHAMACALLIT.... needed to go deeper. so he set about to correct it. However, in so doing, he completely destroyed the whole CONTRAPTION...., for when he made the THINGAMAGIG.... go faster, it hit the DOHICKEY.... which he had made go higher, which, in turn, shot right into the WHATCHAMACALLIT.... as it dove deeper, and the result being the whole CONTRAPTION... quit going, for each part had knocked the other part out. So, in making things go in this world, let's always remember that some things are better left as is, and, remember, we must have the strength to change those things we can, the serenity to accept those we can't change, and the wisdom to know the difference. If we remember this, we won't become like the man who tried to better the CONTRAPTION.... and merely ended up with the THINGAMAGIG.... and the DOHICKEY... and the WHATCHAMACALLIT.... all working against each other. If we remember this, we can really make things go!



## The Walking Casket

CASKET: Eeek! Eeek! Eeek!  
MONSTER: Thump. Thump. Thump.  
VICTIM: Help. Help. Help.  
CANDLE: Flicker, flicker  
EVERYONE: All sounds together  
MUMMIES: Oo-ah. Oo-ah.  
MIDNIGHT: Bong. Bong. (12 times)  
LEPRECHAUN: Ho. Ha. He. Ho. Ha. He.

Once upon a time, there was a walking CASKET.... It was at least a trillion years old. The CASKET.... walked at day, and the CASKET.... walked at night. Whenever it came upon an unsuspecting VICTIM..., the door sprang open and out popped a Frankenstein-like MONSTER.... The MONSTER.... was horrible. So horrible, the MONSTER.... spread goose bumps up and down and all over his VICTIM.... And you know how that feels.

This MONSTER.... was a towering creature - at least 100 feet tall.

And he always carried a flickering CANDLE.... A CANDLE.... that burned on and on and on. Upon spotting a likely VICTIM...., the MONSTER.... would wail and shriek something awful, paralyzing his VICTIM.... into MUMMIES.... Little sister and brother MUMMIES.... Big papa and mama MUMMIES....

This terror went on for years and years. Would it ever stop? It seemed doubtful. Then one night a strange thing happened. The CASKET.... was making its regular rounds through the cemetery (the CASKET.... always paid a special visit to the cemetery at the stroke of MIDNIGHT....) when the CASKET.... came upon still another VICTIM.... A LEPRECHAUN.... of all things. Well, thought the MONSTER.... peering from his CASKET.... here's a LEPRECHAUN.... I can take care of him in short order. Out popped the MONSTER.... from his CASKET.... He carried on something fierce. Was the tricky little LEPRECHAUN.... frightened? You bet your boots he was! But the determined little LEPRECHAUN.... wasn't about to be scared off by this ghostly MONSTER.... Not on your life! The LEPRECHAUN.... was going to out-smart the MONSTER.... the LEPRECHAUN.... raised himself up to his full two foot, seven inch height (the LEPRECHAUN.... was a real shorty) and with one mighty blow--what did he do? Did the LEPRECHAUN... strike the MONSTER.... in the shins? No! Did the LEPRECHAUN.... clobber the MONSTER.... over the head? Nope! The brave little LEPRECHAUN.... with one mighty blow--blew out the MONSTER's.... CANDLE.... That did it! Without his CANDLE.... the MONSTER.... had had it! The MONSTER.... vanished in a puff of smoke. From that MIDNIGHT.... on, no one ever saw the walking CASKET.... again. Everyone.... was happy.

## THE WHIMSICAL OWL

PINE FOREST	Sh-sh-sh-
COOL GURGLING BROOK	Gurgle, Gurgle
WHIMSICAL OWL	Who-Who
SERIOUS SQUIRREL	Crack, Crack
FEARLESS FROG	Croak, Croak
HUMP	Hump, Hump
STUMP	Stump, Stump

By a COOL GURGLING BROOK.... in the PINE FOREST...., sat a WHIMSICAL OWL.... just watching and watching.

Along came his friend, SERIOUS SQUIRREL...., who said, "What are you watching, WHIMSICAL OWL.... and why are you staying so long in that big tree by the GURGLING BROOK.... in the PINE FOREST....?"

"I am watching a FEARLESS FROG.... who is caught in a HUMP in the bottom of a STUMP.... by the COOL GURGLING BROOK.... in the PINE FOREST....," said the WHIMSICAL OWL.... "Hurry, scurry down and rescue him."

The SERIOUS SQUIRREL.... said, "Shut your eyes and hoot up to ten and I'll have him out of there in no time." The FEARLESS FROG.... heard what he said and croaked, "Hurry up." While the WHIMSICAL OWL.... hooted, the SERIOUS SQUIRREL.... scampered down into the deep HUMP.... of the STUMP.... and was soon at the bottom. The SERIOUS SQUIRREL.... reached into the HUMP.... in the STUMP...., as he would for an acorn and pulled the FEARLESS FROG.... out of the HUMP..... "Hop on by back, FEARLESS FROG and I will give you a ride to the top of the STUMP....," said the SERIOUS SQUIRREL....

Just as the WHIMSICAL OWL.... reached the tenth hoot, who should appear out of the HUMP.... in the STUMP.... but the SERIOUS SQUIRREL.... with the FEARLESS FROG.... "Three cheers for you, SERIOUS SQUIRREL....," said the WHIMSICAL OWL...., as the FEARLESS FROG.... hopped off the SERIOUS SQUIRREL'S.... back and headed for the home in the COOL GURGLING BROOK....

As the SERIOUS SQUIRREL.... scampered off through the PINE FOREST...., the WHIMSICAL OWL.... went back to his watching. Wasn't it lucky for the FEARLESS FROG.... that the WHIMSICAL OWL.... was watching that day?

## PUPPETS

Puppets have universal appeal. There is evidence of shadow puppetry in early Chinese history and marionette - type puppets have been found among ancient Greek and Roman artifacts as well as in Egyptian tombs. Today most of the world's puppet art has its origin in folk tradition. In different countries of the world puppetry is used as a means of mass education of the people and as rehabilitation tools in various schools of therapy.

For young people, puppets are particularly fun as they stimulate the imagination and allow them to enter the world of fantasy. This is true for the puppeteers and audience as well. Children of all ages and varied abilities can participate in puppetry. Even very shy children lose their inhibitions when speaking through a puppet.

Puppets range from the very simple to the extremely complex. We will treat the simpler forms here as they are most appropriate for 8,9, and 10 year old boys.

### TYPES OF PUPPETS:

The basic type of puppets are stick puppets, finger puppets, hand puppets, shadow puppets, rod puppets and marionettes. There is infinite variety in these different types limited only by the imagination.

Stick puppets are a good first puppet as they are simple to make and easy to operate. They are usually controlled by a single stick that goes up inside the puppet or is attached to the back of it. Movement is limited to up and down motions side to side across the stage or turning in circles.

Finger puppets are also easy to manipulate and very inexpensive. One boy can put on a performance alone with a whole cast of finger puppets. There are three general types of finger puppets; Finger-leg, those where two fingers serve as the puppets legs; Finger-cap, slip over an individual finger; and Finger-face, where faces are applied directly on the fingers, usually drawn with a felt pen.



FINGER - LEG



FINGER - CAP



FINGER - FACE

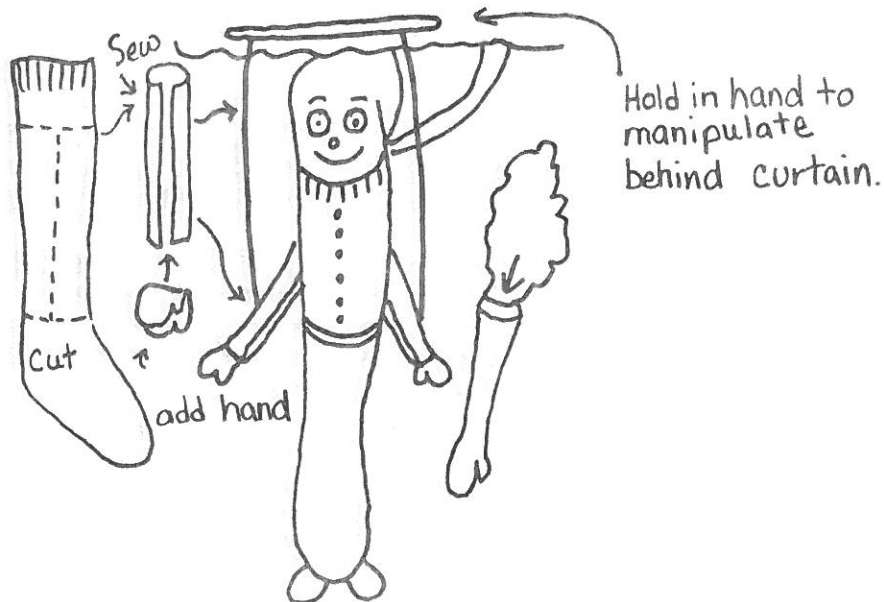
## PUPPETS

### KNEE PUPPETS:

Each puppet requires one sock to slip onto leg for the body of the puppet, and part of another for the arms. Cut off the foot of the second sock leg in half lengthwise.

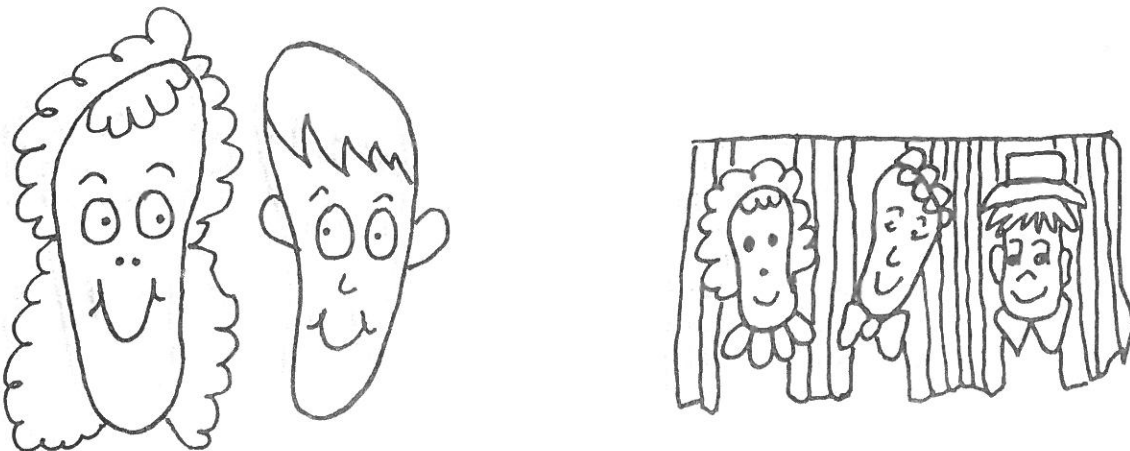
For arms, cut one of these pieces in half. (Save other half for another puppet). Sew across end and down side; turn, stuff and sew to body. Sew felt feet onto toe of body. Sew felt hands to arms.

String the arms of each puppet to a stick, so that the puppeteer can wear a puppet on each leg and operate 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. 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.

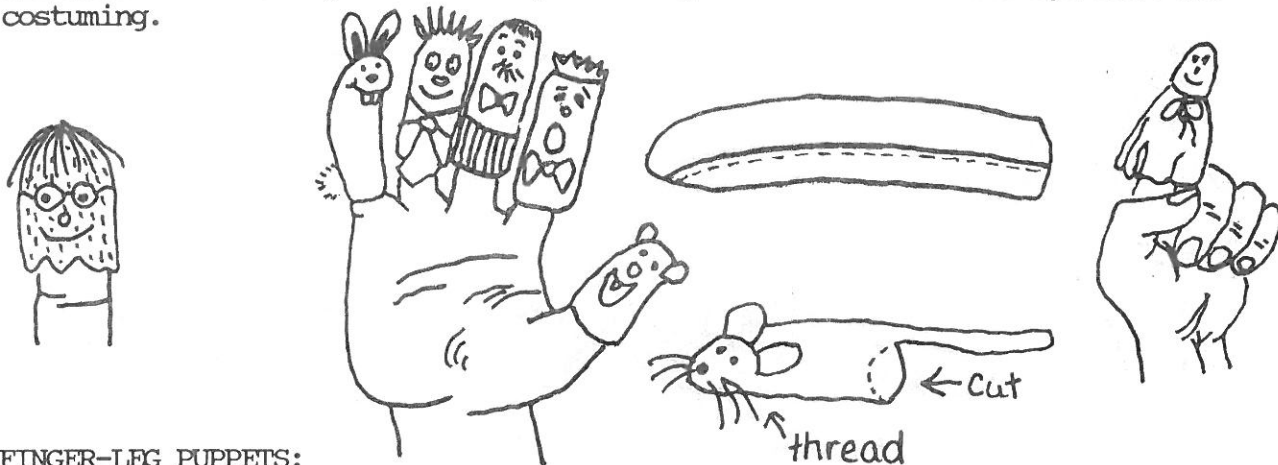


## PUPPETS

### FINGER-CAP PUPPETS:

Finger-cap puppets are manipulated with the puppeteer's fingers pointing upward. The fingers are capped with small doll heads, peanut shell halves with faces drawn on them or the fingers of an old glove (white works best) with features drawn on or felt and paper features glued on.

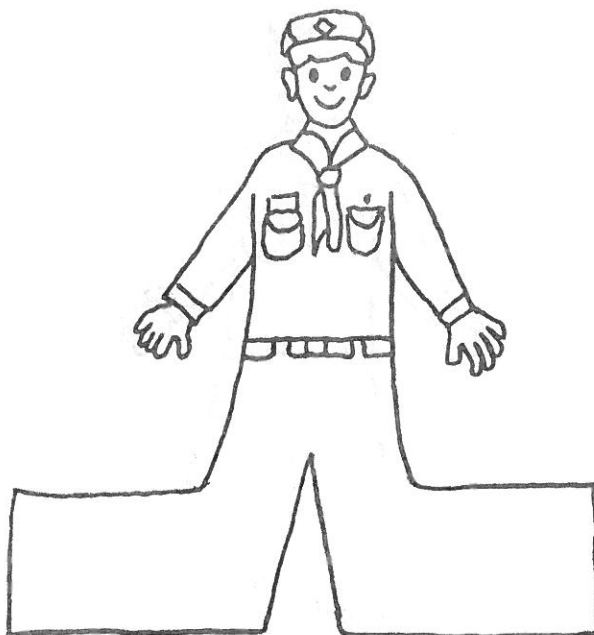
To avoid cutting up a good pair of gardening gloves, make tubes out of felt or construction paper to fit the fingers. Decorate with fabric scraps, beads or miniature moveable eyes. Glue a piece of gathered cloth to the cylinder for costuming.



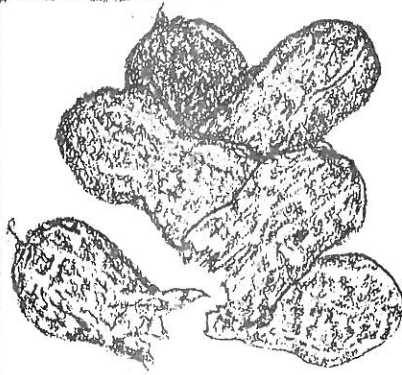
### FINGER-LEG PUPPETS:

Finger-leg puppets are more lifelike and can actually walk across the stage. The simplest version is to cut the legs off a paper doll and tape a small rubber band to the back or glue a strip of paper together to make a tube and apply to the back. The boys might prefer to make their own out of cardboard or felt. Fashion shoes out of felt or construction paper and attach to fingers for shoes.

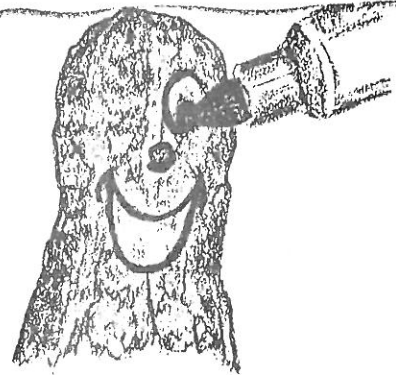
Boys can make their own finger puppets with legs by drawing a figure like the one below on heavy white paper. Make the tab on each pant leg long enough to wrap around fingers. After they color and cut out their puppets, glue the ends of the tabs to the back of the puppet to form tubes for the first and second fingers.



# Peanut Puppets



The next time you eat peanuts save some of the shells.



You can draw faces on them with magic markers.



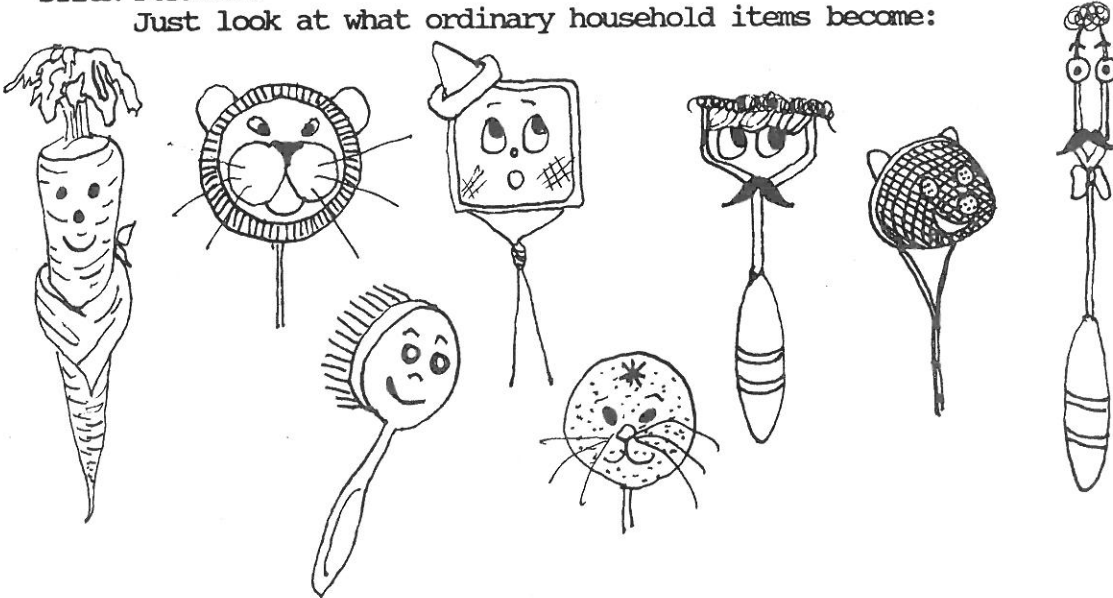
You will have cute and funny finger puppets.



## PUPPETS

### STICK PUPPETS:

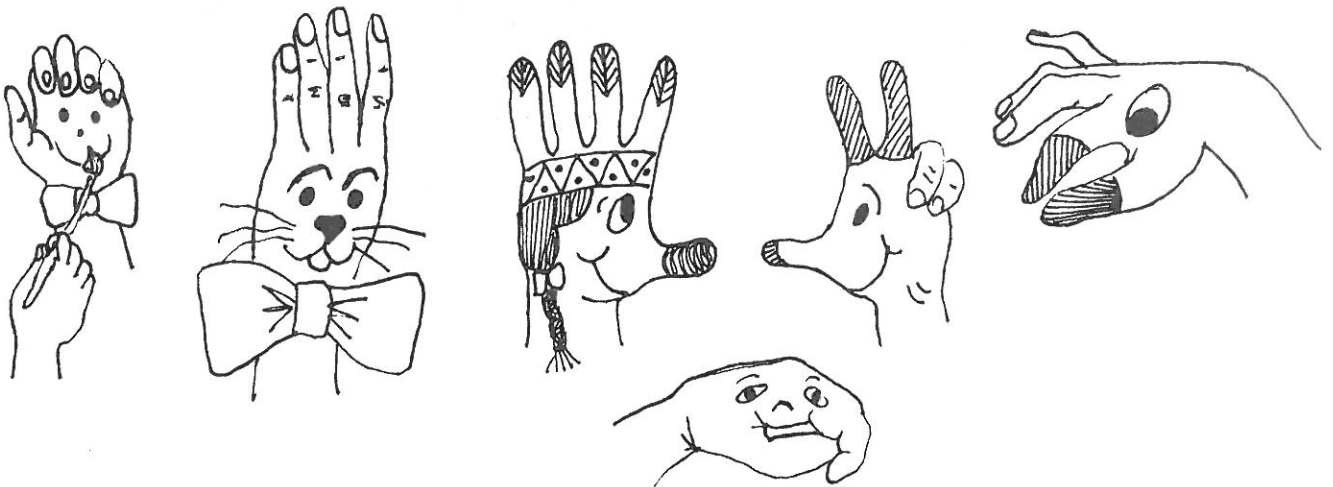
Just look at what ordinary household items become:



These are mostly stick puppets and may be fabricated almost instantly for an impromptu puppet play. Look around for other "instant puppet" possibilities. How about a spatula, funnel or feather duster?

### FINGER PUPPETS:

These bare-hand puppets, a type of finger-face puppet, should be drawn on with washable markers. One of the most popular versions is to draw a face on a closed fist, spacing the eyes below the big knuckle of the first finger, starting the mouth below them and finishing up with the bottom part of the mouth on the thumb. Another simple method is to draw features in the creases of the palm. Both of these methods allow the puppeteer to change from one funny expression to another by simply moving his hand.



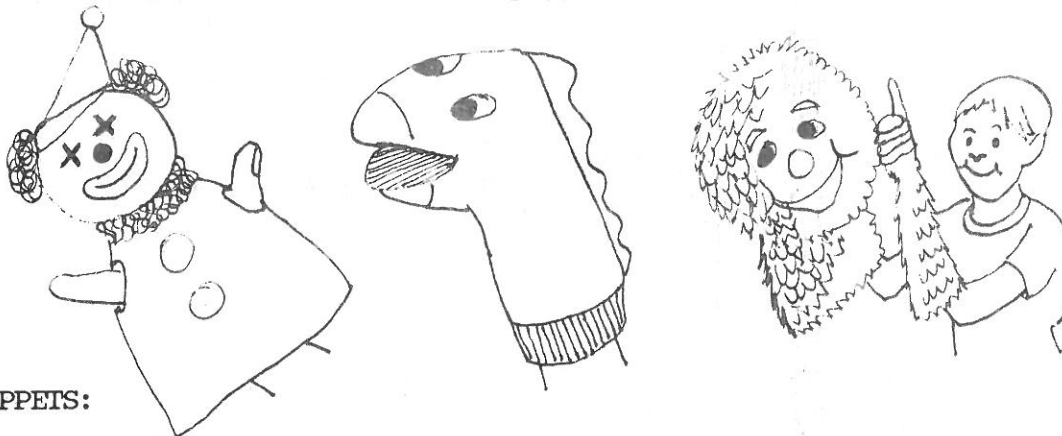
## PUPPETS

### HAND PUPPETS:

Hand puppets, often called glove or sock puppets, seem to be the most popular with children of Cub age. Hand puppets may be made in several different ways and from a large variety of materials, but most can be classified into two general groups: Those with moving mouths; or those with moving hands.

Hand puppets with moving mouths may be made of any sort of hand covering - a handkerchief, or sock, a glove or mitten, a paper plate, a cereal box, ad infinitum. One's fingers are placed inside to open and shut the puppet's mouth. This type of puppet has the advantage of seeming to really "talk".

Moving hand puppets make a performance more realistic as they make arm motions and even pick up objects. There are even two-hand puppets where one hand operates the mouth and the other works one of the puppet's hands.



### SHADOW PUPPETS:

Shadow puppets are flat figures cut out of heavy material such as cardboard and attached to a stick, dangled by a string or moved by a wire attached at a 90 degree angle to the puppet. Shadow puppet figures are made to appear on screen, usually a white sheet, by light shining behind them. A single puppet may take on many shapes and sizes by changing the position of the puppet in relation to the light.

Rod puppets are slightly more complex than hand puppets and stick puppets but have the advantage of more movement capabilities. Rod puppets usually have a long rod to swivel the head and shorter rods or wires are used to move the hands.

Marionettes have a greater variety of actions than other puppets. Stronger characterization is achieved by differing body shapes and animations. Hand puppets and stick puppets are more limited. Although more complex than some types of puppets, with practice, Cub age boys can handle them competently.



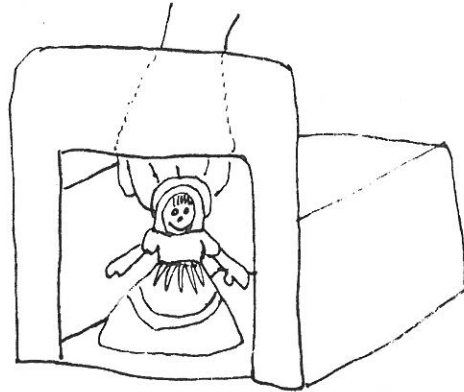
# PUPPETS

## STAGES AND THEATRES

Like the puppets the boys make, stages may be as instant or as elaborate as desired. Here are just a few suggestions:



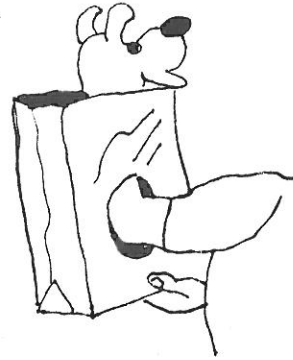
PORTABLE FINGER PUPPET STAGE



BOX FINGER PUPPET STAGE



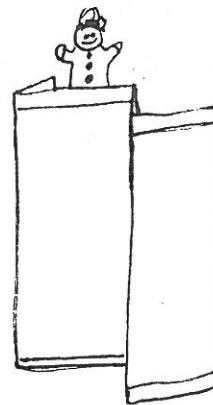
PORTABLE STAGE



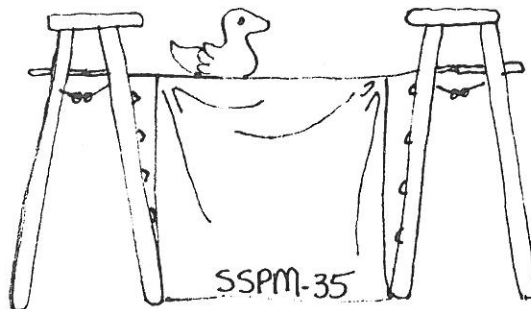
SACK STAGE



DOORWAY STAGE



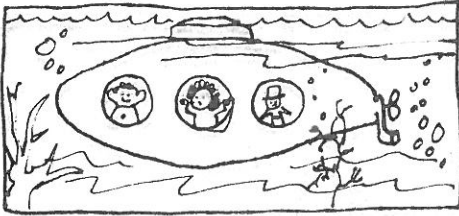
FOLDING STAGE



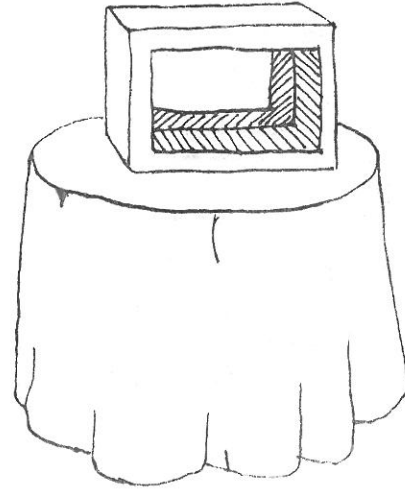
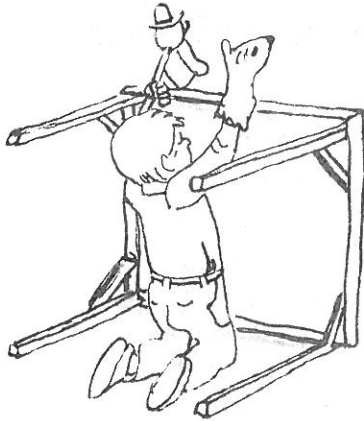
LADDER AND SHEET STAGE

Instant stages may be created out of household furnishings, old sheets and doorways.

## PUPPETS



CARDBOARD SCENERY STAGE



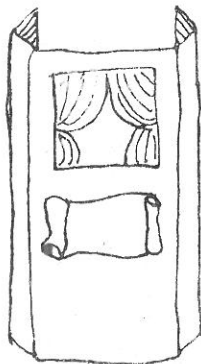
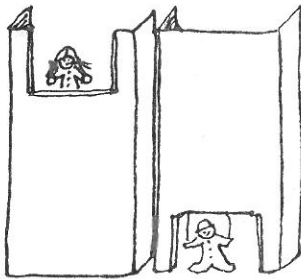
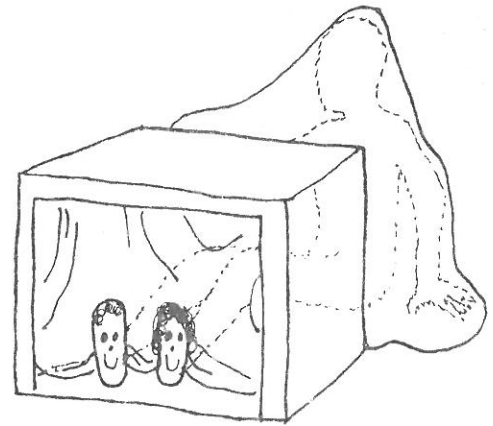
BOX AND TABLE STAGE

### CARDTABLE STAGE

If using cardtable stage, warn the boys not to lean against the table.

### FOOTSIE THEATRE

For footsie theatre, cut 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 the front of theatre. Cut curtain into strips so foot puppets enter through curtain while legs of puppeteers are concealed.



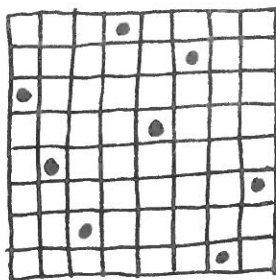
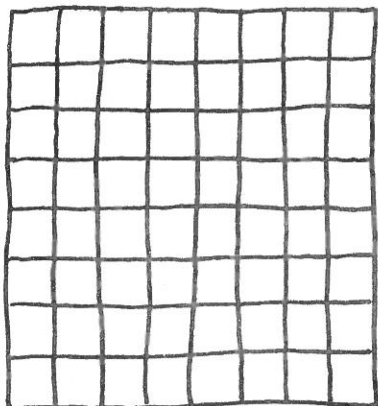
### REFRIGERATOR BOX STAGES

For a somewhat fancier stage, use a large box with a door cut into the back. Cut an opening in the front and add a cardboard stage floor and curtain if desired.

## MAGIC

### CHECKERBOARD PUZZLE:

Place eight dots on this checkerboard grid, so that no two are in the same line horizontally, perpendicularly, or diagonally.



### LEAPING SALT OR THREAD:

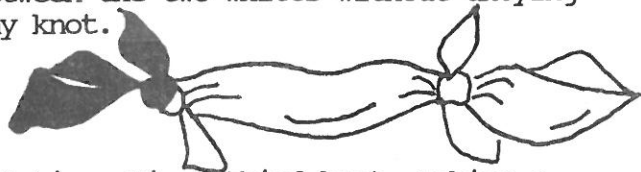
Put a small amount of table salt on the table. Run a comb through your hair. Then hold comb about 1 inch above the salt. The salt will leap up and stick to the comb. A piece of thread will move in circles when the comb moves or stands up.

### IT CAN'T BE DONE:

Tell your friends that you can jump backwards farther than they can jump forward. If they do exactly as you do. Prove it by grasping your toes and hopping backwards a few inches. When assuming the same position, they find they cannot budge.

### HANDKERCHIEF TRICK:

Use three handkerchiefs, two white and one of any color. Tie white ones together, then tie colored one to the whites. Ask someone to put colored one between the two whites without untying any knot.



Solution: Tie a third knot, making a circle of the handkerchiefs. No knot has been untied, but the colored handkerchief is between the white ones.

### DIME ON NOSE:

Lie flat on your back with a dime on the point of your nose and try to dislodge it by wiggling your nose.

### MAGIC NUMBER:

Think of a number. Double it. Add 10 and divide by 2. Then subtract the first number. The answer will always be 5.

### BRUSH IT OFF:

Put a coin in the palm of the hand and challenge anyone to brush it out with a whisk broom or shoe brush. It is practically impossible.

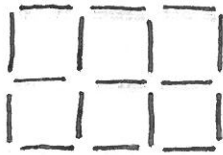
### OPTICAL ILLUSION:

Cut out a pig or other animal from a red piece of paper about 4" in size. Mount him on a piece of white paper. Hang the picture on the wall. Next to it, hang a large piece of white paper. With the light to your back, look at the animal steadily in the eye and count to 20. Then look directly at the large sheet of white paper. There you will see a green animal. It will surprise everyone.

## MAGIC

### MORE TRICKS:

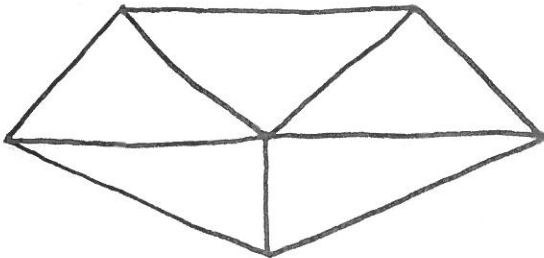
1. Lay ten matches on a table, in such a way that they can all be picked up at the same time, using only one other match.
2. Rearrange the toothpicks shown, to make only three squares. Take away only five toothpicks.



3. Rearrange the toothpicks shown, to make only three squares, removing only three toothpicks.

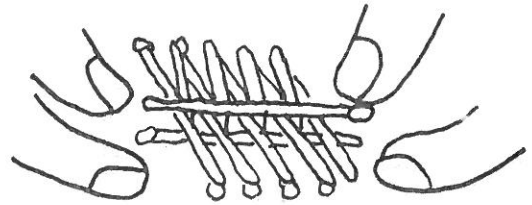


4. Pentagram puzzle - This pentagram contains five triangles. Remove only three lines and leave only two triangles.



### ANSWERS:

1. Lay one match flat on the table, and lay nine other matches across this match. Alternate, so they are pointing in opposite directions, and the center of each lies on top of the first match. Place one other match across the top of the nine matches, directly over the first match but pointing in the opposite direction. Use the thumb and forefinger of both hands and gripping the ends of the two parallel matches, lift all the matches at once.



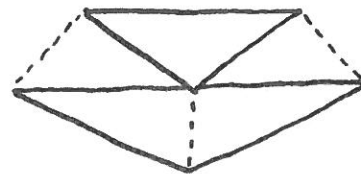
2.



3.



4.





## MAGIC

### INVISIBLE INK:

Materials needed: Juice of half a lemon, a Q-tip, a lamp and white paper.

Dissolve the lemon juice in a small amount of water and dip the swab into it. Then use the swab to write a message on ordinary white paper. When it dries, the writing will be invisible! When you want to read the message, heat the paper by holding it near a light bulb and your message will appear on the page in black.

### LEMON CLEANING FLUID:

Materials needed: A few drops of lemon juice, 1 tablespoon flour, 2 oz. of water, Q-tips, a paper towel and a few drops of iodine.

With this trick, you can make your secret message disappear! Mix 2 ounces of water with a tablespoon of flour. Use this mixture to write your message on a piece of paper using a Q-tip. When the message dries, it will be invisible. When you are ready to read it, use a swab to apply a few drops of iodine. Your message will appear in blue-black. Next dab on a few drops of lemon juice with a clean Q-tip and your message will disappear right before your eyes!

### A COPPER NAIL:

Materials needed: 2 to 4 ounces lemon juice or vinegar, 10 to 20 dull copper pennies, a large clean nail, salt and a small glass or jar.

Put the pennies into a glass and cover them with lemon juice or vinegar. Add a pinch of salt. Let them stand for 2 to 3 minutes. Clean the nail with scouring powder and water. Rinse, then add the nail to the solution. Wait at least 15 minutes then fish out the nail. It will be coated with copper!

### WASH YOUR HANDS IN BLOOD:

Materials needed: a bar of soap, 1 tablespoon of rubbing alcohol and 2 or 3 laxative pills, such as Ex-lax or Feen-a-mint.

Mash one or two pieces of the laxative pills in a tablespoon or rubbing alcohol. Rub some of the solution on your hand and allow it to dry. Then wash it off with soap. The soapy water turns bright red, simulating blood on your hands! An easy way to get your boys' attention. You can terrify your Cubs with this one, especially at Halloween!

### THE PAPER CLIP TRICK:

Materials needed: 2 paper clips and a dollar bill.

Fold a dollar in an "S" shape and hold it in that position with two paper clips, placed as in the illustration below. Now pull the ends of the dollar bill in opposite directions quickly. The paper clips will jump into the air and hook together!



SSPM-39

## MAGIC

### KNOT TRICK:

Materials needed: A string about 20 inches long.

Place a string on the table and challenge your friends to hold one end of the string in each hand and tie a knot - without letting go of the string. Now you can sit back and watch them struggle. No matter how hard they try, they won't be able to tie a knot without releasing at least one hand.



Now demonstrate how to do it. Cross your arms, bend over the string and grab the ends in your hands. As you straighten up, by uncrossing your arms you will have tied a perfect overhand knot!

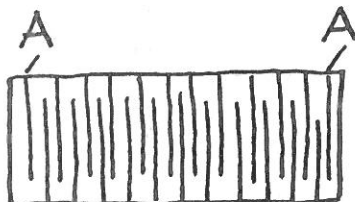
### THE SECRET NUMBER:

1. Ask each boy to think of a number, but not to tell it to you.
2. Tell them to double that number. (mentally or on a calculator)
3. Multiply the result by 5.
4. Ask for the result.
5. Knock off the zero on the end, and what remains will be the number that the boy started with.

For example, a boy chooses the number 6. Double that is 12. Multiply  $12 \times 5 = 60$ . Knock off the zero on the end and you know the boy chose 6 as the original number. Doubling the number and then multiplying by five is just the same as multiplying by 10. When you take off the zero, of course, you have the original number but not too many boys will catch on to this trick.

### CRAWL THROUGH A PLAYING CARD:

This extraordinary trick has been handed down from parents to children for centuries. Take a playing card that you don't want to use again or an index card. Fold it lengthwise and make a series of cuts as shown below. Then cut the folded side from A to A. When you unfold the card, you get a structure which spreads apart to form a large ring and if the cuts are close together, the boys should be able to slip right through it!



# BEAR COUNTRY

U.S.A.

**SPECIAL PACK ACTIVITIES**





## BLUE AND GOLD BANQUET

The Blue and Gold banquet is probably the most exciting event of the whole year because it is a birthday party for Cub Scouting in which all pack families can take part. The banquet is held in February, the anniversary month of the Boy Scouts of America. The pack's big celebration gets its name from the Cub Scout colors, blue and gold.

Some packs make the dinner a potluck affair with each family bringing a covered dish, and other packs prefer buying the food, having it prepared by a parent's committee, and then prorating the cost among those attending.

The plan of feeding isn't important. It is the Cub Scouting that happens in making the program come true that counts. Dens sit together with their families so that den spirit and family relationships are strengthened. Guests may be invited and are seated either at a head table, or with the dens. Banquet arrangements must be made and planning done well in advance. Decorations may be as elaborate or as simple as you wish. Attractive menu cards or dinner programs can be made; place cards; centerpieces; place mats; nut cups; and favors are all suggestions of things which might be used. The dinner program should include entertainment from within the pack, rather than outside entertainment. Also don't forget the importance of recognizing advancement of the boys. This is the secret of a successful Blue and Gold Banquet.

There are three important things to remember:

1. Be sure that pack leaders, boys, and parents know that the Blue and Gold banquet is Cub Scouting's birthday celebration.
2. Begin planning at least two months ahead. Some packs begin earlier.
3. KISMIF - (to borrow an oldie but goodie) - "Keep It Simple, Make It Fun".
  - A. Involve leaders and parents. Sharing responsibilities makes it easier and more fun for everyone.
  - B. Let the boy's help plan and make decorations, but keep the cutting and pasting to a minimum. DO let them help make EACH ITEM.

## BANQUET PLANNING

To be successful, the banquet must be well planned in advance. A banquet chairman is selected by the pack committee. That person recruits helpers to carry out the responsibilities listed on the following pages. This general outline will help make your planning easier. Try to involve as many people as possible, and avoid giving den leaders too many additional responsibilities -

## STEPS TO PLANNING A BLUE & GOLD BANQUET

### I. Select date, time, place:

- A. The banquet often takes the place of the February pack meetings, although it is not necessarily held on the regular meeting night.
- B. In selecting the place, consider the following:
  - 1. Adequate space for seating and displays.
  - 2. Availability of parking space, restrooms, coat racks.
  - 3. Program needs, such as microphone, stage, etc.
  - 4. Convenience for food preparation and/or serving.
  - 5. Reserving the meeting place well in advance.

### II. Dinner

- A. Select meal plan - catered or potluck.
- B. Determine serving needs - kitchen and utensils.
- C. Select menu and estimate cost.
- D. Assign serving and clean-up jobs.

### III. Program

- A. Entertainment
- B. Props for skits and ceremonies.
- C. Recognition of boys and leaders.
- D. Make assignments for various parts of the program.
  - 1. Invocation
  - 2. Welcome and Introduction of Guests
  - 3. Ceremonies
  - 4. Recognitions
  - 5. Entertainment

### IV. Decorations

- A. Room Decorations
- B. Table Decorations
- C. Displays

### V. Publicity

- A. Inform all pack families of date, time, place, and cost.
- B. Invitations - Consider inviting guests such as the Head of the Sponsoring Institution, School Principal, Institutional Representative, Scoutmaster, and District Commissioner.



The following adult committees may be helpful in arranging and putting on a Blue and Gold Banquet:

#### PHYSICAL ARRANGEMENT COMMITTEE

1. Makes arrangement for banquet location approximately 6 weeks in advance.
2. Checks seating capacity - number of tables available. Estimates attendance.
3. Checks lighting, stage, heating, and public address system.
4. Locates restrooms - makes sure they will be open.
5. Checks availability of coat room or coat racks.
6. Makes floor plan of tables, plans seating, head table (if desired).
7. Makes arrangements to get into building early the day of the banquet.
8. Sets up the tables and chairs for the dinner.
9. Informs dens what time they can decorate. (Be sure to allow time for people to get home and dress for dinner).

#### INVITATIONS COMMITTEE

1. Makes arrangements for invitations to be sent to each family through the dens. (Every family should know the date, time, place, cost - if any, and what food they are to bring - if any.)
2. Sends written invitations to honored guests. You may wish to include such people as the PTA President, District Executives, Unit Commissioner, etc. Don't forget the Den Chiefs.
  - A. Follow-up to see how many guests plan to attend and notify the physical arrangements committee so seating can be planned.
  - B. On banquet night, meet guests at the door, furnish them with a name tag, and help them find their seats.

#### PROGRAM COMMITTEE

1. Determine whether guests will be seated at the head table or with the dens. Notifies physical arrangements committee so seating can be planned.
2. Selects Master of Ceremonies.
3. Make assignments for various parts of the program:
  - A. Invocation
  - B. Welcome and Introduction of guests
  - C. Ceremonies (Opening, closing recognition)
  - D. Recognition of Leaders
  - E. Entertainment (Den entertainment preferred)
4. Plans room decorations - exhibits, displays, (table decorations can be handled by each den)
5. Makes copies of program for people participating (or you may wish to have a printed program for everyone attending)
6. The Cubmaster should be a member of this committee.
7. Avoid speeches on the program.
8. Include a planned activity for small children so they won't run wild. The Den Chiefs could be asked to help control them.

## DINNER COMMITTEE

1. Decides serving method - catered, potluck, or committee prepared.
2. If catered:
  - A. Contact caterer - agree on menu and cost.
  - B. Take reservations and estimate cost.
  - C. Check with caterer on time of delivery, finding out if he provides plates, silverware. Are drinks and dessert included?
  - D. Plan two serving lines, if more than 150 people attending.
  - E. Collect money prior to banquet.
3. If potluck:
  - A. Decide if dens will plan their own menus - or if each den family will bring food to contribute to an over-all menu.
  - B. If dens plan their own menus, each Den Leader should act as coordinator.
4. If committee prepared:
  - A. Select menu.
  - B. Recruit committee to prepare food.
  - C. Take reservations and estimates of attendance.
  - D. A few days before banquet, purchase food and deliver it to members of the committee who will be preparing it. (It is easiest to purchase food from the pack funds then replace it when money is collected from everyone.)
  - E. Collect money prior to the banquet.
5. Decide if the pack will provide such things as salt, pepper, sugar, napkins, drinks, etc. If so, make arrangements to buy or have these items donated. Inform dens of your plans.
6. Each family can bring their own plates and silverware.
7. Plan to have cake or cupcakes. This is Scouting's birthday!

## TYPES OF BANQUETS

1. Potluck; Each den's families are asked to provide one main dish and one extra dish (salad, vegetable, or dessert). All food is placed on one table and served buffet style. The pack provides the beverages and breads. No charge is made for the meal.
2. Potluck #2; Each den's families are asked to provide either a vegetable, salad, or dessert. The pack provides the meat, beverages and breads. All food is placed on one table and served buffet style. A charge is made to cover the expenses.
3. Family Style Potluck; As is #1, except food is only on the tables assigned to that den and is passed family style. The den may provide breads and beverages or the pack may provide them. No charge is made for the meal.
4. Cook Your Own; The pack decides on the menu, purchases the food, and distributes it to the dens for cooking and preparing. A charge is made for the cost of the food.
5. Box Supper #1; Each family is asked to bring one box supper for each family member. All boxes are collected at the door and are auctioned off for a pack money-making project. The family members may eat together, sharing the boxes that they purchased.
6. Box Supper #2; Each female member of a family brings a box supper for three people. These suppers are auctioned off as in #5, but the person buys the meal must eat with the person who prepared it, plus one child.

7. Box Supper #3; Use either of the two box supper methods, except no charge is made for the meals and no auction is held.
8. Sponsor Dinner; The sponsoring organization provides all food, beverages, and condiments. No charge is made for the meal.
9. Catered Meal; The pack arranges with a local caterer to provide all or a portion of the meal. Costs determine the prices of tickets. Usually children five and under are free.
10. Cafeteria; Sometimes the banquet is held in a school cafeteria and the school provides the meal. charging each person going through the line.
11. Cafeteria #2; The pack purchases the food which is prepared by the cafeteria staff. Charge is based on cost of food and charges for the staff, if not donated. Pack members can substitute for or assist the cafeteria staff, to cut costs.
12. Restaurant; A local restaurant is selected as the banquet site and a menu is chosen. Charges are based on the charge. Be sure to secure the cost of the meal, plus tax and tip.
13. Dessert Specials; a) Dessert provided by sponsor. b) Father-son cake bake. c) Build a sundae; Ice cream in commercial containers, toppings - syrups, nuts, and whipped cream.
14. Birthday Party; No food, but instead have cake and ice cream to celebrate Scouting's Birthday.

## THE PROGRAM

### Contents of Typical Program:

Agenda for the evening.  
List of Pack Leaders.  
List of Den Leaders.  
List of Den Chiefs.  
Scouting Coordinator.  
Sponsoring Organization.  
Principal of School.  
Pastor of the Church.  
Poems.  
Prayers.

## INVITATION

What is a Blue and Gold Invitation?

It is just about everyone's first notice that something special is coming in Cub Scouting. Put your best face forward.

What should an Invitation look like?

It can take almost any shape but it should reflect the ideals of Cub Scouting and the type of celebration you are planning.

What information should be on the invitation?

1. Who's doing the inviting...the Pack number.
2. What they're invited to...a banquet, celebration, birthday party, ice cream social, etc.
3. When the celebration is to take place...the date.
4. What time the celebration starts...the time.
5. Where the celebration is being held...the name and address of the facility.
6. R.S.V.P....the name and phone number of the den leader.

Who makes the invitations?

The Cub Scouts. Keep it simple, make it fun.

Who do they invite?

Every Cub Scout Family  
Tiger Cub Group  
Clergy  
Scouting Coordinator or Sponsor  
Unit Commissioner  
District Executives  
District Commissioners  
Scoutmasters of area Boy Scout Troops  
Past Cubmasters  
The "owner" of the banquet facility  
Guest Speaker  
Entertainer

When should the invitations be delivered?

Three weeks before your celebration.

## BLUE AND GOLD ENTERTAINMENT

To create a successful Blue and Gold Banquet there must be preplanning. Entertainment is one of the most important parts. Whether this be pack participation or outside entertainment. Plans should be considered at least two months ahead of time.

Outside entertainment may cost very little and sometimes nothing. Some ask to be included in the meal or whatever is being served, so be sure there is extra food. Be sure and check for special arrangements that may be needed.

Listed below are some ideas for pack participation and outside entertainment.

### ENTERTAINMENT IDEAS:

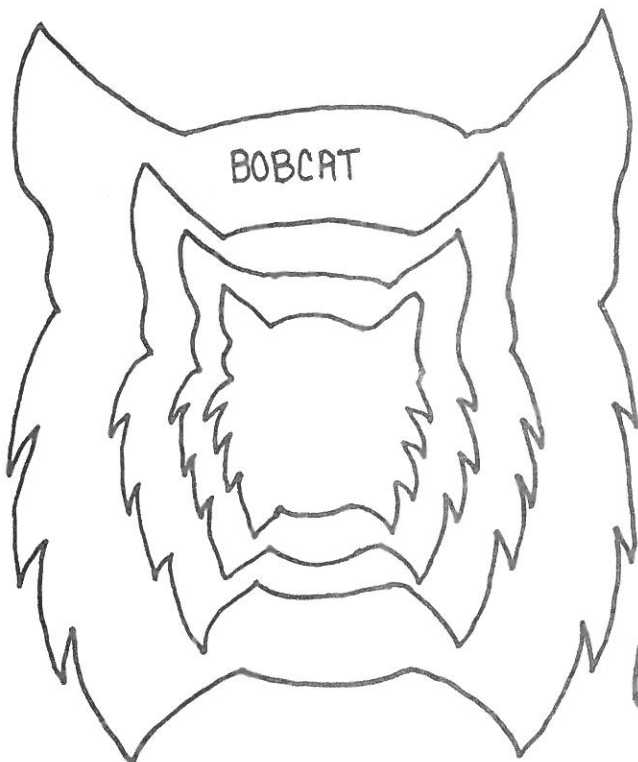
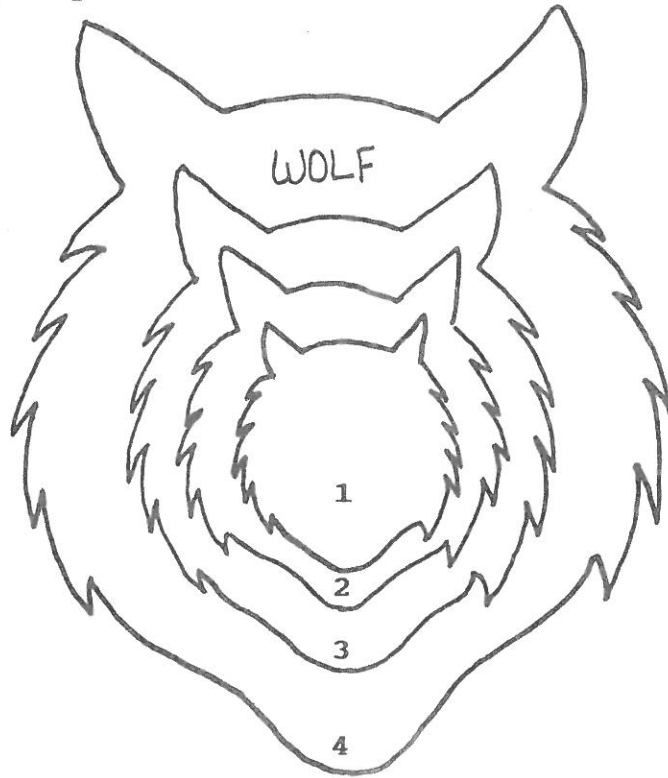
#### A. Pack Developed Entertainment

1. Each den prepare a skit, song, stunt, or puppet show.
2. Parent and Child Talent Show.
3. Cubmaster and Den Leaders or Committee persons prepare a skit using adults at the banquet.
4. Scout Demonstrations (camp cooking, monkey bridge, skills).

#### B. Outside Entertainment

1. Animal Demonstrations;
  - a) County Park Associations
  - b) Zoo
  - c) Police Canine Depts.
  - d) Dog Obedience Schools
2. Bicycle Clubs
3. Clowns
4. Dance Demonstrations
  - a) Dance schools in your area.
  - b) Square Dancers
  - c) Indian Dancers (local Scout Troops or Order of the Arrow)
5. Karate Demonstrations
6. Magic Acts
  - a) Magicians
  - b) Instructors from local high schools, colleges with Physics displays.
7. Music
  - a) Cub Scouts from the pack.
  - b) Fiddlers and other musical instruments.
  - c) School and Church Choirs
  - d) Singing Groups, adults and children
8. Sports (Pro and Amateurs)
  - a) Iowa Cubs
  - b) Buccaneers
  - c) High School Departments
  - d) Gymnastic Schools
9. Miscellaneous Ideas
  - a) Short Play (local theatre group)
  - b) Entertaining films (no home movies or films)
  - c) Cartoon Artist
  - d) Police or Fire Departments

1. Nutcup
2. Place Card or Napkin Ring
3. Invitation, Program or Mobile
4. Optional





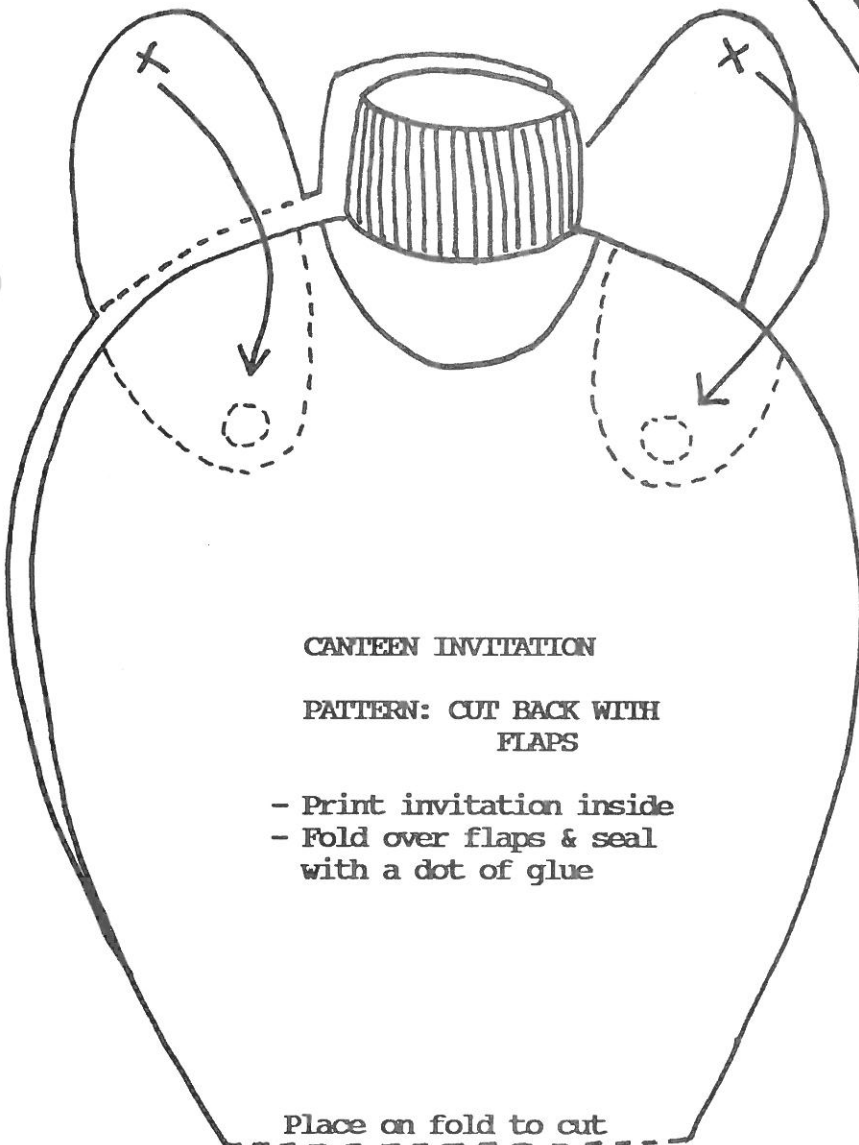
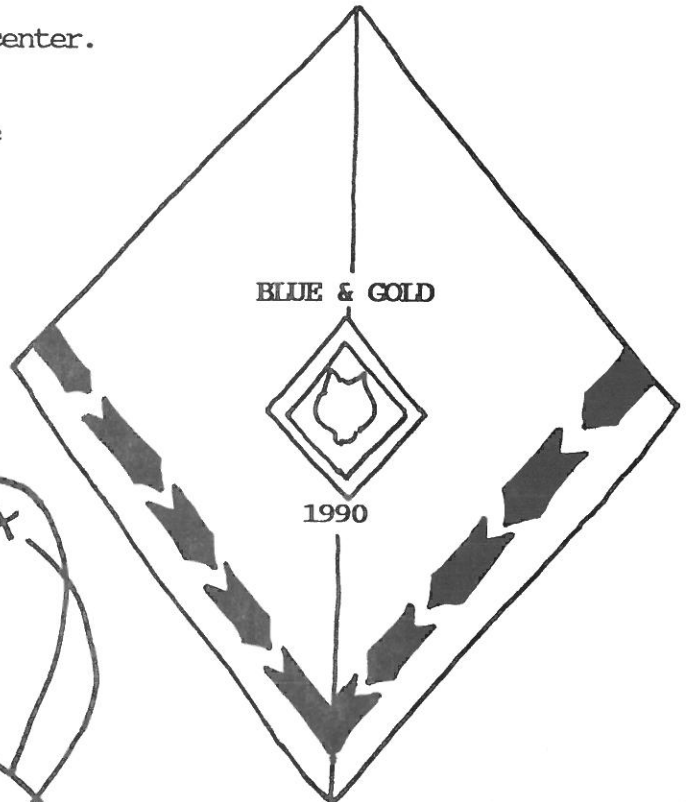
# BLUE & GOLD INVITATIONS

## Neckerchief Invitation

Print invitation inside. Fold "wings" to center.  
Seal with a sticker.

-Xerox neckerchief onto pale blue (Bear)  
or pale gold (Wolf) copy paper, available  
at any office supply store.

\*\*\*\* PATTERN ON NEXT PAGE \*\*\*\*

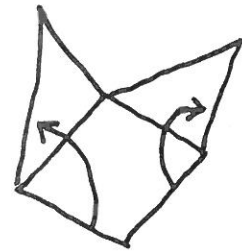


### CANTEEN INVITATION

PATTERN: CUT BACK WITH  
FLAPS

- Print invitation inside
- Fold over flaps & seal  
with a dot of glue

Place on fold to cut

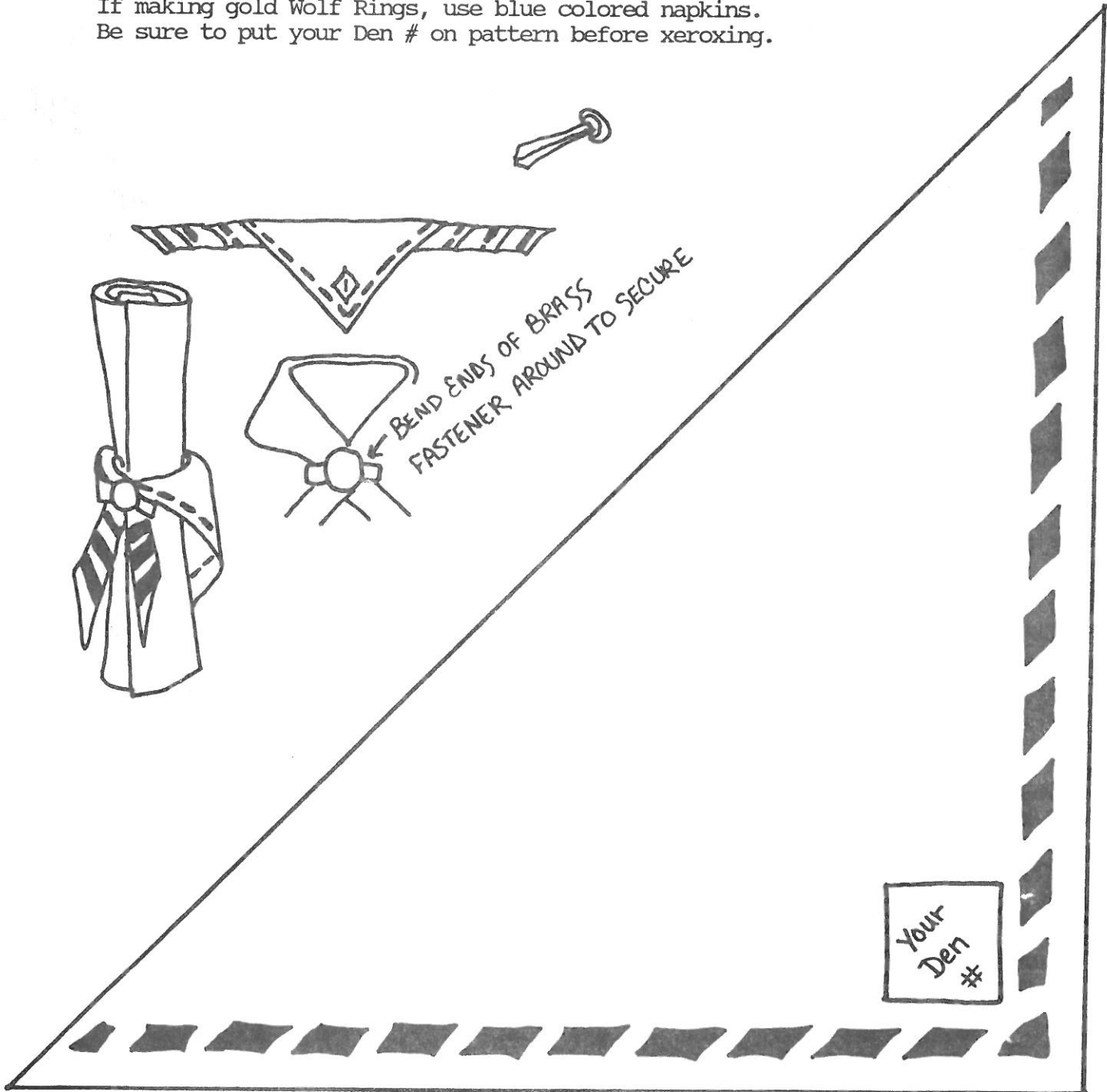


SPA-9

# NECKERCHIEF NAPKIN RINGS

1. Using pattern shown at bottom, xerox neckerchiefs on blue copy paper (Bear) or gold copy paper (Wolf). Paper is available at any office supply store.
2. Roll paper neckerchief as you would the real one. Bend rolled paper neckerchief around and clip on a brass paper fastener. Bending the ends of the paper fastener around to secure the paper neckerchief. Insert a rolled napkin to complete.

\*\*\* If making blue Bear Rings, use gold colored napkins.  
If making gold Wolf Rings, use blue colored napkins.  
Be sure to put your Den # on pattern before xeroxing.



↑ SPA-10 ↑  
PATTERN FOR NAPKIN RING AND INVITATION

## BLUE AND GOLD THEME

**INVITATION:** Cut a sheet of yellow construction paper in half lengthwise and then fold in half.

Outside: Cub Pack \_\_\_\_\_  
Inside: You are cordially invited to attend the Blue & Gold  
Banquet of Pack \_\_\_\_\_  
Time:  
Date:  
Place:

Outside

Designs: You could use any of the following designs: Fleur-de-lis, Cub Scout silhouette, hat silhouette, the den number, the Webelos emblem, or the Wolf, Bobcat or Bear pictures. Use blue construction paper.

**CENTERPIECE:** This could be the same design as on the invitation. Use yellow construction paper 9" X 9" glued to cardboard. Add the Cub Scout silhouette centered in blue and trim with 1/4" strips of blue construction paper. For variation turn square to resemble a diamond or patch shape. A stand can be made by using a piece of cardboard 2" wide X 9" long. Cover with construction paper, put a slit in each end and fold each end in 2-1/2" from the end.

**PLACE CARDS:** Use your same design (fleur-de-lis, Cub Scout, etc.) cut down in size. Make a triangle by folding a piece of construction paper in 4 equal sections, doubling two sections and gluing together. Then glue your design to the doubled section.

Cut place cards can be made by using wooden spoons and index cards. Place decorated spoon to one side of index card, folded in half.

A neckerchief place card (and/or nut cup) can be made by cutting a triangle from yellow construction paper, with base 8-1/2" across and sides 6" long. Add detail with felt tip marker. Roll over 1/4" on long edge. Bring two ends together at point where tie slide usually goes and staple here. Bend up points and back so neckerchief will stand up.

**NUT CUPS/  
FAVORS:**

Place your design on a 5" square of contrasting color construction paper and glue nut cup to center. If you put your centerpieces on an angle, you could also put your design on an angle for this.

A Cub Scout hat nut cup can be made by cutting a 2" styrofoam ball in half. Glue on cardboard brim and paint blue, except for front panel which is yellow. Scoop out top of ball so a nut cup will sit inside.

**NAPKIN  
RINGS:**

Use empty paper towel tubes and cut in 1" sections. Cover with construction paper and decorate with your design.

**PLACEMATS:** Use full sheets of yellow construction paper and follow your design by putting small designs in the corners or blue lines along edges, etc.

## OTHER THEMES

**CIRCUS:** Circus wagon centerpieces; balloons to decorate room and tables; peanuts instead of mints in nut cups; clown hat shape for nut cups and place cards. Play circus music and the Cubmaster could dress up as the ringmaster.

**INDIAN:** War bonnet shaped invitations, name tags, etc.; arrowhead shapes, drum shapes for nut cups, place cards. Headbands with small feather and sit nut cup inside. Teepee centerpieces; brown paper as placemats with Indian designs and fringe edges. Moccasin shape or canoes could also be utilized.

### HAPPY

**BIRTHDAY:** Cakes for centerpieces and dessert; cake shaped invitations; decorate table with streamers and balloons; use fleur-de-lis to indicate Scouting's birthday on favors and place cards.

**PIONEERS:** Covered wagon or log cabin centerpieces; campfires made with twigs or burnt matches with nut cups placed in center; name tags and place cards in coon-skin cap shape; placemats decorated with bear paw prints.

**JUNGLEBOOK:** Baloo, Shere Khan, Bagheera, Kaa, Akela (see wolf book) could be used on placemats, invitations, favors, etc. Small trees could be centerpieces or groups of jungle type leaves.

**PIRATES:** Use skull and crossbones for invitations and placecards; treasure chests for centerpieces and nut cups. Placemats could be replicas of old treasure maps.

**PATRIOTIC:** Uncle Sam hat invitations, place cards, centerpieces; use historic or current flags to decorate room or small versions on tables; Lincoln and/or Washington silhouettes would also be appropriate.

### MIGHTY

**MISSISSIPPI:** Riverboats, rafts, canoes, bridges, cane fishing poles, Tom Sawyer.

### SPACE

**CREATURES:** Pick your favorite - ET, R2D2, Godzilla; use futuristic space vessels; the solar system.

## SPECIAL PACK ACTIVITIES

Cub Scouting is activities, which means fun, family, doing, learning and adventure. A successful activities program with the monthly theme will enable the pack to use the program theme material provided by National, Council and District. When planning these themes keep in mind that Cub Scouting is a twelve month program. Remember the activities must be fun for the boys as well as their families. Some printed resource material available is the Cub Scout How Do Book and Cub Scout activities book.

### CUB SCOUT INDOOR FIELD DAY

This is an indoor activity which could be scheduled for a regular monthly activity or a standby activity when an outdoor activity is canceled due to bad weather. Packs competing by dens seems to work best. The size of the pack will dictate this.

Some of the events might be....

DISCUS THROW - Use a paper plate and throw it like a discus.

FOOT RACE - The den is lined up heel to toe and the greatest length wins.

HIGH WHISTLE - The boy who holds a whistle the longest, with one breath wins.

FEATHER BLOW RELAY - Blow a feather 50 feet and then return and tag the next runner.

BAWL GAME - The boy who makes the sound of a baby crying the longest with one breath is the winner.

GREAT SHOE ROUNDUP - All the boy's shoes are piled up across a line. On a signal the boys race to the pile and find their shoes. Put them on and run back. First team with all shoes on wins.

ELEPHANT RACE - Tie one leg of a pair of panty hose around the boy's waist leaving the other leg hanging down. Put a potato in the toe for weight. Another potato (the roundest one you can find) lays on the floor. Swing the hanging leg without using your hands and strike the potato on the floor in order to propel it a certain distance. First across the line wins. This could also be a relay. Untie the panty hose and tie them to the next boy and so on.

## PINEWOOD DERBY

This is one of the most successful and fun events in Cub Scouting. This activity is one that dad takes the most interest in and it usually shows. Guidelines and rules must be written and fully understood in order for this activity to be successful. This could be held inside as well as outside.

Some packs make their own track and some packs share. Once a track is made, it will last year after year with very little maintenance. Refer to pack activities books for plans on building your track.

### SIMPLE PINEWOOD DERBY RULES:

All cars must pass the following inspection to qualify: (an inspection team can do this as the boys come in.)

1. Width should not exceed 2-3/4 inches.
2. Length should not exceed 7-3/8 inches.
3. Weight should not exceed 5 ounces.
4. Axles, wheels and body should be from materials provided in the kit.
5. Wheel bearings, washers and bushings are prohibited.
6. No lubricating oil may be used.
7. Axles may be lubricated with powdered graphite or silicone.
8. A car should not ride on any kind of spring.
9. Free wheeling with no starting devices.
10. No loose materials of any kind allowed in the car.

Judges must be at the top of the track as well as at the bottom.

### VARIATIONS:

CONESTOGA WAGONS - Turn the regular kit into a covered wagon. The only added material will be the cover.

FIRE TRUCK DERBY - Turn the regular kit into a fire engine and make a ladder out of toothpicks.

HUMPTY DUMPTY DERBY - Use an egg as a driver and tie it in with a rubber band. Race the car down the track and let it crash. Hopefully the egg will not bust. Race again this time with seatbelt and let it crash. This should be a one time demonstration.

## OBSTACLE COURSE

You have a starting line and a finishing line with obstacles in between. Obstacles might be a balance beam low to the ground. Some type of ball toss, jumping up to ring a bell, wiggle through a narrow space such as several tires and swing on a rope. Maybe include a bucking horse. The choice of events is totally up to the committees imagination. Keep it simple, make it fun, but don't forget safety.



## KITE DERBY

Kite derbies should be held in the spring or the fall when there is a good chance of a breeze. It may include various kite activities with a picnic later. Prizes may be awarded but some packs have a kite derby just for fun.

Follow these simple guidelines for a successful kite derby:

1. The kite committee should consider the location. An open field away from wires.
2. If contests are included, the "RULES" must be distributed far enough in advance so everyone participating can be familiar with them. Rules should also be clearly posted the day of the event.
3. A starter and a few judges familiar with the rules will be needed and prizes.
4. What other activities for families do you want to consider? Picnic? Non Cub sibling events? Parent kite contests?
5. A plan B in case of bad weather.

### CLASSIFICATION OF KITES:

1. Bowed or tailless kites.
2. Flat kite or those having tails.
3. Box kites or combination kites.

### ENTRY REQUIREMENTS

The kite derby should have explicit rules to prevent confusion and questions later. Here are some suggestions:

1. All kites must be parent and son made.
2. Each kite should be numbered.
3. Only one kite per boy can be entered.
4. Each boy must have adult help launching and recovering their kite.
5. The kite must fly to be eligible for a prize.
6. Kites caught in power lines are lost and may not be recovered. Use this event to teach a little power line safety!
7. Kites may be adjusted or modified any time during the derby.
8. Cord may be measured at certain intervals to aid judges in determining height. Cords may also be premarked and distributed to each participant.

### RESTRICTIONS

1. No wire or metal flight lines permitted.
2. No kite fighting.
3. No glass or metal used in the construction of the kites.

### PREFLIGHT JUDGING MAY CONSIST OF:

1. Best looking.
2. Most comical.
3. Biggest.
4. Most unusual.
5. Smallest.
6. Best workmanship.

The preflight winners cannot receive their prizes until the kite is proven air worthy. Judges might keep this part secret until after the flights.

### DURING THE FLIGHT JUDGING:

1. Most stable flight characteristics.
2. Best crash.
3. First kite in the air.
4. Most unusual flying pattern.
5. Most graceful flying.
6. Highest after 5 minutes.
7. Fastest climbing.
8. Highest after 15 minutes.

## CUBINDY

Cubindies are races where the cars are large appliance boxes made and decorated by parents and boys and the engine is the boy. Some type of harness is used to attach the car to the boy's shoulders, leaving his legs free to run out of the bottom of the box.

A ribbon cutting ceremony to start the race might be used, and don't forget the ambulance and crew. This just might be used for a few laughs.

Rules are similar to the Indy 500 where races take a certain number of laps and pit stops are made, and service performed by the parents and other crew members chosen by the boy. The pit crews must all be the same number of people.

Certain maintenance procedures are performed on all cars, but in any order the boys call for. The list is attached to the car and marked off by a judge stationed at each pit. Maintenance procedures might be:

CHANGING TIRES OR ROTATING TIRES - This may entail taking the boy's shoes off and putting them back on. Or, the Cub may wear socks over his shoes and hands and have them rotated at each pit stop.

CLEAN HIS WINDSHIELD - Every boy should wear some type of goggles or safety glasses similar to what a race car driver wears. These must be cleaned with a spray bottle of water and a paper towel.

GAS HIM UP - Give a piece of candy or some other prearranged snack. Every boy must use the same thing in order to be fair.

TAKE ON WATER - A prearranged amount of water is given to each boy through a straw.

Prizes may be awarded for the car, the race, the pit crew or any other activity that may take place at the races.

This could be an indoor as well as an outdoor activity. More laps could be added for the shortness of the indoor track.

## FRISBEE GOLF TOURNAMENT

All you need is a frisbee and poles with flags attached. Set up any kind of golf course the area will permit. By team or individual, the least amount of tosses to the flag wins.

## SPACE DERBY

This is similar to the pinewood derby with a rocket kit propelled by three rubber bands along a heavy fishing line. The rockets are carved by the boy with guidance by an adult. Rules are set by the pack and should be uncomplicated. Kits can be purchased at the council office or local distributors. Extra rubber bands are a must. Make sure the line is higher than the boys heads or the rubber bands may grab their hair.

### TIPS:

1. Lubricate the rubber band. This prolongs the band's life and power and helps reduce breakage during the competition. They can be soaked overnight in castor oil.
2. Have extra boxes of rubber bands on hand. Remember, it takes three rubber bands to fly each ship.
3. "Warm up" the spaceships by gradually winding the rubber band motor to it's full capacity - first 50 turns, then 100 turns, then 200 turns, etc. Release the propeller between each winding.
4. A small hand drill is good for winding rubber bands. It will also help speed up the event.
5. For an evenly matched race, wind all rocket motors the same number of turns. (for 100 foot launch lines, 150 to 170 turns should do)

### SPECIAL SPACE DERBY EVENTS

1. Speed - First rocket to finish.
2. Endurance - Last rocket to finish.
3. Relays - The boys form four teams of two. One boy sends the rocket down the line and the other boy takes it off, rewinds it and sends it back. Fastest round trip wins.

## RAINGUTTER REGATTA

This is a sailing event with boats made by the boys. Boys provide the wind by blowing on the sail. (Use a 10 foot length of raingutter for the racetrack)

Set up some simple rules and give them to the boys before they build their boat.

This event can be held inside or outside.

The boat kits are available from the scout office or a scout distributor. Boats can also be rubber band powered such as those found in the wolf book. Also available for purchase are trophies, metals, ribbons and plaster casting molds.

### FATHER/SON CAKE BAKE AND AUCTION

Father and son (or other adult male partner) bake and decorate their own cake with no help from mom or any female at all (THIS INCLUDES CLEAN UP!) Send out invitations to all relatives and friends, because this is a golden opportunity to make money for the pack. If you happen to know an auctioneer, this will lend pizzazz to the show. Besides being a fund raiser, prizes can be awarded for:

- Prettiest
- Best Scout Theme
- Funniest
- Heaviest
- Biggest
- Best Decorated
- Tallest
- Smallest

### GENIUS NIGHT

This is a kit which is assembled by the committee consisting of a paper sack filled with many smaller items. The boys may construct anything they want to from the materials supplied. All they need supplied is glue, paint and imagination. The only rule needed is that each kit contain the same items.

Examples of things that could be put in the sack:

- String
- A Drinking Straw
- Marble
- Toothpicks
- Ball
- Yarn
- Paper Plate
- Paper Cup
- Wire
- Block of Wood
- and anything else you can think of.

Prizes can be awarded for most creative, etc.

### HAUNTED HOUSE

This goes with the Halloween month and is a big favorite with packs that do it. You will need very large appliance boxes preferably refrigerator or freezer size. Arrange these boxes into a twisting confusing maze, with dead ends and trap doors. Music and lighting are very important. Exploration holes in the side walls with strange items on the other side for the boys or their parents to try and identify by feel only. Examples.... Cooked spaghetti, Bones, Peeled grapes, Mannequin parts, Raw liver, and hair or a wig. The larger the maze the more fun the pack will have. The hardest thing will be getting everyone out of the haunted house to go home.

## BICYCLES IN CUBBING

One of the first things a boy does when he is old enough to play outdoors, is to get on a set of wheels, be it a trike, Big Wheel, or bike. The second thing a boy does on his wheels outdoors is to have a wreck. How many times have you driven down a quiet street and all of a sudden a bike goes shooting out in front of you, or a bike is in front of you all over the road with complete disregard for any other vehicular traffic? Why not have a Cub Scout Bicycle Safety Program with a rodeo included to help the boys become more proficient in operation of their bikes?

If the Cub Scout age boy is operating his bike in an unsafe manner, his chances of a serious accident are very high. More than 2000 boys between the age of 5 and 14 are involved in serious bicycle accidents every year and the number seems to be climbing. Do you want your boy to be one of those statistics? It is a fact, that the bicycle safety program will help reduce the rate of serious injury to our boys by almost 50%.

The simple rule of thumb for setting up any program is:

WHAT...WHO...WHERE...WHEN...HOW... and WHY.

WHAT: A safety program.

WHERE: Have a suitable and safe location with a "Plan B" in case of rain. A place where the ground or floor can be marked off with chalk, tape, or string away from traffic and outside interference. A large enough place, maybe a school parking lot, shopping lot, or gym with other activities going on at the same time to keep the boys busy not actively involved in the inspection or Rodeo.

WHEN: In the spring when the weather first starts to turn warm and all the bikes are out. May is an ideal time of year.

WHO: The Cub Scout Pack and as many adults as can be recruited to help mark the course as well as judge. It is also a good idea to have a police officer there to help inspect the bikes and maybe hand out inspection certificates and or stickers.

HOW: Security of the bike. Have a Den Chief show how to lock and secure a bike with lock and chain, where to locate the serial number and record it. Maintenance. Have a station where the boys are told and shown proper maintenance of the various systems of the bike. In a Den meeting there should be instruction and practice in minor maintenance problems and the servicing of a bicycle. A Den Chief or older brother can help show them what happens if brakes fail, if handle bars are loose, if a wheel is wobbly, or a tire is cut or bruised. Show the boys how to check the saddle adjustment, spoke tightness, chain tension, bearing adjustment, lights, reflectors, and bell or horn operation, gear operation. Urge the boys to make any necessary repairs before the bike clinic.

**IT IS STRONGLY RECOMMENDED THAT ALL BIKE CYCLISTS WEAR SAFETY HELMETS!**

## BICYCLE RODEO/SAFETY PROGRAM

### INSPECTION LIST

- \_\_\_ Frame...Clean and not bent out of shape.
- \_\_\_ Front fork...Clean and not bent out of shape.
- \_\_\_ Steering Bearing...Well lubricated and turns freely with no binding.
- \_\_\_ Pedal Crank Hanger...Turns freely with no more than a small amount of play in the bearing.
- \_\_\_ Pedals...Bearing well lubricated and adjusted for free movement. Pedals tightly screwed into the crank. Badly worn threads replaced.
- \_\_\_ Fenders...Clean, tightly attached without rattling or rubbing against the tires.
- \_\_\_ Wheels...Run true without wobbling. Wheel nuts are tight.
- \_\_\_ Wheel bearings...Well lubricated are properly adjusted to move freely with just a little play.
- \_\_\_ Spokes...Tightened to a uniform tension.
- \_\_\_ Tires...Properly inflated to recommended pressure, good tread and valves completely air tight.
- \_\_\_ Rims...Free of dents and kinks.
- \_\_\_ Chain...Proper tension allowing a 1/2 inch play, clean, oiled and wiped dry.
- \_\_\_ Gearing...Clean and oiled, with gears adjusted to eliminate all slipping.
- \_\_\_ Brakes...If coaster/even braking; operated within a 20 degree back pedaling motion. If hand-even braking; all nuts tight; minimum of 3/16 inch thickness of rubber of shoes. Front and rear brake each hold well without catching. Brake shoes aligned with rim, and hit with a minimum of the hand controls.
- \_\_\_ Cables...No frayed ends, no broken strands, all cables taut.
- \_\_\_ Handlebars...Tightened securely, grips not worn, fits snugly,adjusted to the comfort of the rider.
- \_\_\_ Saddle...Height adjusted to rider, securely tightened.
- \_\_\_ Lights...Front light visible to 500 feet generator or battery in good operating condition.
- \_\_\_ Rear Red Reflector...Visible to 300 feet size meets local requirements.
- \_\_\_ Accessories...Well tightened and securely fastened.

Assign one dad to check three of four items. Seven or eight dads might be needed to check the items. Boys keep moving from dad to dad getting his list checked off.



## BICYCLE MAINTENANCE QUIZ

### TRUE OF FALSE

1. Your saddle should be low enough so you can put both feet on the ground while in the saddle. (False. To check saddle adjustment, set the pedal crank so that one of the pedals is in its lowest position, with one foot on the ground, sit in the saddle and place the ball of the foot on the low pedal. The leg should be almost straight. It is true that you should be able to stand with both feet on the ground while straddling the bar, off the saddle. Have one of the boys show how to adjust a saddle to the proper height.)
2. Your bike chain should have about a half inch of play and should be oiled to keep it from rusting. (True. Have a boy show how to adjust chain tension.)
3. Spokes help keep the bicycle wheel straight and true. (True. Ask a boy to show how to tell when a spoke is loose.)
4. Your handlebars can be a little loose without danger. (False. Handlebars should always be tight. Have a boy show how to tighten them.)
5. On bicycle with handbrakes, the wheel rims must be kept clean. (True.)
6. You can make brake repairs yourself. (False. An experienced bicyclist may be able to make some cable adjustments on hand brakes, but for safety's sake, it's best to leave brake repairs in the hands of a bicycle serviceman.)
7. A bicycle must have a front light, reflectors, and a bell or horn. (May be either True or False. Check with police officer or local ordinances.)
8. As long as there is some air in your tires, it doesn't matter how much. (False. They should be inflated to the correct pressure for safety and longer wear. Ask a boy to show where to find what the correct tire pressure should be.)

**STOPPING ACCURACY:** Ride in the street parallel to the curb and stop within 3 inches of a line running out from a mark on the curb.

**CHANGE DIRECTION BY SOUND:** Advance in a straight path and change direction on command.

**SIGNALING:** Demonstrate all hand signals while riding and properly execute all the signaled stops and turns.

**REVERSING DIRECTIONS:** Go to the left side of a 12 foot wide lane, turn around clockwise, ride in the opposite direction and turn around counter clockwise.

**QUICK DIRECTION CHANGES:** Change direction quickly on signal from the tester, giving proper signals.

**BALANCE TEST:** Coast for 30 feet following a straight line not more than 4 inches wide, with the body entirely on the left side of the bike. The left foot is on the left pedal and the right foot pushes off the ground to provide momentum.

**CHANGES IN BALANCE:** Ride three times around a figure eight formed by two touching circles each 20 feet in diameter.

**PEDALING AND BRAKING:** Mount and ride 100 feet at an average speed, pedaling and braking correctly, then dismount and park the bike.

**MANEUVERING:** Mount and coast 12 feet before turning the pedals more than a half turn.

**RIDE A STRAIGHT PATH:** Ride 30 feet on a straight path 8 inches wide.

**EMERGENCY STOP:** Ride directly toward an obstacle and stop 10 to 14 inches from it.

## LEARN TO SWIM PROGRAM

This National Program was designed in cooperation with the American Red Cross and National Interscholastic Swimming Coaches' Association to provide an opportunity, through packs for every Cub Scout to learn to swim.

This is an overall summer activity which is conducted by Packs with help as needed from the District.

Organize a committee to head this activity and of finding a place, qualified swimming instructors and life guards. The American Red Cross might help here as well as th YMCA, Boy's Club, Community Pools, Womens Clubs, Mens Clubs, High Schools and College Swimming Coaches, and your imagination for more.

Don't forget to publicize the activity through the organization who furnishes the pool and instructors.

Resources available from the BSA are:

Wolf book, Bear book, Webelos book, Swimming Skill book, The New Cub Fun Book, Cub Scout Leader book, Boy Scout Handbook, Cub Scout Activities, Swimming Merit Badge, Safe Swim Defense, and Cub How To Book.

## WATER ACTIVITIES

After you have conducted Safe Swimming, why not try a Water Carnival. A Water Carnival is games and contests in the water following the safe swimming rules.

Activities might include:

**PIRATES GOLD:** Pennies in the pool. Five pennies per boy are thrown in the pool.

Make sure the water is not too deep for the small boys. Teams are divided up.

On "GO" all the boys jump in and get one penny at a time and bring this penny back to home and returns to find another. A relay race could work also.

**EGG AND SPOON RACE:** (For swimmers only) Cubs line up in chest high water with an egg and a spoon. the egg in the spoon and the spoon in the boys teeth. The race is on if the eggs fall off the egg must be placed back on the spoon before the boy goes on.

**CORK RETIRIEVE:** Scatter corks in the pool on the far side and go for it. One cork per turn. The boy or team with the most wins.

**SHARKS TEEIH:** Same as above but catch the corks in their teeth. (Make sure corks are large enough to prevent swallowing)

**BALLOON RACE:** Balloons are in the pool. Boys jump in and move the balloon to a designated area with nothing but their heads.

Any kind of find and retrieve game is good, but remember the object must be safe for the pool as well as the boys!

## TIGER CUBS

Tiger Cubs is a one year program for first grade boys and an adult member. The program is easy and simple. The boy joins along with an adult partner, to make up a Tiger Cub team. The adult should be someone who cares about the boy and is willing to help him throughout the year. This person could be a parent, aunt, uncle, grandparent or even an older brother or sister. The boy and adult partner team meets with four to eight other teams, making up a Tiger Cub group.

The boys have many opportunities to SEARCH out new activities, DISCOVER new things, and SHARE them with one another in the program. Those three words, "Search, Discover, and Share" are the Tiger Cub Motto.

Tiger Cubs is family orientated, as are all facets of Scouting. the main difference is all activities are worked on by the boy and his adult partner. This will help build a closer relationship between them. Many of the activities can be done with the entire family or with the Tiger Cub Group. The program offers opportunities to share ideas, values, and dreams with the boys. In addition, it builds self-esteem and self-confidence in the Tiger Cub boy.

The goals of Tiger Cubs are:

HAVING FUN TOGETHER... in doing this, the boy learns with his adult partner.  
GETTING TO KNOW ONE ANOTHER... not just the immediate family but also the other Tiger Cub families.

GROWING TOGETHER... in doing so, the family is strengthened.

GETTING ALONG TOGETHER... this may be the first time for the boy to meet with a group outside his school.

DISCOVERING TOGETHER... the boy will find many new and interesting things about his world.

With all these goals, the first goal should be stressed. That goal is FUN - fun for the boy, fun for his partner, and the fun that the two can have together.

The Tiger Cub groups are organized at the option of the chartered organization and the Cub Scout pack. Tiger Cubs are affiliated with the Pack but meet separately. A member of the pack committee acts as the Tiger Cub Organizer-Coach.

The Tiger Cub Organizer-Coach:

1. Participates in Tiger Cub organizer training offered by the district or council.
2. Conducts an orientation session with the new Tiger Cub Teams, using "Welcome to Tiger Cubs" flip chart #3925 and the Tiger Cubs B.S.A. Organizer Manual #3923A.
3. Distributes activity packets.
4. Collects registration fees.
5. Is the key person in the pack relationship with the Tiger Cub Group.
6. Member of the Pack Committee.
7. Helps organize the Tiger Cub Group.
8. Assists in planning the first gathering, using "Big Idea One" from the activity packet.
9. Maintains monthly contact with each host team in the Tiger Cub group.
10. Coordinates Tiger Cub participation in at least two Cub pack activities that will introduce the Tiger Cubs to the fun in Cub Scouts.
11. Makes arrangements for the graduation of the Tiger Cubs into the Cub pack at the May Pack meeting.

## TIGER CUBS -CONT.

The Tiger Cub program operates with the concept of shared leadership. Each boy/adult team assumes at least one monthly theme and hosts the months activity, by planning the monthly meeting. Most meetings involve an activity in a home or a field trip. Leadership sharing is an important part of the program and helps form a pool of adults with leadership experience for future involvement in Cub Scouting. To help the Tiger Cub group follow an easy program, there is a family activity packet which should be available for the boy and adult partner at the time of registration.

Included in the packet:

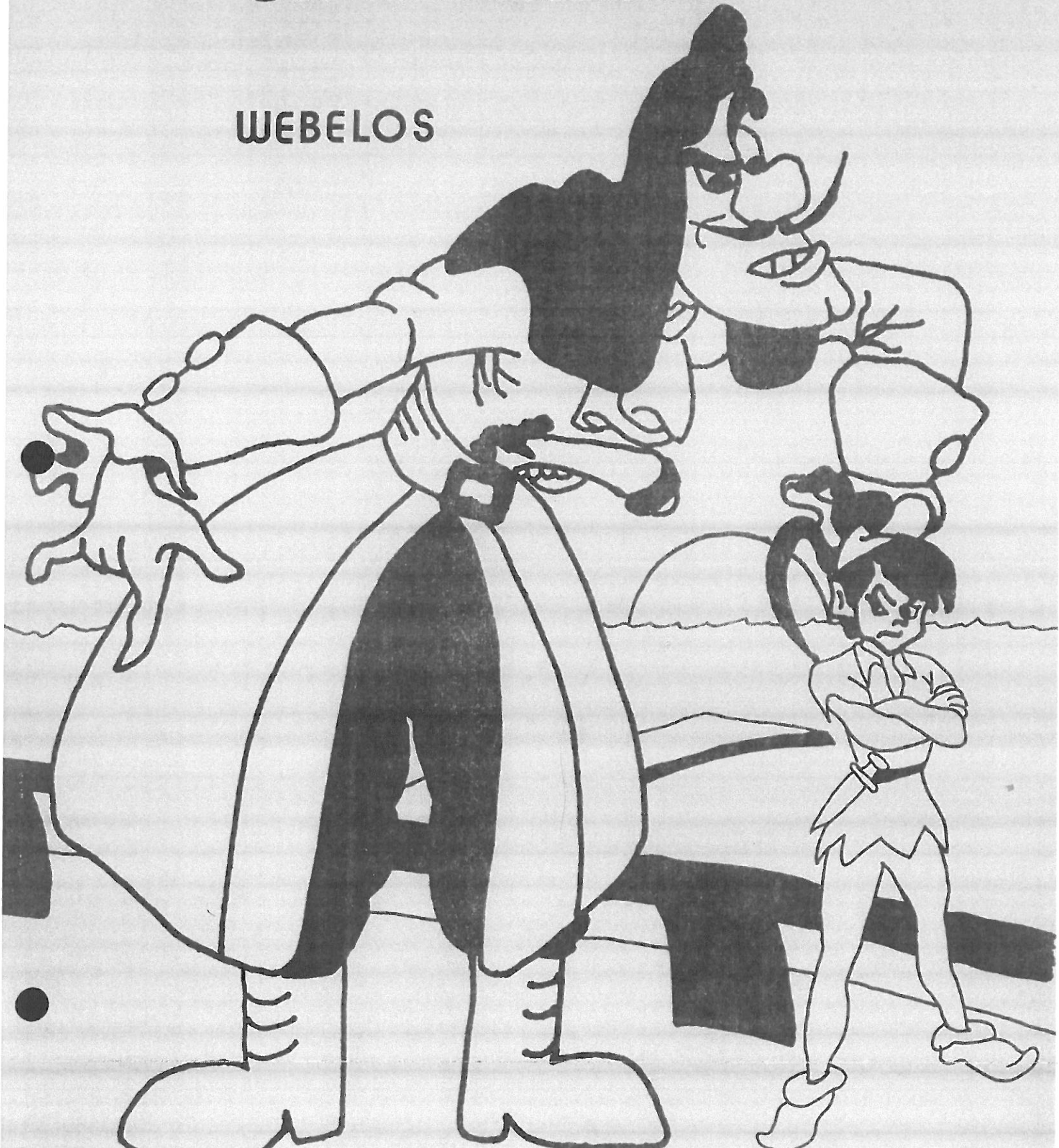
- \* Tiger Cub family activity booklet, which outlines the yearly program and suggests workable monthly themes. These are only suggestions and are called Big Ideas.
- \* A sheet of activity stickers used for immediate recognition at home when the Tiger Cub does something with his adult partner. There are no ranks in Tiger Cubs.
- \* Wall poster activity chart for the boy to show off his stickers.
- \* Two iron-on emblems (one for the boy, one for the adult) to use on any T-shirt as desired, since no uniform is required.
- \* Tiger tracks recognition system of iron-on emblems which are awarded by the adult partner to the Tiger Cub when he participates in the monthly group activity.
- \* Tiger Cub application form to be filled out. After processing in the council office, a membership card will be issued to the boy and the adult partner.





# PIRATES OF THE CARIBBEAN

WEBELOS







WEBELOS - CITIZEN

CITIZENSHIP RATING SHEET:

Ask the boys to rate themselves on their citizenship, using the 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.

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!

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: \_\_\_\_\_  
Date: \_\_\_\_\_

TRAITS

SCORES

1. I am honest, even in little things.
2. I am courteous, loyal and kind to my parents, teachers, 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.

## WEBELOS - CITIZEN

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. 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.

Citizenship gives you certain rights, and with those rights, certain responsibilities.

### YOUR RIGHTS AS A CITIZEN:

- The right to equal protection under the law and equal justice in court.
- The right to be free from arbitrary arrest or search.
- The right to equal education and economic opportunity.
- The right to select public officials in free elections.
- The right to own property.
- The right to free speech, press and assembly.
- The right of religious freedom.
- The right to have a lawyer and a speedy court trial if accused of a crime.

### YOUR RESPONSIBILITIES AS A CITIZEN:

- Obey the laws.
- Respect the rights of others.
- Keep informed on issues of national and local government.
- To vote in elections.
- To serve and defend your country.
- To assist the agencies of law enforcement.
- To practice and teach good citizenship in your home.

You may want to make two large posters - one for rights and the other one for responsibilities. These could remain posted at your meeting site. While this may be a one month topic, it needs to be practiced and remembered twelve months of the year.

### SUGGESTED DEN ACTIVITIES:

Have a 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 anti-litter campaign.

## WEBELOS - COMMUNICATIONS

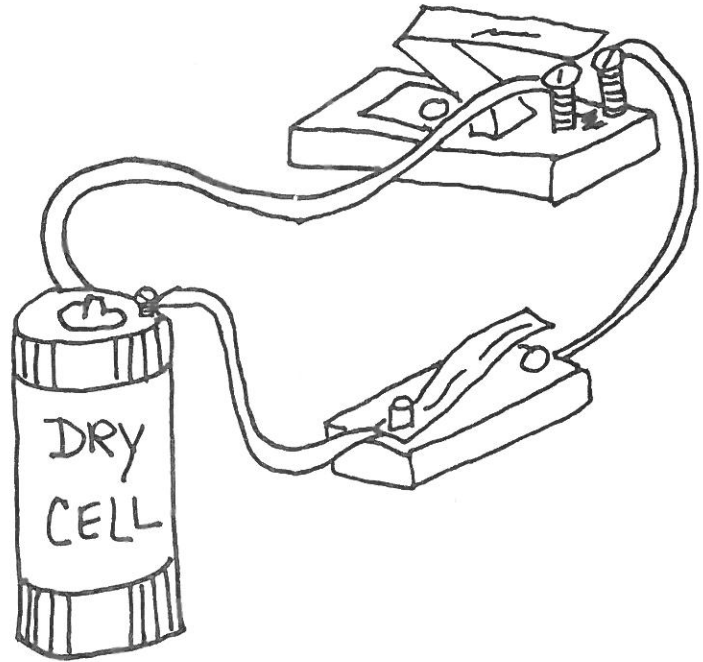
### OLD FASHION TELEGRAPH SET:

Need: 2 wood blocks, 2 wires, 2 metal strips cut from a tin can, 3 screws, 2 nails, 1 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= $\wedge$	L=  lamp
E= $\cap$	M=  man
I=	N= T nail
O= O	P= $\uparrow$ pick
U= U	Q=  (like K)
B= H bed	R=  rose
C=  car	S=  snail
D=  dog	T=  tie
F=  fish	V=  valentine
G=  girl	W=  water
H=  house	X= X
J=  jug	Y=  you
K=  kid	Z=  zebra



### HOBO SIGNS

					
BE QUIET	IN	OUT	GO! MARCH ON!	VERY GOOD	DOUBTFUL
					
DON'T GIVE UP	VERY QUIET	SPOILED	NOTHING	TELEPHONE	
					
DOCTOR	DANGER	DOG	BAD DOG	YOU MAY CAMP HERE	WOMAN
					
BE GOOD	WEALTH	KINDHEARTED WOMAN	SAFE CAMP	BE AFRAID	

## WEBELOS - CRAFTSMAN

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.

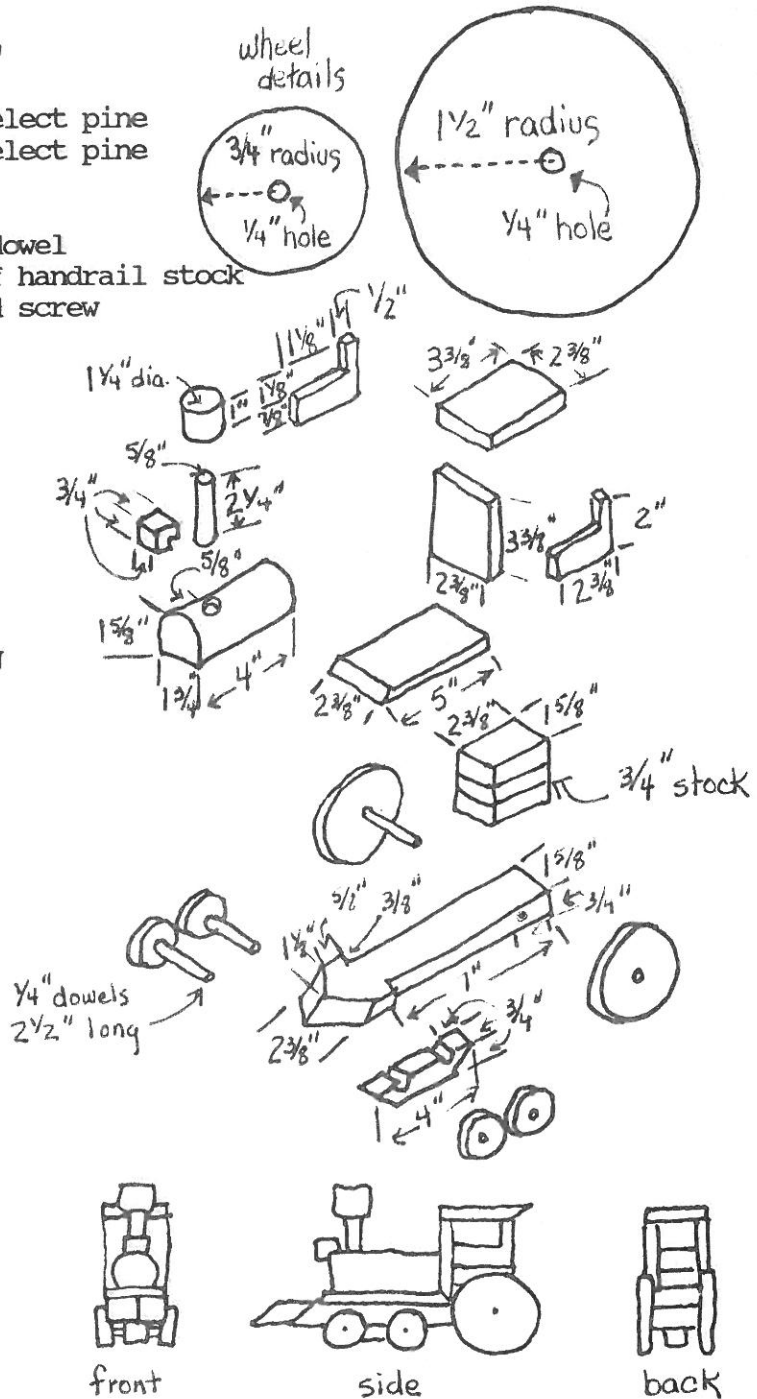
### STEAM ENGINE

Note: Size is 9-3/4" X 6" X 2-3/8"

- Materials:
- 3/4" X 2-3/8 X 20" C-select pine
  - 3/8" X 3-1/2 X 26" C-select pine
  - 1/4" X 9" dowel
  - 5/8" X 3" dowel
  - 1" of 1-1/4" diameter dowel
  - 1-3/4" X 1-5/8" X 4" of handrail stock
  - 1 1-1/2" flat head wood screw
  - white wood glue
  - sandpaper
  - varnish
  - 0000 steelwool
  - 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 and 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.



## WEBELOS - ENGINEER

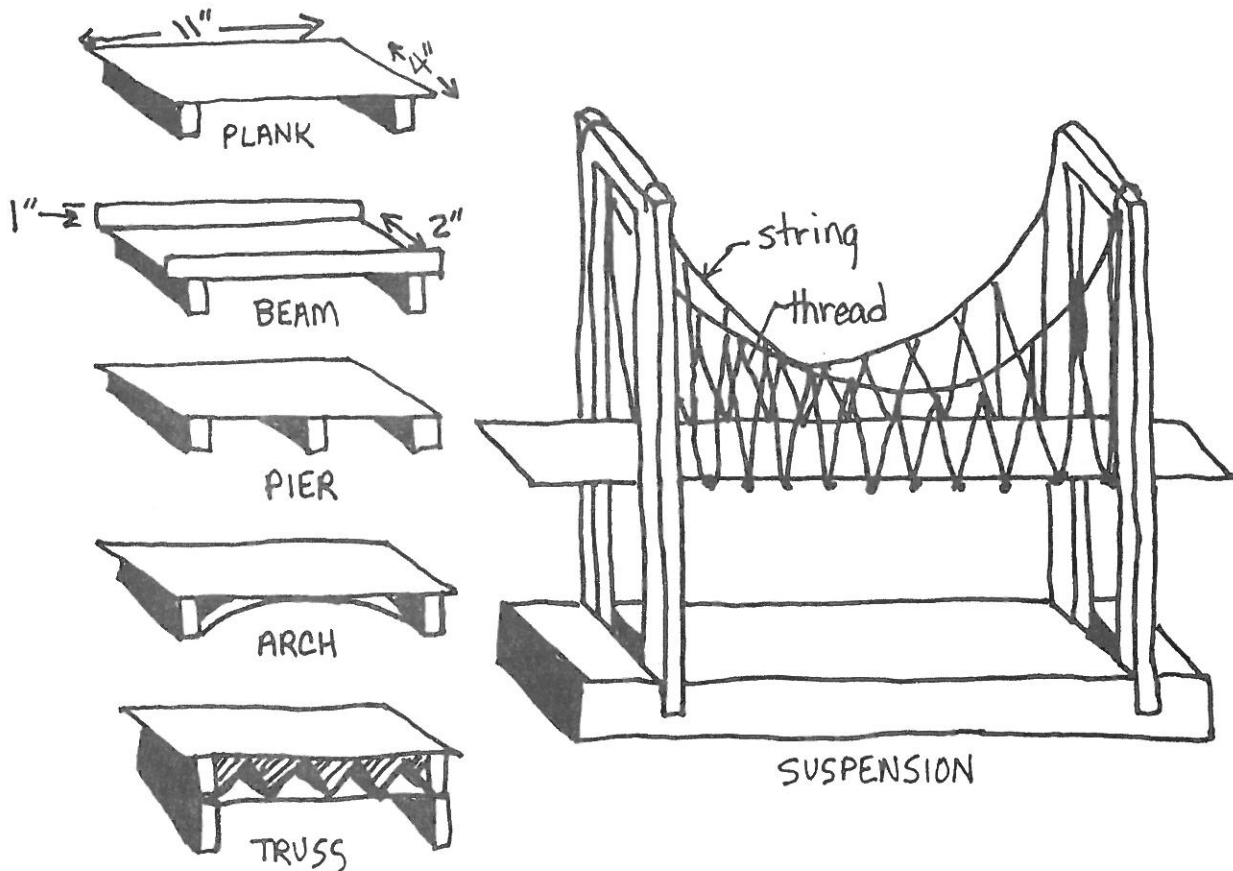
BRIDGE BUILDING: Ever since man found roads that would let him travel from one place to another easier and faster, he has been faced with the problem of crossing streams, rivers, gullies and canyons. So he invented bridges - structures to leap from these obstructions and make the way smoother. At first, 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 bridge and the type of construction depend upon the kind and width of the obstruction, 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 cannot 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 will love to try to bring about the demise of a bridge and are astonished at the strength of the truss and suspension bridges.



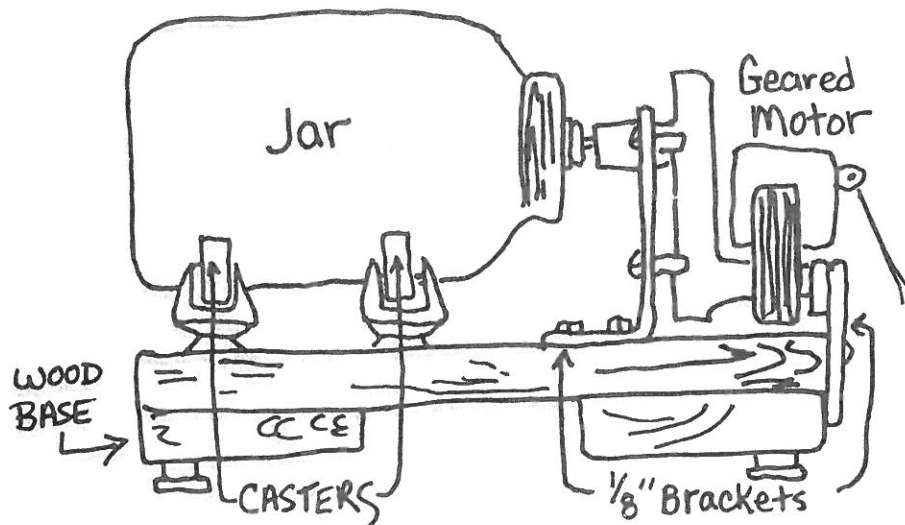
WBL-5

## WEBELOS - GEOLOGIST

### ROCK TUMBLER:

Need: 1 quart glass jar  
Large piece of scrap lumber  
4 nylon furniture casters  
Small geared down motor (22.8 RPM 110 volt AC)

This simple tumbler will grind and polish agates or other semi-precious stones that you collected on a field trip. 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, the casters, placing them where the jar rests and turns easily on them. The electrical connections of the little motor are exposed; so cover or tape them well to prevent shocks.



### MOUNTAINS AND VOLCANOES

To teach boys how mountains are formed, take a piece of corrugated cardboard, a piece 15" X 12". Next let them use salt dough to create a replica of Earth. Put in rivers and lakes, volcanoes and mountains. Using pieces of sponge dipped in a mixture of green food coloring and water, mount on 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 in 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.



## WEBELOS - READYMAN

Even with the best precautions, sudden illness or physical injury can strike anyone at any time. Since the first person to arrive on the scene will usually not be a medical professional, as many people in the community as possible should be prepared to give basic emergency first aid. If you know first aid, you will use it for the rest of your life. With it, you can care for yourself and others in times of accidents and emergencies.

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 Poisons By Mouth. These are the hurry cases where every single minute counts. Be prepared to act fast.

### POISONING PREVENTION:

All medicines, even aspirin and liniments, can cause poisoning. Keep them away from children!

### MANY COMMON HOUSEHOLD SUBSTANCES ARE POISONOUS -

Examples: Cleaning products such as bleaches, detergents, lye and other caustics, polishes and waxes.  
Kerosene, lighter fluids, fuel oils.  
Paints, turpentine, paint removers and thinners.  
Pesticides (including mothballs), weed killers, fertilizers.  
Cosmetics, including nail polish, hair sprays and permanent wave material.

KEEP THESE PRODUCTS OUT OF REACH UNTIL YOUNGSTERS CAN BE TAUGHT THEIR PROPER USE.  
IN CASE OF POISONING:

1. Call your doctor or nearest hospital emergency room 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 THE HOSPITAL.
3. Always have the following information next to each phone in your home:  
Physician's Telephone Number:  
Office \_\_\_\_\_ Home \_\_\_\_\_

Remember: Small children will put anything in their mouth!!!!

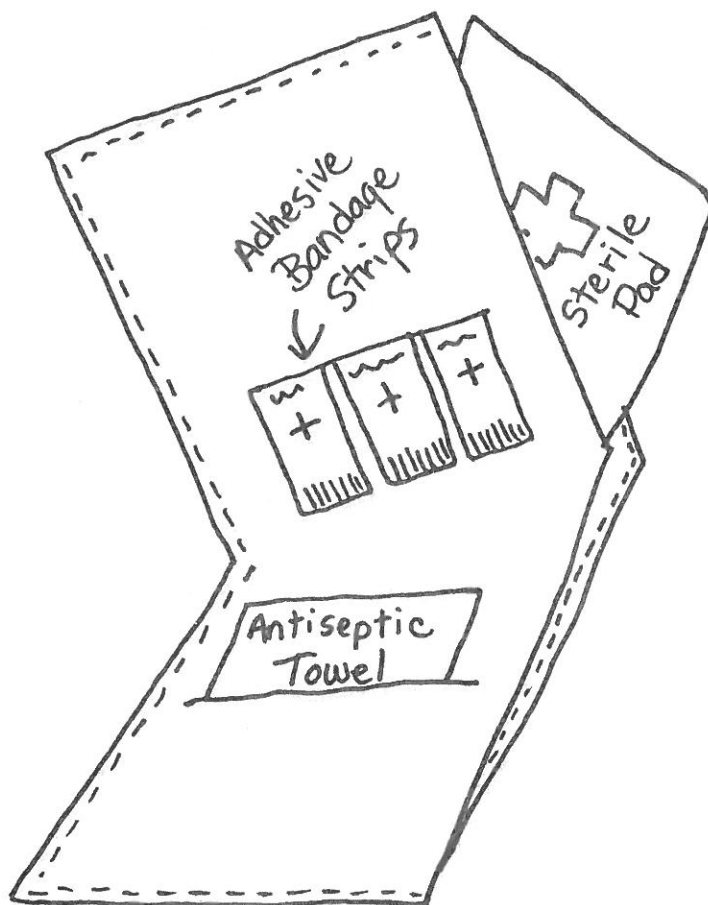
## WEBELOS - READYMAN

### WALLET FIRST AID KIT

#### Materials needed:

- 2 or 3 adhesive bandage strips
- 1- 2X2 sterile gauze
- Soap leaves or an antiseptic moistened towel

Soap leaves: Soak a paper towel in a solution of 50% liquid dish soap and 50% water. lay the rowel on a cookie sheet and allow to dry. Cut the paper towel into 2"X 3" strips and staple together. They can be used to wash up without having the messy wet bar of soap to put away. Simply pull a leaf from the pack and use it.



## WEBELOS - SCIENTIST

We live in an exciting age of science that continues to bring new explorations and discoveries. The scientist tries to learn the laws of nature that govern the how, why, and wherefore of the world about him, so that these laws can be used by people to improve our living environment.

Experiments covering each of the badge requirements are found in the "Webelos Scout Book" and additional ideas are found on the next few pages. Choose some experiments and enjoy an exploration into science with your Webelos Scouts. Be sure that you have tried the experiments ahead of time and have the necessary materials on hand.

### VINEGAR MAGIC

**Genie of 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 similar images.

## WEBELOS - SCIENTIST

### COLOR THE SKY

You know the sky is blue, but did you ever wonder why it isn't white, green or red? Here is the reason:

Light from the Sun is white. But white is composed of many colors: yellow, orange, red, green, blue and violet. Blue rays and violet rays are shorter light waves than the light waves of other colors. These shorter light waves can be bent far more easily than the waves of other colors.

Small particles of dust and moisture in the atmosphere bend the blue and the violet rays and spread these rays all over the heavens. Therefore, we see these particular waves more clearly than we see the light waves of other colors, and the sky appears blue.

Here is an easy experiment that shows how the particles in the air bend the blue rays.

Fill a drinking glass with water. Add a few drops of milk. This milky fluid represents the air, filled with dust and moisture, surrounding the Earth.

Get a flashlight. Now darken the room. The beams from the flashlight represent the light from the Sun. Hold the flashlight two inches from the glass and at a right angle to it. The water looks blue! Why?

The few drops of milk in the water have bent and scattered the blue rays contained in the white light from the flashlight. In the same way, the dust and the moisture in the air bend and scatter the blue rays from the Sun all over the sky, making the sky look blue.

### TESTING FOR STARCH

If you saw a white powder in a bottle and there was no label on the bottle, how would you know what the powder was? It might be a deadly poison or it might be a nourishing food. A chemist could easily tell: he has learned how to test for substances in various ways.

You most likely have some starch and some baking powder in your kitchen. You use the starch to make clothes crisp and smooth in the laundry. You use the baking powder to make a cake light and fluffy. Both these powders look very much alike. Unless they were put in clearly labeled boxes, it would be hard to tell the difference between them.

This simple experiment gives you absolute proof as to which substance is starch.

Fill two glasses halfway with water. Put a teaspoonful of starch in one glass and stir the mixture. Put a teaspoonful of baking powder in the other glass and stir the mixture. They will both look sort of milky. Now take a bottle of iodine from your medicine chest. It very likely has a dropper connected to the cap. Drop one drop of the iodine solution into each glass. The baking powder solution will turn brown, but the starch solution will turn purple.

There is starch in many things. This test will always work.

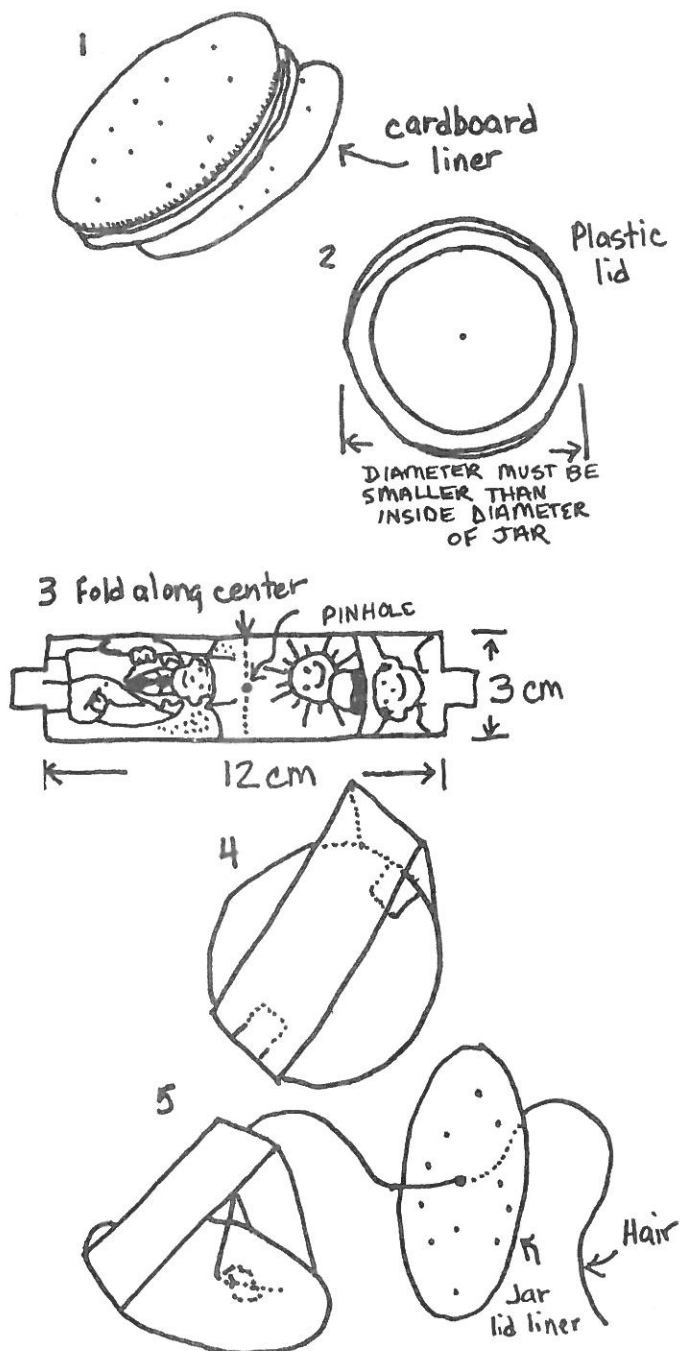
## WEBELOS-SCIENTIST

### 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.

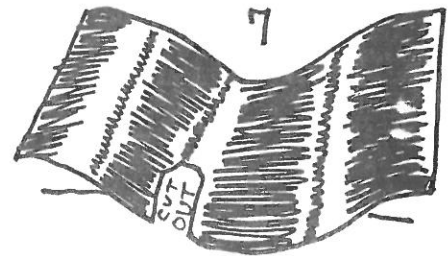
Materials: Large clear glass jar with lid (1 qt. mayonnaise jar)  
Lightweight plastic lid (from cottage cheese container)  
Human hair  
Paper and thin cardboard

1. 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.
2. Cut plastic lid into disc with a diameter smaller than jar opening. Make a pinhole exactly in the center of plastic disc.
3. Cut a thin cardboard rectangle, 3 cm x 12 cm. 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.
4. Bend the tabs inward, and tape them to opposite ends of plastic disc's underside. The pictures should face outward.
5. 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 the jar lid. Thread the other hair ends through a pinhole in the liner. Do not return liner to the metal lid yet.



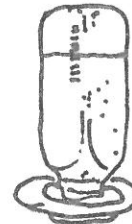
## WEATHER FORECASTER CONTINUED:

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 metal 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.



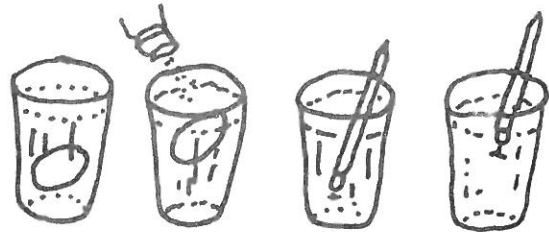
## BAROMETER

A barometer measures atmospheric pressure. 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 8-10 marks  $\frac{3}{8}$ " apart. The middle mark should be even with the water level. Check each day. If the water level is higher, the atmospheric pressure is higher and fair weather is coming. If it's lower, look for unsettled weather.



## HYDROMETER

This measures the density of a liquid. An object can float in a liquid only if it is less dense than the liquid. Prove this by placing a fresh egg in a glass of water. The egg will sink. Then add 2 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.



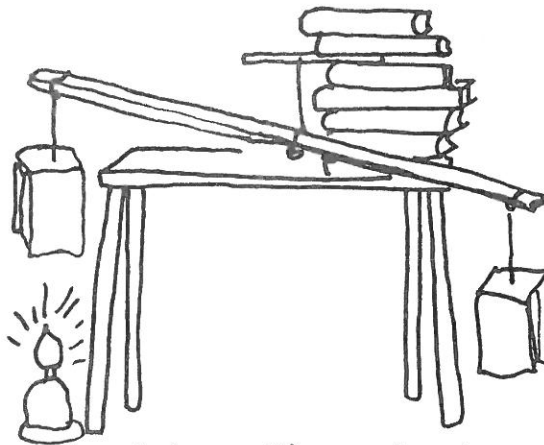
Why? Salt water is more dense.



## WEIGHING AIR

This experiment will help illustrate why Montgolfier's balloon worked. To make this balance that weighs air, you will need:

- two large paper bags
- a yardstick
- some thread
- tape
- a pencil
- some books
- small electric lamp



1. Tape a piece of thread to the bottom of each bag. Tie one bag to each end of a 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 is lighter than a bag full of cold air.
5. Now hold the light bulb under the other bag. As the air in this bag 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 of warm air.

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 day 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's denser to us.

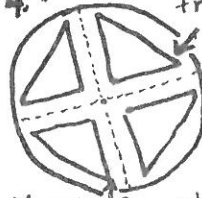
# CENTRIFUGAL FORCE

There is only one solution to solve this puzzle. It's so simple that your friends might bite their nails in trying solve it. Use a large metal screw-top cover, 4 marbles, and four pieces of triangle wood or stacked 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 which is underneath. The solution is at the end.

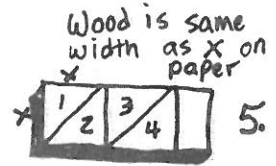
## QUESTION:

Can you get all four marbles to stay at the rim at the same time?

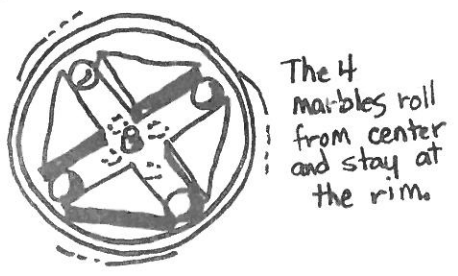
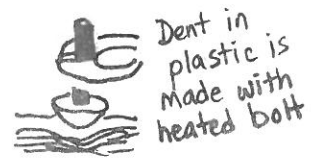
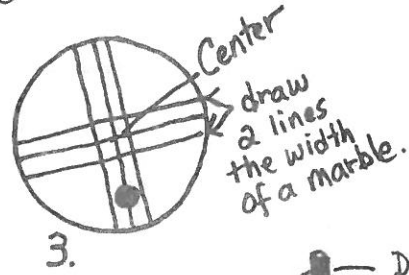
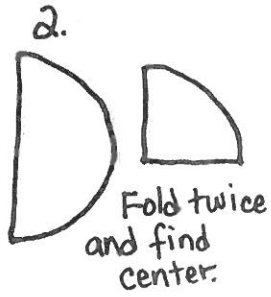
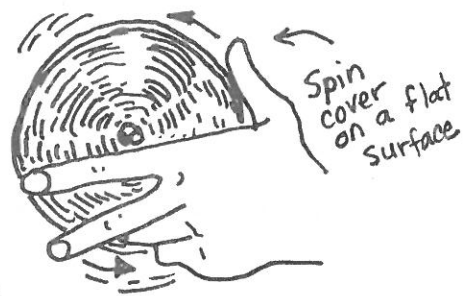
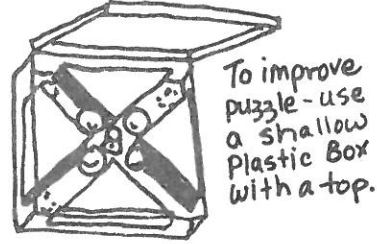
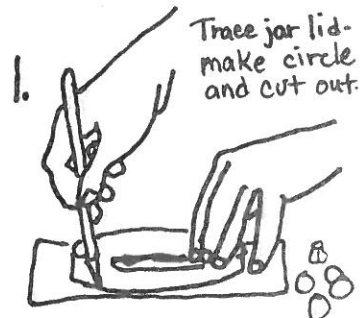
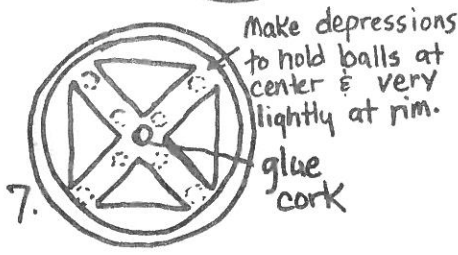
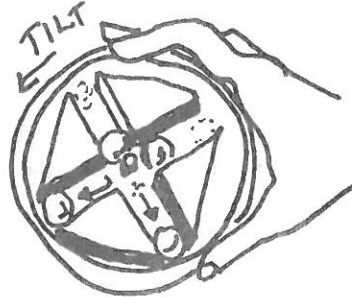
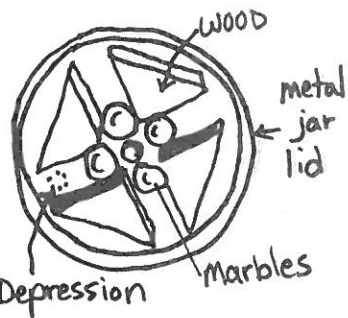
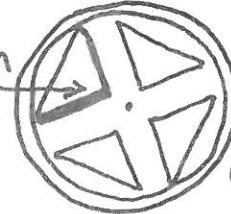
4. Draw lines for triangles



$\frac{1}{4}$  to  $\frac{1}{2}$ " from edge



glue wood in lid



## WEBELOS - SHOWMAN

There are ways for Webelos Scouts to earn the Showman Activity badge. The three areas are Puppetry, Music and 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 alter of Dionysus. 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: semi-circles 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 performances were 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.



WBL-15

## GUIDING STARS (Special Leader Recognition)

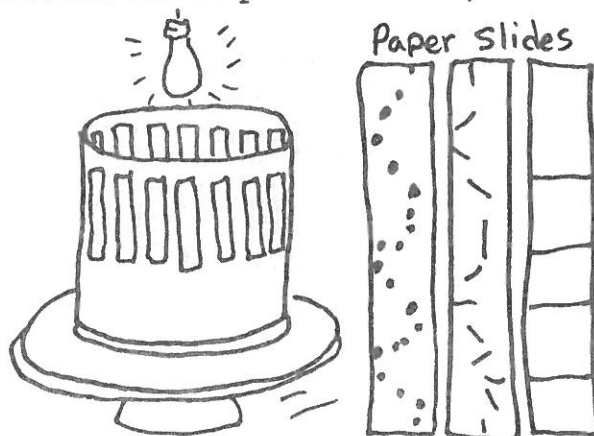
This recognition is presented by the Webelos Dens. It should be presented after the advancement and achievement recognitions. Let a parent help with this, so that the presentation will be a complete surprise to the Leaders of the Pack.

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 through the star.

- 1st Webelos: If you will look around you, you will see many bright stars besides the ones that we hold. My star represents our Cubmaster (name) and his/her assistants (names). (On the word represents, pop head through star.) On behalf of all Cub Scouts I wish to say THANK YOU for the leadership you have given our pack.
- 2nd Webelos: My star represents the committee (if not too many, give their names) for your time and effort in helping our pack grow.
- 3rd Webelos: My star which is a very bright one is full of excitement and fun. Thank you Webelos and Cub Leaders (names) for your untiring service and help to give us the opportunity to become better Boy Scouts.
- 4th Webelos: My star represents the Den Chief's (names) who encourage the Cub Scouts to become better Scouts in their work and play. Thank you.
- 5th Webelos: 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

Use 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 1" between slots. Cut strips of paper to fit inside canister. Draw action sequence: boy running, man going upstairs, fish swimming, flower growing, etc. 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 canister can be painted black.)



## WEBELOS - TRAVELER

Maps are fun to read. Maps are fun to make. But the most fun of all is reading a map you, yourself have made. And don't think that maps are only good for locating hidden treasures and correct freeway exits... although both are mighty welcome sights. Maps can be used for any number of rather silly but enlightening things.

### SCRAP MAP

A map doesn't have to be of a far away place or a large land area. It can be of a neighborhood - your neighborhood!

Make a map of your neighborhood. Use canceled stamps to show the locations of mailboxes. Use washers to show where stop signs are. Use scraps as symbols for stoplights, houses, stop signs and fire hydrants.

Many maps have a legend. A legend is very important in helping someone read a map. It contains all the symbols used in the map and tells what they are. Make a legend in one of the corners of your map. Show the scraps used in the map and tell what each means.

### TIME DISTANCE MAP

Make a map showing your house, your school, and all the streets in between the two. Mark your route to school. Walking at the same speed for the entire trip, notice how far you've gone after five minutes of walking. Figure out how much space that takes on your map. Mark this as a scale in the legend. Then figure out how far you can run in five minutes. Translate that distance to the scale on the map. Try the same trip on your bike. Mark that in your legend. If you want to make an even more accurate time-distance map, make allowances for special things like these:

If I miss the light at Aldine and Park Avenue, my trip to school will take an extra three minutes.

If I'm running to school and I pass through the Washington Street shopping mall during a sale, I'll lose 5 minutes of time!

I ride my bicycle uphill more slowly than downhill.

## WEBELOS - TRAVELER

### GUIDE TO EMERGENCY ACTION

1. Auto Accident: Move 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 a 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 police, and an ambulance if necessary. Write down the license number of the other car and the name and address of its driver. Get names and addresses of witnesses. If you are first at the scene of an auto accident, 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.

2. 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.

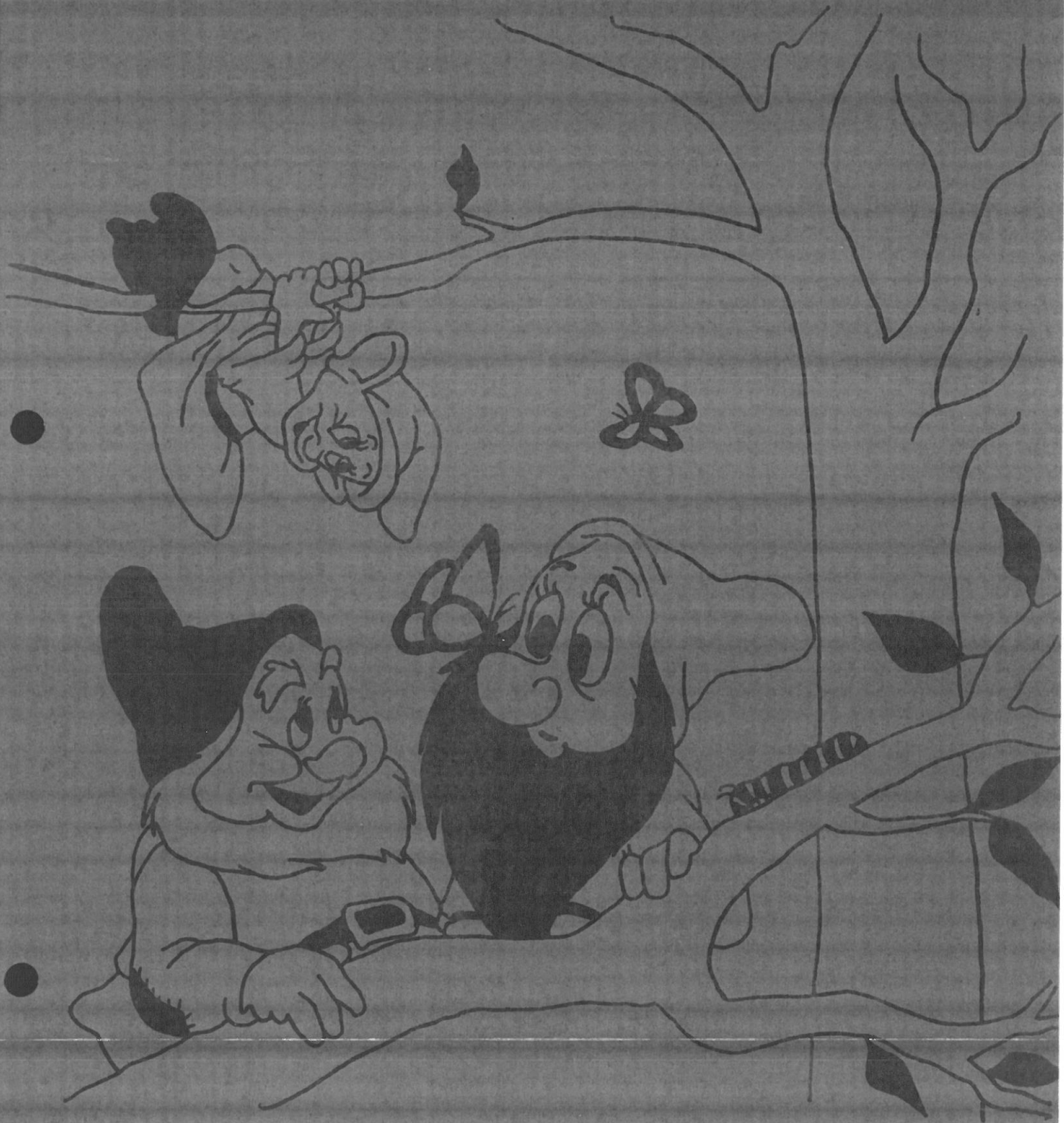
3. Headlight Failure: Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares. Check battery terminals for loose connections. If this is not the trouble, send for help. Never drive at night without lights.

4. 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.

5. 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 again. 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.



more good stuff





## WHO MAKES A CUB SCOUT PROGRAM

EVEN THOUGH MY TYPEWRITER IS AN OLD MODEL, IT WORKS QUITE WELL EXCEPT FOR ONE OF THE KEYS. I WISHED MANY TIMES THAT IT WOULD PERFECTLY. IT IS TRUE THAT THERE ARE FORTY-SIX KEYS THAT FUNCTION WELL THOUGH, BUT JUST ONE KEY NOT WORKING MAKES THE DIFFERENCE.

SOMETIMES IT SEEMS TO ME THAT OUR CUB SCOUT PROGRAM IS SOMEWHAT LIKE MY TYPEWRITER ... NOT ALL THE KEY PEOPLE ARE WORKING PROPERLY.

YOU MAY SAY TO YOURSELF, "WELL, I AM ONLY ONE PERSON. I WON'T MAKE OR BREAK A PROGRAM." BUT IT DOES MAKE A DIFFERENCE; BECAUSE A CUB SCOUT PROGRAM, TO BE EFFECTIVE, NEEDS THE ACTIVE PARTICIPATION OF EVERY ONE.

SO THE NEXT TIME YOU THINK YOU ARE ONLY ONE PERSON AND THAT YOUR EFFORTS ARE NOT NEEDED, REMEMBER MY TYPEWRITER AND SAY TO YOURSELF, "I AM A KEY PERSON IN OUR CUB SCOUT PROGRAM, AND I AM NEEDED VERY MUCH!"

## WHAT IS A BOY?

Between the innocence of babyhood and the dignity of manhood we find a delightful creature called a boy. Boys come in assorted sizes, weights, and colors, but all boys have the same creed: To enjoy every second of every minute of every hour of every day and to protest with noise (their only weapon) when their last minute is finished and the adults send them off to bed at night.

Boys are found everywhere... on top of, underneath, inside of, climbing on, swinging from, running around, or jumping to. Mothers love them, little girls hate them, older brothers and sisters tolerate them, adults ignore them, and Heaven protects them. A boy is Truth with dirt on his face, Beauty with a cut on its finger, Wisdom with bubble gum in its hair and Hope of the future with a frog in its pocket.

When you are busy, a boy is an inconsiderate, bothersome, intruding jangle of noise. When you want him to make a good impression, his brain turns to jelly or else he becomes a savage, jungle creature bent on destroying the world and himself with it.

A boy is a composite... he has the appetite of a horse, the digestion of a sword-swallower, the energy of a small pocket sized bomb, the curiosity of a cat, the lungs of a dictator, the imagination of Paul Bunyan, the shyness of a violet, the audacity of a steel trap, the enthusiasm of a fire cracker, and when he makes something he has five thumbs on each hand.

He like ice cream, knives, saws, Christmas, comic books, the boy across the street, woods, water (in its natural habitat), large animals, big trains, Saturday mornings, and fire engines. He is not much for Sunday School, company, schools, books without pictures, music lessons, neckties, barbers, girls, overcoats, adults or bedtime.

Nobody else is so early to rise or so late to supper. Nobody else gets so much fun out of trees, dogs, and breezes. Nobody else can cram into one pocket a rusty knife, a half eaten apple, 3 feet of string, an empty Bull Durham sack, 2 gum drops, 6 cents, a sling shot, a chunk of unknown substance, and a genuine supersonic code ring with a secret compartment.

A boy is a magical creature...you can lock him out of your workshop, but you can't lock him out of your heart. You can get him out of your study, but you can't get him out of your mind. Might as well give up... he is your captor, your jailer, your boss, and your master... a freckled faced, pint size, cat-chasing, bundle of noise. But when you come home at night with only shattered pieces of your hopes and dreams, he can mend them like new with two magic words.....

"Hi Dad!"

## YOUNG PEOPLE'S BILL OF RIGHTS

REGARDLESS OF RACE, COLOR OR CREED...

THE RIGHT FOR ME TO HAVE:

1. The affection and guidance of understanding parents.
2. A decent home in which I may be adequately fed, clothed and sheltered.
3. Religious guidance and training.
4. A school program which offers me opportunity for development to my full potential.
5. Constructive discipline for the development of good character, conduct and habits.
6. Security in my community against influences detrimental to proper development.
7. The individual selection of wholesome recreation.
8. Life in a community in which the well-being of children is considered of primary importance.
9. Good adult example.
10. A job for my ability, training and experience.
11. Protection against physical or moral employment hazards which make wholesome development difficult.
12. Health services to prevent and treat disease and to permit my mental, physical, and social development.

## THE SCOUTER

He hasn't much in worldly goods,  
Yet he's richer than you know,  
For he's chosen to be a Scouter,  
And his spirits are aglow.

He's just a Scouter, nothing more,  
But he molds the lives of boys,  
He teaches them how to do their best,  
And he shares their many joys.

They work on badges, go on hikes,  
Share campfires in the night,  
They practice skills and follow laws,  
And learn to do things right.

He watches them grow from boys to men,  
And it makes it all worthwhile,  
When they turn to him and say, "Gee, Thanks!"  
And their faces wear a golden smile.

## WHICH BONE ARE YOU?

The Wish Bone: Member who always wishes someone else would do the job.

The Jaw Bone: Member who talks a lot and does nothing but criticize.

The Knuckle Bone: Member who is forever knocking the efforts of others.

The Back Bone: Those old faithful members who are never too busy to undertake a job and complete it, and are ready to serve their families, organization and community.



### THE LITTLE CHAP WHO FOLLOWS ME

A careful man I want to be.  
A little fellow follows me.  
I do not dare to go astray  
For fear he'll go the self-same way.

I can not once escape his eyes.  
What e'er he sees me do he tries.  
Like me he says he's going to be  
That little chap that follows me.

I must remember as I go  
Through summer suns and winter snows,  
I am building for the years to be  
That little chap who follows me.

### LEADERS' SOLILOQUY

That no household task was left undone  
In my home I will not stay.  
Dust feathers are under my bed  
But I was building tomorrow today.

I went with my boys on a nature hike  
In a woodland beside a stream.  
We saw spring stretch and yawn and grow,  
Awakening from winter's dream.

We talked together and laughed together,  
We saw the robins return.  
We cooked together and ate together  
And watched the campfire burn.

Yes, a household chore was left undone,  
In my house just over the way;  
But I've been busy, as busy can be,  
Building tomorrow today!

## LEADERS - B S A

L - is for our love of boys;  
We want to help them grow.

E - is for enthusiasm  
For Scouting to make it so.

A - is for availability,  
To help them when they need.

D - is for the delight we get  
in seeing them succeed.

E - is for enjoyment that  
Scouting gives to one and all.

R - is for relying on,  
They'll do while they're small.

S - is for the satisfaction we feel  
When we help them to stand tall.

B - is for the boys, you know;  
some day they will be men.

S - is for Scouting, to help  
Them build for then.

A - is for America, the country they will lead  
If only we can shape them to do what we will need.

by Anne R. Nordskog (Passaic Valley Council - New Jersey)

## A BOY IN BLUE

BLUE AND GOLD ARE THE COLORS TONIGHT,  
BOYS IN UNIFORM SHINY AND BRIGHT;  
WITH SMILING FACES TO THE LEFT AND TO THE RIGHT,  
WE PAT HOMAGE TO OUR CUB SCOUTS TONIGHT.

A CUBMASTER WHO IS LOYAL AND TRUE,  
WHO WORKS WITH PARENTS AND THE BOYS IN BLUE;  
IN HOPES THAT THESE BOYS WILL GROW UP TO BE,  
BETTER CITIZENS THAN YOU AND ME.

DEN MOTHERS, TOO, IN UNIFORM BLUE,  
TEACHING CUB SCOUTS THE NEED TO BE TRUE,  
AND WORKING SINGING, AND PLAYING WITH THEM;  
STRIVING REAL HARD TO MAKE BETTER MEN.

SO ALL OF YOU CUB SCOUTS  
IN GOLD AND BLUE  
THE DOOR TO SCOUTING  
HAS BEEN OPENED TO YOU.

## A BOY'S EYES

"I'd like to be a Cub Scout....."  
(his eyes were deepest blue.)  
"I'd like to learn, and play, and build,  
like Bob and Andy do."

"I know how to use a hammer,  
I can drive a nail if I try.  
I'm eight years old, I'm big and strong,  
And hardly ever cry.

I gave him the application  
and parent participation sheet."  
(His eyes were filled with sunshine  
as he left on dancing feet.)

Next day...my friend was back again,  
A dejected little lad.  
"I guess I'll skip the Cub Scouts."  
(His eyes were dark and sad.)

"My mom is awful busy,  
She has lots of friends you see,  
She'd never have time for a den,  
She hardly has time for me."

"And dad is always working....  
He's hardly ever there.  
To give him any more to do  
Just wouldn't quite be fair."

He handed back the papers  
With the dignity of eight years,  
And bravely left me.....  
(His eyes were filled with tears.)

Do you see your own boy's eyes  
As other people may?  
How he looks when you're too busy  
Or "just haven't time today"?

A boy is such a special gift....  
Why don't you realize,  
It only takes a little time,  
To put sunshine in his eyes.

## THE INDISPENSABLE MAN

Sometimes when you are feeling important  
Sometimes when your ego's in bloom  
Sometimes when you take it for granted  
You're the best qualified man in the room.

Sometimes when you feel that your going  
Would leave an unfillable hole  
Just follow this simple instruction  
And see how it humbles your soul.

Take a bucket and fill it with water  
Put your hand in it to the wrist  
Pull it out and the hole that remains  
Is the measure of how you'll be missed.

You may splash all you please when you enter  
You may stir up the water galore  
But stop, and you'll find in a minute  
That it looks just the same as before.

The moral in this is quite simple  
Do just the best that you can  
Be proud of yourself, but remember  
There's no indispensable man.

UNTITLED

YOUR CHILDREN ARE NOT YOUR CHILDREN.

THEY ARE THE SONS AND DAUGHTERS OF LIFE'S  
LONGING FOR ITSELF.

THEY COME THROUGH YOU BUT NOT FROM YOU.

AND THOUGH THEY ARE WITH YOU, THEY BELONG  
NOT TO YOU.

YOU MAY GIVE THEM YOUR LOVE, BUT NOT YOUR  
THOUGHTS.

FOR THEY HAVE THEIR OWN THOUGHTS.

YOU MAY HOUSE THEIR BODIES, BUT NOT THEIR  
SOULS.

FOR THEIR SOULS DWELL IN THE HOUSE OF  
TOMORROW,

WHICH YOU CAN NOT VISIT, NOT EVEN IN YOUR  
DREAMS.

YOU MAY STRIVE TO BE LIKE THEM,

BUT SEEK NOT TO MAKE THEM LIKE YOU.

FOR LIFE GOES NOT BACKWARD,

NOT TARRIES WITH YESTERDAY.....



## ONE SMALL BOY

From the sky we take some blue,  
Sprinkle with sunlight's golden hue,  
Gently stir with loving care,  
Add one boy with tousled hair.

Dress him in our blue and gold,  
A better citizen we will mold,  
With a law, and a promise, and a Bobcat pin,  
His adventure in Scouting will begin.

The trail is long, but filled with fun,  
To be enjoyed by everyone,  
Let his motto guide us well,  
"Do your best" for who can tell?

This boy we've dressed in blue and gold,  
May lead our nation when we're old,  
So guide him wisely, so he'll believe  
It's right to build, to serve, achieve!

Author Unknown

## THE SCOUTER'S DILEMMA

I love my children, I'm telling you  
And I know there's a lot of work to do  
In Scouts and Brownies and PTA  
But frankly, I just can't get away.

At the end of a day, I'm tired you know  
Just want to go out and see a show  
Or watch TV or play some bridge  
Just so darned tired to mess with kids.

And speaking of kids, you know that crime  
Is on the increase all the time?  
They ought to do something, maybe at school  
To teach the kids to respect the rules.

Or perhaps the church should do more good  
And teach them to act the way they should.  
I can't understand why they get that way  
Something's wrong somewhere I venture to say.

I send my kids to Scouts and such  
But it really doesn't help too much!  
They don't appreciate good things at all  
I used to be a Scout when I was small.

They need more volunteers you say  
Must be plenty around, must be some way  
To interest parents in worthwhile work  
That's something no one has a right to shirk.

Well, I hope they find someone, I'm telling you  
My kids need a leader to look up to  
They need someone to direct their play  
It's really a shame, I can't get away.

WHAT ARE CUB SCOUTS MADE OF?

CUB SCOUTS ARE MADE OF ALL OF THESE...  
SCARVES OF GOLD, PATCHES ON SLEEVES,  
TROUSERS OF BLUE WITH WELL-WORN KNEES,  
AND THAT'S WHAT CUB SCOUTS ARE MADE OF.

THEY'RE PARTLY INDIAN, OF FRINGE AND FEATHERS,  
AND BEADS AND BUTTONS AND BITS OF LEATHER,  
WITH WAR PAINT AND FRECKLES MIXED TOGETHER,  
AND THAT'S WHAT CUB SCOUTS ARE MADE OF.

THEY'RE MADE OF A PROMISE, A PLEDGE AND A PRAYER,  
OF HANDS THAT ARE WILLING, OF HEARTS THAT PLAY FAIR,  
WITH SOMETHING INSIDE THEM THAT GOD PUT THERE,  
AND THAT'S WHAT CUB SCOUTS ARE MADE OF.

## PARENTING

"No child of mine", I used to cry  
(before the stork had fluttered by)  
"Will ever throw a temper fit,  
or bite or scratch or whine or hit,  
or take a bottle 'til he's three,  
or sit for hours and watch TV,  
or dawdle so he makes me late,  
or leave his spinach on the plate,  
or act (in short) like other kids,  
who've made their parents 'flip their  
    lids"!  
But with the patter of little feet  
Come forty million words to eat!

Author Unknown  
(but obviously a parent)

## IN DADDY'S STEPS

I watched him playing around my door.  
My neighbor's little boy of four.  
I wondered why a child would choose  
To wear his daddy's worn out shoes.

I saw him try with all his might  
To make the laces snug and tight.  
I smiled to see him walk and then,  
He'd only step right out again.

I heard him say, his voice so glad,  
"I want to be just like my dad."  
I hope his dad his steps would choose,  
Safe for his son to wear his shoes.

And then a shout and cry of joy,  
A "hello dad" and a "hi-ya, boy"  
They walked along in measured stride  
Each face aglow with love and pride.

"What have you done today, my lad?"  
"I tried to wear your old shoes, dad,  
They're big but when I am a man,  
I'll wear your shoes... I know I can".

They stopped and stood there hand in hand,  
He saw his sons tracks in the sand.  
His words - a prayer come back to me:  
"Lord, let my steps lead him to thee."

## WHAT ARE VOLUNTEERS?

VOLUNTEERS are like Fords....

They have better ideas.

VOLUNTEERS are like Coke....

They're the real thing.

VOLUNTEERS are like Pan Am....

They make the going great.

VOLUNTEERS are like Pepsi....

They've got a lot to give.

VOLUNTEERS are like Dial soap....

They care more... don't you wish everybody did?

VOLUNTEERS are like VO5 Hair Spray....

Their goodness holds in all kinds of weather.

VOLUNTEERS are like Hallmark Cards....

They care enough to give the best.

VOLUNTEERS are like Standard Oil....

You expect more and you get it.

But most of all,

VOLUNTEERS are like Frosted Flakes....

They're GREEAAAT!!!!!!!!!!



## WHY GOD MADE FATHERS

God knew that children all would need  
Someone secure and strong  
To shelter and protect them  
And to teach them right from wrong...

Someone to take pride in  
And look up to as a guide  
Someone they could count on  
And in whom they could confide...

He knew as children grew up  
They'd need the reassurance of  
Someone with faith and trust in them  
Who would always give them love...

And that's why God made fathers.

Katherine Nelson Davis

## WHY I'M A LEADER

I'm not a Cub Scout Leader for the easy hours,  
High pay, parents gratitude, power or prestige.

I'm a leader because I want the world for your son and Mine... a world  
he can share and help shape; A world of love and laughter, where he  
can show compassion.

I want him to look at the stars, a sunrise, a sunset, the work and world  
of man.... and feel it's beauty inside himself.

I want to help him learn to finish everything he starts and do it well,  
and guide him to know his worth with a deeper understanding of himself.

I want to help shape men who have strength of character and are  
sensitive to the needs of others.

I want them to be the best they can be.

I'm giving of myself and my time. I reap rewards far beyond what I give.  
I receive for my children and future generations a better world.

I'm a scout leader, because I care!

## BRIGHT IDEA QUIZ

1. If it takes 3 minutes to boil an egg, how many minutes does it take to boil 3 eggs?
2. Which is heavier, a pound of feathers or a pound of gold?
3. A big indian and a little indian stood on a hill. The little indian was the big indian's son, but the big indian wasn't the little indian's father. How was this possible?
4. If 3 cats can catch 3 mice in 3 minutes, how long will it take 100 cats to catch 100 mice?
5. If a hole in the ground is 2 feet long, 1 foot wide, and 6 inches deep, how much earth does it contain?
6. On which side does a fish have the most scales?
7. Why are playing cards like Wolves?
8. Why does a chicken lay an egg?
9. When is it hard to get a ticket to the moon?
10. Why are false teeth like stars?
11. Why do turkeys have small appetites?
12. What has one foot on each side and another foot in the middle?

- ANSWERS:
1. 3 minutes (boil all 3 eggs at once)
  2. They weigh the same (a pound of anything weighs a pound)
  3. The big indian is the little indian's mother
  4. 3 minutes (it doesn't matter how many cats or mice there are because in 3 minutes' time all of the cats can catch a mouse.)
  5. The hole contains no earth (it's empty)
  6. On the outside (just ask any fish)
  7. They both come in packs
  8. If she dropped it, it would break
  9. When it's full
  10. They both come out at night
  11. Because they are always stuffed
  12. A yard stick

JOKES....RIDDLES....AND LOTS OF LAUGHS!!

KNOCK KNOCK

Who's there?

LITTLE OLD LADY

Little old lady who?

I DIDN'T KNOW YOU COULD YODEL!

What did the grape do  
when the elephant sat it?

It let out a little wine!

KNOCK KNOCK

Who's there?

ALTHEA

Althea who?

ALTHEA LATER!

Why aren't elephants allowed  
on the beach?

Because they can't keep  
their trunks up!

KNOCK KNOCK

Who's there?

HEAVEN

Heaven who?

HEAVEN YOU HEARD THIS BEFORE?

Why do elephants have so many  
wrinkles?

Have you ever tried to  
iron one?

KNOCK KNOCK

Who's there?

RADIO

Radio who?

RADIO NOT, HERE I COME!

What do you call a frightened  
skin diver?

Chicken of the sea!

What did the man in the camera store  
say to Snow White?

Some day your prints will come!

Here's a new way to get rich quick!  
Buy 50 pigs and 50 deer and put  
them in your backyard. When you  
wake up in the morning, you'll  
have 50 sows and bucks! (Fifty  
thousand bucks!)

Mommy, Mommy, the teacher got mad at me  
for something I didn't do.

Mother: That's terrible. What was it?

My homework!

## ETHICS IN ACTION

Mid-Iowa Council, B.S.A.

The ETHICS IN ACTION program was developed by the Viking Council in Minneapolis, Minnesota and by the Center for Youth Development and Research at the University of Minnesota. What started in 1985 as a request by Viking Council to develop a few activities to help Scout leaders and parents teach ethical decision making, has grown into one of the most exciting programs to be introduced to Scouting in a number of years.

The ETHICS IN ACTION program is a program which covers Cub Scout through Exploring age youth. The Cub Scout program is called DELV - Developmental Education for Lifetime Values. The Boy Scout program is called DELTA - Developing Ethical Leaders Through Action. And currently under development is a program for Explorer age youth tentatively called EXCEL - Exploring Careers As Ethical Leaders. Each of these programs are designed to be "age appropriate" thus taking into account the physical, mental and moral development of each age group within Scouting.

When Sir Robert S.S. Baden-Powell founded the Boy Scout movement in 1907, he realized that Scouting needed to teach values, skills and attitudes. The aims of Scouting today still reflect the ideals laid down by the founder of Scouting. The aims of character, fitness, service to others, and practical skills are still important to us. The ETHICS IN ACTION program is designed to increase the power of Scouting to achieve the aims and mission of the Boy Scout program.

The program is now being implemented in the North Central Region of the Boy Scout of America as part of a three year program. The materials presented in the training program are designed to show you what is being used within the North Central Region. It is expected that the ETHICS IN ACTION program will be incorporated into the program of the Boy Scouts of America in the future. Already, the Cub Scout program materials are being included in Program Helps for use by Cub leaders across the country.

The ETHICS IN ACTION program does not alter or replace nay part of the Cub Scout, Boy Scout or Explorer programs that we present to the young people in our units. It is a program to help our leaders in achieving the mission of the Boy Scouts of America - to help prepare young people to make ethical choices over their lifetime and to help them achieve their full potential. We accomplish the mission through our activities, such as games and the outdoor program. In the ETHICS IN ACTION program, we help the leader learn how to help young people make sense out of the things they are experiencing. Please come to one of the training sessions and have fun learning new activities and methods of helping our boys.

## RECOGNITION

The Cub Scout program is changing rapidly to fit the demands of today's youth. Don't be too sure you are "up" on the latest program developments. Granted, your experience is an invaluable resource, but there is always something new for us to learn. The Cub Scout program is very flexible and there are many ways to accomplish the same goals. Repeating training courses is not a waste of time, but a continuing source of learning. Both trainees and trainers learn something new every session. Remember, when you take training, you want guidance, not grades!

### A CHALLENGE TO CUB SCOUT LEADERS:

If you were to line up all the eight to seventeen year old boys in the world in a straight line and could keep them standing still enough to take a good look at them, you would find out, of every 100, 56 would come from Asia, 15 from Europe, 9 from Africa, 8 from Central and South Americas, 6 from the Soviet Union and 1 from countries of the South Pacific. Only five would come from North America. Eighty percent of the world's future manhood live in Asia, Europe and Africa. It is for this reason, that the war between ideologies of the free world and the Communist world is being waged most heavily in these areas. It is our job, as Cub Scout leaders, to see to it that America's less than 5 percent, develop into the strongwilled, dynamic type of men who will keep our country a leader in the free world.

### ADULT RECOGNITION

Recognition is not just for the boys. Leaders and parents work hard to bring the boys a quality Cub Scouting program. It is just as important to thank the leaders and parents as it is to recognize the boys. A leader who has been thanked is more likely to volunteer again.

Remember to give leaders service star pins for their number of years to the program, just as you would for the Cub Scouts. Adult leaders can also earn leader recognition for their uniform in the form of Cub Scout Leader awards (small patches with square knots worn over the left shirt pocket). Someone in the pack should keep track of the registered leaders to be sure they receive the proper recognition.

Often a leader or adult in the pack performs some special service which calls for a special kind of "Thank You". Verbal recognition at a pack meeting or a handwritten thank you note is always appreciated. Recognitions don't always have to be serious - they can be silly or funny, too.

The following page will give you some examples:

- HELPING HAND AWARD - Stuffed glove on a dowel rod for the person who always lends a helping hand.
- WET SPONGE AWARD - A piece of sponge mounted on cardboard. This is for the newest leader who needs help soaking up all there is to know about the Cub Scout program
- ON THE BALL AWARD - A styrofoam ball with a pip cleaner Cub Scout on top for the energetic person who has it all together.
- GOOD EGG AWARD - An egg made out of felt, mounted on cardboard. Or a special person who has been a good sport by helping the pack.
- BIG HEART AWARD - A big stuffed heart pillow in red. For someone who shows real dedication to the Cubbing program.
- PURPLE HEART AWARD - A big stuffed purple heart. For someone injured "in the line of duty".
- LIFE SAVER AWARD - Roll of lifesavers mounted on cardboard. This might be for someone who has assisted the pack with a problem.
- FIRST AID AWARD - Home made first aid kit. An award for a dedicated unit leader.
- GO-FOR AWARD - Plastic or model car mounted on a handmade trophy stand for the person who picks up awards or runs errands for the pack.
- GO GETTER AWARD - This is an inflated balloon full of hot air for "Go Power For The Go Getter".
- OLD FOSSIL AWARD - This is an award for the person who has been in Scouting the longest. This could be a rock or an arrowhead.
- BOUNCE AWARD - A sheet of "Bounce" fabric softener for the Den Leaders. It will give them bounce and soften their hearts.
- BRIGHT IDEAS AWARD - Spray a light bulb gold and attach to plaque. Present this to the person who always has good ideas.
- BANQUET AWARD - Use a large wooden spoon and paint blue and gold. Attach a ribbon and present to the Blue and Gold Chairman.
- GOLDEN PEAR AWARD - Attach a plastic fruit pear to a plaque and present to the couple (pair) who has done so much for the pack.
- GOLDEN KNOT AWARD - This is a good award for the Cubmaster. Use rope and spray paint gold. Attach to a plaque. This award is for the person who has tied us all together.



## RECOGNITION CONTINUED

WOOD BURN A PLAQUE - Choose a design suiting the occasion. Children's coloring books, pen and ink drawings, and books on woodburning, provide many design sources. A plain bass wood plaque is the easiest to woodburn. Seal with many coats of polyurethane.

FOREIGN LANGUAGE THANKS - Calligraphy on parchment, woodburn on parchment, etc.

Portuguese - Obrigado

Spanish - Gracias

Italian - Grazie

French - Merci

Dutch - Dank U

German - Danke

Tongan - Malo

Danish - Tak

Japanese - Kanshashimasu

English - Thank You

GROUP PICTURE OF DEN OR PACK - Frame a picture of the Cubs having a fun time.

LINK TO SCOUTING AWARD - Attach a few chain links to a plaque and present to a Leader. This would be appropriate award for a Webelos leader who has prepared the boys for Boy Scouting.

MARF AWARD - MARF (Maintain Absolute Rigid Flexibility). Cut a piece of wood or a piece of poster board in an odd shape. Put the letters M-A-R-F on the plaque.

Check with the Trading Post in the Council Service Center for different appreciation awards and certificates to be used for adults at different times. Adults need to be told thank you for a job well done, no matter how small.

Leaders may be recognized with a ceremony. Either to say thank you before, during, or after doing a job. Check the Ceremonies section for some ideas..

Hear is a thought to read for leaders as you honor them at a Blue and Gold Banquet:

### OUR CUBBING YEARS

My bowling ball is gathering dust,  
My favorite golf clubs are full of rust.  
The satisfaction from down inside  
Removes the selfish feeling I try to hide.  
We joined Cubbin' and it has been fun,  
Glad I took this time to spend with my son.

For these short years we will be pals,  
Until he starts to think of gals.  
He is getting older and growin' tall,  
Someday he won't need me at all.  
Selfish regrets: I'll have none,  
Because i took time out to help my son.

In Cub Scouting, motivation should be the process of causing both boys and adults to do their best: Become involved in the program!

# HANDICAPABLE CUBS



MG-5-25



## FOR EACH YOUNG BOY

There he stands -- so proud and tall  
And dressed in Blue and Gold;  
Fun and adventure mark his trail  
As his character we mold.

He is the ideal, the boy growing to man  
Strong and sharp of mind  
Ready to meet new challenge;  
Determined, friendly and kind.

He is the boy we're so proud of  
And makes Scouting such a joy!

But wait, I see another lad  
Who is crippled, twisted and small.

He wants to be a Cub Scout, too,  
But who's going to work with him?  
And what about Joe who isn't quite right,  
Or deaf and mute Jim?

Are they to be left out or is there some way  
That Cub Scouting can come to them?  
Cub Scouting is for all, for each young boy  
No matter how imperfect the gem.

Because in the polishing, the work that is done  
The boy shines and grows from within.

It is we who must plan for this special Cub Scout,  
Who see the need and understand what Scouting's about.

To blaze a trail to bring every boy in  
To the excitement of the Cub Scout way --  
To accept the challenge of what must be done  
And make that pledge today;

To learn and understand  
So our talents we might adapt  
To bring the Cub Scout program  
To the boy who is handicapped.

--Patty Martin

## CUB SCOUTING FOR THE HANDICAPPED

While handicapped Cub Scouts in Pack 8 were learning to salute the flag, Cub Scout Tommy, who can not lift his right arm, struggled to do it right. His Cubmaster assured him that it was all right for him to salute with his left hand.

But for Tommy, it wasn't. A little later, his Cubmaster found him sitting with his right arm propped on his knee, a big smile on his face, and his right hand in perfect saluting position.

"The child is there  
Beyond the hurt and handicap...  
Beyond the defect and the difference.  
Beyond the problem and its probing...  
How can we reach him?  
How can we set him free?"

-National Association for Retarded Children

### HISTORY

Handicapped youth have been in Scouting since its inception. The first mentally handicapped unit was registered in 1951. In the framework of Scouting history, this is relatively recent. The word "pioneer" really expresses it best. Until recently, there was no formal training program for people working with these boys and they had to rely solely on their own judgement and resources.

There are many people and organizations working with the handicapped, but considering that out of 2.8 million retarded boys, only 175,000 are being reached through Scouting, there are many more boys to be reached.

### WHY SCOUTING FOR THE HANDICAPPED?

Answer: Because it works! Scouting has proven to be one of the most effective ways to help handicapped persons become prepared to be successful as adolescents and adults.

Most handicapped children like to play, and when they do, they usually develop mentally, physically and socially. What we as adults sometimes overlook is that a handicapped child frequently has to be taught how to play. He does not do it spontaneously and because of this, a particular form of happiness has been denied him. Too many handicapped children have spent much of their time just sitting and doing nothing.

A handicapped child seeks several basic things that all boys seek: Love, acceptance, achievement, development, creativity and discipline. How does Scouting fulfill these needs?



## CUB SCOUTING FOR THE HANDICAPPED

Dr. Gunnar Dybwad, former Executive Director of the International Association for Retarded Children stated, "If Scouting is good for normal boys of Scouting age, it is absolutely essential for retarded boys of that age." Scouting can challenge boys who can not swim, run, jump or hike like other boys. The challenge is from boyhood spirit and all boys, regardless of handicap, have boyhood spirit.

For Scouting, the desire is there because the "child is there". Because the desire is there, the determination to reach the child is there and this beget the ingenuity to go around and over barriers. Participation in Scouting gives the child a sense of worth and dignity. It offers them many excellent group experiences enabling them not only to develop sound character and good citizenship, but an opportunity to put these attributes into practice.

Scouting fulfills the first basic need, love, because the leader is someone who will talk to him, simply and patiently; someone who will listen to him no matter how hard it may be to understand him; someone to comfort and encourage him when he is disappointed. This in turn satisfies another basic need, acceptance.

By belonging to a group of boys in a den, he feels acceptance. Within this group he learns that he is accepted as he is, which many times is a completely new experience. When he receives praise for doing something right, that too, is a form of acceptance and this leads to the third basic need, achievement.

Through the advancement program in Scouting, a boy is rewarded for doing his best and achieving. Every time a craft is finished, or a song is learned, etc., the boy will get a better awareness of himself through the ability of accomplishing a task. This gives him a self-confidence so many times found lacking.

Lastly, Scouting provides social activity or fun with others which is necessary. We know now that human potential is determined not by nature alone, but by each individuals response to his environment. It follows that an improved environment can change the course of life. It is nature and nurture that shape human lives - a fact that makes all the difference in current attitudes and actions toward the handicapped.

The same Cub program used by millions of 8,9 and 10 year old boys works for the handicapped. The motto "Do Your Best" applies. The handicapped youth that feels: I belong, I am accepted, I can help others, has benefited greatly. A concerned leader can make the difference! Help recruit, accept and make Cubbing happen for the handicapped.

## CUB SCOUTING FOR THE HANDICAPPED

### UNIQUE WAYS IN WHICH CUB SCOUTING CAN HELP THE HANDICAPPED BOY:

- The Cub Scout program can change a "can't do" attitude, if present in the boy, to a "can do" attitude when he achieves.
- He can develop through the Cub Scout achievement and activity award methods.
- He can enter competition.
- He can start, lead, or help in many projects that a den gets involved in.
- He can be helped to do his very best.
- He will learn that he has worth and dignity.
- He will have group experiences.
- He will be helped to develop sound character and good citizenship.
- He will have the opportunities to put his best qualities into practice.
- He can gain a sense of accomplishment.
- He will have the opportunity to associate with other boys.
- He may be helped to build self confidence.
- He will see that he can do many of the Scout activities like the other boys.
- He may inspire other boys to do better.
- He may motivate other boys to do their best.
- Like other boys, he will be given understanding, not sympathy.
- He may gain a feeling of self reliance.
- He will learn to follow through on an assignment.
- He will benefit from the enthusiasm of his fellow Cub Scouts.
- He will have the opportunity to learn new skills through practice and perseverance.
- He can practice and become proficient.
- He like the Cub Scout program straight out, uncut and undiluted.

## CUB SCOUTING FOR THE HANDICAPPED

### MEMBERSHIP

Some handicapped boys over the chronological age of 11 years may be registered as Cub Scouts. This is provided in Clause 19 of Article XI, Section 3 of the rules and regulations of the Boy Scouts of America. They may fully participate in the advancement program if the chartered organization determines, with the approval of appropriate medical authorities, that the handicapped youth qualifies to register beyond the normal registration age. The Cubmaster's signature on the boy's Cub Scout application or on the unit's charter renewal application, certifies the approval of the chartering organization.

The following guidelines must be adhered to:

The medical condition of all candidates for membership beyond the normal registration age must be certified by a physician licensed to practice medicine, using Health and Medical Record form # 4412. In the case of mentally retarded or emotionally disturbed candidates for membership, their condition must be certified by a statement signed by a licensed psychologist or psychiatrist. Current health, medical or certification records of all handicapped members beyond the normal registration age are retained at the Council Service Center.

### THERE IS A PLACE

Medical and rehabilitation opinion encourages children with handicaps be allowed to lead as normal a life as possible. Where it is possible to do so, many are absorbed into regular schools, although many are also in special schools. In Cub Scouting, handicapped boys are integrated into ordinary packs whenever possible. (See Mainstreaming Handicapped Cubs in this section). Of course, there are packs sponsored by special schools or hospitals.

A Cub Scout leader may feel hesitant about facing up to the opportunity of accepting a handicapped boy into a pack or den. Consider for a moment how being handicapped can in itself be a barrier to many activities enjoyed by ordinary boys. This is true even when a handicapped boy has considerable skills, abilities and moral strength.

Scouting has, over the years, made thousands of boys happier than they would have been otherwise, by accepting them for what they are, what they can contribute and by offering them the friendship and encouragement they need. Accept the challenge by offering membership to a handicapped boy!

IT IS STRONGLY RECOMMENDED THAT LEADERS WHO WILL WORK WITH HANDICAPPED BOYS FIRST COMPLETE BASIC DEN LEADER TRAINING! It is also recommended that the Cubmaster and involved den leader visit with the parents and meet the handicapped boy. This is done to learn something about his handicap, his abilities, limitations and what he is physically unable or not allowed to do. Some handicapped boys may attempt to "be like the others" which could harm him. Try to ascertain whether he knows any of the boys in the den.



## CUB SCOUTING FOR THE HANDICAPPED

### DEFINITIONS OF TYPES OF HANDICAPS

The basic definitions in this section were provided by the national agencies related to the type of handicap defined. For more technical or detailed definitions, consult with qualified personnel.

**BLINDNESS** - A totally blind person can see nothing. A "legally blind" individual can see no more at a distance of 20 feet than a person with normal vision can see at a distance of 200 feet. "Functional Blindness" is generally defined as the inability to read newspaper type even with the best possible corrective lenses or to perform ordinary tasks necessary for living.

**VISUALLY HANDICAPPED** - The term usually means that a person needs some type of corrective glasses or help in order to go about everyday work and play. Visually "impaired" indicates the impairment can be corrected sufficiently so that it is not a handicap.

**CEREBRAL PALSY** - Cerebral palsy is a condition that makes a person unable to control muscles because of brain damage. "Cerebral" refers to the brain and "palsy" to lack of control of the muscles. It is a group of disorders. Any combination of physical and mental status is possible. Symptoms range from slight awkwardness of gait to more uncontrolled movements and an inability to see, hear, speak or learn as other people do. Cerebral palsy is not always associated with mental retardation.

**MENTAL RETARDATION** - Persons who are mentally retarded are limited in their ability to learn and are generally socially immature. Some are further handicapped by emotional and physical disabilities. Mental retardation is a condition not a disease, manifested during the developmental period. It is important to realize that retarded persons have the same hopes and emotions as non-retarded persons.

**MILDLY RETARDED** - About 90 percent of retarded persons are mildly retarded. They are similar to non-retarded persons, differing primarily in the amount of intellectual development. They are capable of being educated. Adults, given proper training, can work in competitive jobs and are able to live independent lives and are absorbed into daily community life.

**MODERATELY RETARDED** - (Trainable mentally retarded) Persons who can learn to care for their personal needs, perform many useful tasks in the home or in a sheltered workshop situation as an adult.

**SEVERELY RETARDED** - Persons who have defects in motor development, speech and language and often have physical handicaps but can be taught self-care. Ability to learn and adjust is severely limited.

**PROFOUNDLY RETARDED** - Persons who often have physical handicaps and severe impairment in coordination and sensory development. This makes it necessary for them to have constant care. Some, with special techniques, can be taught useful tasks and can participate in some activities.

## CUB SCOUTING FOR THE HANDICAPPED

**EPILEPSY** - Epilepsy is not a disease. It is a malfunction of the manner in which the cells of the brain release energy. Epilepsy is characterized by sudden seizures - muscle convulsions and partial or total loss of consciousness. While the condition can not be cured, sometimes epilepsy that started in childhood will disappear in later years. It can be controlled through the use of medication.

**MUSCULAR DYSTROPHY** - Muscular Dystrophy is a general designation for a group of chronic diseases. The most prominent characteristic is the progressive degeneration of the muscles.

**PHYSICALLY HANDICAPPED** - Concerns those who are limited because of an impairment or disability which hampers physical, vocational and community activities.

**PRELANGUAGE DEAF** - Persons who were born deaf or lose their hearing in early years before acquiring speech or syntax. They make up 95 percent of the school-age deaf population.

**POSTLANGUAGE DEAF** - Persons who have lost their hearing after having developed speech (usually those over 6 years of age) and hence have some understandable speech, or at least make speechlike sounds, or might "sign" or have a hearing aid, etc.

**LEARNING DISABILITIES** - Children with special learning disabilities have a disorder in one or more of the basic psychological processes involved in understanding or in using language, spoken or written, which disorder may manifest itself in imperfect ability to listen, think, read, speak, write, spell or do mathematical calculations.

**EMOTIONALLY DISTURBED** - People who are unable or unwilling to adjust to the problems, stresses and situations of daily life. They might react aggressively or withdraw from situations rather than attempt to adjust to them.

**MULTIPLE SCLEROSIS** - A disease of the central nervous system - the brain and spinal cord. They control such important functions as walking, talking, seeing, eating, tying a shoe, opening a door. There is no known cure and the cause is yet to be found.

**AUTISM** - Inability to face reality, characterized by staring at space, non response to sounds and the total lack of interest in other people. Autistic children do not make eye contact. Other common characteristics include serious difficulties in toilet training, in feeding, in the development and use of language. They do not understand common dangers, such as a busy street, yet may show above normal skill in some isolated area of mathematics or music. Often mistaken for retardation.

## CUB SCOUTING FOR THE HANDICAPPED

### WORKING WITH THE HANDICAPPED BOY

There is a great danger in pigeon-holing a boy if a leader's attitude is negative rather than positive. Ask, "What are the capabilities of these boys?" instead of "How badly handicapped are they?" One question implies a reaching out, while the other question implies no advancement. There are three key words which, if kept in mind, will enable a leader to give the boys the kind of program they need and deserve: PATIENCE, FLEXIBILITY AND EMPATHY, not sympathy.

Wise leaders expect problems but do not consider them overwhelming. The handicapped boy is seen as a boy with an individual difference. There are other individual differences between boys: One boy is too fat, another too skinny, one has bad teeth; another has an emotional problem. The handicap IS NOT as important as the leader's will and the boys' willingness. Working with these boys teaches the value of patience, understanding and friendship.

Leaders should not over estimate the handicap of a boy or under estimate his determination to be like other boys. Proper motivation by adults, coupled with wisdom and ingenuity, will help the boy who is handicapped to complete more of the requirements. Push the boys as far as possible. Don't pamper them too much.

Success with the handicapped is attributed to many things. Those mentioned most frequently are patience, planning a program to meet the needs of the boys, planting the seeds of determination to win, finding out where the individual boy does his best and working from there to other areas of success, enlisting the cooperation of parents and community organizations, and finally, keeping the program with - in the range of the group with which one is working.

Praise and encouragement are indispensable. Even when a boy does not succeed, he should be praised for trying. A simple thing like applause provides amazing motivation for the mentally retarded child. They generally need more incentive than non-handicapped youth.

Rewarding proper behavior will usually cause that behavior to occur again. Reward can be in the form of a thank you or it can take a material form such as a badge, a prize or a chance to go on a trip. Focus reward on the proper behavior. For example, if a boy is being uncooperative, put him into a sharing situation with someone else and reward him every time he cooperates with others. As he begins to learn the correct behavior, decrease the rewarding. Eventually, a pat on the back will be all he needs.

Don't reward inappropriate behavior. Praise him when he exerts real effort or has improved a previous performance. But don't praise falsely.

If a handicapped Cub Scout tends to blame others for his failures or poor performance, do not accept this type of behavior. Make it clear that he is expected to answer for his own behavior.

## CUB SCOUTING FOR THE HANDICAPPED

If a boy is behaving in an unacceptable manner, try the "time-out" strategy. This means removing him from a particular situation because his behavior is unacceptable. For example, if a boy is being overly aggressive, call him aside and say, "Bill, I'm not happy with your behavior. You're having fun at the expense of others. I'd like you to take some time out say... (be specific - 5, 10, 15 minutes). After that time is up, come on back whenever you are ready to join the group."

The time-out strategy works only if the activity from which the boy is removed is something he wants to continue to do. It works best if the time-out room is a dull, uninspiring place - a place to get away from rather than the place to be.

Clearly, some allowances must be made for the handicapped boys. If he's physically handicapped, he can hardly be expected to compete in relay races, but he can be a starter or a judge.

If his eyes are poor, he may not be able to catch a ball, but he could be a scorekeeper for a ball game.

Boys in wheelchairs can go on hikes with the other boys taking turns as "pushers". Plan the den and pack program to fit the needs and abilities of the boys, whether or not they are handicapped.

### IMPAIRED HEARING OR DEAFNESS

Leaders who have deaf Cub Scouts must understand that there may be embarrassment on both sides. The hearing-impaired youth will be acutely conscious of his hearing loss, eager to be normal in every way and fearful that he will mess things up. The hearing boys will feel uncertain about how to communicate and deal with their deaf friend.

The other Cub Scouts will have to learn to speak directly to the hearing-impaired boy so that he can see their lips. They will have to curb their inclination to shout at him or make exaggerated movements while speaking. Both of these make lip-reading more difficult. They must learn to get his attention by touch or vision cues, written messages or by signs.

Hearing boys must make every effort to include the hearing-impaired boy and accept him as he is. If he is unable to follow fast moving conversation, misses the point of jokes or does not hear instructions or announcements, the boy may find withdrawal more satisfactory than participation. If he feels out of things, he may decide to stay out of them.

Deaf people have the same needs as those who hear. They need a lot of attention, advice and love. They need to be included in group activities.

To be sure that the hearing Cub Scouts feel a personal relationship and responsibility to the deaf Cub Scout, appoint one boy to act as the deaf boy's "buddy" for each meeting or activity. This assignment should be rotated among all the members, making sure that the "buddy" is alert to the special needs of the deaf boy, explains instructions, reassures him that he is liked and accepted.

## CUB SCOUTING FOR THE HANDICAPPED

Make sure he has the opportunity to participate. Sign language and speaking clearly are important so the handicapped boy knows what is expected. Impaired hearing or deafness requires many adjustments. Warmth and understanding can be communicated by actions and facial expressions as well as by speaking and writing. Some suggestions are:

- Speak moderately and slowly to allow for lip reading.
- Gestures, sign language and demonstrations should be used when giving instructions.
- The first activity should be something the group knows or has done before.
- The leader should stand where light falls on his face so that his lips can be easily read.

### PHYSICAL HANDICAPS

When assisting a person in a wheelchair to go up low curbs or other obstacles, one should use the small foot bars to tilt the chair backward. A wheelchair should be taken up curbs forward and down curbs backward.

In rainy weather or on a wet terrain, it may be more practical and more safe to use wheelchairs for those persons who normally get about with crutches. When a disabled person falls, he may wish to get up by himself. Offer help, but wait for him to ask before giving it.

Crutches and wheelchairs are necessary accessories. Don't take them away from handicapped people unless they indicate they would like to have them out of the way. Nothing is more irritating than to have crutches grabbed immediately after sitting down, leaving the individual stranded.

### MENTALLY RETARDED

Many retarded, including both educable and trainable, have short attention spans and poor memories. If they are requested to do too much, they lack emotional stability. Most have problems with coordination, balance, agility, directionality, strength, body awareness and image. Sometimes these problems are the result of inactivity and lack of opportunity to participate in group activities.

Mentally retarded children are often overprotected and discouraged from exploring the world. Consequently, they have fewer opportunities to learn. Some suggestions in working with mentally retarded Cub Scouts are:

- Dens of 5 or 6 are usually best.
- Play and activity periods should be frequent, but relatively short. Play periods shouldn't last more than 30 minutes.
- Use a variety of different activities to hold the boy's interest.
- Keep instructions brief and demonstrate while teaching.
- Try to stimulate program with pictures, stories, colorful equipment and visual aids.
- Coordinate physical activities with art and music activities.
- Use attractive names for the game or activity.
- Repeat games and activities from meeting to meeting to reinforce the boy's learning process.



## CUB SCOUTING FOR THE HANDICAPPED

### IMPAIRED VISION OR BLINDNESS

Impaired vision or blindness is always a handicap, but if newly acquired, the boy requires much help and understanding. He will need to re-learn some things or make adjustments in doing them. Familiarity with location of materials will be necessary. More time should be planned for his care if he is to learn to do things for himself.

#### Suggestions:

- Use activities in which the handicapped boy can participate.
- Circle and line formations are useful in keeping the group together.
- Counting and clapping help keep the blind in touch with each other.
- The leader should indicate where he is at all times and he should inform the group what the others are doing.
- Rattles and bells should be put inside balls to help the blind follow their movement.
- A totally blind boy should be paired with a sighted or partially sighted one, if possible.
- Balls for the partially sighted should be soft, larger than normal and painted white.
- The leader's voice should be loud enough to guide the group.
- Music and rhythmic sounds are very motivating. Rhythmic activities and simple dances are recommended.

### LEARNING DISABILITIES

Every pack has one - the boy who doesn't seem to keep up; the one who's always late; the discipline problem; the dreamer. Sometimes the cause of the problem is obvious. It may be that the problem stems from some physical difficulty. But more often than not, the problem is that the boy has a learning disability. Learning disabilities manifest themselves in many different ways, but they all have some common traits. They are basically disorganizations in a child's mind which cause him to fail to grasp concepts that are relatively easy for other children to pick up.

Some of the learning disabilities are:

**SPACE** - This difficulty makes it hard for a boy to compete in athletics. He is usually very coordinated but not necessarily small. He may have difficulty with drawing or writing because his fine finger movement is impaired. He may also have trouble getting around in a city because he can not remember the location of usually known landmarks.

**SIGHT** - This perceptual handicap is very common. He sees things differently. Reading and spelling are often very hard for him. Because he perceives in a disorganized fashion, he will have difficulty remembering things.



## CUB SCOUTING FOR THE HANDICAPPED

**HEARING** - This disorganization often causes a child to forget names and instructions. His vocabulary is often limited and his ability to express himself is diminished.

**NUMBERS** - A boy with this problem will have trouble understanding the relationship between digits and quantity. Math, points and other uses of numbers will confuse him.

**TIME** - A mixed-up concept of time may pose unique problems for a boy. This Cub Scout may never get started on an activity with the rest and, when he does, he'll be frustrated at leaving it incomplete or by always being last. Often he can not grasp the concept of the future in a long-term project, like an upcoming trip.

These are the major learning disabilities. Some boys have only one of them; but others have combinations.

Children with learning disabilities may become easily frustrated and may give up on a task when they perceive its challenge. They may be overactive or underactive. They may speak too loudly or repetitively to the extent that it annoys others. Clumsiness and difficulties in remembering rules of games may cause them problems in playing with other children.

### Suggestions:

- If the boy forgets directions, they should be given to him one at a time. When speaking to him, the leader should use as few words as possible and make sure the boy is facing him.
- If he is frustrated by a task, he may need to be assisted or have a simpler task substituted. Group projects in which every boy has a part that he can do are good.
- Whenever possible, competitive games should be interspersed with games played solely for fun.
- Before changing the customary agenda of meetings or before a special activity, describe the sequence of events to the boy so he can structure it in his own mind and handle it with a minimum of anxiety.
- If the boy becomes upset or excited, he may need to retreat to a quiet room to collect himself. This should not be considered punishment.
- Boys can telephone one another between meetings to remind each other to attend and to bring the necessary materials or equipment. Many children receive no phone calls from their peers, so this will mean a great deal to them.
- Help the boy learn any lacking social skills.

Some of these boys handle themselves in a perfectly normal fashion outside school and can be fully functioning members of a den or pack. In this case, it may be necessary for the leader to explain to the other boys why they are behind in school or in special classes.

## CUB SCOUTING FOR THE HANDICAPPED

In reality the differences between handicapped boys and the other boys are not great. All Cub aged boys...

Like fun  
Want recognition  
Like competition  
Want to achieve

Want to be self-reliant  
Are turned off by criticism  
Want to help others  
Practice hero-worship

Like active games  
Have enthusiasm  
Want to prove their abilities  
Are sensitive to right and wrong

Can help others achieve  
Don't particularly want to be good, but do want to DO good  
Want friends  
Want adventure

Like crafts  
Dislike nagging  
Rebel against authority  
Have short attention spans

Are uncoordinated  
Want acceptance by others  
Have vivid imaginations  
Can become proficient in skills

Believe in fair play  
Want responsibility  
Dislike being made fun of  
Like water in lakes and streams, but not in washbasins and bathtubs!

## CUB SCOUTING FOR THE HANDICAPPED

### MAINSTREAMING HANDICAPPED CUB SCOUTS

The following suggestions can help pave the way for mainstreaming handicapped Cub Scouts into regular packs.

The success or failure of integrating handicapped boys will depend to a great extent on the attitude of the boys already in the den or pack. They should be actively involved in the planning and decision making.

### BENEFITS OF MAINSTREAMING

#### The Handicapped Boy Will...

- be in a group that accepts him and cares about him.
- be part of a more challenging atmosphere provided by Cub Scouting.
- be made aware that he is like other boys in most ways.
- have good models for social behavior provided through Cub Scout activities.
- be accepted more readily in school by regular students after interacting together in Cub Scouting.
- develop friendships with non-handicapped boys whom he might not have met otherwise.
- prove that he can function in the regular community by being part of a group.
- expand his knowledge of the non-handicapped world.

#### The Other Cub Scouts Will...

- get to know a handicapped person.
- develop friendships with handicapped persons they might not have met otherwise.
- be more comfortable with and better able to deal with handicapped people.
- see how much handicapped boys are like themselves.
- see the abilities, personalities and desirable traits in some new friends (who just happen to be handicapped in one way or another).

#### The Parents Of The Handicapped Will...

- be proud to see their son developing desirable values, self-help skills, hobbies and leisure time activities.
- be comfortable knowing that their boy is supervised in a worthwhile and enjoyable learning situation.
- concentrate on their son's abilities, instead of his disabilities.
- feel less alone, knowing that the whole pack cares about their son.
- feel secure that their son will have good adult role models in Cub Scouting.
- appreciate that their son is involved in worthwhile activities outside the home.
- realize that their son is becoming prepared to live as an independent adult.

#### The Classroom Teacher Will...

- find that Scouting makes it easier for the handicapped to be accepted by the non-handicapped students in the classroom, with less rejection, teasing and problems.
- discover talents of the student which may not have been exhibited in the classroom.
- discover that Scouting helps teach the subjects, skills and personal attributes which the teacher is also trying to teach.
- discover that the self-control learned in the den and pack helps improve classroom adjustment and behavior.

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### The Community Will...

- learn that Cub Scouts develop and practice the important community living values of honesty, reliability, friendliness, helpfulness and service to others.
- discover that Cub Scouts are becoming well-rounded, well-adjusted citizens.
- learn that handicapped Scouts do learn how to function successfully in a non-handicapped community.

### ORIENTATION AGENDA (DEN)

The Den Leader should hold two orientation sessions with the den, the first two meetings before the new boy is to join. The assistant den leader and den chief should share in planning these meetings and should be knowledgeable of the boy's condition. These sessions should take about half of the meeting. Den leaders should adjust the parts of these den meetings to include the following orientation suggestions for present den members.

#### 1ST ORIENTATION:

Equipment needed: Chalkboard and chalk, materials necessary for simulation games, such as material for blindfolds, newspapers, rope, etc.

Chalkboard Session: Set up chalkboard and announce a rap session. Tell the boys they are getting a new member. If they do not know him, name him and explain that he is a bit different from them, but only in one way. Ask boys to tell and list on the chalkboard those things that we all can do, such as feel, smell, run and walk, ride bicycles, etc. Deliberately leave out the way in which the boy is handicapped. Then point out that he can do all of these things except the one thing he can not do: see, hear, walk, etc.

If the Cub Scouts know the boy, have them share experiences they have had. Ask for ways in which they may have already helped him.

Use the listing of ways the handicapped Cub Scout is more like non-handicapped boys than he is different. Make sure that the boys understand that he is "all boy" in his interests, feelings and goals. Explain the word "handicap" by showing that everybody has some kind of handicap - nobody can do everything, except perhaps Superman!

Use the chalkboard to list a handicap for each member (include the den leader, assistant den leader, and den chief) such as can't carry a tune, can't draw, can't throw a ball, etc.

If no one knows the boy, describe his handicap in simple terms and explain that he may do some things differently than others. Tell them that in spite of his handicap he will be assigned den tasks and do the same achievements they do. If anyone asks how he can do something such as whittling if he's blind, explain that the Cub Scout motto is "Do Your Best" and it means that everyone does as much of each achievement as possible and that den members can help. Point out that usually when a boy has a handicap, such as blindness, he has developed his other senses to a greater extent than most other people.

If any members are in the same school as the new boy, or attend the same church, ask them to welcome him to the den when they see him.

## CUB SCOUTING FOR THE HANDICAPPED

**SIMULATION GAME:** After talking about the boy's handicap, ask the members if they have any idea of what it would be like not to be able to do something they take for granted. Suggest a game to find out. The game played depends upon the handicap the new boy has, such as:

**Blindness** - Blindfold the Cub Scouts and have them perform such things as "Bring me the blue pencil", identify other boys by voices and locate where they are, write their names, etc. Have den members take turns using "sonar" cane to walk among typical barriers (curbs, doors, steps, etc.)

**Deafness** - No talking. Let the boys try to communicate and give instructions by mouthing words, using signs, etc. Two den members must communicate a code word to other members using deaf sign language. (Each group will have pictures of signs.)

**Physically Handicapped** - Loosely tie Cub's feet together and have them try a relay race, or bind newspapers around on knee so that they can not bend it. Two teams of four Cubs each have their right arms tied to their sides and have five minutes to attempt to erect a pup tent cooperatively.

**Speech Handicapped** - Cub (with large object in mouth) gives directions for the next activity to other den members.

**The Multi-Handicapped Obstacle Course** - Each den member is handicapped by one of the following: Ear plugs and blindfold, one arm tied to body, one foot tied to back of leg and on crutches, mouth taped with adhesive and ear plugs. Boys then assist each other in completing an obstacle course of balance beam, walking through tires lying on the ground, crawling through barrel on the ground and walking through ladder on the ground, etc. Cooperation and compensating abilities will solve their problem.

The den leader should try to simulate as realistically as possible the boy's handicap, using the information from the family interview. Remember, the handicap can be as simple as a stutter, or a reading or perceptual disability, but without the understanding of the other boys in the den, such a small handicap may make the other boys treat him unkindly.

Many things are taken for granted when working with normal boys and the word normal is a bad word to use. Remember when working with handicapped children, Scouting will increase each boy's potential, and since it is difficult to do, will appeal to the handicapped boy's intellect. The primary thrust is their senses.

### REMAINDER OF THE DEN MEETING:

Continue with the business and activity parts of the den meeting as suggested in Cub Scout Program Helps. A three-legged race or one arm catch game would be appropriate. After the game, ask the boys and the den chief to think during the week ahead about suggestions for good games that the new boy can play and ways that he can do his achievements, elective and ceremonies, etc.

## CUB SCOUTING FOR THE HANDICAPPED

### SECOND ORIENTATION

Opening: Learn "Cub Scout Welcome Song" or "We're Glad To See You Here"  
(Cub Scout Songbook)

Rap Session: Ask the boys, assistant den leader and den chief for their suggestions for games, ceremonies, achievements, etc. List suggestions on the chalkboard. If anyone suggests a game that is not familiar, try it out.

Explain the buddy system that the den will use: One boy each week will be asked to volunteer to help the new Cub Scout prepare for the next meeting and help with his achievements. Emphasize that the important factor is Do Your Best and the boy who is helping the new Cub Scout must be patient - not only because of the handicap but because he is a new Cub Scout.

Simulation Games: Select several Wolf or Bear achievements and have two Cub Scouts work together, with one Cub Scout as the handicapped boy and the other as the helper. Examples: Perform one of the feats of skill; set up a seed collection; tie a knot.

Song: Practice the opening song again for next week's meeting to welcome the new Cub Scout. By this time the Cub Scouts have had enough preparation and should continue with regular activities for the monthly theme.

### FIRST DEN MEETING WITH THE HANDICAPPED CUB SCOUT

Before the meeting: plan the meeting in advance with the assistant den leader and den chief and assemble all equipment. **IMPORTANT:** Introduce the new boy to the den.

Opening: If the den ordinarily has a ceremony to welcome a new boy, use it or a welcoming ceremony from the Den Leaders Book. However, if this has not been done in the case of the other boys joining the den, don't single out this boy. Use any favorite opening.

Icebreaker: Choose a simple one from Group Meeting Sparklers. this choice could depend upon the abilities of the handicapped Cub Scout.

Mutual Interest Session: On chalkboard, set up lists of the boys' favorites in different fields, such as sports (list favorite stars in those sports); hobbies, such as collecting baseball cards or making models; favorite TV shows and school subjects (or maybe the subjects they dislike most!). This is a good way to show boys how much they all have in common.

Game: One simple game that most boys will be able to manage is: Line up boys in two facing rows about six feet apart. Have the boys count off. Using a large light ball, such as a beach ball, call out numbers at random and have the boy with the ball throw or roll it to the number called. Do not let the game go for too long.

Activity Period: Look for a simple craft item that most boys can make. The den chief or assistant den leader should be assigned the specific task of helping the handicapped boy with his craft projects.



## CUB SCOUTING FOR THE HANDICAPPED

A handicapped boy is more LIKE other boys than he is different. Anything that a leader does to separate him and make him unnecessarily different is a mistake. Being like other boys is important. For this reason, it would be unfair to give a boy anything but genuine Scouting. None of the requirements should be watered down, or eliminated, although the speed at which they are met and the means of explaining them may be adjusted and simplified. The official policy of the Boy Scouts of America is to keep the program the same for ALL boys so that no single member is branded as handicapped and different. The main thing is to provide the boys with fun and enjoyment.

Because Cub Scouting is a flexible program, many of the requirements can be fulfilled by all the boys. By implementing the program, every boy in the den will have fun and receive a great deal from it. The family will be better off because they participated in the activities of the pack.

Generally, the requirements in the Cub Scout handbooks and Program Helps can be easily understood by a mentally retarded boy when read and explained to him by an adult. Use the books available, go through the achievements, allow substitutions only where absolutely necessary. This approach offers the boys real Scouting.

There are two very important factors involved in planning a program and they are "repetition" and "routine". These are vital tools in making a child feel secure and at the same time giving him the confidence to venture forth. Be attuned to the time to change an activity because although repetition is necessary for teaching, mentally handicapped boys do become bored. There are certain questions to ask when introducing something new..."Was it frustrating because it was too big a jump from a familiar activity? Was it within the scope of his physical and mental abilities? Did he understand what was expected of him?"

Leaders of the handicapped say their activities are not much different than those for nonhandicapped. They generate the will to do by creating the right atmosphere.

It may take a little longer for the handicapped boy to earn his awards, but he will appreciate them more by knowing that he has had to make an effort. Since it is extremely important that the accomplishment of tasks be appreciated and the boy be encouraged, sometimes the time involved in earning a badge will defeat the purpose. In this case, a little ceremony where something like a neckerchief slide is presented to boys who should be recognized for the effort shown is a good idea.

When a leader is teaching a new skill or activity, the nature of the 'sensory' information to be used should be considered. Will it appeal to the visual senses, the tactile senses, the olfactory senses or the verbal senses or a combination? Because the 'channel capacity' of the boy is limited, it is difficult for him to handle too many different types of input at once.

With normal boys, verbal communication is important to learning. It is more helpful when working with mentally handicapped boys to make use of visual aids. The important thing to remember here is that when demonstrating a skill or activity, remember the mirror trick. Always face in the same way that the boys are faced, or when working with an individual, he should be guided by the leader reaching around him from behind.

## CUB SCOUTING FOR THE HANDICAPPED

### TYPES OF ACTIVITIES:

Games serve many purposes. They build Scouting spirit and loyalty. Games can build physical fitness, coordination, teamwork and enjoyment. They should be kept quite simple and require little organization. This can avoid frustration and discouragement.

Games have rules which are explained and enforced by the leader. Everyone in society must learn to abide by rules of acceptable behavior and by laws which are enforced by the leader.

Bowling - Let youngsters bowl from wheelchairs; others can sit on a chair, kneel, or sit on the floor. Use light weight balls, plastic pins and other easily obtained devices for introducing bowling in classroom, gymnasium or on a blacktop area. Substitute bleach bottles or milk cartons for pins; use various types of balls in place of plastic bowling balls.

Croquet Golf - Substitute stakes for wire wickets so youngsters simply hit the stake. Make wickets from various size automobile tires or coathangers according to ability and skill of boys.

Exercises and Calisthenics - Modify according to movement potential of each child. For example, some exercises can be done with little adaptation or change in wheelchair, on crutches, or with braces; other exercises can be done on the floor rather than standing; still others can be done according to the individual's interpretation.

Crafts - Through crafts a boy's sense of touch can be used as a learning tool. He learns things like wood is hard, paper and cloth are flexible, paint is runny, paste is sticky and gooey. Some things smell, others don't.

One of the most important things that can be accomplished through the use of crafts is the developing of muscles, especially the small ones that are probably not used very much. Think for a moment about the things hand muscles are used for. How many opportunities does a handicapped child have to do those very things? Don't be discouraged if the interest span is very short at first. It usually improves with time. Take it step by step. Help the boys plan what they will do with crafts from meeting to meeting.

Songs - Music is important. Very often it is the first means of communication they are aware of from the time they were in their mother's arms. Singing is also an expressive experience. Many people will express themselves through songs. Songs are happy, silly, sad and solemn.

When a retarded boy learns to sing a simple song with other boys, because of this feeling of happiness and warmth, he begins to enjoy belonging to a group and associated group activities with a feeling of belonging and happiness.

Self control can be increased through music. Music helps to develop a rhythmic sense which goes a long way toward increasing physical ability. Marching, gliding, "walking like elephants" or doing some other exercises to music develops muscles and coordination.

## CUB SCOUTING FOR THE HANDICAPPED

### ADVANCEMENT

All current requirements for an advancement award must actually be met by the candidate. No substitutions or alternatives are permitted except those specifically stated in the requirements from current literature. The concept of "Do Your Best" applies to all requirements.

In the application of this policy reasonable accommodation in the performance of requirements for advancement may be made. These may include such things as the extension of time (see "Registration" in this section), adaptation of facilities or the use of equipment or necessary devices consistent with the known physical or mental limitations of the handicapped individual. It is urged that common sense be employed.

Den Leaders and Cubmasters should try to help parents in drawing the line between expecting too much and too little. Some parents of the handicapped boys may be inclined to approve their son's work on his first try, whether or not he has really expended much effort on it. Others may react in the opposite fashion, demanding more of him than he can reasonably be expected to achieve. The key is the Cub Scout motto, "Do Your Best". When the parents are convinced that their son has done his level best, they should approve his work and sign his book - but not before then.

Immediate recognition of advancement is even more important for handicapped boys. The Immediate Recognition Kit, #1804, the den doodle, and the Cub Scout Advancement Chart, #4192, all help provide immediate recognition in den meetings as achievements and electives are completed. Remember that a month seems like a long time to a boy and that completing requirements for a badge may seem forever to him. Be sure to give him periodic recognition at den meetings and prompt recognition at pack meetings when he earns a badge.

A simple thing like applause, a ribbon or colored string, or a star on a chart for each accomplishment provides amazing motivation for the mentally retarded or handicapped. They generally need more incentives than other boys. Official Scout badges and insignia can only be given to those who have passed all the requirements for that particular rank or award. The new Immediate Recognition award should be an ideal incentive for advancement.

Ceremonies can add much to Scouting for the handicapped boy. A simple ceremony can often be learned and presented with impressive dignity. Teach short lines by reading aloud to them and by having each boy repeat his part a few times. Changes in working may make it easier for the boy to articulate his sentences. A prompter should assist both at rehearsals and the actual ceremony.

May you live  
"happily ever after"  
in scouting!



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