

We the Staff of the Institute of Scouting would like to take this time to say "AYE ME MATIES" and welcome to one of the best Cub Scout and Boy Scout Training experiences for this year.

Our Institute of Scouting is a learning experience where you can share your ideas with others and learn new ways and techniques for developing better den, pack, patrol, troop, and family activities. You learn by doing, and through participation a whole new world of fun and adventure will open up for you.

Our purpose in Scouting is to serve others by helping to instill values in the young people and in other ways prepare them to make ethical choices over their lifetime in achieving their full potential.

We would like to acknowledge the hundreds of resources we used to put this book together. We wish to thank several surrounding and distant councils for the use of some of their material in the assembly of this book. Our intention is to provide Cub Scout and Boy Scout Leaders with a reference book to better serve their needs.

We wish to thank you for attending today's Institute of Scouting Training and hope the trail you follow will lead you to many great experiences in fun and friendship through your Scouting program.

THE INSTITUTE OF SCOUTING STAFF
1991

DECICATION

This book is dedicated to those often unheralded and unsung men and women, the leaders of the Boy Scouts of America, who week in and week out give inspiration and guidance to the boys of our Scouting Councils, because of them the lives of countless numbers of youth will be enriched, and AMERICA will be a more secure and finer place in which to live tomorrow!

INSTITUTE OF SCOUTING

'91 STAFF

CUB CHAIRMAN
Cindy Holshue

SCOUT CHAIRMAN
James Holshue

Pack Administration..... Bob Cuneo
Gaston Jones
Webelos..... Ken Valles
Jim Van Osten
Puppets..... Dayna Hildreth
Carol Whitesell
Tigers/Sports..... Judy Trost
Exhibits..... Pat Purdy
Ceremonies..... Tony Cygal
Games, Songs, & Skits..... Barb White
Dave White
Crafts..... Diane Mastalski
Maunie Sgobbo
Blue & Gold..... Peg Cygal
Jessie Welty
Sue Kaminski
Midway..... John Stasny
John Shannon
Mike Peters
John Costello
Merit Badge Counsler Orientation..... Mike Watkins
Low Impact Camping..... Jim Roberts
Venture/Varsity..... Paul Eckman
Menu Planning..... Barb Koci
Dave Berry
Eagle/Courts of Honor..... Harry Hudson
Dick Werkley
Winter Camping..... Butch Brees
How To Make A Presentation..... Charles Pierce
Committee Training..... Dick Rostrom
Child Abuse..... Tony Rogers
First Aid..... Ian Gill
Safe Swim..... Bill Bodenshatz
CPR..... Jim Gordon
Bob Pienkoffer
Volunteer/Professional Relationships..... Charles Roach
Registration..... Carol Leibach
Physical Arrangements Barbara Jo Goldberg
Promotion..... STAFF

"INSITUTE OF SCOUTING"

JANUARY 26, 1991

8:00 AM--5:00 PM

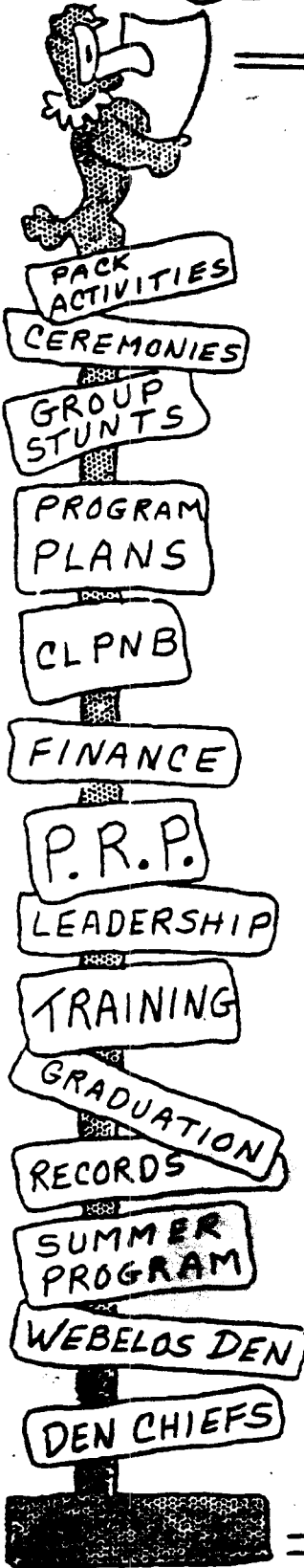
AGENDA

- | | | |
|-----|----------------------------------|---------------|
| 1. | Registration | 8:00 - 8:45 |
| 2. | Midway, Exhibits, Hospialty Room | 8:00 - 8:45 |
| 3. | Opening | 8:45 - 9:00 |
| 4. | "SPECIAL PROGRAM" | 9:00 - 9:30 |
| 5. | Session I | 9:35 - 10:30 |
| 6. | Session II | 10:35 - 11:30 |
| 7. | Session III | 11:35 - 12:30 |
| 8. | " B L U E & G O L D " | 12:35 - 2:00 |
| 9. | Session IV | 2:05 - 3:00 |
| 10. | Session V | 3:05 - 4:00 |
| 11. | Closing | 4:05 - 5:00 |

" Good Scouting"

PACK ADMINISTRATION

Section



WHO ARE THE PACK COMMITTEE?

1. Members of the sponsoring institution
2. Of good character
3. Fathers of Cub Scouts

WHAT DO THEY DO?

1. Recruit the Cubmaster and Assistants
2. Secure a meeting place.
3. Follow Scout Rules - Local and National
4. Operate Pack Finances.
5. Maintain Pack Records and Property
6. Run Pack when CM leaves.
7. Organize Training Program for Parents
8. Sign up Cub Families
9. Build Real Scout Spirit
10. Organize Dens as needed
11. Support the Packs and Den Program and Activities
12. Appoint a Family Enrollment Chairman

THE PURPOSES OF CUB SCOUTING

A boy who becomes a Cub Scout and advances from Bobcat to Arrow of Light must come out of his experience a different boy than when he came in, or we have failed. When he learns the Cub Scout Promise, the Law of the Pack, and the Cub Scout motto, he begins his character development and citizenship training--two of the objectives of the Boy Scouts of America.

It is important that all leaders realize the "why" of the Cub Scout program, the reason we are in business. Every leader to do an effective job needs to be thoroughly familiar with these purposes and to include items in the program that will help our boys grow.

The Cub Scout program of the Boy Scouts of America is for parents, leaders and organizations to use with boys in second, third, fourth, and fifth grades for the purposes of:

- Influencing the development of character and encouraging spiritual growth.
- Developing habits and attitudes of good citizenship.
- Encouraging good sportsmanship and pride in growing strong in mind and body.
- Improving understanding within the family.
- Strengthening the ability to get along with other boys and respect other people.
- Fostering a sense of personal achievement by developing new interests and skills.
- Showing how to be helpful and do one's best.
- Providing fun and exciting new thing to do.
- Preparing them to become Boy Scouts.

PACK ADMINISTRATION

SELECTING OUTDOOR ACTIVITIES

The possibilities for outdoor activities for both Cub Scouts and Webelos Scouts are practically unlimited. With their hikes and overnights, the Webelos Scouts will, of course, have a fairly comprehensive outdoor program to start with. But what about the Cub Scout dens and what about the pack?

PRINCIPLES FOR SELECTION:

Here are points to remember when a den or pack is planning a special activity:

Each project should have a definite objective in complete harmony with Cub Scouting's aims and program.

Each project should contribute toward the development and maintenance of the proper home relationship.

Each project should be very simple; within the limitations of the capacities and interest of both Cub Scouts and parents.

Cubbers should stimulate the homes to provide the necessary leadership to begin and successfully complete each Cub Project.

Projects should be so planned as not to involve more than one pack and probably used as a part of a regular pack meeting.

It is recognized that councils may need to promote some Cub Scout projects of a council or area-wide nature for publicity or promotional reasons such as a Scout-o-rama or booth-type show. These should, however, be kept at an absolute minimum.

Each project should have the participation of one or both parents and should be planned with the parents before presentation to the den or pack.

The Cubmaster should be responsible for the planning of the activity when it involves the participation of the entire pack.

Adequate first aid and safety measures should be taken for all Cub Scout meetings and activities.

It is to be understood that no one Cub, den, or pack will desire or be able to use all these projects. Each Cub Scouting unit should select from the accompanying suggestions only those projects that seem to meet its own needs and desires of the boys.

Cubbers should not, so far as possible, select projects for dens and packs that will trespass on those activities that properly belong to the Boy Scouting or Exploring program.

SUGGESTED ACTIVITIES

- FALL **Family Activities** - Attend a football game
Go to a fair
Make a leaf collection
Take a father-and -son hike
Learn new family outdoor game
Build Basketball backboard on garage
Keep lawns cleaned from leaves
Kite making, with dad and son competing
Weekly discussion of achievement tests - dad and son
 review boys' progress
Build horizontal bar, etc., in backyard
Make workbench in garage
- Den Activities** - Top-spinning contests
 Making of a den hut or shack
 Play touch football
 Progressive Halloween program
 Den campfires with dads
 Kite-flying contests
 Pilgrimage to historic spot
 Apple-picking hike
 Subway, bus, or train ride
 Industrial plant visit with dads
- Pack Activities** - Annual pack rally for prospects, parents, and Cub
 Scouts
 Indoor swim party
 All boys and dads go to a football game
 Circus in connection with pack-parent meeting
 Share in peace emphasis on Veterans Day
 Historic pageant - Veterans Day or Thanksgiving
 Pack and Scout troop weenie roast
- WINTER **Family Activities** - Skating party for whole family
Build bir-feeding station in backyard
Attend a movie with a Scouting flavor
Boy lunches with dad some noon
Boy visits father's place of business
Weekly discussion of achievement tests by Cub Scout
 and dad
- Den Activities** - Build snowman or ice igloo
 Snow fight
 Sledding party
 Ice skating
 Bobsled rides
 Build skating rink in yard
 Barrel-stave skiing contest
- Pack Activities** - Project exhibit
 Outdoor winter vacation activity
- Special Activities** - Take part in mertti badge exposition
 Collect toys for distribution to poor children

SPRING Family Activities - Plant a vegetable garden
Plant bulbs to give to mother on Mother's Day
Father and son build and sail boats
Fishing trip with dad
Make croquet court in yard
Sodding and lawnmaking in yard
Weekly discussion of achievement tests by Cubs and
dads
Model airplane building at home and outdoor flying
Family visit to old Indian camping ground to look
for relics
Cub and dad make a tent for backyard camping
Erect a brick fireplace in backyard or adjacent
vacant lot
Make teeter-totter for small children
Construct golf target
Make garden materials

Den Activities - Marbles contests
Games on stilts
Visit to a greenhouse
Trip to airport
Competitive pinewood derby
Build den tree house in backyard

Pack Activities - Pack trip to collect early spring flowers
Field day
Soapbox derby
Arbor Day tree planting
Easter egg roll or hunt
Share in Memorial Day activities
Pageant for Memorial Day

SUMMER Family Activities - Family picnics
Family at beach or pool
Fishing expeditions
Fruit and Berry picking trips in car
Overnight backyard camping
Family trip to state park
Backyard cooking
Family visit to a Zoo
Weekly discussion of achievement tests by Cub Scouts
and dads

Den Activities - Father-and-son picnic
Father-and-son swimming party
Den parents Fourth of July celebration
Trip to nearby lake or river
Softball games
Backyard or farmyard overnight camping
Visit to nearby farms or city
Treasure hunts
morning or afternoon at public playground

Pack Activities - Picnic of entire pack with parents
Day in the council camp
Historic pageant on Fourth of July

ORGANIZATION PLAN FOR A
CUB PACK

Pack No. _____

Sponsoring Institution

Here's the "Work Sheet" outline for the Manpower Organization Plan for the proper functioning of the Cub Pack. A careful selection of the right man for the right job will pay dividends in a job being well done, and the enjoyment he finds in doing the job.

SCOUTING COORDINATOR

Responsible to the Governing Board or Institution Head for the operation of the whole Scouting program in the Sponsoring Institution. Serves as Chairman of the Scouting Group Committee - which comprises the Pack, Troop and the Senior Unit Committee Chairman. He is your emissary too - and a member of the Scout District Committee. He is NOT a member of the Cub Pack Committee.

THE PACK COMMITTEECHAIRMAN

A member of the Sponsoring Institution's Scouting Group Committee. Responsible for the proper functioning of the Pack Committee as individuals and as a group. Specializes in getting and keeping...the best man in the Cubmaster position - his proper introduction and frequent recognition of his achievement. Calls and presides at meetings of the Pack Committee..and attends the regular MONTHLY PACK MEETING.

SECRETARY

Keeps minutes of meetings and any Parents Meetings conducted at Pack Meetings. Trains new Den Leaders in use of records and forms. Establishes and supervises proper Pack records. Handles all Pack correspondence. Notifies Pack Leaders of meetings.

TREASURER

Helps establish the Pack Budget, manages the funds and keeps after delinquents and proper disbursements. Makes sure any money raising effort is in harmony with Scouting policy and supervises same.

ADVANCEMENT

Helps parents understand the Cub Achievement Program, and their relationship to it. Check up to see the Cub Scouts are advancing and if not, finds out why - and helps them to achieve their advancements. Maintain high advancement standards. Helps each Den Leader to set up and maintain the Den Achievement Chart. Encourages good uniforming.

OUTINGS

Always on the alert for places for the Pack or individual Dens to tour during the school season. Secures places and serves as the Cubmaster's right hand in planning and conducting Pack summer outdoor events. Coordinates transportation for such events.

MEMBERSHIP AND REGISTRATION

Sets up and supervises a systematic, year-round membership program. Arranges for family of each new boy to be visited and informed of the Cub Scouting program.

PUBLIC RELATIONS

Publicity in newspapers and bulletin boards. Promotes attendance at Pack events, such as Blue and Gold dinner, summer events, etc. Seeks and arranges opportunities for Pack goodwill activities. Arranges ways for Pack to interpret the Cub Scouting program to the public and the sponsor - especially during Boy Scout Week. Interprets Pack and Council financial program to parents. Provides a welcoming committee to greet everyone at Pack meetings.

THE PACK LEADERSHIP

CUBMASTER

Responsible to the Pack Committee for the proper functioning of the Cub Pack... through careful training and guidance of Den Leaders, Den Chiefs and Den Dads, works with the Pack committee to help tie their efforts to a consistent and continuing program to meet the needs of the Pack.

ASSISTANT CUBMASTER

WEBELOS DEN LEADERS

Men responsible for the execution of the program in the Webelos Dens, supervises Den Meetings, helps Den in the preparation of its part of the Pack Meeting Show, encourages Webelos activity awards and graduation into Boy Scouts, contacts with parents of Webelos Scouts in the Den. Helps Den to stage its show at the Pack Meeting. Activity leader of the Den.

DEN LEADER COACH

Helps recruit, train and coordinate Den Leaders and 8 and 9 year old boys.

THE DEN LEADERSHIP

DEN DADS - Serve on the Pack Committee, help carry the program to the Dens; help Cub Scouts with their achievements; help with the "electives"; help Den Leaders in staging the Den Show at the Pack Meetings; lead Den on outings.

DEN LEADERS - Men or women responsible to the Cubmaster for the execution of the program in the Den; supervises Den meetings; helps Den in the preparation of its part of the Pack Meeting Show; encourages Cub Achievements; contacts with parents of Cubs in the Den; helps Den to stage its show at the Pack Meeting; activity leader of the Den.

	DEN 1	DEN 2	DEN 3	DEN 4
DEN DADS .				
DEN LEADERS				
DEN CHIEFS				
DEN MEETS WEEKLY ON				

JOB DESCRIPTION

1. PACK COMMITTEE CHAIRMAN:

- A. Responsible for all business dealings of adults in the Pack
 - 1. Registration or re-registration of adults.
 - 2. Keeping all Committee members working at their jobs:
 - (a) Having Treasurer give periodic reports.
 - (b) Having Advancement Chairman keep complete reports on Advancement, records of achievements, records of dates of advancements and dates of awarding arrow points, etc.
 - (c) Keeping harmony between adults in their various committee jobs.
 - 3. Securing attendance at Roundtables. (rotational)
 - 4. Charge of Pack Committee monthly meetings.
 - 5. Keeping Pack informed of its progress and of decisions concerning Pack as a whole (decisions made at Pack Committee Meetings).
 - 6. Holding of Annual Elections to replace members of Pack Committee.

2. CUBMASTER & ASSISTANT CUBMASTER:

- A. Responsible for all CUB functions
 - 1. Registration or re-registration of Cubs - assign this job to Den Mothers.
 - 2. In charge of that portion of Pack Committee Meetings which deals with Cubs:
 - (a) Setting date and place of Monthly Pack Meetings.
 - (b) Planning the Monthly Pack Meeting.
 - (c) Discussion of problems concerning Cubs at Pack Committee Meetings.
 - 3. Master of ceremonies at Pack Meetings.
 - 4. Charge of uniform inspection - must be done at least twice annually.
 - 5. Responsible for Den Chief's training and assigning Den Chiefs to Den Mothers.
 - 6. Responsible for assigning work to Den Dads or Activities Chairman.

3. DEN LEADER COACH:

- A. Responsible for coordination of all work in various dens.
 - 1. Works along with Cubmaster and Den Mother in general planning, and in minute details of Den Meetings and monthly Pack Meetings.
 - 2. Keeps harmony between Den Mothers.
 - 3. Sees that Den Mothers give a monthly financial report of dues to Treasurer.
 - 4. Sees that Den Mothers get all advancement, insignia, and arrow point records to achievement Chairman monthly, in order that they might have all insignia ordered and ready for the Pack Meeting.

4. DEN MOTHERS:

- A. Charge of Den Meetings weekly.
 - 1. Might have an assistant Den Mother, chosen from Den, work with her at Den Meetings.
- B. Charge of her Den Skits, etc., at Pack Meeting.
- C. Keeps records of Den finances and reports to treasurer monthly.
- D. Assign jobs to her Den Dads as needed.
- E. Keep records of Achievements and report to Achievement Chairman monthly.

JOB DESCRIPTION - (cont.)

5. **PACK TREASURER:**
 - A. Keep records of expenditures, receipts, etc.
 - B. Keep records of Den dues.
 - C. Monthly report of treasury at Pack Committee Meetings.
 - D. Suggest means of raising money to run Pack.
 - E. Make payments out of treasury for registrations, insignia, etc.

6. **PACK SECRETARY:**
 - A. Take minutes at Pack Committee Meetings.
 - B. Read minutes at Pack Committee Meetings and Pack Meetings.
 - C. Send all correspondence as requested by Pack Committee.

7. **ACTIVITIES CHAIRMAN:**
 - A. Charge of all Cub activities outside of Den and Pack Meetings.
 1. Summer Activities - Cub Baseball teams, picnics, etc.
 - B. Charge of booth buildings, etc. in getting ready for special meetings such as Cub Circus ... works with Den Dads.

8. **ADVANCEMENT CHAIRMAN:**
 - A. Keeps Pack Advancement records.
 1. Records all advancements as to date, age, and insignia earned.
 2. Purchases all insignia to be awarded at Pack Meetings.
 3. Makes an annual report to Pack Committee Chairman for annual report of advancements.
 4. Checks with Cubs and parents of Cubs who have not advanced or earned arrow points and encourages them in achievement.

9. **SOCIAL CHAIRMAN:**
 - A. Responsible for food at Pack Meetings.
 - B. Responsible for food at picnics, etc.

10. **DEN DADS:**

Do work assigned to them by Pack Committee or Activities Chairman.
Work with Den Mothers securing materials for Den & Pack Meetings.
Take active part in summer outdoor program, such as baseball, picnics, etc.

11. **FAMILY ENROLLMENT CHAIRMAN:**
 - A. Acts as liaison between the Pack and the District F.E.P. Chairman.
 - B. Attends "Kick-off" meetings and conveys the "Financial Picture" to parents in the pack.
 - C. Organizes the campaign in the Pack so the F.E.P. goal is met.

12. **CHAIRMAN OF CEREMONIES:**
 - A. Formulates induction and graduation ceremonies and helps conduct them at Pack Meetings.

13. **PUBLICITY CHAIRMAN:**
 - A. Writes all publicity for newspaper of Pack Meetings and all outstanding events.

PACK BUDGET PLAN

We understand that the adoption of the basic budget items listed below qualifies our pack as operating on the pack budget plan, and that our pack may include such other items as it may desire. Therefore, at a regular meeting of our pack committee, leaders of dens, and parents, it was decided to include the following items in our pack budget and to secure the necessary funds as outlined below.

EXPECTED INCOME FOR YEAR	BUDGETED EXPENDITURES FOR YEAR
Number of Den Meetings _____	Reregistration \$ _____
Amount of Dues (Weekly) \$ _____	Boys' Life _____
Annual Dues per boy \$ _____	Reserve Fund _____
Total Dues \$ _____ (annual dues x average memb.)	Badges, Literature, Goodwill _____
Other Income _____	Total Basic Expenses per boy \$ _____
_____	Total Pack Budget Expenses \$ _____ (basic boy expense x average mem)
_____	Program Materials _____
_____	Activities _____
Total Budgeted Income \$ _____	Total Budget Expenditures \$ _____

We understand that the successful operation of the pack budget plan means:

1. A complete understanding of the plan by Cub Scouts and parents.
2. Prompt and efficient collection of dues and receipts.
3. Careful disbursement of funds utilizing a checking account requiring two signatures.
4. Adequate financial records of all income and disbursements should be kept in the Pack Financial Record Book, No. 3818.
5. Financial reports should be rendered as often as necessary or desirable to the chartered institution, pack committee, and parents.
6. Unit Money-Earning Applications, No. 4427, will be submitted to the local council for approval of money-earning projects to cover "other income" mentioned above.

Date _____ Cubmaster _____

Treasurer or Chairman of Pack Committee _____

POSITIVE PARENT PARTICIPATION

1. VISIT THE NEW CUB PARENTS - - in their home.
2. SELL THEM CUB SCOUTING
3. TELL THEM THEY ARE NEEDED
4. GIVE THEM A JOB TO DO - - immediately
5. GET THEM TRAINED IN CUBBING
6. USE THEIR IDEAS
7. MAINTAIN A GOOD PROGRAM - - use the "Program Helps"
8. RECOGNIZE THEM INDIVIDUALLY
9. HAVE F - U - N
10. DON'T FORGET THE DOUGHNUTS AND COFFEE - - togetherness counts

PACK MEETING CHECKLIST

Date _____

Time _____

Place _____

ROOM ARRANGEMENTS

___ Chairs in place

___ U.S. Flag and pack flag properly displayed

___ Cubmaster's table in place

___ Tables for den exhibits set up

___ Other (door unlocked, lights on, restrooms open, posters in place)

MATERIALS AND EQUIPMENT

___ Props for ceremonies

___ Badges and pins for advancement

___ Other awards (including attendance award)

___ Preopening activity equipment or materials

___ Game equipment

___ Other

GATHERING TIME

___ Greeters

AFTER THE MEETING

___ Refreshments

___ Meeting room put back in order

P A R E N T S

"Parents won't cooperate" is an oft-repeated statement. In some few cases this may be true, but mostly parents will cooperate. For example (by way of demonstration), say to your group:

"You are all parents and I would appreciate it if you would cooperate with me...well come on, cooperate....just don't sit there, cooperate".

The group will sit there with a blank look...then say,

"Raise your right hand...come on everyone...put it down...now your left hand...put it done..."

See how everyone cooperates with you when you are specific in your request. You will find most parents are pretty wonderful people and will meet any reasonable request willingly.

Most of our parent trouble is our own fault. Ask the group how many have a plan for inducting new parents. Remind them that we spend one evening indoctrinating parents when we organize a pack. If we fail to continue to tell new parents what Cub Scouting is as they join a pack, we will soon wind up with a pack full of people who know nothing about Cub Scouting and then our troubles will really begin.

WHAT IS PARENT PARTICIPATION?

It might be a mother helping her son make an Indian vest for the den sturt. It might be a dad hauling home some old scrap to be made into a game chest for his son's den.

WHY IS IT IMPORTANT?

Leaders must always remember that this program was developed for parents to use with their sons. You will be more successful if you help parents to understand that it belongs to them.

WHERE DOES IT START?

That's easy. It starts with you, Mr. Cubmaster and Mrs. Den Leader. These people will look to you for an invitation to help. The next page will give you a few tips.

HOW DO YOU RATE?

Does your program provide opportunity for parents to participate?

Does your monthly program, as it develops the theme, highlight the achievements in which parents can help their sons?

In announcing the new theme, do you ask parents to watch for items in magazines and materials they can use to support the theme?

Does your program provide opportunities to stress the importance of the parent in award ceremonies and in other ways?

Compare your strengths and weaknesses with the den and pack lists that follow.

PROGRAM POINTERS

- In the Pack**
1. Easy come, easy go..some packs require parents to attend at least one pack meeting before registering the boy. Hold a parent information meeting in the boy's home if possible. Use the Cub Scout Parent Orientation Flip Chart, No. 4185, for indoctrination and orientation of parents.
 2. Dad and badge -- they go together. Dad pins the badge on his son in the induction ceremony.
 3. Ignorance is not blidd! -- Don't keep your Cub Scout parents in the dark....discuss pack problems at regular parent meetings.
 4. Everyone works, including father -- appoint parents on committees developing monthly themes. This is one way to get everybody to work on the program at least once during the year.
 5. A stitch in time -- follow up on "delinquent" parents by contacting them.
 6. No gems in the rough, shining unseen -- check up on the trades and professions of Cub Scout parents. Combining their talents, you'll have so many helpful ideas your head will rea-ly swim.
 7. Foresight is better than hindsight -- look ahead. Plan your program and schedule special activities a year ahead.
 8. Blow your pack horn -- it pays to advertise. Be sure people know about your pack program.
 9. It's sugar that attracts the flies -- use the theme idea to promote and maintain parent interest and attendance at pack meetings.

In the Den

1. Recruit in haste, repent at leisure -- have the mother of the prospective Cub Scout come with him to the second den meeting he attends.
2. What you don;t know may hurt you -- get acquainted with parents of Cub Scouts in your den. Knowledge and firendship lead to respect and loyalty.
3. Misery loves company -- Den dads should ask other Cub Scout dads to come along and participate in dad-and-son outings.
4. In members there is strength -- promote social meetings for parents on a den basis. At least one in the fall and one in the spring.
5. Don't hide your light under a bushel -- discuss den problems and plans at group parent meetings.
6. Don't be a dog in a manger -- share the load. Ask other parents to help in making and furnishing equipment and properties for den stunts to be staged at the pack meeting.

In the Den
(cont.)

7. A group that plays together stays together -- promote Cub Scout parent outings on a den basis.
8. Have 'em sign on the dotted line -- Be sure parents are helping boys on their achievements and signing the books.
9. Strut your stuff -- Promote attendance of parents at pack meetings. Strive for 100 percent turnout.
10. Be specific -- When they know what you want or need, they can cooperate.
11. Whatever you do, be sure it's the best show in town -- Everybody will want to climb aboard your bandwagon and have a good time.

HOW WE TREAT NEW PARENTS

This can be a very interesting subject if you first present your own pack's method of recruiting new Cub Scouts and their parents. Who visits the parents? What is done on this visit? How do you use the Application To Join A Pack? What do you do with the boy who has no parents?

What type of induction ceremony is used with the parents and their son? When does the Den Leader come into the picture?

Believe it or not, parents want to help. You must tell them specifically what you want them to do, what you expect of them.

An excellent tool to use with new parents is the Cub Scout Parent Orientation Flip Chart. Notes on the back of each chart guide the Cubmaster, pack chairman, or pack committeeman in his talk to parents of new members. The presentation, which makes use of the parents' supplements in the three Cub Scout books, can be given in the home of new members or at a pack meeting with new parents.

HOW WE MAINTAIN PARENT INTEREST

Draw upon your own experience, then check the references to parents in the Cubmaster's Packbook for supplementary ideas. Draw successful experiences from the group -- list them on the blackboard.

Emphasize the value of icebreakers and, if time permits, use one or two. Exhibit different kinds of trophies used by packs for parent attendance.

Dramatize the right and wrong ways of boys joining the pack and show results.

Ask other Cubmasters to tell of their successful experiences in dealing with parents.

Emphasize the importance of showing parents what is expected of them before their sons join the pack.

RECHARTERING PROCESS

14

COMMON MISTAKES

Please take a few minutes to check these common mistakes before you turn in your Charter Renewal Kit. It will save all of us a lot of time.

1. Dis CM or SM sign application?
2. Did Commissioner sign and check Trained Leader box?
3. Did head of Institution sign the application?
4. Were NEW APPLICATIONS submitted for all boys and adults who were not previously registered?
5. Were the following up-dated? Rank, age and addresses.
6. Were proper abbreviations used? (ie: CM stands for Cubmaster, not Committee Member (MC)).
7. Were proper fees attached? \$7.00 per boy, \$7.80 for Boy's Life, \$7.00 per adult.
8. Are zip codes correct?
9. Did unit submit copy of Unit Budget Plan?
10. Are the telephone numbers for all adults updated?
11. Is the full name of Sponsor on application?
12. Make sure that (x) is in Boys' Life column for those wanting Boys' Life. Put line through (x) if they do not desire Boys' Life.
13. Do you have required adults registered (IR, CC, CM or SM, (2) MC's, DL, WL, (if boys are over 10 yrs. old).
14. Do NOT put another persons name on line assigned to someone else.

PACK RULES & REGULATIONS

1. Parents are expected to participate in all Pack Activities with their son.
2. Parents shall provide transportation and supervision as requested.
3. Parents shall provide leadership as needed in order to maintain the operation of the pack. This includes committee and Den Leadership.
4. One or both parents shall attend pack meetings with their son. Parents are responsible for their child's behavior at Pack Meetings. Boys will not be admitted alone, unless Den Leader has been called and consented to be responsible. Boys will not receive awards without his parents present.
5. Boys and parents must arrive promptly so pack and den activities may start on time.
6. The pack will hold money earning projects as deemed necessary by the committee. Each boy is expected to participate.
7. Boys shall pay dues at the first Den Meeting of the month.
8. Pack shall furnish books, awards materials to maintain an active program.
9. Pack meetings will be held on the last monday of each month, at 7:30 pm. THEY WILL START PROMPTLY.

DEN RULES

1. If boy has a uniform, he is expected to wear it to activities unless notified otherwise.
2. Boys will bring their books to each den meeting.
3. If boy is bad at den meeting, he will sit in another room.
2nd time - parents will be called and he will be sent home.
3rd time - he is reported to the committee and may be dismissed from the pack.
4. If boy can't make it to den meeting, Den Leader must be called.
5. Boys are to arrive promptly, not too early and are expected to be picked up on time when the meeting is over.

PACK COMMITTEE MEETING

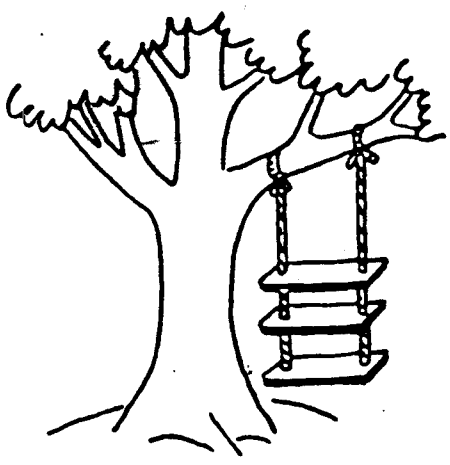
Meeting called to order, check roll CC
Reading and acceptance of minutes Sect
Financial report, collect dues, pay bills Treas
Receive advancement reports from Den Leaders Adv
Finalize plans for upcoming Pack Meeting CM
Finalize plan for upcoming activity Outing
Plan following months' Pack Meeting CM
Plan following months' activity Outing
Long Range planning; i.e. Special Events, Blue & Gold
Other Business CC
Adjourn & Fellowship Host

The monthly pack leaders' meeting is held because it saves you time! Instead of a hit-or-miss, catch-as-catch-can, routine of buttonholing, phoning, getting together at the last moment, and floundering in details - one meeting a month is all that is needed. If we added up the hours spent in the hit-or-miss method, they would total more than those of one meeting.

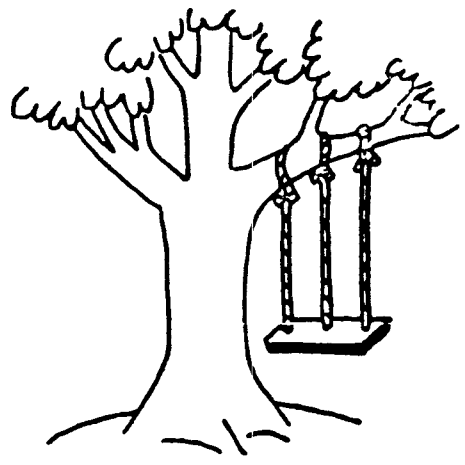
This meeting provides vitalizing in-service training for all pack leaders. All of us need a periodic "shot in the arm" of new ideas, of feeling that others are facing the "same problems", and learning of new techniques.

Meeting together also encourages teamwork and is an effective way to pool talent. When all the pack leaders are brought together regularly, there is bound to be an exchange of "special abilities" and talents, which could not otherwise be achieved.

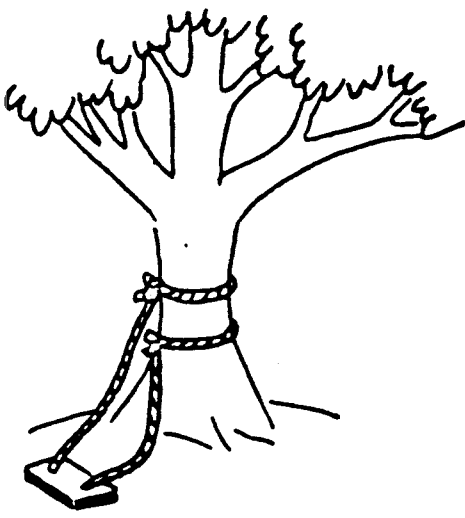
HOW WELL DOES YOUR PACK COMMUNICATE?



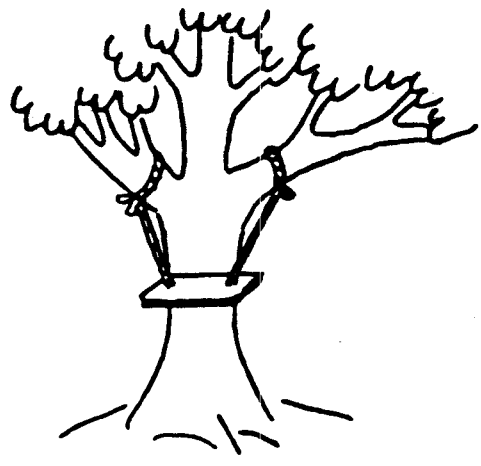
1. How the Committee Discussed It



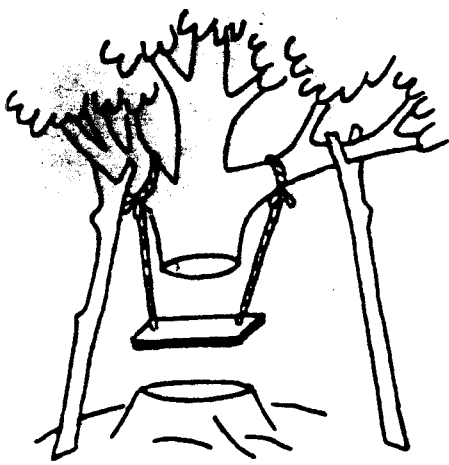
2. How the Cubmaster Designed It



3. How the Den Leader Coach Presented It



4. How the Den Leader Planned It



5. How the Den Chief Built It



6. What the Cub Scouts Really Wanted

PARENT TALENT SURVEY SHEET

Institution _____

Pack No. _____

Date _____

Dear Cub Scout Parents:

Welcome to the Cub Scout family of Pack _____. As explained to you, Cub Scouting is a program for parents as well as boys. We have a fine group of parents who have indicated willingness to help according to their abilities. We invite you to add your talents and interests so the best possible program can be developed for your boy and his friends.

Den Leaders and Webelos Den Leaders are always busy with den activities. Our Pack leader and committeemen know there are many talents among you to help in the operation of our pack. Although your help may not be on a full-time basis, you can make a real contribution.

In making this survey the Committee wishes to uncover ways you can enjoy giving assistance. Please answer the following as completely as possible.

1. What are your hobbies/ _____
2. What are your sports/ _____
3. Is there something about your job, business, or profession that would be of interest to Cub Scouts?
4. Would you be willing to assist on: ___ the Pack Committee, as a ___ Den Leader or Assistant, ___ Den Leader Coach, ___ Asst. Cubmaster, ___ Webelos Den Leader?
5. What experience in Cub Scouting _____ Boy Scouting _____ Exploring _____ Rank earned _____.
6. Please Check categories you would be willing to help with.

GENERAL ACTIVITIES

SPECIAL PROGRAM ASSISTANCE

WEBELOS ACTIVITY

- Carpentry
- Swimming
- Games
- Nature
- Sports
- Outdoor Activities
- Crafts
- Music/Songs
- Bookkeeping
- Typing
- Drawing-art
- Radio/Electricity
- Dramatics/Skits
- Cooking/Banquets
- Sewing
- Transportation
- Other _____

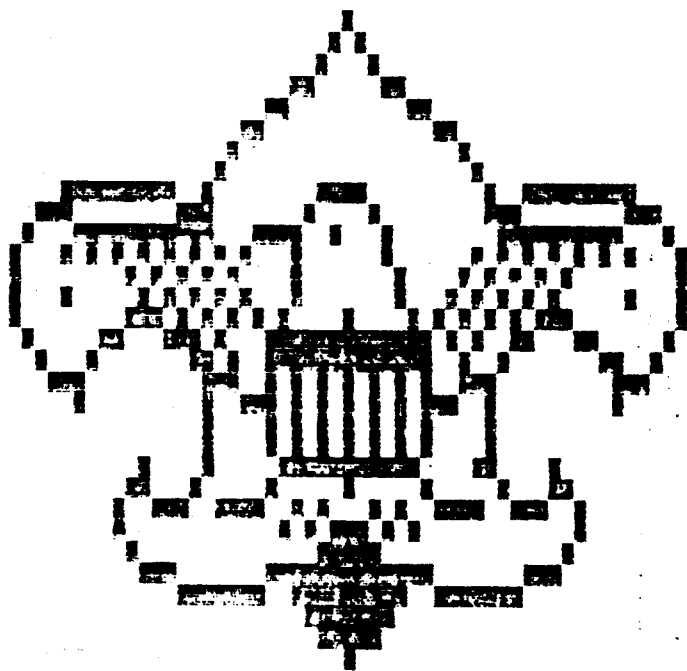
- I have a station wagon
- I have a truck
- I have a workshop
- I have family camping gear
- I have access to a cottage or camping property
- I can make contacts for special trips & activities
- I can help Webelos Scouts with Tenderfoot Skills

- Aquanaut
- Artist
- Athlete
- Citizen
- Communicator
- Craftsman
- Engineer
- Family Member
- Fitness
- Forester
- Geologist
- Handyman
- Naturalist
- Outdoorsman
- Readyman
- Scholar
- Scientist
- Showman
- Sportsman
- Traveler

NAME: _____ HOME PHONE: _____

ADDRESS: _____ BUSINESS PHONE: _____

WEBELOS



SECTION

THE WEBELOS LEGEND

Hear now the *Webelos* legend; the tale of the *Webelos* tribe and Akela, its chieftain.

"Whooo" called the owl in the darkness. The small Indian boy lay in his tepee and listened to the rustle of the trees in the night. "Boom!" went the deep, muffled beat of the great ceremonial drum. The braves of the tribe were convening. The boy wished that he, too, could answer that call.

Quick like the flight of an arrow; quiet in the hush of the night; before a great fire they gathered, awaiting Akela, their chief. Here in the great council fire ring, on top of the cliff, they met. Here they often came to make decisions. Here too, they sought the Great Spirit and asked His help on hunts and war and peace. Here they met Chief Akela, and awaited his final decree.

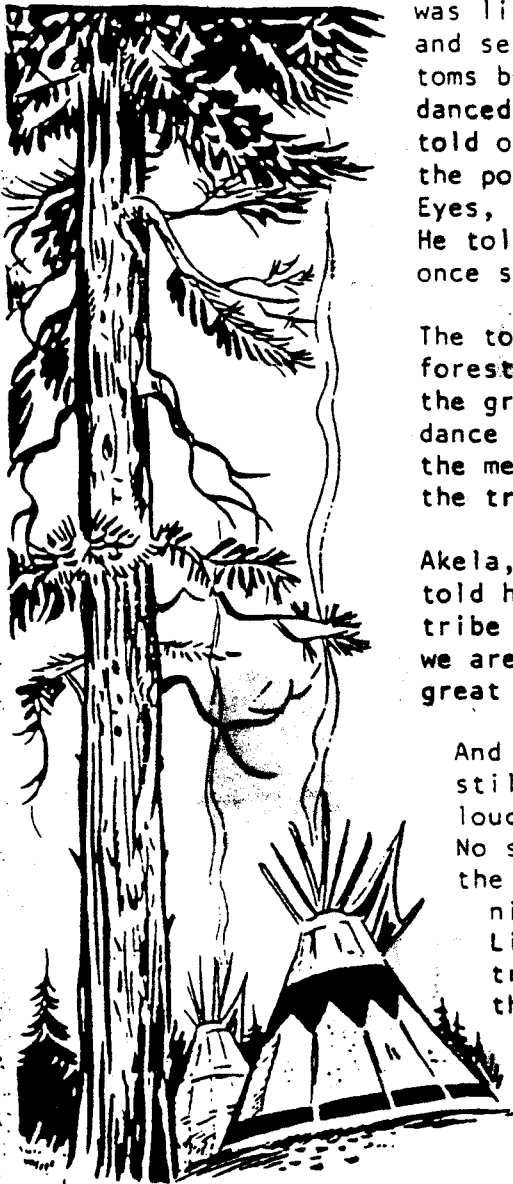
Now with the 'boom' of the great drum, all was quiet. The night was very still. The great ceremonial fire, when it was lit, illuminated the hillside. The tom-toms began slowly and set the rhythm. Akela stepped into the ring as the tom-toms beat, first low and slow and then like thunder. Akela danced near the fire. He danced with grace, and his gestures told of his life. He told of the strength of his father, the powerful Arrow of Light. He told how his mother, Kind Eyes, taught him those things that only a mother can know. He told how his father helped him make his bow, and how he once saved his mother's life with his arrow.

The tom-toms beat on while Akela's dance told of trips to the forest, where Wolf taught him the ways of the wild life, of the ground, of the tracks, and ways to find food. Through dance and gesture he told how he next faced Bear and learned the meaning of courage. And then he became a young scout of the trail.

Akela, the wise, closed his dance. By sign and gesture he told how the tribe can be strong only when the boys of the tribe are strong. He said this: "The future is hid, but if we are strong and brave; if we teach our boys to be fair, our great tribe will continue to be strong."

And so Akela ended his dance. The beat of the tom-tom was stilled. In silence the warriors stood, and then gave a loud guttural "How". The fire burned low. All was still. No sound broke the hush on the hill, save the crackle of the dying embers and all the mysterious half-noises of the night. The braves raised their right hands toward heaven. Living Circle was formed with their left. The *Webelos* tribe pledge was given. "To live and help live"...was their pledge.

This, then, is the *Webelos* legend. This, then, is the reason they are strong. They honor the pledge which they make. "To live and help live" is their goal.



YOU, AS A WEBELOS LEADER



So now you're a Webelos den leader! You made the plunge; decided to commit one night a week to meetings at your home and halfway decided what place in your home will serve as a meeting place. And now the realization sinks in: "Where do I go from here?" The best thing you can do is prepare yourself.

Don't attempt to carry the load yourself. You have a group of fathers who should be included with you in the program. Help them realize that it is their program and then depend on them to lend expertise in aspects of the program. Invite them to attend by determining their interests and abilities and using them. Each father has something to contribute.

Set goals that you want to accomplish during the year. Outline your program for the year and plan ahead to involve as many people as possible. Plan each meeting ahead of time. Some of us have found it helpful to sit down and plan the next week's meeting following this week's meeting. This will give you time to prepare.

Understand the Webelos program so you can help the boys and their dads grow through the program. Help the boys understand their leadership role at pack meetings and at pack activities. There is a lot of material available to help you. One of your best resources is the monthly district Cub Leader Roundtable, where you can exchange ideas with other Webelos leaders.

The Webelos program attempts to prepare boys for Scouting. You should learn which troops are active in your area. Get acquainted with the Scoutmaster of these troops. Many times troops will be glad to have your Webelos den go along on a camping trip, or other outdoor activity. Take your boys to visit some troop meetings during the year. Help your boys decide before graduation time which troop they want to join; then at pack graduation ceremonies, ask the Scoutmaster to come and receive the boy into his troop. Everything you can do to lessen the boy's apprehension about going into Scouting will help. You should also consider moving into the Scout troop with your Webelos Scouts.

Involve the boys in program planning. They need to learn leadership, and they will surprise you with their ideas. Get them involved in setting a code of discipline for the group.

Leadership is learned and developed. You can become an effective Webelos leader if you will prepare yourself and take the time to learn. Remember to be flexible in your planning. There are no 'pat answers' to handling boys. Don't be afraid to experiment. Be thankful for the opportunity which has come your way to work with and influence the lives of boys. There is a great deal of satisfaction in helping boys along the way to manhood.

It has been said that life is 10% what you make it and 90% how you take it. Keep a good attitude and you and the boys will have one of the best years of your lives.

PROGRAM PLANNING

The mission of the Webelos program is to provide activities which are fun for boys and meet their needs, interests, and desires, and contributes to their growth. The goal of the Webelos Den is to hold a boy in the Cub Scout Pack and graduate him into a Troop. That's why a quality program is of such importance.

Annual Planning - A Webelos annual planning meeting is held, usually in July. A tentative calendar of activities is set, including joint quarterly activities with the Troop. Resources are identified and the activity badge counselors are recruited. This plan is incorporated in the Packs annual plan.

Monthly Planning - At least once a month the Webelos Den Leader, Assistant, Webelos Den Chief, and Troop Webelos resource person meet to work out details of activities for the next month. The key to successful planning is the monthly activity badge.

Pack/Troop Relationship - With the help of the Unit Commissioner, make a list of nearby Troops, with leader's names and phone numbers. The Unit Commissioner can help bring together the Webelos Den Leader, Cubmaster, and Scoutmaster for their first meeting. If a Unit Commissioner is not available, either the Cubmaster or Webelos Den Leader will need to take the initiative to get things going.

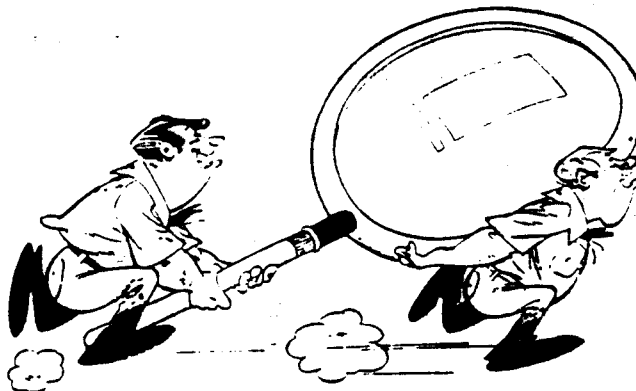
The first meeting is to get acquainted, define responsibilities, discuss leadership needs, and make plans to recruit any needed leaders. It is also a time to make plans for joint Webelos Den/Troop Activities.

There should be a plan for regular communications between these key leaders to keep everyone interested and informed.

Set up a tentative calendar of joint activities. These are incorporated as part of the Pack's and Troop's annual plan.

Joint Activities - Some suggestions for joint Webelos Den/Troop activities are shown below:

- * Webelos Den visits Troop Court of Honor
- * Webelos Den and Troop share an evening campfire
- * Joint attendance at Scout Sunday or Sabbath services
- * Pack/Troop community Good Turn, or Good Turn for chartered organization
- * Webelos Den on a day hike with Troop
- * Troop leaders assist on the Webelos dad-and-son overnight campout
- * Webelos den visits a district camporee with Troop as host
- * Scoutmaster and Troop junior leaders take part in Pack graduation ceremony





THE WEBELOS LEADERS CHECKLIST

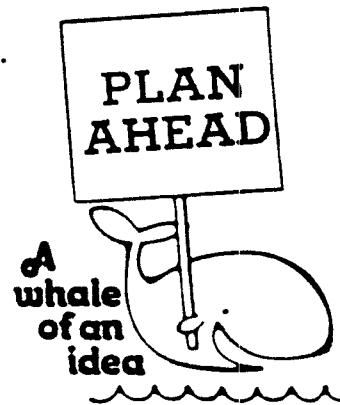
First things first -- I've said "Yes, I want to be a Webelos Den Leader. What do I do?"

1. Register as a Webelos Den Leader.
2. Learn the Webelos Den Leader job description.
3. Learn what a Webelos Scout is.
4. Learn what the Webelos program is and what it requires.
5. Learn what the Cub Scout program is and how it differs from the Webelos program.
6. Become trained as a Webelos Den Leader.
 - A. Overnight Webelos Leader (OWL) training
 - B. Pow Wow
 - C. District Cub Roundtables
 - D. Former Webelos Den Leader(s)
 - E. Former Cub Scout (Bear) Den Leader
7. Recruit assistant Webelos Den Leader(s).
8. Obtain a complete official Webelos Den Leader uniform.

PLANNING IS ESSENTIAL

Schedule and conduct a Webelos Den organizational meeting for parents.

1. Explain the Webelos program to the parents.
 - A. Father/son participation (discuss alternatives for single parent situations)
 - B. Webelos to Boy Scout transition
2. Decide on meeting day.
3. Decide on meeting starting time and length.
4. Decide on meeting location(s).
5. Decide on dues structure, if any.
6. Decide on uniform to be worn.
7. Plan program for the year.
 - A. Den meeting structure
 - B. Campouts
 - C. Field trips
 - D. Pack meeting participation
 - E. Other den activities
8. Prepare parent talent survey.
9. Secure parent participation in activity badge program presentations.
10. Be flexible -- always have plan 'B' and plan 'C' ready.



UNDERSTANDING WEBELOS SCOUTS

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

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

A great deal can be accomplished in a disciplined den. A rowdy den can accomplish little in the way of program, and offers few chances for helping boys to develop character. One of the attributes of a good citizen is his ability to live comfortably within the restrictions of the law. To train boys in citizenship, we must teach them the importance of self-discipline. Baden-Powell, the founder of Scouting, said: "You can only get discipline in the mass by discipline in the individual."

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

Insist on attention while you are talking. Boys who want to get on with the activity will help quiet the noisy ones.

Don't shout or yell. Use the Cub Scout sign to get attention.

Have a good pre-opening activity. Trouble starts when a few boys arrive early and don't have anything to do. Once you've lost control it's hard to regain it.

Praise in public, criticize in private. No one likes to 'lose face'.

Make good use of the advancement program. Boys who are advancing usually don't cause as much trouble.

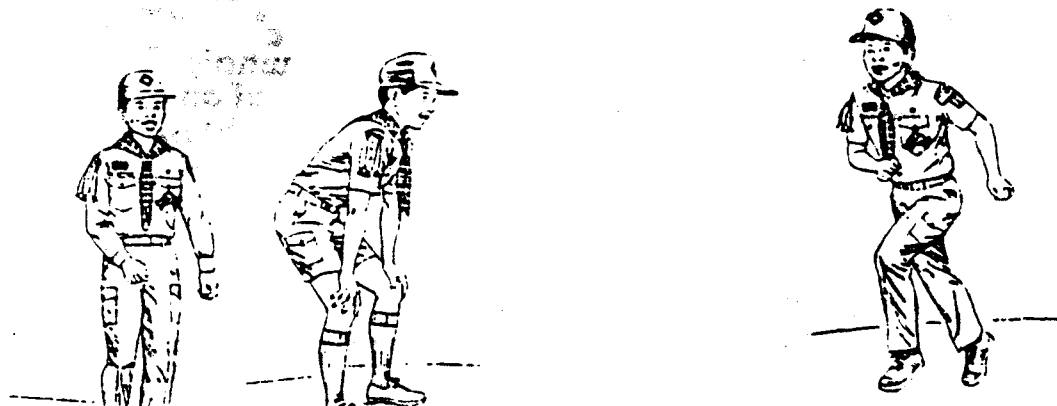
Keep den meetings going at a fast pace, with lots of activity and interesting things to do. Prevention is better than cure.

Give boys responsibility and expect them to meet it. When they have responsibility, they don't need to misbehave to get attention.

Get the boys into uniform. A uniformed group has better behaviour than one that is not. Set a good example of proper uniforming.

Be impartial. Don't let one boy get away with something that you would not tolerate from another.

Be firm in a friendly manner. Set behaviour rules and then stick to them. (Let boys also have a say in the rules that are set)



WEBELOS CAMP OUT PREPARATION

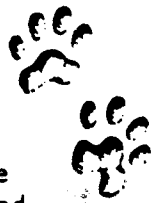
Many people say that Webelos Scouting is the bridge between Cub Scouting and Boy Scouting. If this is true, then the Scouting end of that bridge must be supported by the Outdoorsman Activity badge. In this badge, the Webelos Scout will receive a preview of the fun he will have in Scouting.

The best way to work on this badge is on a Webelos father/son overnight campout. Policies of the Boy Scouts of America encourage overnight campouts for Webelos Scouts and their dads. This is not full-fledged Scout camping. It is only a taste of what is to come when the boy joins a troop. After the boy becomes a Scout, he will become proficient at handling himself in the woods. As a Webelos Scout, he should not be expected to master any of these skills... only to have a little fun in the woods.

Campout preparation for Webelos Leaders

A. Meeting with the dads

1. Hold this meeting about two or three weeks prior to the campout. This will give you a fairly good estimate of how many dads will be going, and is close enough to the actual date that last minute changes can be avoided. Probably 100% of the dads will not attend, so be sure that those who don't make the meeting are contacted soon afterwards and informed of the details of the campout. Communication is important.
2. This is a planning meeting for adults. More will be accomplished if the boys do not attend.
3. Cover these items in your meeting:
 - a. Date of campout.
 - b. Location. Cover in detail the directions. Give the dads a map. Decide on transportation (this will probably be on a father/son basis but make sure).
 - c. Time and place of rendezvous and estimated time of arrival back home.
 - d. Schedule of events of campout. Plan activities you feel the boys would enjoy, including their suggestions along with yours. Some suggestions: hikes, swimming, fishing, campfire program, etc.
 - e. Menu for Webelos Scouts and dads
 1. Keep menu simple, remembering that each dad and his son cook together, eat, and clean up together.
 2. Suggest that similar meals be planned for all involved. (This avoids having some eat steak while others have hot dogs)
 3. At least two meals involving some cooking should be planned. (Saturday evening and Sunday morning) A sack lunch for the Saturday lunch will suffice and a light lunch for Sunday.



Campout preparation continued.....

- f. **Equipment** - each dad should have a personal equipment checklist similar to the boys. In addition to those items, a hand axe for preparation of firewood is useful. Don't forget the first aid kit, even though you may not use it.
 - g. If firewood is in short supply at your campsite, make sure everyone knows to bring their own.
 - h. Remember...pressure gas stoves and Coleman-type lanterns may not be used in Scout camps. This is a national camping regulation. Propane type stoves and lanterns are permissible.
4. This meeting with the dads can be an excellent time to get to know each other better. Don't overlook the leadership potential within this group of men. Give the dads an opportunity to participate in leading various activities.

IN SUMMARY: Aside from the fun your Webelos Scouts will experience on this campout, they should have satisfied the requirements for the Outdoorsman badge by the time they return home. In addition to this badge, certain requirements for other badges can be completed on the campout. Check out the requirements for the Naturalist and Geologist badges and try to include them in your plan.

B. Make reservations

1. If you decide to use a privately owned campsite, arrangements should be made with the owner.
2. If you plan to use one of the Scout camps, make reservations through the Scout Service Center
3. In either case, a local tour permit is required. This should be turned in to the Scout Service Center at least two weeks prior to the campout.

C. If you are not experienced camper, be sure to plan to take along an adult or Scout who is experienced. More than likely, some of the dads have been camping; if not, there are lots of Scouters around who would like to help you.

D. Preparing the dads is equally important as preparing the boys. The end result of this preparation is a smoothly-run campout with everyone knowing what is expected. Properly informed dads will reduce the load of responsibility on the Webelos leader to a minimum and will make the campout more enjoyable for all.



Campout preparation continued....

Prepare the boys

Preparing the boys goes beyond informing them that a campout has been planned. This period of preparation for the campout offers many opportunities to introduce materials and skills that will be helpful to the boys in their Webelos training. Some of the opportunities offered at den meetings are:

- A. Discuss and plan the campout with the boys. Show the boys how to make a list of items they will need for camping on a father/son overnight.
- B. Discuss fire safety and its need. Make sure boys are familiar with the principles which include no-flame lights in tents and no-liquid starters for charcoal fires. Do fire laying for regular wood fires or charcoal fires, so they can learn to lay them for cooking and campfires.
- C. Teach the boys the taut-line hitch. They will need to know this to set up their tents. Have a tent making project of a simple tarp tent which will provide adequate shelter for two boys.
- D. Show the boys how to make an improvised sleeping bag or bed.
- E. Include your Den Chief in the campout planning. His experience in Scouting will be helpful. He could help teach the knots and the basic rules of fire safety. He should go along on the campout. If you are an inexperienced camper, you'll be glad he's there.
- F. About one week before the campout, send home an individual checklist with each boy, along with a letter giving final details as to when and where to meet, when you will return, etc.



GET A GOOD PICTURE OF YOUR RESOURCES

WITHIN THE SCOUTING PROGRAM:

1. Parents
2. Den Chief
3. Pack Committee
4. Cubmaster
5. Unit Commissioner
6. Troop Resource Person
7. Scoutmaster(s)
8. District Cub Roundtable Personnel
9. District Scout Executive
10. Council Service Center
11. Lyle Johnson's swim program (Byrd Elementary School)
12. Order of the Arrow Chapters

EXTERNAL:

1. Chamber of Commerce
2. Corps of Engineers
3. State Tourism Office (Will Rogers Turnpike gate)
4. Oxley Nature Center (Floyd Fuss)
5. ORU Rock Museum (University Village Complex)
6. Nature Center at Sequoyah State Park
7. Five Civilized Tribes Museum (Muskogee)
8. Philbrook Museum (Tulsa)
9. Gilcrease Museum (Tulsa)
10. American Red Cross (Mingo Valley Expway at 11th St)
11. American Heart Association

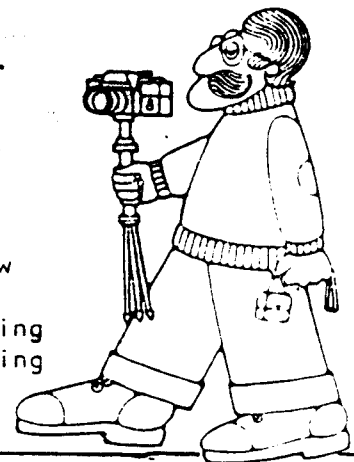
TRAINING:

Every Webelos Scout **deserves** trained and qualified leaders. Webelos Den Leaders and assistants should take the OWL training **that is held over a weekend**. They should also take part **in the roundtables, pow wow, and other training events**.

The Webelos Den Chief **receives on-the-job training** from the Webelos Den Leader. Initial training includes a review of the Den Chief's Handbook. Webelos Den Chiefs should be encouraged to attend a district or council Den Chief Training Conference. The Webelos Den Leader provides regular coaching related to the Den's program activities.

PRINTED MATERIALS:

1. Pow Wow Books
2. Cub Scout Leader Book (#3220)
3. Cub Scout/Webelos Scout Program Helps
4. Webelos Scout Handbook
5. Webelos Den Meeting Program Sheet (#3852)
6. Webelos Den Record (#3850)
7. Webelos Den Advancement Wall Chart (#4187)
8. Webelos Badge Pocket Certificate (#4222)
9. Arrow of Light Pocket Certificate (#4223)
10. Cub/Webelos Scout Uniform Inspection Sheet
11. Scouter Uniform Inspection Sheet
12. Webelos Den Activities Book (#3853)
13. Camping Guide (#3081)
14. Advancement Guide (#3087)
15. Insignia Control Guide
16. Den Chief Handbook
17. Scouting Magazine
18. Smoke Signals - monthly council newsletter
19. District Annual Calendar
20. Official Boy Scout Book
21. Official Scoutmasters Book (#6501)

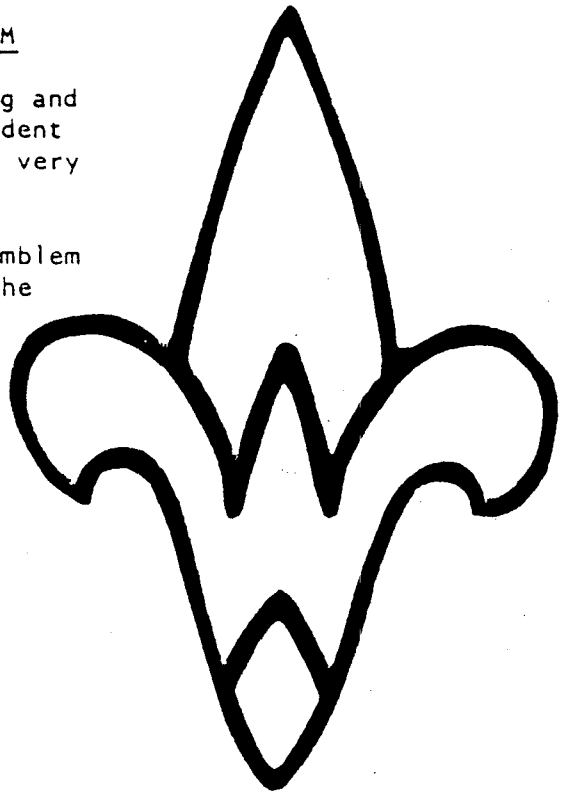


THE WEBELOS EMBLEM

It has been found that a sense of belonging and a pride in the Webelos Den will become evident as he begins to understand that he is in a very special part of the Cub Scout program.

For this reason, often times the Webelos emblem can be reduced or enlarged as needed for the following projects:

BOOK ENDS	RECOGNITION ITEMS
BOOK MARKS	T-SHIRTS
INVITATIONS	BANNERS
BALL CAPS	LEATHER ITEMS



THE SCOUT BADGE

To teach Webelos Scouts the parts of the Scout badge enlarge the design below and cut the separate parts from thin plywood. Cut out with a scroll saw and paint or stain. Use the individual parts to teach the badge requirements for the Webelos badge.

The Scout badge was adapted from the north point of the old mariner's compass. The design is often called a trefoil -- a flower with three leaves. It is also known by its French name 'fleur-de-lis' -- lily or iris flower. It goes so far back in history that it is uncertain whether it actually stands for a flower or for an arrowhead. With slight changes, the trefoil badge is used by Scouts around the world.

The two stars symbolize truth and knowledge and the outdoors in Scouting.

The trefoil means that a Scout can point the right way in life as truly as a compass can in the field.

The three points, like the fingers of the Scout sign, stand for the three parts of the Scout Oath.

The Eagle with the shield stands for freedom and readiness to defend that freedom.

The knot at the bottom of the scroll is a reminder to 'do a good turn daily'.

The scroll with the Scout motto is turned up at the ends. It's a hint that a Scout smiles as he does his duty.

NAME THAT WEBELOS BADGE

Here are a number of WEBELOS Activity Badges and Emblems.
See if you can match the badges with their correct names.



1



2



3



4



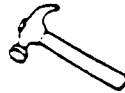
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6



7



8



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10



11



12



13



14



15



16



17



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19



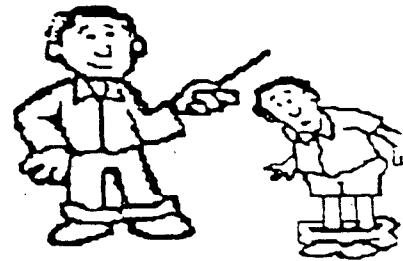
20



21



22



- _____ Outdoorsman
- _____ Scientist
- _____ Readyman
- _____ Traveler
- _____ Sportsman
- _____ Naturalist
- _____ Handyman
- _____ Aquanaut

- _____ Family Member
- _____ Showman
- _____ Fitness
- _____ Geologist
- _____ Engineer
- _____ Communicator
- _____ Webelos Badge

- _____ Scholar
- _____ Arrow of Light
- _____ Athlete
- _____ Forester
- _____ Craftsman
- _____ Artist
- _____ Citizen

Check your own results in your WEBELOS book. 20-23 correct, you're pretty smart! 15-19 correct, very good! 11-14 correct, not bad. 9-13 correct, you must be a brand new leader! 8 or under, you didn't really try, did you!!!



WEBELOS SCOUT ADVANCEMENT

THE WEBELOS SCOUT ADVANCEMENT PLAN IS THE BASIS FOR THE PROGRAM. DEN MEETINGS AND WEBELOS SCOUT PARTICIPATION IN PACK MEETINGS, AS WELL AS OTHER ACTIVITIES, ARE USUALLY BUILT ON ONE OF THE 20 ACTIVITY BADGES, PLUS THE WEBELOS BADGE AND ARROW OF LIGHT.

THE BADGES HAVE BEEN SO ARRANGED THAT FOURTH-GRADERS WHO EARN EACH ACTIVITY BADGE AS IT IS PRESENTED (AND NO OTHERS) WILL QUALIFY FOR THE WEBELOS BADGE IN NOVEMBER OF THEIR FIRST YEAR AND FOR THE ARROW OF LIGHT AWARD IN JANUARY OF THEIR SECOND YEAR. WEBELOS SCOUTS SHOULD NOT BE ENCOURAGED TO COMPLETE THE ARROW OF LIGHT AWARD REQUIREMENTS DURING THEIR FIRST YEAR IN THE 2-YEAR PROGRAM.

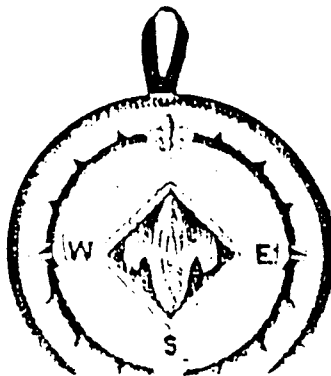
ACTIVITY BADGE GROUPS

UNDER THE NEW ADVANCEMENT REQUIREMENTS, THE 20 ACTIVITY BADGES ARE ARRANGED INTO 5 GROUPS, EACH CONTAINING 4 RELATED BADGES. FOR BOTH THE WEBELOS BADGE AND THE ARROW OF LIGHT AWARD, THE BOY IS REQUIRED TO EARN ACTIVITY BADGES FROM DIFFERENT GROUPS IN ORDER TO BROADEN HIS EXPERIENCE IN DIFFERENT AREAS. THREE OF THE ACTIVITY BADGES ARE REQUIRED-ONE (FITNESS) FOR THE WEBELOS BADGE, AND TWO MORE (CITIZEN AND READYMAN) FOR THE ARROW OF LIGHT AWARD. THE ACTIVITY BADGE GROUPS ARE:

- * PHYSICAL SKILLS- AQUANAUT, ATHLETE, FITNESS, AND SPORTSMAN
- * MENTAL SKILLS - ARTIST, SCHOLAR, SHOWMAN, AND TRAVELER
- * TECHNOLOGY -CITIZEN, COMMUNICATOR, FAMILY MEMBER, AND READYMAN
- * OUTDOOR - FORESTER, GEOLOGIST, NATURALIST, AND OUTDOORSMAN

COMPASS POINTS

AFTER A BOY HAS EARNED THE WEBELOS BADGE, HE MAY RECEIVE COMPASS POINTS FOR ADDITIONAL ACTIVITY BADGES. THE COMPASS POINTS EMBLEM IS PRESENTED TO A WEBELOS SCOUT WHO HAS EARNED FOUR ADDITIONAL ACTIVITY BADGES BEYOND THOSE REQUIRED FOR THE WEBELOS BADGE (A TOTAL OF SEVEN), AND IS WORN SUSPENDED FROM THE BUTTON OF THE RIGHT POCKET OF THE UNIFORM SHIRT. A METAL COMPASS POINT IS PRESENTED FOR EACH ADDITIONAL FOUR ACTIVITY BADGES EARNED, TO BE AFFIXED TO THE EMBLEM IN THE "EAST," "SOUTH," OR "WEST" POSITIONS. A TOTAL OF 3 COMPASS POINTS, PLUS THE EMBLEM, MAY BE EARNED, REPRESENTING 16 ACTIVITY BADGES BEYOND THE WEBELOS BADGE.



WEBELOS INDUCTION CEREMONY

STAGING: Lights dimmed, candles with rank poster, a wooden doorway. Cubmaster beside or in front of door. Webelos leader behind or on the other side of door.

CUBMASTER: Will all Den Leaders with Bear Cubs going on to Webelos please escort those Bear Cubs and join me on my right. (pause) Tonight we have Bear Cubs who have reached age 10 and in the Fourth grade, who will be joining our Webelos Dens to prepare them for the adventure of Boy Scouts. Will the Bear Cubs parents please join our Webelos leader on my left for the ceremony. (Parents are given a Webelos slide and neckerchief. The Webelos leader should have the colors.)

ASS'T CUBMASTER: When a boy becomes a Cub Scout, he starts on an upward trail. I say "upward" because as he grows older he advances in Cub Scouting. He does not join a Cub Pack and then idly wait for three years until he becomes a Boy Scout. With the help of his parents and leaders he works and earns the various badges which are marks of achievement. (Ass't then lights the candles by each rank poster...Bobcat, wolf, and Bear.)

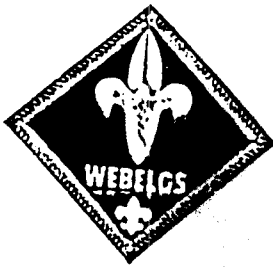
CUBMASTER: Now that these Cubs are old enough they are moving forward and upward into another phase of Cub Scouting. They are becoming WEBELOS! My congratulations to you Cub Scouts and to your parents for the fine work you have done in Cub Scouting so far ... keep up the good work as Webelos! Will the Den Leader Representative please come forward.

DEN LEADER: Cub Scouts, we are proud of your accomplishments. Your fellow den members enjoyed learning skills and doing crafts with you the last several years. We know you will accomplish even more in the years ahead. We wish you luck and keep up the Scouting Spirit.

CUBMASTER: Would the Den Leaders, by Den, escort their advancing Cub Scouts forward to the DOOR OF ADVENTURE.

DEN LEADERS: (Call out the boys names. Remove the Bear neckerchiefs, and salute them. Boys Go through the door to be received by the Webelos leader and parents. Webelos Leader pins the colors on the boys, and the parents place the Webelos neckerchief and slide on the boys neck.)

WEBELOS LEADER: (After all the boys have gone through the door and received their colors and neckerchiefs.) Parents you have helped your sons along the Cub Scout trail this far. It is important that you continue to go along with him and learn the way of the Scout trail in the Webelos Den. Some of you dads will be called upon to teach activity badges and help with other den activities. All of you dads will be expected to go on the overnight campout with your sons. Welcome to the Webelos adventure.



BURNING THE SCOUT NECKERCHIEF

Here is an impressive ceremony to use when a Webelos Scout graduates and advances into a Boy Scout Troop.

MATERIALS

- Webelos neckerchief
- Denatured alcohol
- Pan of water
- Tongs or long handled rod
- Empty pan or tin for alcohol

PROCEDURE: Saturate the neckerchief in water. Wring it out. Pour alcohol over the neckerchief in an empty pan. Raise with tongs or long-handled rod. **IGNITE.** The neckerchief will burn brightly. Drop the neckerchief back into the pan of water when almost burnt out. The neckerchief will remain intact and can be dried and ironed as good as new.

Have representative Boy Scout troop members place troop neckerchief on Webelos Scout and welcome into the troop with Boy Scout handshake.

NOTE: You may want to darken the room. This ceremony is very effective when the only light is coming from the burning neckerchief and an indoor campfire.

sem



ARROW OF LIGHT CEREMONY

- Personnel:** Cubmaster, seven Bear Cub Scouts
- Equipment:** Arrow of Light Board, seven yellow candles, Arrow of Light awards, matches, (set up seven Scouts with candles out, in a line up the center aisle.)
- Cubmaster:** The highest rank in Cub Scouting is the Arrow of Light. You may well ask, "How does a boy reach this high goal?" Well, let us retrace each Cub Scouts footsteps from the beginning. Will the following Webelos Cub Scouts come up and join me at the end of the aisle? (Read the list of boys, turn off all lights when in place and then begin by lighting each candle in turn.)
- Cub 1:** I am a Bobcat. I have learned the Cub Scout Promise, and the Law of the Pack.
- Cub 2:** I am a Wolf. I have Completed the 12 Achievements in the Wolf Book.
- Cub 3:** I am a Gold Arrow Point. I have worked on 10 electives after receiving my Wolf badge.
- Cub 4:** I am a Bear. I have completed the 12 achievements in the Bear book.
- Cub 5:** I am a Silver Arrow Point. I have completed 20 electives after receiving my Bear badge.
- Cub 6:** I am a Webelos. I have earned 3 activity badges.
- Cub 7:** I am the Arrow of Light. I have completed seven activity badges including Citizenship.
- Cubmaster:** As you can see each step has brightened you journey. Will each representative come forward and place the candles in the Arrow of Light board?

Will the parents of each of these Cub Scouts come forward?

Tonight I take great pride in presenting the Arrow of Light for you to present to your son, that he may wear it on his Webelos Scout uniform. He will wear it centered on his left shirt pocket, (at the bottom below his badges) and later on his Boy Scout uniform. Wear it well.

Parents you will find additional enjoyment and satisfaction as you go on into Scouting with your son, and help him with his new adventure.

SCOUT INDUCTION CEREMONY

(The boys of the Webelos den (not the ones to be inducted) remove their neckerchiefs and slides and form two straight lines. When the Boy Scout inductees are ready to go between the lines, they will form an arch with their neckerchiefs. Give boys to be inducted a candle

Webelos Leader: This last door of adventure opens into the vast expanses of the open country, the hiking path, camp fires and merit badges. But most of all it opens the door to the Trail to Eagle. The rays from the Arrow of Light will light you way to Boy Scouting.

Cubmaster: Parents, please remove your son's neckerchief, slide, and hat. Boys, turn and salute your Webelos Leader. The Committee Chairman will present you with your graduation certificate and Boy Scout Handbook. (The Cubmaster lights the candle of the Webelos Leader.)

As I call you name please light your candle from that of your Webelos Leader. Walk under the Arch of Webelos Neckerchiefs to Troop_____ with your parents. Then light the Troop_____ candles. Scoutmaster_____, I present these Webelos Scouts to Troop_____. (After the Webelos lights the Troop candle the Cubmaster Says:) These Webelos Scouts bring to your Troop the Spirit of Scouting they have had in Cub Scouts. May it always stay with them in Boy Scouts and lead them on to the Eagle Scout Award.

Scoutmaster: (The Scoutmaster then presents the new Boy Scouts with their new Troop Neckerchiefs, slides and hats. The parents put them on their sons. The lights are turned on.) Troop_____ welcomes you. In Boy Scouts you will be working in Patrols. You will be earning Merit Badges. Your last year in Webelos taught you many Scout Skills. You have earned the Arrow of Light, the highest award in Cub Scouting. With that honor comes many rewards. Your parents are invited to join the Troop Committee. Thank you for joining Troop_____. (The Scoutmaster then gives each new Boy Scout the Boy Scout Handshake. The new Boy Scouts then salute their Scoutmaster.)

then salute their Scoutmaster.)

CERTIFICATE **OF**

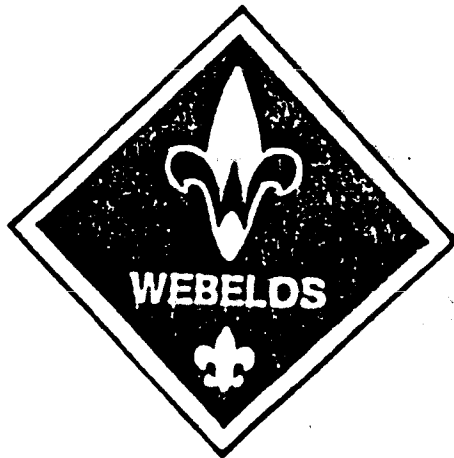
Achievement

This award of distinction is presented to

in recognition of

date

USE THIS FOR BOYS, LEADERS, PARENTS, ETC. A NICE WAY TO SAY THANKS!



This is to certify that

*has completed all of the requirements
for his Webelos badge*

Webelos Den Leader

Submaster



*This is to show to all that the following
named Nebelos Scout*

*has earned this highest award
and is qualified to wear
The Arrow Of Light*

Nebelos Den Leader

Submaster



PUPPETS

PAPER-BAG PUPPETS

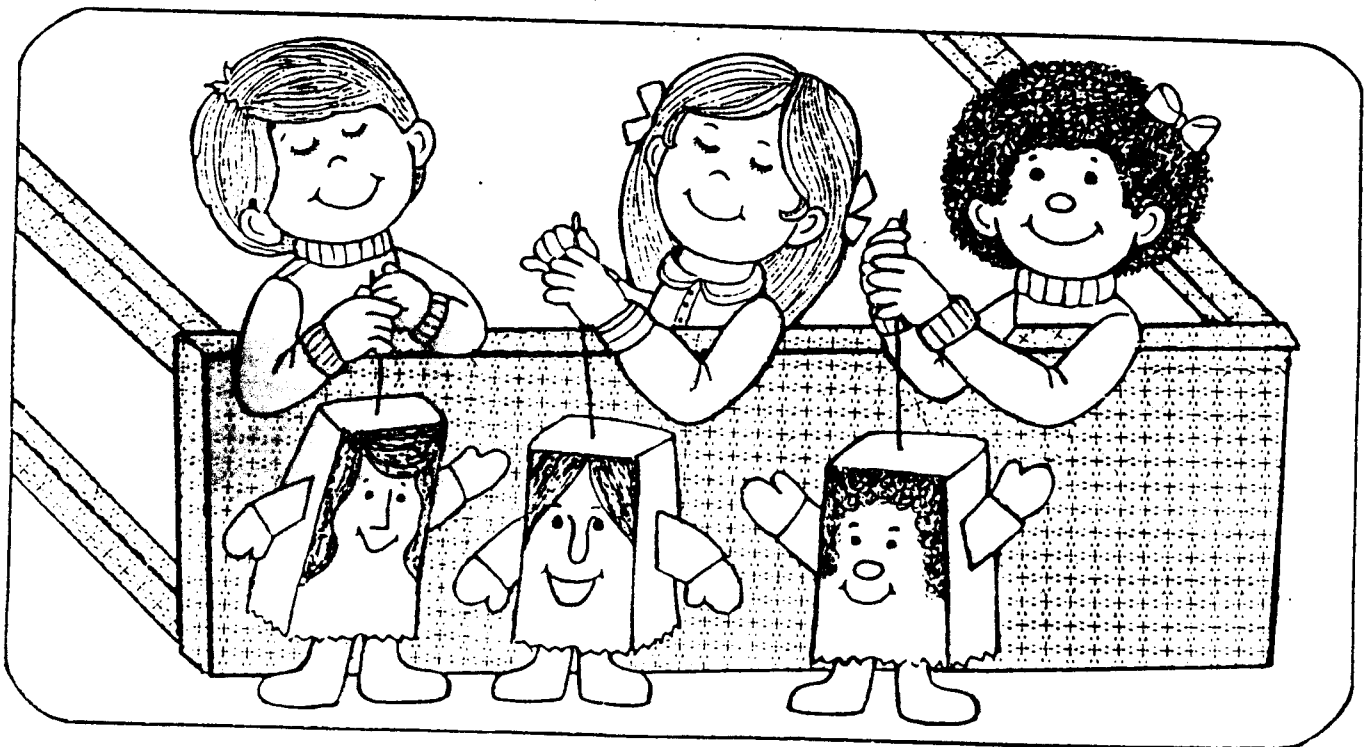
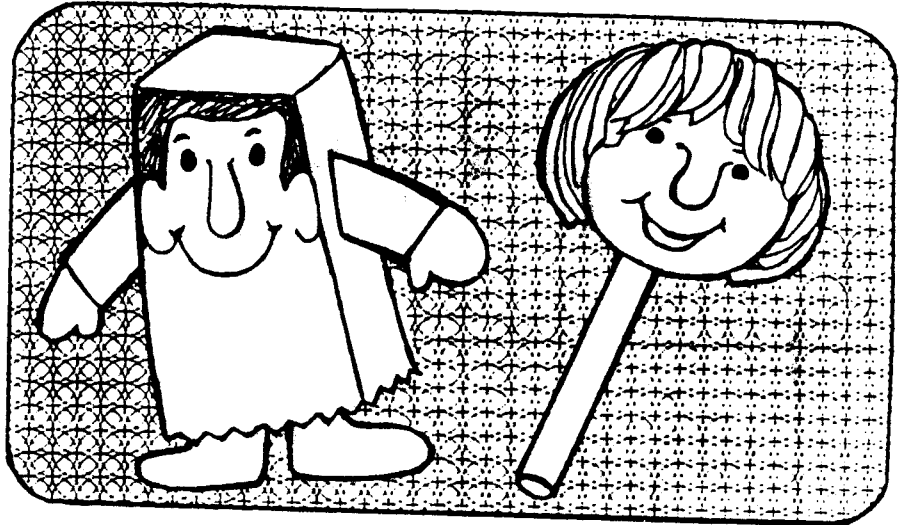
Decide who will be what characters for the puppets.

Let the children play with the puppets a few minutes to become comfortable with using them. Decide what each person will say in the skit. Practice the skit two or three times so all the children are familiar with their parts.

If you do not have a puppet stage, make a stage by turning a table on its side on top of another table. The adult leader may sit behind the stage to prompt the children if necessary.

The puppets can be made from either paper bags or sticks. You will need: scissors, glue, construction paper, lightweight cardboard, glitter, scraps of material, lace, marking pens, crayons, paper bags (lunch size), and sticks.

Let the children design the faces and the costumes for these characters.



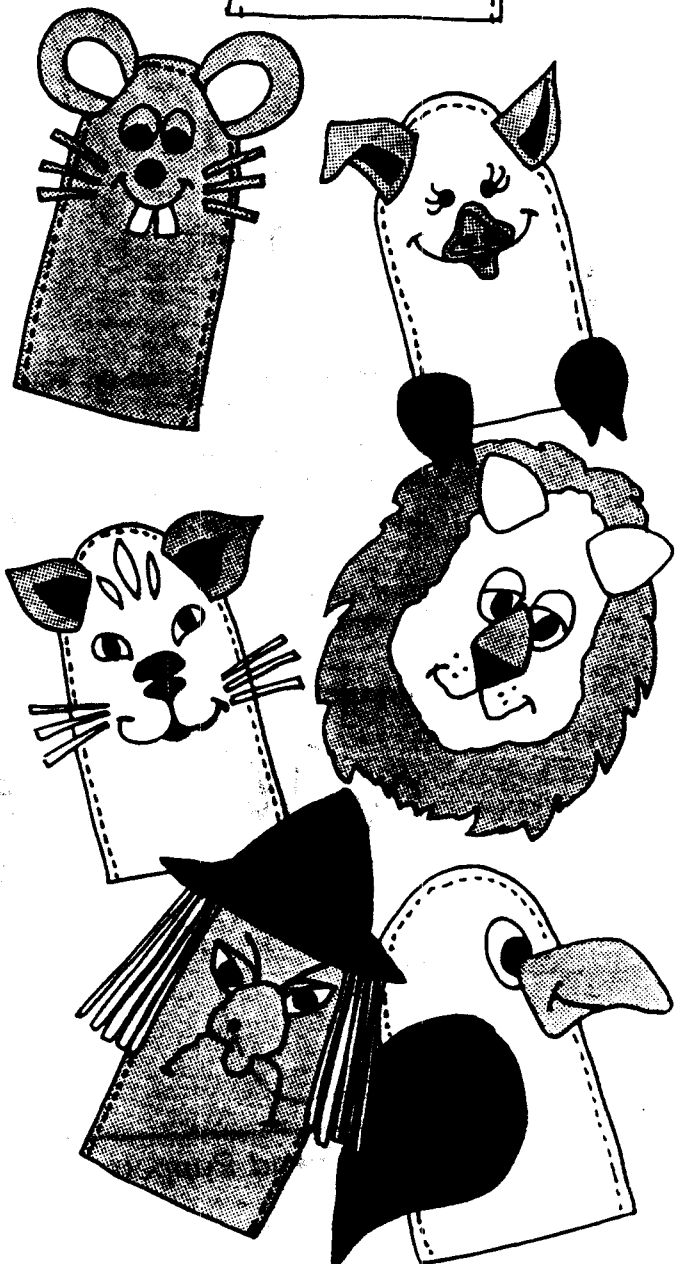
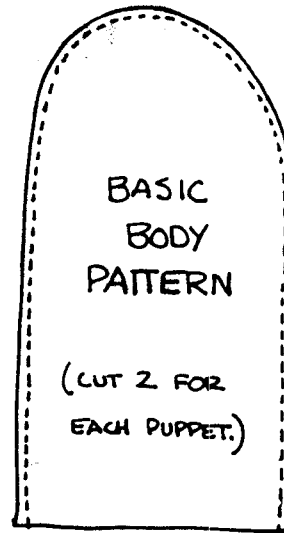
Finger Puppets

Supplies:

- Felt and fabric scraps
- White glue
- Yarn
- Buttons
- Sequins
- Pipe cleaners
- Toothpicks (for applying glue)
- Needle and thread
- Black permanent marker (to draw on some detail)

Procedure:

1. Cut out a cardboard pattern for the body.
2. Trace around this pattern with a pencil or felt-tip onto a piece of felt.
3. Sew two pieces together using a 1/8" seam or glue the edges together with white glue.
4. For placement of the pieces, apply the glue to the felt with a toothpick.
5. Larger pieces or pieces that hang off the puppet should be sewn for extra strength.



Fingertip Friend Puppets



Friends Are Special
Sung to: "Frere Jacques"

Friends are special, friends are special,
Make a few, make a few.
Smile and say "How are you?"
Smile and say "How are you?"
I like you, I like you!"

*Karen Leslie
Erie, PA*

Materials: Glove; felt-tip markers; yarn; glue; pair of scissors.

Making the Puppets: Cut the fingertips off an old glove. Use felt-tip markers to add facial features to the fingertips. Glue pieces of yarn on the tops of the fingertips for hair. Put one puppet on each finger of one hand.

*Sarah Cooper
Ft. Worth, TX*

Variations:



Fingertip Friend Puppets

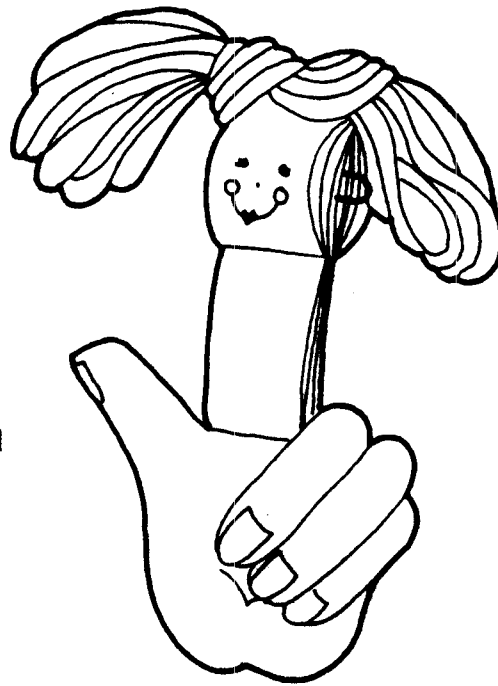
Goldilocks Folded Paper Finger Puppet

Goldilocks

Sung to: "Yankee Doodle"

Once a girl named Goldilocks
Went to see three bears.
She tasted all their porridge,
Then sat in all their chairs.
Looking for a place to sleep,
Which bed would she choose?
She hopped into the baby bear's bed
And took a little snooze.

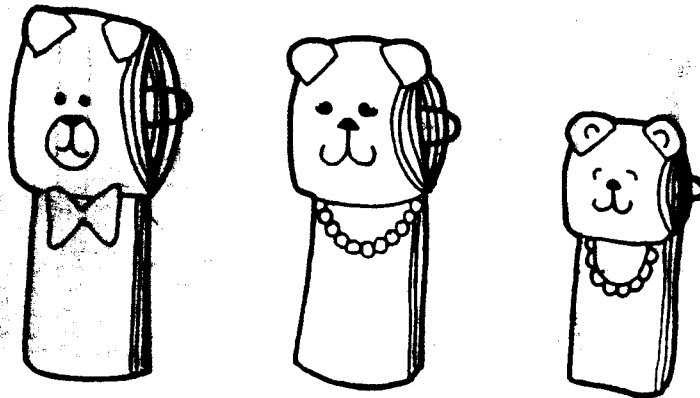
Jean Warren



Materials: Construction paper; paper clip; felt-tip markers; yellow yarn; pair of scissors.

Making the Puppet: Cut a 5- by 7-inch rectangle out of construction paper. Fold the rectangle in half lengthwise and then in half again to make a long narrow strip. Curl one of the short ends down halfway and paper clip it to the middle of the strip. Use felt-tip markers to draw a face on the loop. Then tie several pieces of yellow yarn over the top of the loop for hair.

Variations:



Goldilocks Folded Paper Finger Puppet

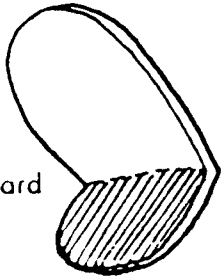
your trash can and find stuff like old yarn, and string, and buttons, and bits of cloth, and ping pong balls, or anything that you think will be good to decorate your puppet.

You can glue them or sew them on.



So far your puppet should look this... Now comes the good p.

Then cut out a piece of cardboard shaped like this...

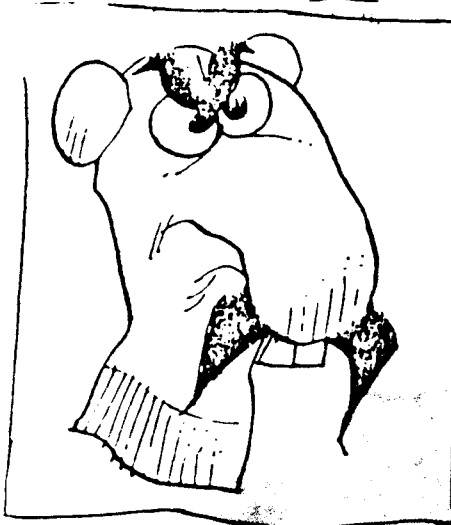
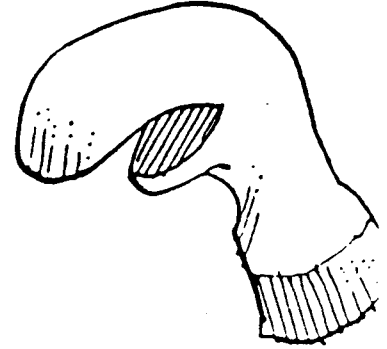


Now fold the cardboard like this...

and put it into the heel of the sock.



You can glue it, or sew it, or staple it so it stays there.



Peek-A-Boo Elf Puppet

Mr. Elf

Sung to: "Frere Jacques"

Mr. Elf, Mr. Elf,
Where are you? Where are you?
Are you making toys
For all the girls and boys?
Peek-a-boo! I see you!

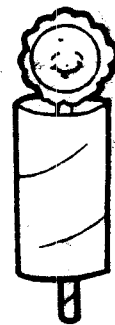
Gayle Bittinger



Materials: 1-inch Styrofoam ball; cardboard toilet tissue tube; straw; red felt scraps; felt-tip markers; yarn; glue; pair of scissors.

Making the Puppet: Push one end of a straw into a 1-inch Styrofoam ball to make a hole. Remove the straw and fill the hole with glue. Put the end of the straw back into the hole and allow the glue to dry. Use felt-tip markers to draw eyes, a nose and a mouth on the Styrofoam ball. Glue on pieces of yarn for hair. Cut two small triangles out of red felt scraps and glue them together along two sides to make a hat. Glue the hat to the top of the Styrofoam ball. Put the straw down through a cardboard toilet tissue tube and let the Elf Puppet play peek-a-boo with the children.

Variations:



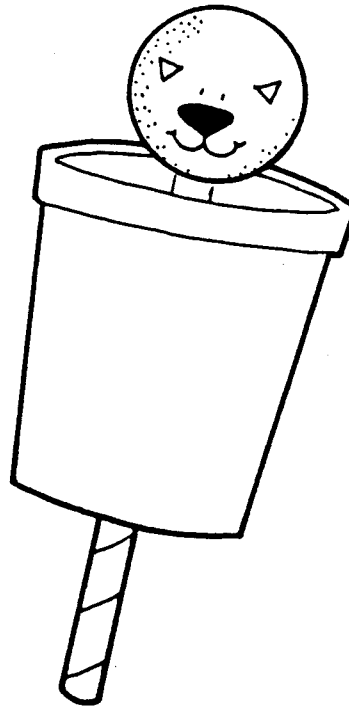
Peek-A-Boo Elf Puppet

Groundhog Pop-Up Puppet

Groundhog, Groundhog

Groundhog, groundhog, popping up today.
Groundhog, groundhog, can you play?
If you see your shadow, hide away.
If there is no shadow, you can stay.
Groundhog, groundhog, popping up today.
Groundhog, groundhog, can you play?

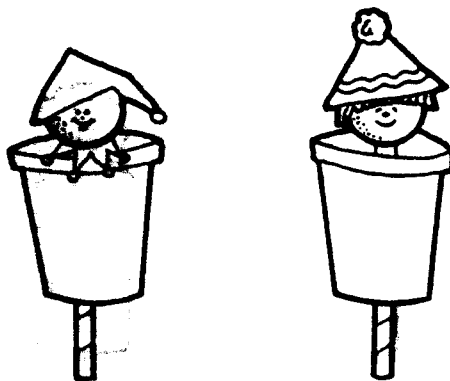
Jean Warren



Materials: Styrofoam or paper cup; Styrofoam ball (small enough to fit inside the cup); straw; felt-tip markers; glue; pair of scissors.

Making the Puppet: Insert a straw into a Styrofoam ball. Pull the straw out, drop some glue into the hole, then replace the straw. Allow the glue to dry. Use felt-tip markers to draw groundhog ears, eyes, a nose and a mouth on the Styrofoam ball. Poke a hole in the bottom of a Styrofoam or paper cup. While holding the cup upright, stick the straw down into the cup and out the hole in the bottom.

Variations:



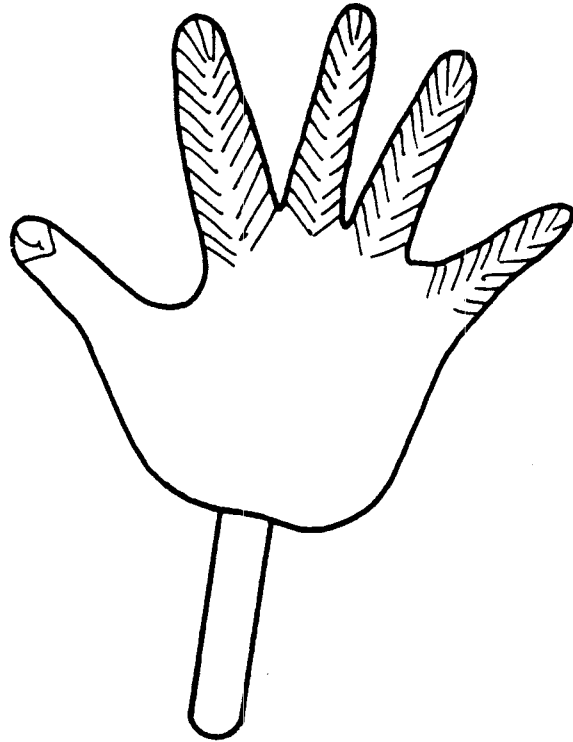
Groundhog Pop-Up Puppet

Turkey Hand Puppet

My Turkey

I have a turkey, big and fat.
He spreads his wings
And walks like that.
His daily corn he would not miss,
And when he talks, he sounds like this
Gobble, gobble, gobble.

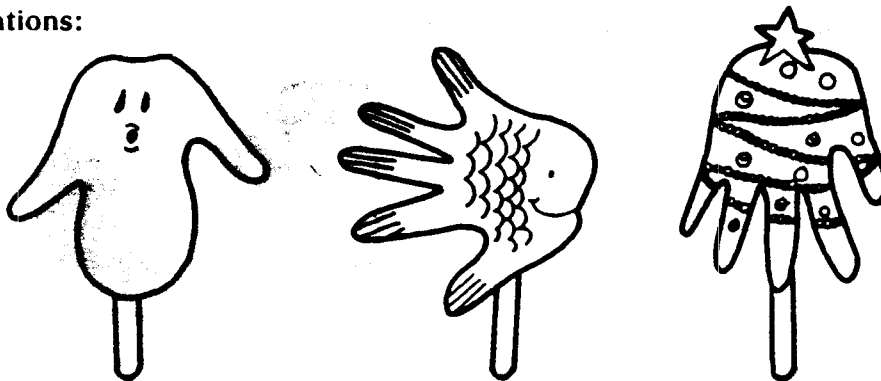
*Dee Hoffman, Judy Panko
Aitkin, MN*



Materials: Construction paper; felt-tip markers; Popsicle stick; glue; pair of scissors.

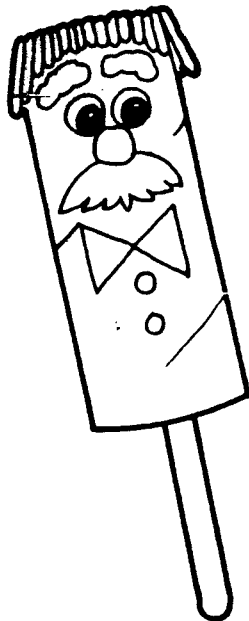
Making the Puppet: Cut a hand shape out of construction paper. Glue a Popsicle stick handle to the bottom of the shape. Use felt-tip markers to color the fingers like feathers and to draw a turkey face on the thumb.

Variations:



Turkey Hand Puppet

Family Tube Puppets



My Family

Sung to: "The Mulberry Bush"

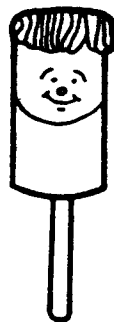
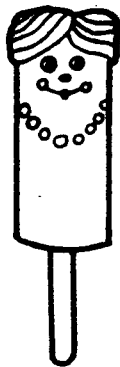
Oh, come and meet my family,
My family, my family.
Oh, come and meet my family,
They live at home with me.

Jean Warren

Materials: Cardboard toilet tissue tubes; felt scraps; plastic moving eyes; construction paper; yarn; Popsicle sticks; glue; pair of scissors.

Making the Puppets: Cut cardboard toilet tissue tubes into a variety of sizes. Decorate each tube to look like a different family member: a mother, a father, a brother, a sister, a baby, a grandmother and a grandfather. Use felt scraps and construction paper to make nose, mouth, and clothing shapes and glue them to the tubes. Add two plastic moving eyes to each puppet. Glue on pieces of yarn for hair or cut slits in the tops of the tubes and curl them. Glue Popsicle sticks inside the bottoms of the tubes for handles.

Variations:



Family Tube Puppets

Dancing Spoon Puppet



Have You Seen My Dancing Puppet?
Sung to: "The Muffin Man"

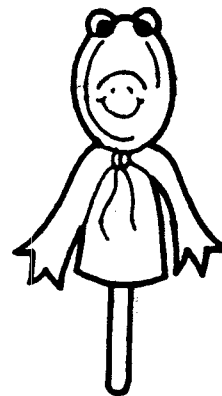
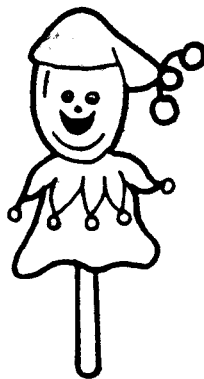
Have you seen my dancing puppet,
My dancing puppet, my dancing puppet?
Have you seen my dancing puppet
Twirl round and round and round?

Jean Warren

Materials: Wooden spoon; fabric; felt-tip markers; yarn; tape; glue; pair of scissors.

Making the Puppet: Use felt-tip markers to draw a face on one side of a wooden spoon. Cut a circle out of fabric and make a slit in the middle. Stick the handle of the spoon through the slit. Hold the head of the puppet upside down and tape the fabric around the neck. Turn the puppet upright so that the fabric drapes over the spoon handle like a smock. Glue on pieces of yarn for hair.

Variations:



Dancing Spoon Puppet

Popsicle Stick Car Puppet

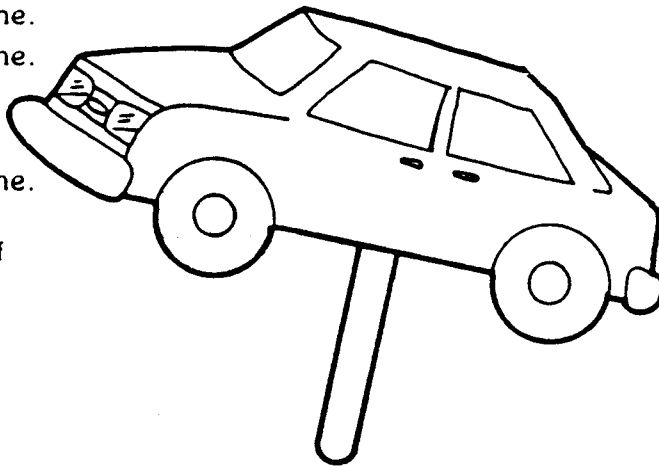
My Car

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

I'll be driving a red Ford when I come.
I'll be driving a red Ford when I come.
I'll be driving a red Ford,
I'll be driving a red Ford,
I'll be driving a red Ford when I come.

Substitute the name of the color and make of any car for the words "red Ford."

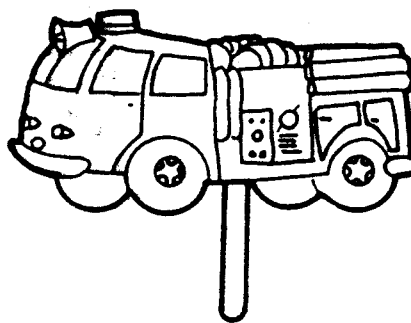
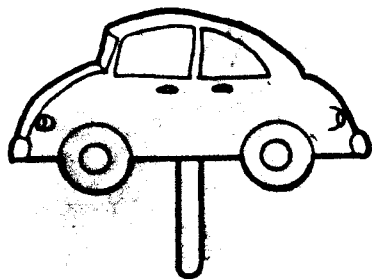
Jean Warren



Materials: Magazine; posterboard; Popsicle stick; glue; pair of scissors.

Making the Puppet: Cut out a magazine picture of a car. Glue the picture to a piece of posterboard and trim around the edges. Then glue a Popsicle stick handle to the back of the posterboard.

Variations:



Teddy Bear Puppet

Did You Ever See a Teddy Bear?

Sung to: "Did You Ever See a Lassie?"

Did you ever see a teddy bear,
A teddy bear, a teddy bear?
Did you ever see a teddy bear
Go this way and that?
Go this way and that way,
And this way and that way.
Did you ever see a teddy bear
Go this way and that?

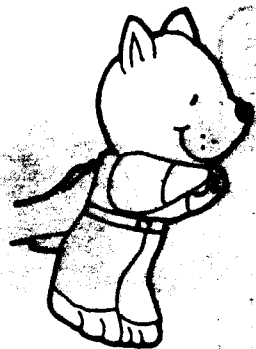
*Mary Evelyn Barcus
Indianapolis, IN*



Materials: Stuffed teddy bear; polyester stuffing (available at fabric and craft stores); pair of scissors.

Making the Puppet: Cut a slit in the back of a teddy bear and carefully remove the stuffing. Partially restuff the bear with polyester stuffing. Insert your hand in the bear's back and extend your fingers into its arms and head.

Variations:



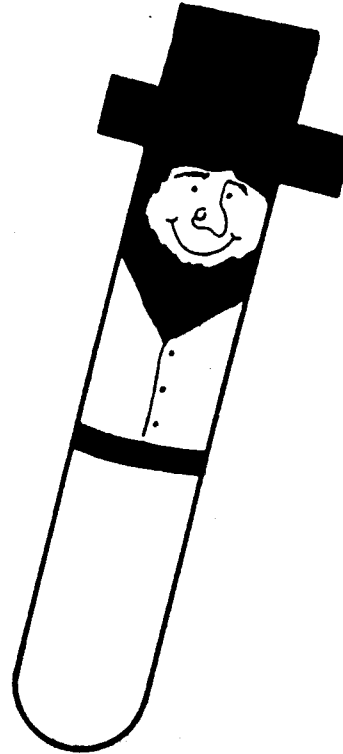
Abe Lincoln Tongue Depressor Puppet

Abraham Lincoln

Sung to: "The Battle Hymn of the Republic"

Abraham Lincoln
Was the President, you know.
He led our land. America,
A long, long time ago:
He worked to put an end to war,
He worked to make men free.
That's why we all remember him, you see.

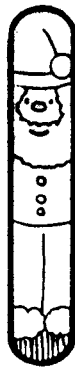
*Vicki Claybrook
Kennewick, WA*



Materials: Black felt; tongue depressor; felt-tip markers; glue.

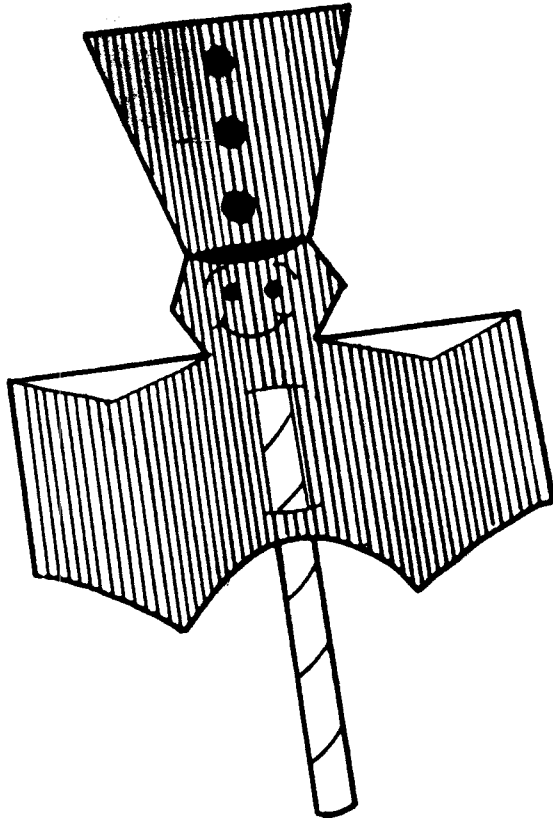
Making the Puppet: Cut a top hat shape out of black felt and glue it to a tongue depressor. Use felt-tip markers to add a beard, other facial features and clothing shapes.

Variations:



Abe Lincoln Tongue Depressor Puppet

French Fry Holder Marching Band Puppet



Number March Sung to:
"Skip to My Lou"

Marching together, one by one,
Marching together, one by one,
Marching together, one by one.
Marching together, oh, what fun!

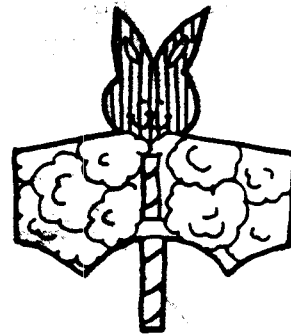
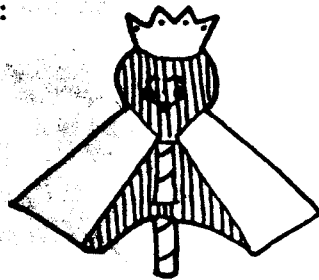
Additional verses: "Marching together two by two;
three by three; four by four;" etc.

Betty Ruth Baker
Waco, TX

Materials: Cardboard French fry holder; straw; felt-tip markers; pair of scissors.

Making the Puppet: Carefully open up a cardboard French fry holder and use felt-tip markers to draw a face in the middle of the inside. Add other details as desired. Fold back the sides of the holder to make shoulders. Cut two horizontal slits in the holder. Then weave a straw through the slits to make a handle.

Variations:



French Fry Holder Marching Band Puppet

Dinosaur Sock Puppet

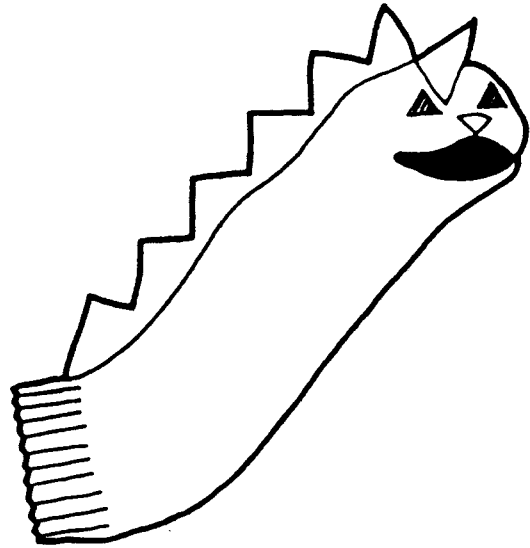
Dinosaurs

Sung to: "Oh, My Darling Clementine"

Great big dinosaurs, great big dinosaurs,
Lived so very long ago.
Some liked land and some liked water,
Some flew in the air.

Great big dinosaurs, great big dinosaurs,
Lived so very long ago.
Some had horns and some had spikes,
Some had wings like bats.

Great big dinosaurs, great big dinosaurs,
Lived so very long ago.
Some ate plants and some ate meat,
But now there are no more.

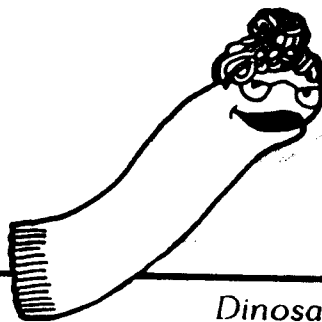
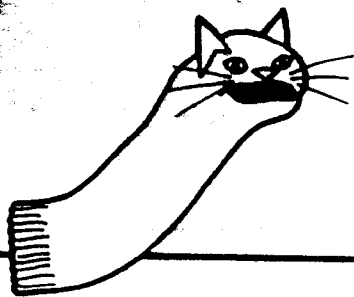


*Allane Eastberg, Jennifer Eastberg
Gig Harbor, WA*

Materials: Athletic tube sock; needle and thread; felt; pair of scissors.

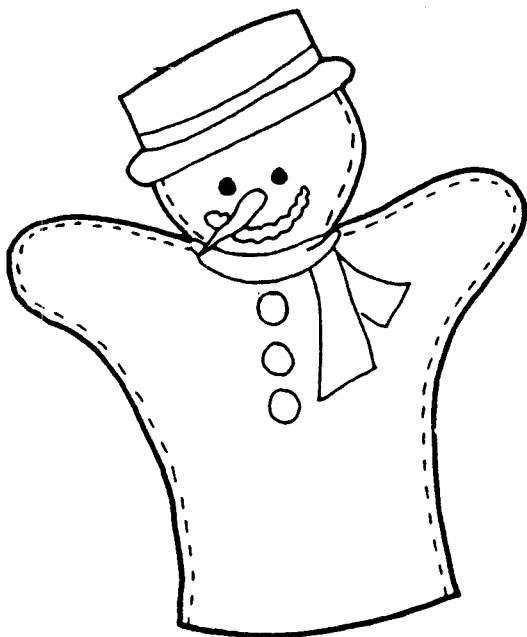
Making the Puppet: Cut a 2- by 8-inch strip out of felt. Make diagonal cuts along one of the long sides of the felt strip. Sew the uncut edge of the felt strip to an athletic tube sock, starting about 2 inches from the toe. Then sew a small felt triangle on each side of the felt strip for eyes. Put your hand in the sock and pull the toe in slightly. Sew another felt triangle where the sock folds in to make a tongue.

Variations:



Dinosaur Sock Puppet

Snow Pal Felt Hand Puppet



I'm a Friendly Snow Pal

Sung to: "I'm a Little Teapot"

I'm a friendly snow pal, big and fat,
Here is my tummy, and here is my hat.
I'm a happy fellow, here's my nose,
I'm all snow from my head to my toes.

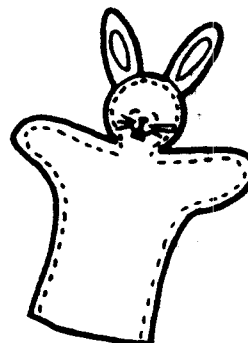
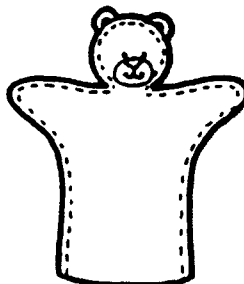
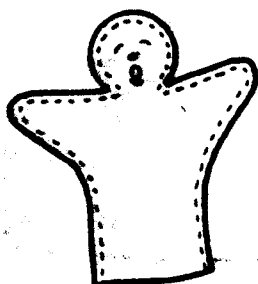
I have two bright eyes so I can see
All the snow falling down on me.
When the weather's cold, I'm strong and tall,
But when it's warm, I get very small.

*Susan M. Paprocki
Northbrook, IL*

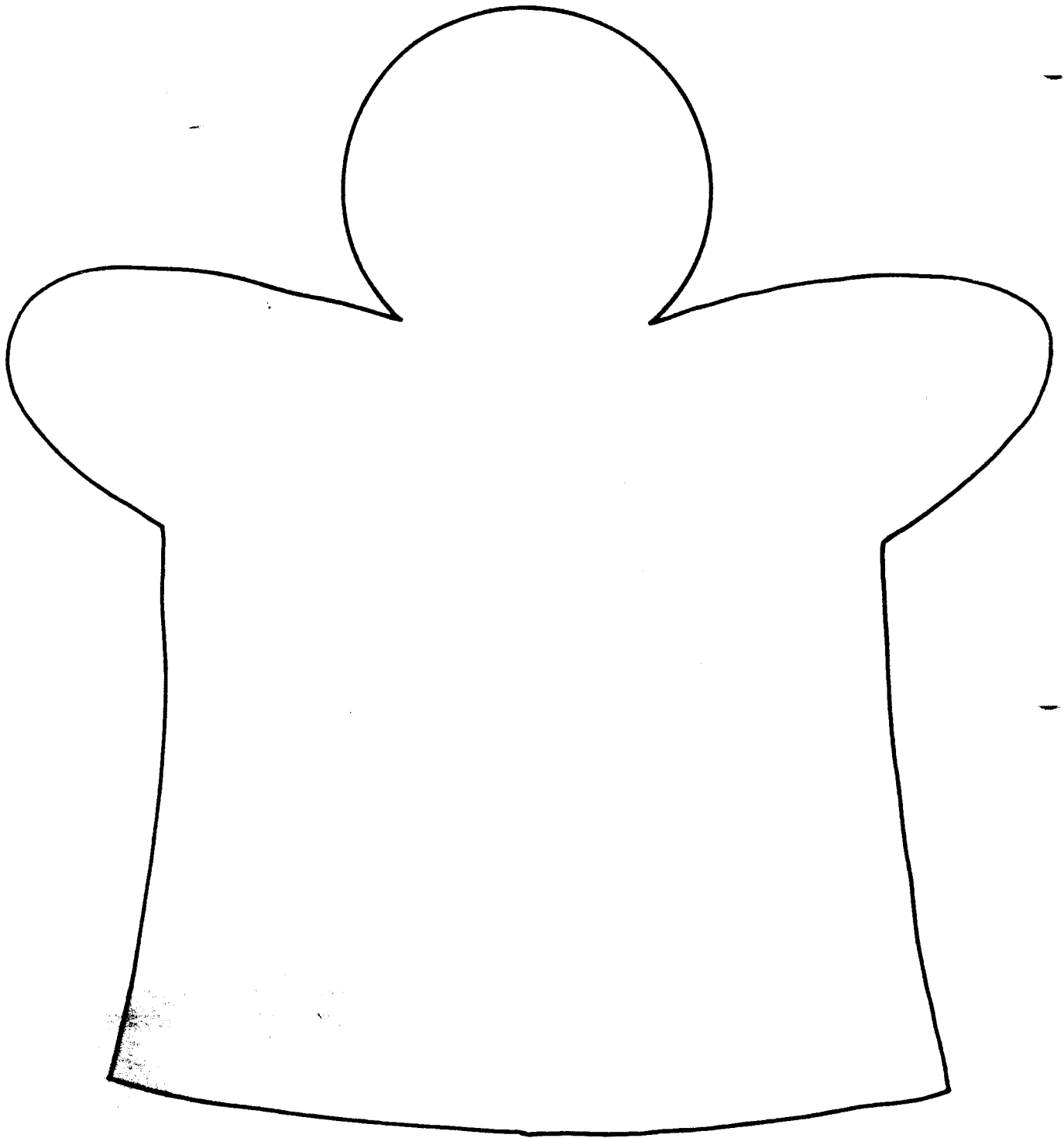
Materials: White felt; needle and thread; felt scraps; glue; pair of scissors.

Making the Puppet: Use the pattern on page 70 as a guide to cut two hand puppet shapes out of white felt. Use the patterns on page 71 as guides to cut snow pal facial features, a hat shape, a scarf shape and several button shapes out of felt scraps and glue them to one of the hand puppet shapes. Put the two hand puppet shapes together and sew around the edges, leaving the bottom open.

Variations:



Snow Pal Felt Hand Puppet



Snow Pal Felt Hand Puppet Pattern

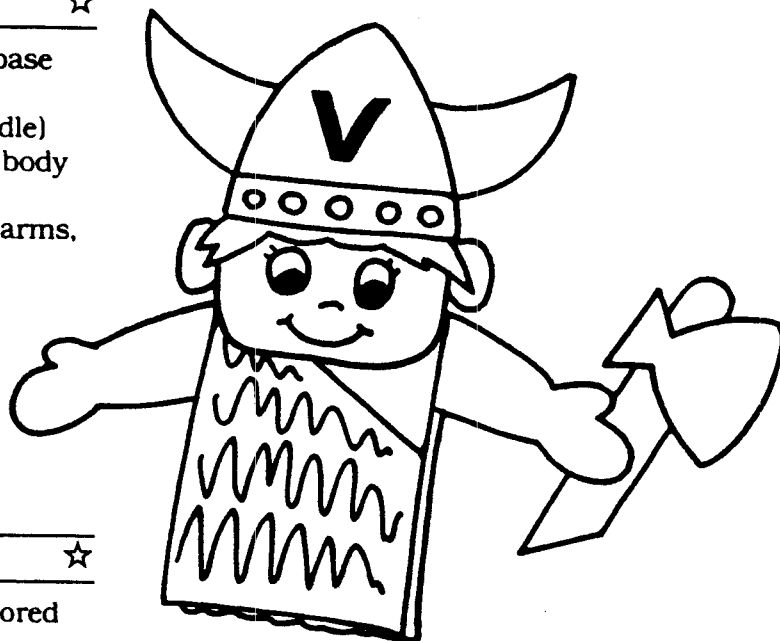
© 1989
Warren Publishing House, Inc.

Victor Viking

Materials:



- paper lunch bags (11" x 5 1/4") for puppet base
- yellow construction paper (hair)
- orange construction paper (horns, ax handle)
- gray construction paper (helmet, ax head, body cover)
- flesh tone construction paper (head, ears, arms, chest)
- crayons
- scissors
- paste
- paper clips
- paper cutter
- patterns on pages 120-125



Preparation:



1. Duplicate patterns on the appropriate colored construction paper.
2. For each child, make a packet containing:
 - a) Pattern A (hair)
 - b) Pattern B (ax handle, horns)
 - c) Pattern C (ax blade, helmet)
 - d) Pattern D (body cover)
 - e) Pattern E (ears, head)

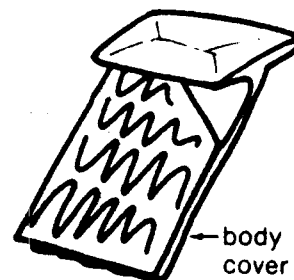
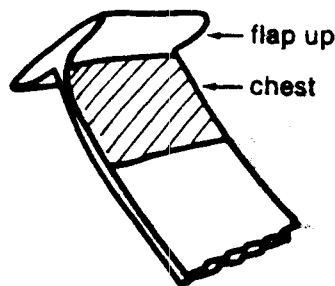
- f) Pattern F (chest, arms)
- g) one paper lunch bag
- h) one paper clip

Clip a-f together on the paper bag with the paper clip.

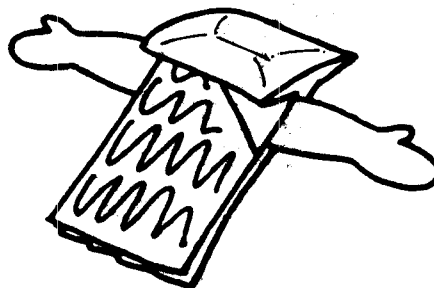
Procedure:



1. Distribute to each student:
 - a) paste
 - b) crayons
 - c) scissors
 - d) puppet packetDemonstrate the following steps for the students.
2. Unclip the puppet packet and write your name on the back side of the paper lunch bag. Place the bag aside for now.
3. With black crayon, outline the interior lines of the body cover, the helmet, and the letter V. Color in the letter V.
4. Cut all duplicated patterns along the dotted lines.
5. With one finger, put paste on the outside edge of the bag (do not get paste on the flap). Place the chest on the pasted edge, below the fold of the bag. Smooth down. Then paste the body cover on as shown.

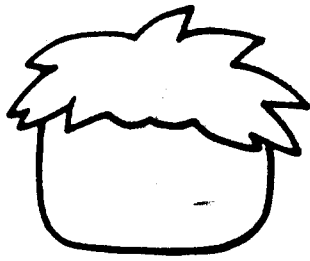


6. Run paste along the inside edge of each arm. Attach the arms, thumbs up, below the flap, in the creases of the bag.

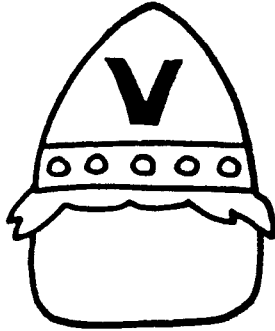


Victor

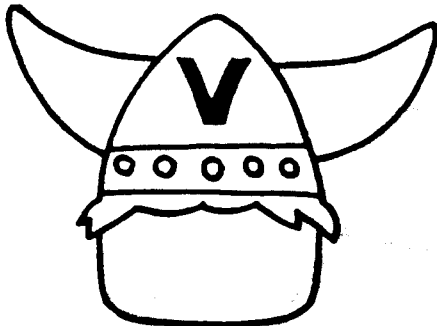
7. Run paste along the straight edge of the head. Place the hair on the pasted edge.



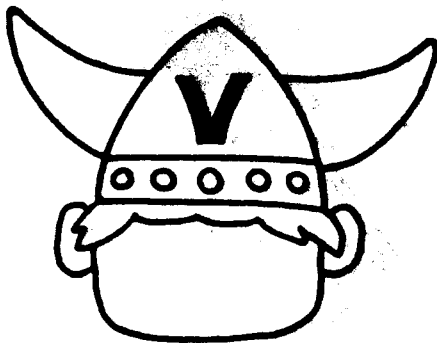
8. Apply paste to the lower edge of the helmet (back side). Turn the helmet over and attach it to the hair.



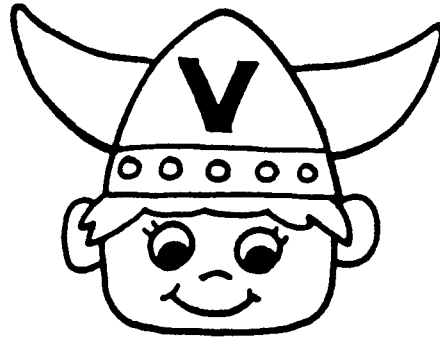
9. Run paste along the inside edge of each horn. Paste the horns on the back of the helmet.



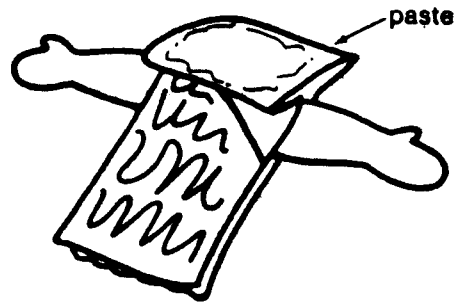
10. Apply paste to the straight edge of each ear. Attach the ears below the hair, on each side of the head.



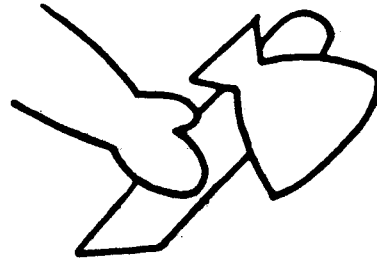
11. With crayons, add the facial features. With white crayon, color two large ovals for the eyes. Outline the eyes with black crayon and add pupils and lashes. Add the nose. With red crayon, add the mouth.



12. Apply paste to the outside edge of the flap. Place the head on the pasted edge. Smooth down.

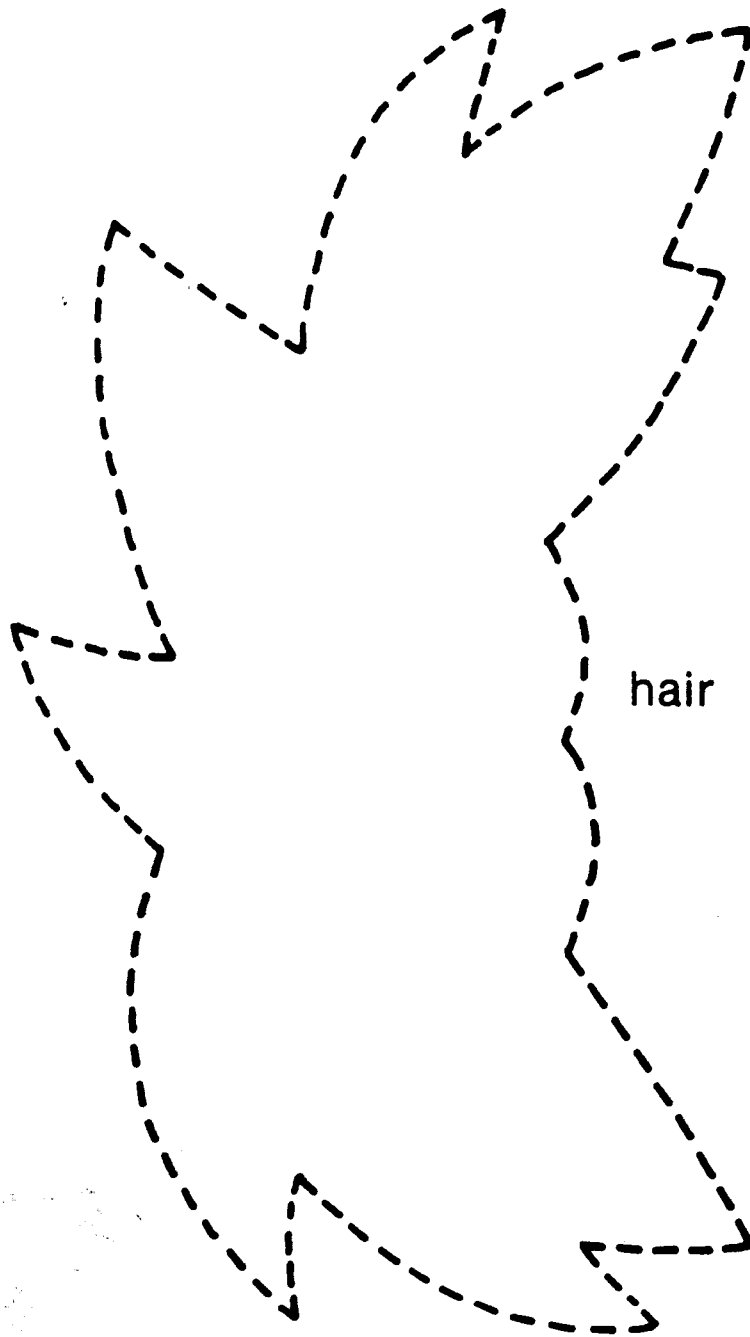


13. Paste the ax head to the ax handle. Paste the ax to the back of the puppet's hand.



14. Let the puppet dry before using.

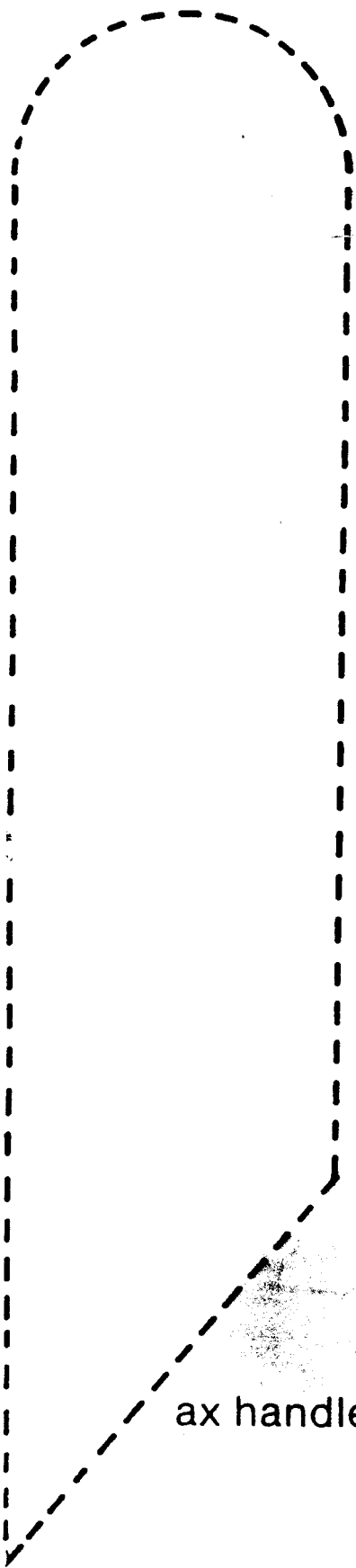




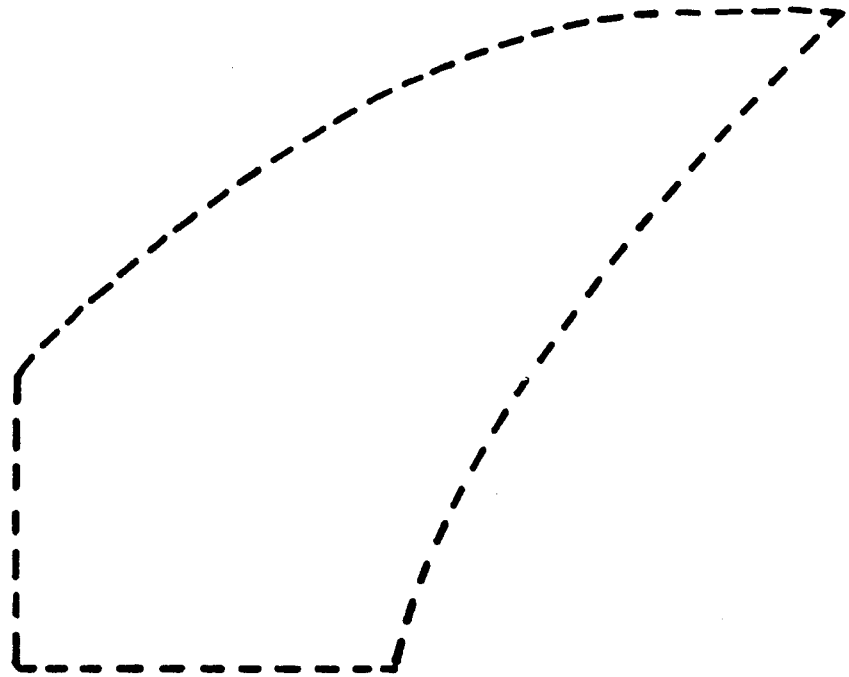
Pattern A (yellow)

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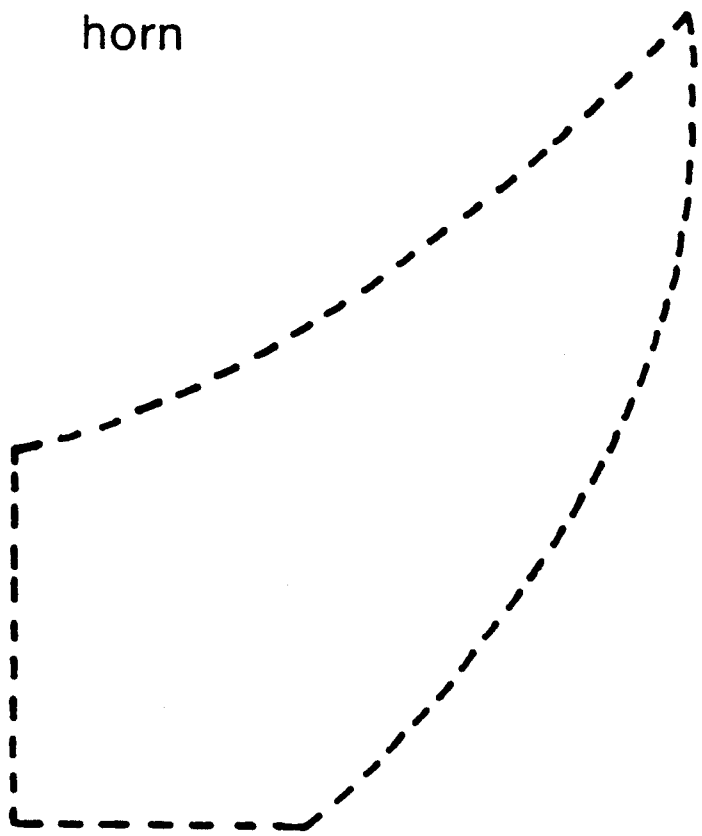
Victor



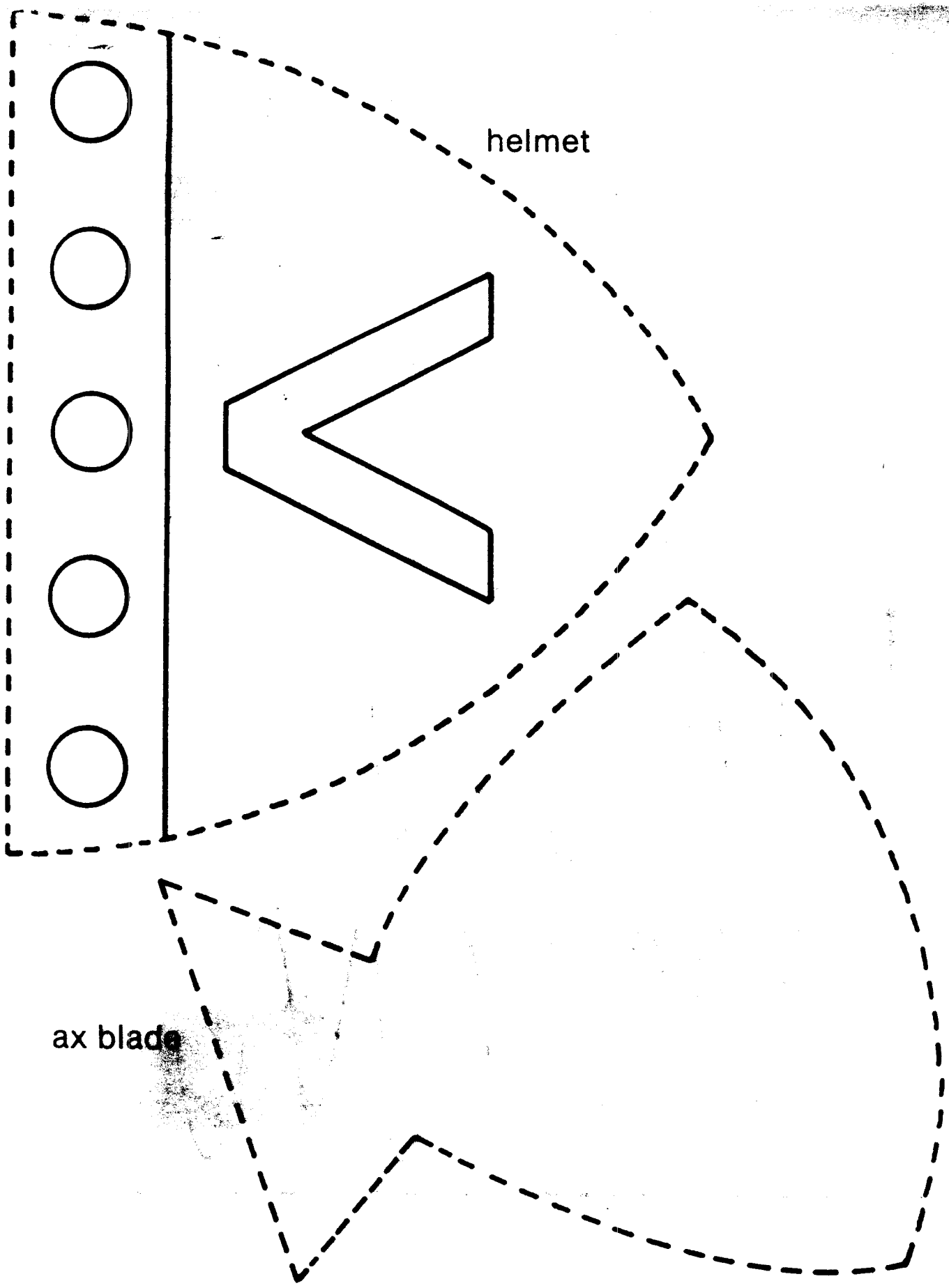
ax handle



horn



horn



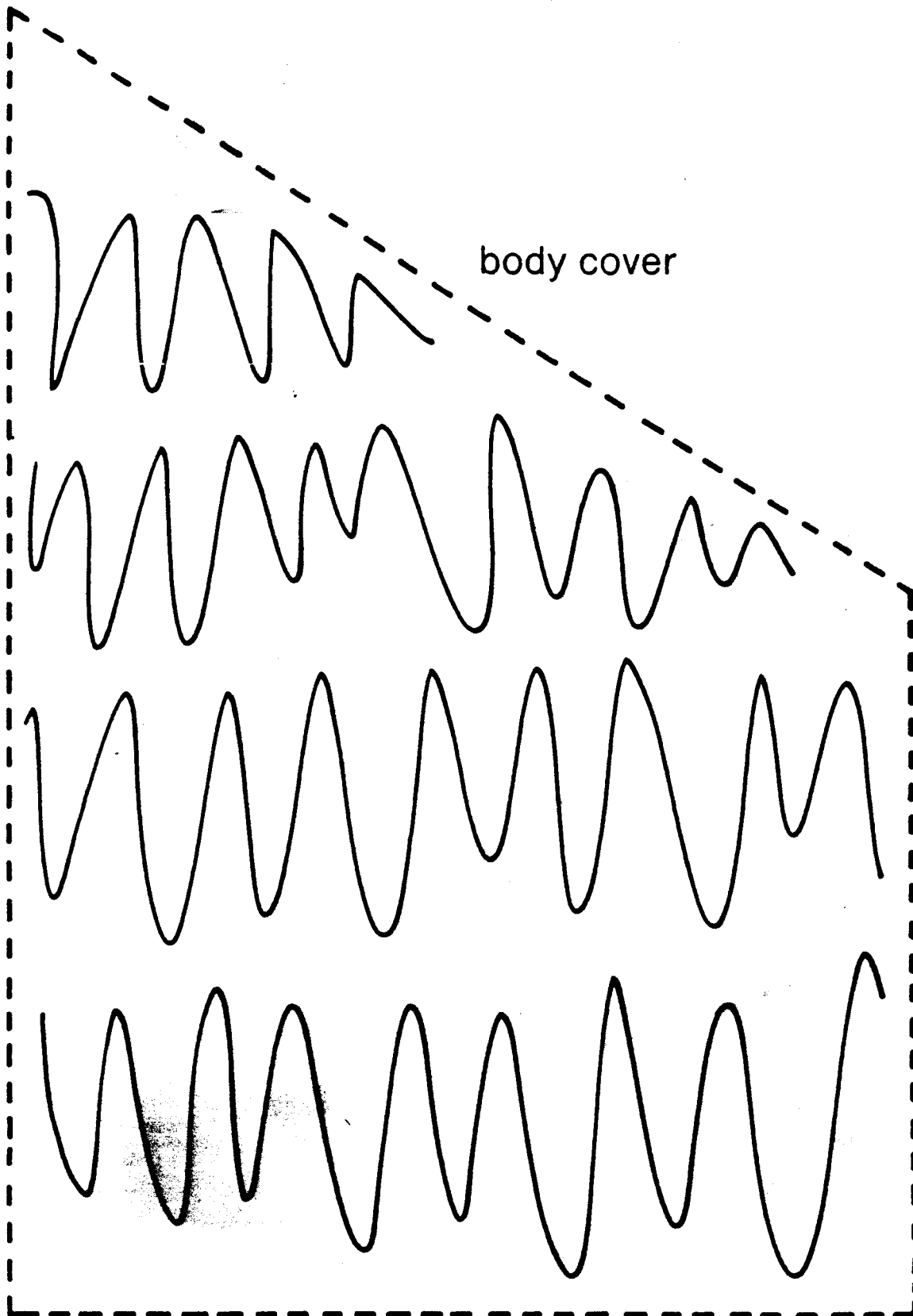
helmet

ax blade

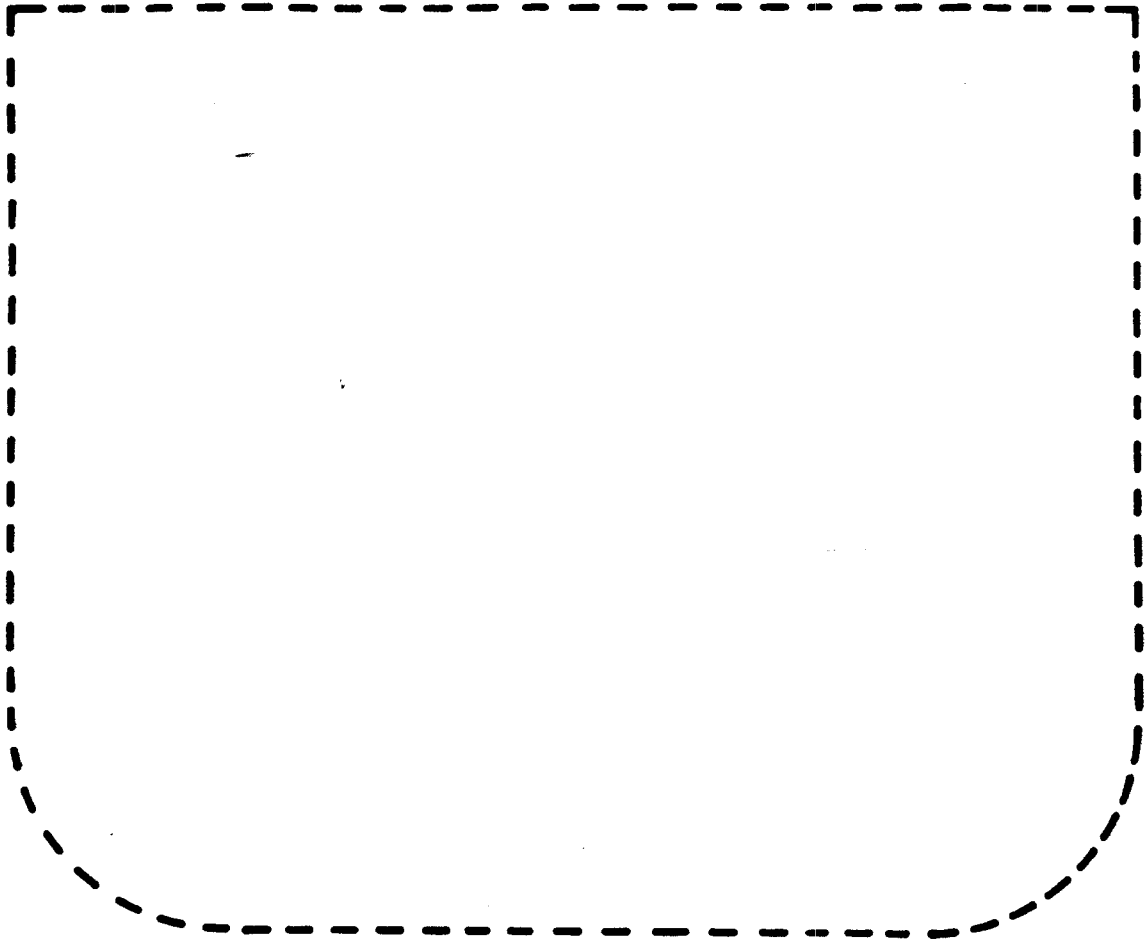
Pattern C (gray)

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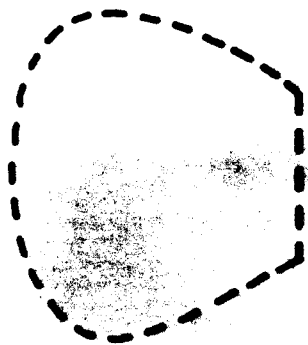
Victor



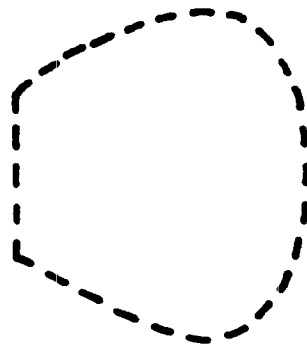
body cover



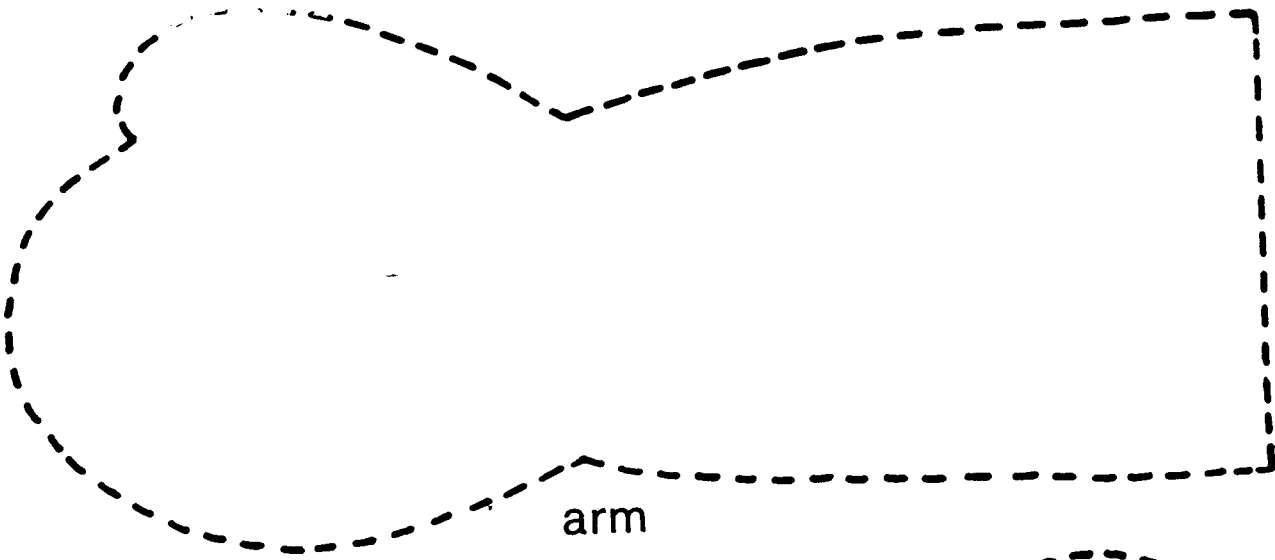
head



ear

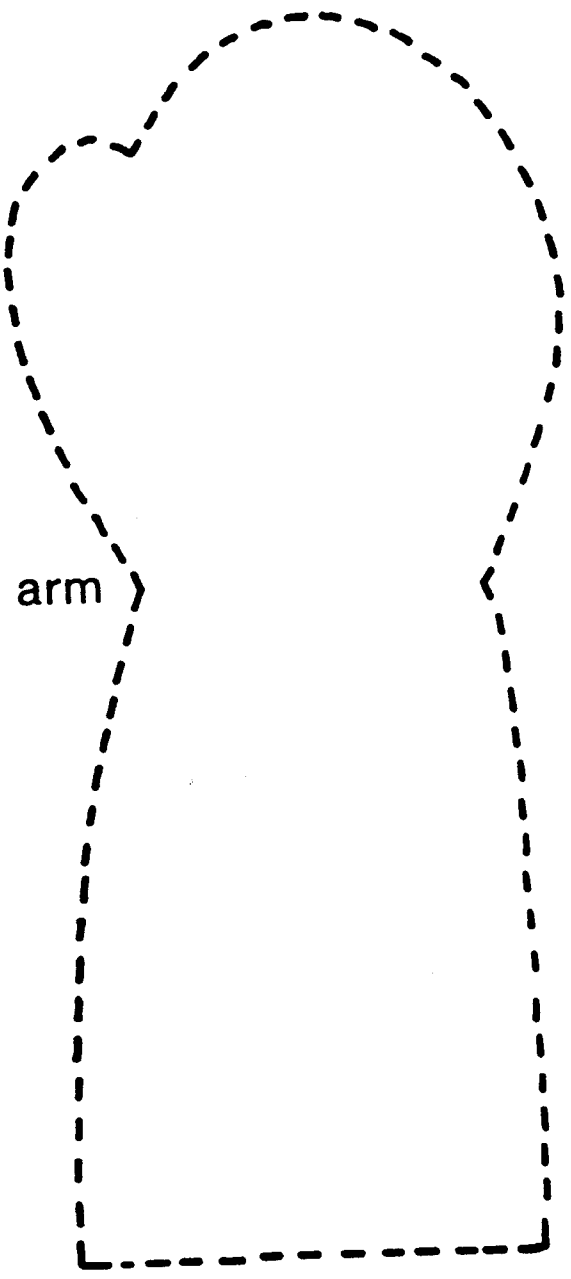
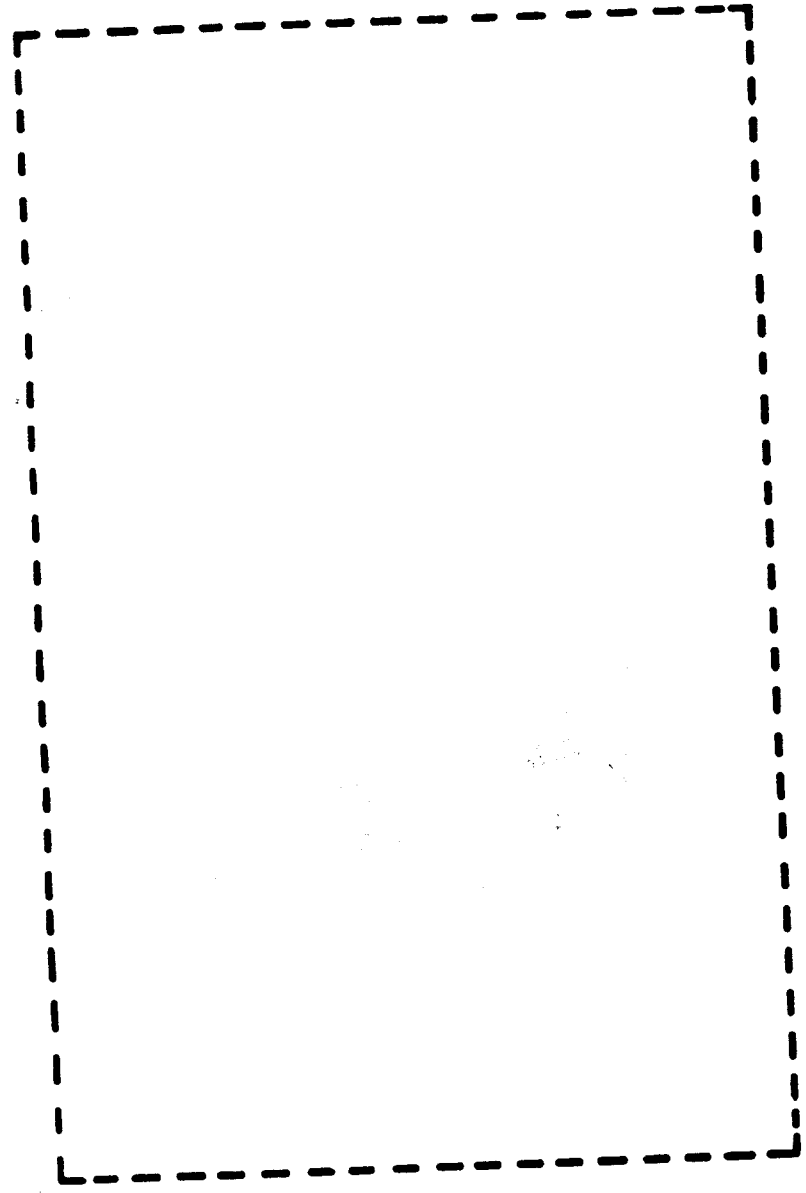


ear



arm

chest



arm

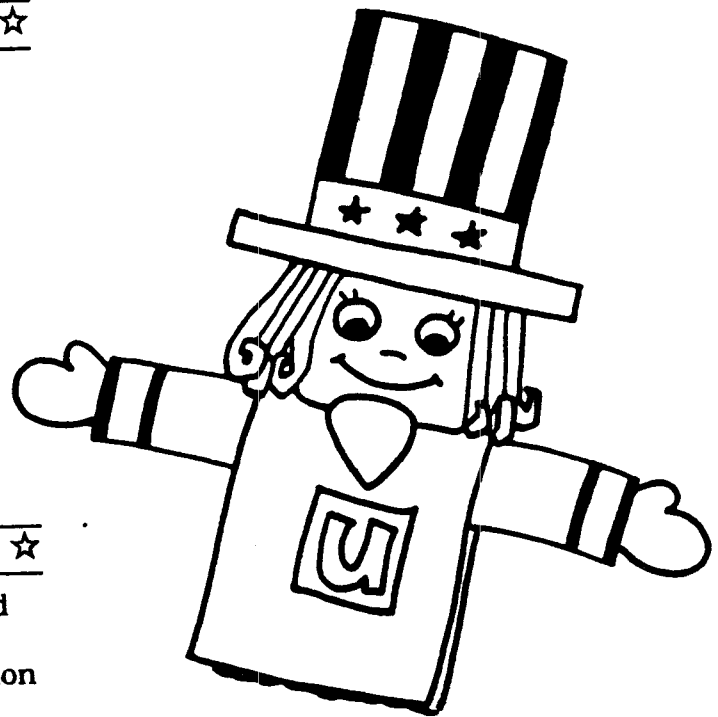
Pattern F (flesh tone)

Uncle Sam

Materials:



- paper lunch bags (11" x 5 3/4") for puppet base
- red construction paper (hat)
- blue construction paper (sleeves, jacket)
- white construction paper (hair, stripes, beard, cuffs, letter card)
- flesh tone construction paper (face, hands)
- crayons
- scissors
- paste
- paper clips
- paper cutter
- patterns on pages 179-182



Preparation:



1. Duplicate patterns on the appropriate colored construction paper.
2. Using a paper cutter, cut sheets of construction paper for:
 - a) arms (blue), 2" x 4"
 - b) jacket (blue), 6" x 9"You can cut four to five sheets at a time.
3. For each child, make a packet containing:
 - a) Pattern A (hat)
 - b) Pattern B (hair, beard)
 - c) Pattern C (cuffs, hat stripes, letter card)
 - d) Pattern D (face, hands)
 - e) two precut arms
 - f) one precut jacket

- g) one paper lunch bag
- h) one paper clip

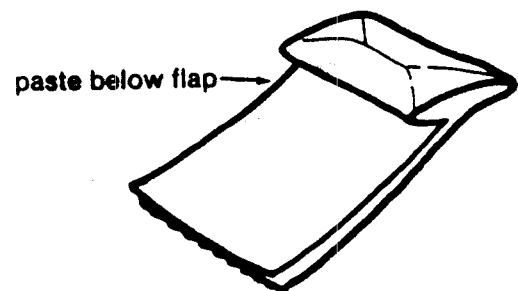
Clip a-f together on the paper bag with the paper clip.

Procedure:

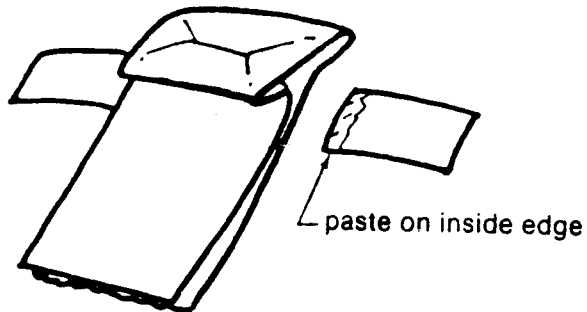


1. Distribute to each student:
 - a) paste
 - b) crayons
 - c) scissors
 - d) puppet packetDemonstrate the following steps for the students.
2. Unclip the puppet packet and write your name on the back side of the paper lunch bag. Place the bag aside for now.
3. With black crayon, outline the hatband.
4. With blue crayon, color the stars in the hatband.
5. Color the letter U on the letter card red.

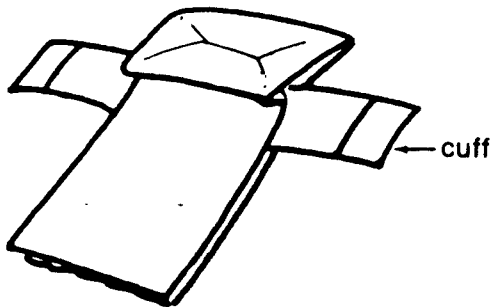
6. Cut all duplicated patterns along the dotted lines.
7. With one finger, put paste on the outside edge of the bag (do not get paste on the flap). Place the jacket on the pasted edge and smooth down.



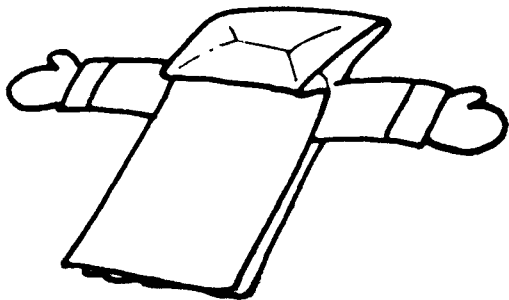
8. Run paste along the inside edge of each sleeve. Attach the sleeves below the flap, in the creases of the bag.



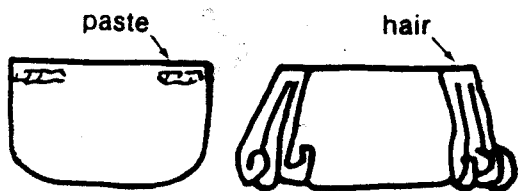
9. Paste white cuffs on the outside edges of the sleeves.



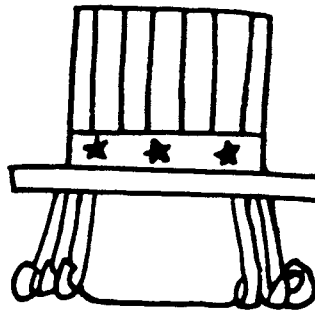
10. Turn the puppet over and apply paste to the inside edge of each hand. Paste the hands, thumbs up, behind the sleeves.



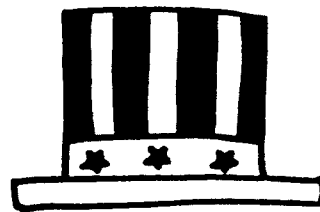
11. Run paste along the straight edge of the head. Attach the hair. Cut the hair along the dotted lines and curl the ends with a pencil.



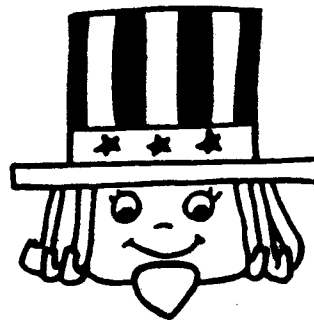
12. Run paste along the straight edge of the head again. Place the hat on the pasted edge.



13. Paste vertical white stripes on the hat.

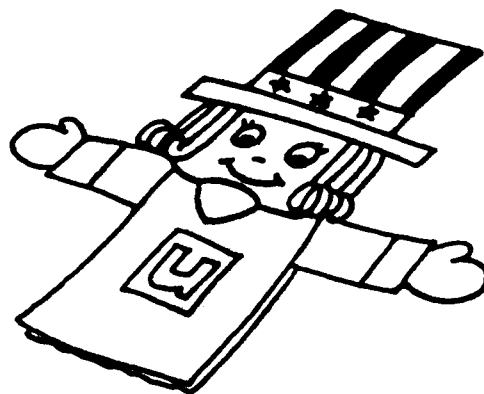


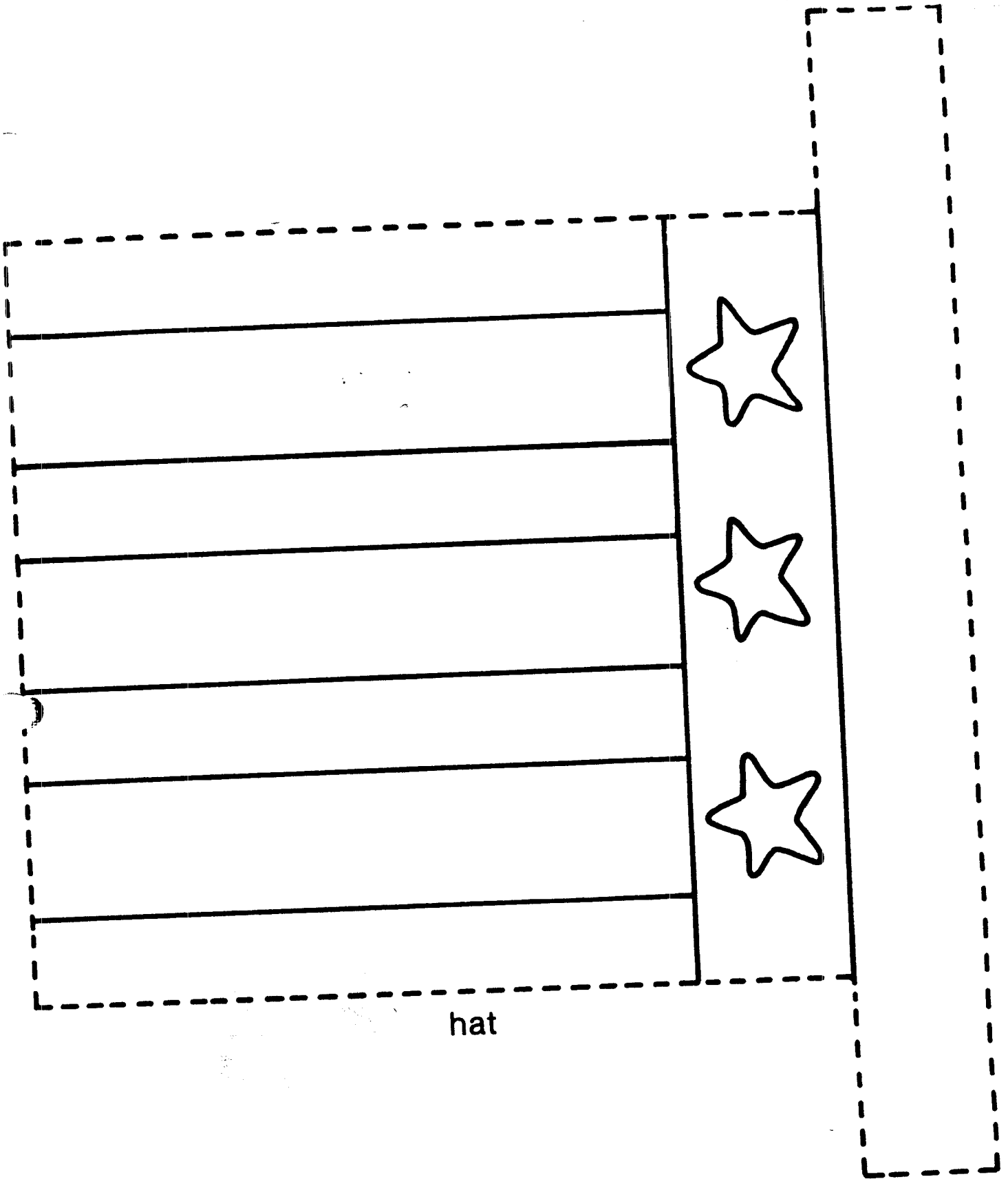
14. With crayons, add the facial features. With white crayon, draw two large ovals for eyes. Outline the eyes with black. Add pupils and lashes. Add the nose. With red crayon, add the mouth. Paste on the beard.



15. Paste the letter card to the jacket.

16. Let the puppet dry before using.



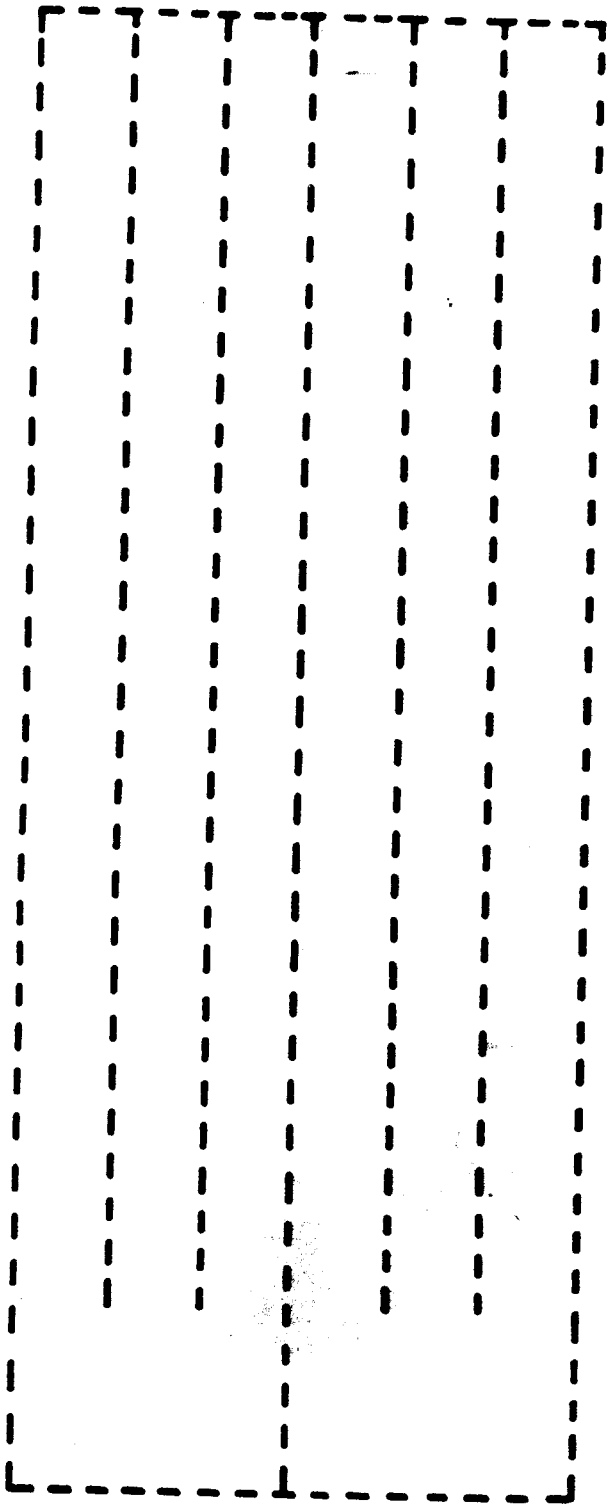


hat

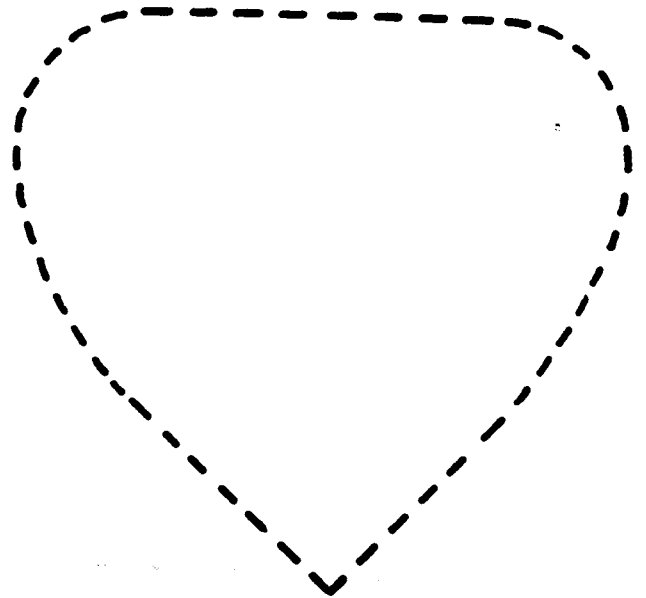
Pattern A (red)

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Uncle Sa.



hair

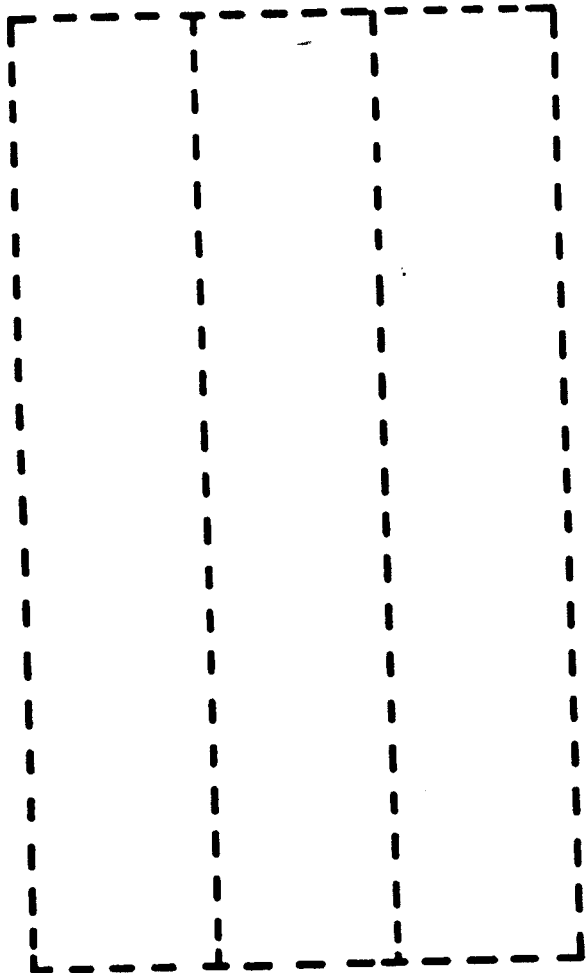


beard

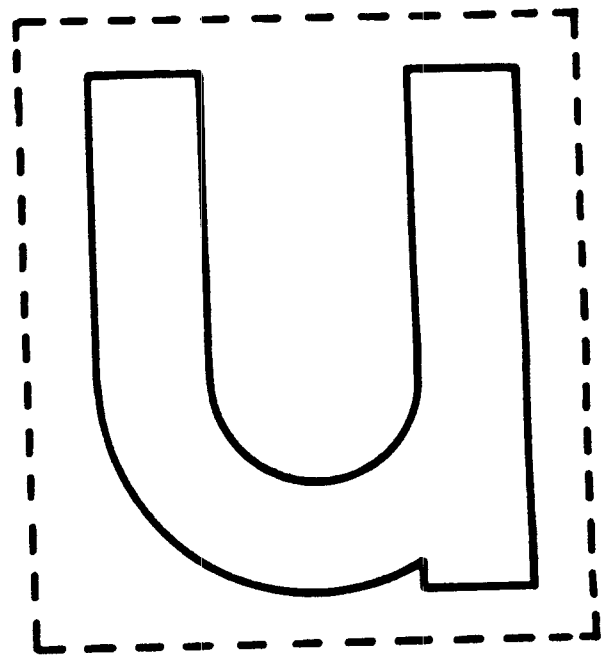
Pattern B (white)

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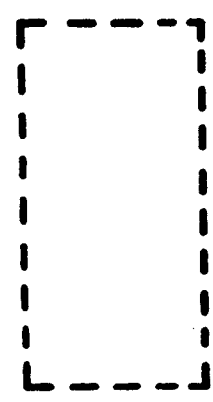
Uncle Sam



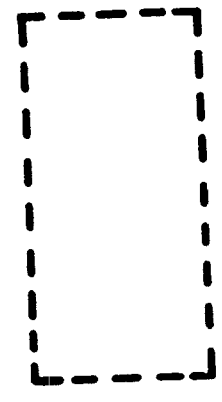
hat stripes



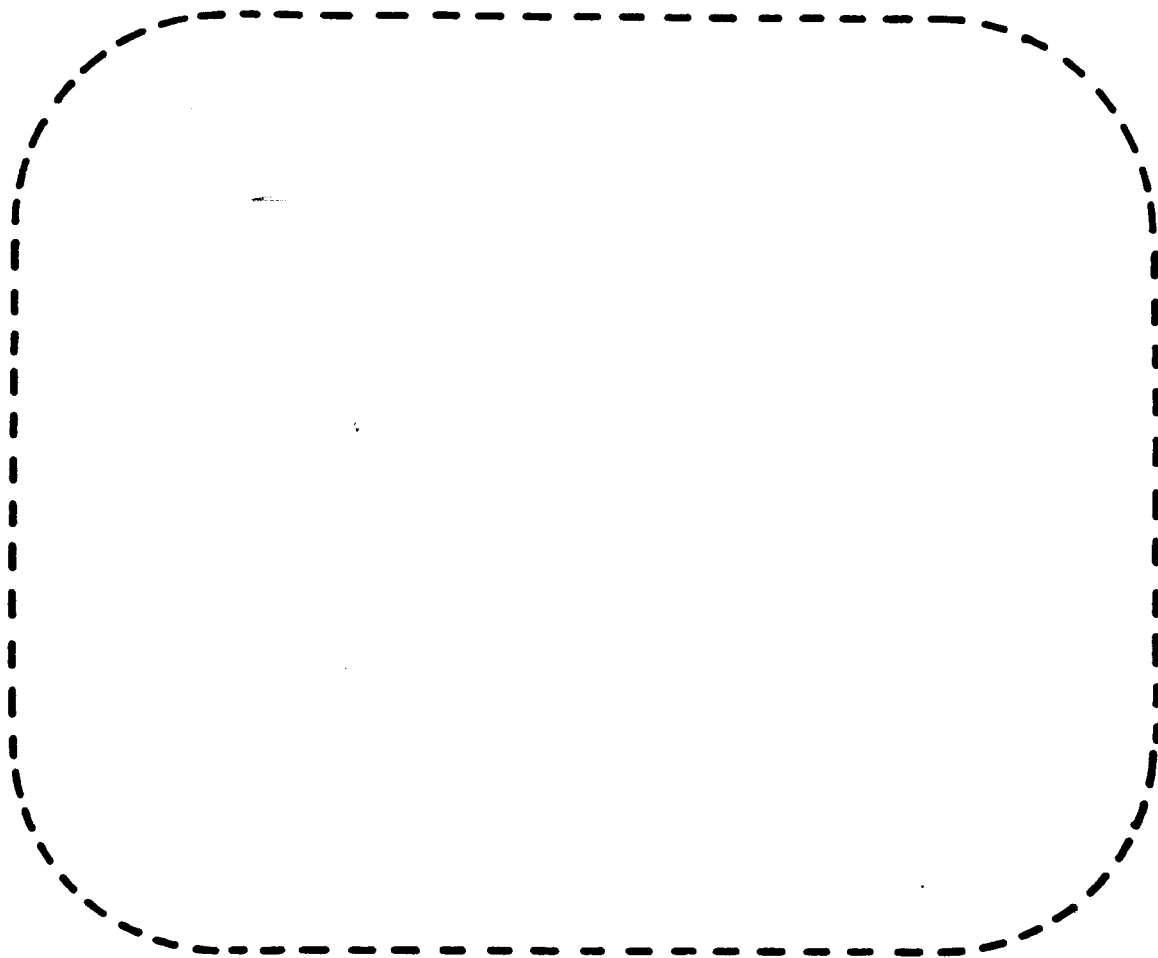
letter card



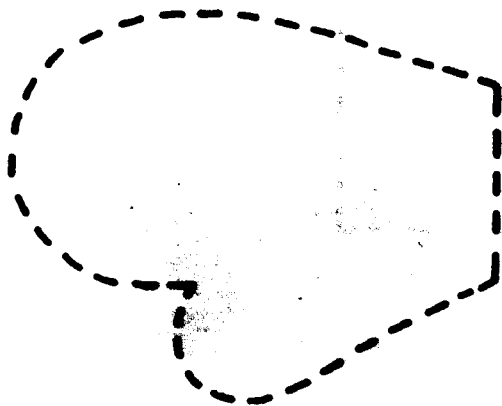
cuff



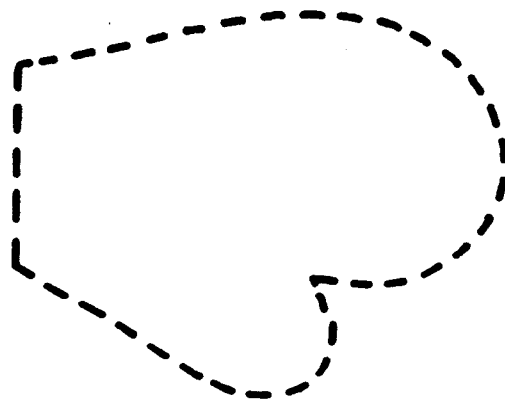
cuff



face



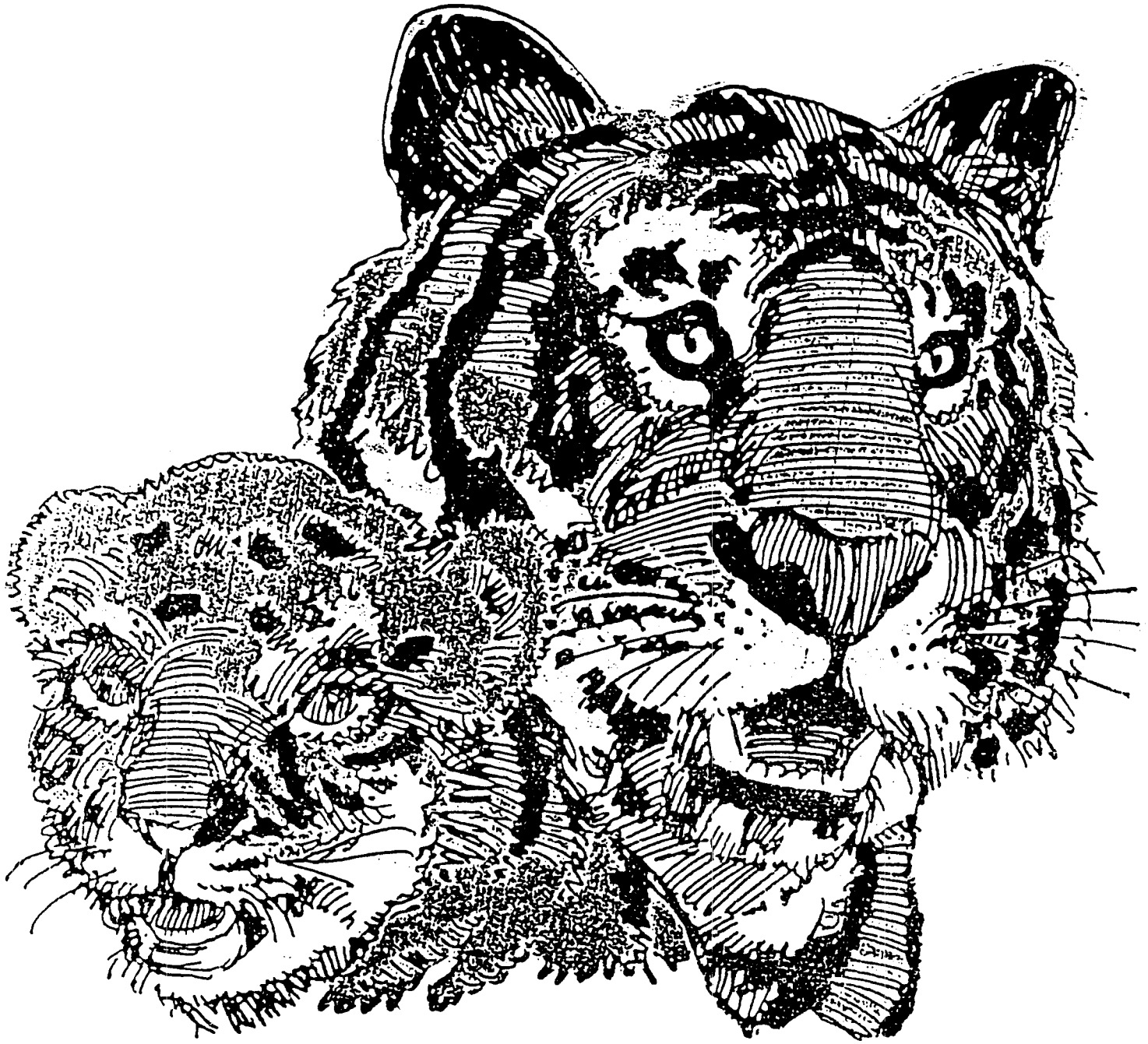
hands



Pattern D (flesh tone)

Bagging It with Puppets! © 1988 David S. Lake Publishers

Uncle Sam



Tiger Cubs, BSA

What is Tiger Cubbing?

Tiger Cubs, BSA

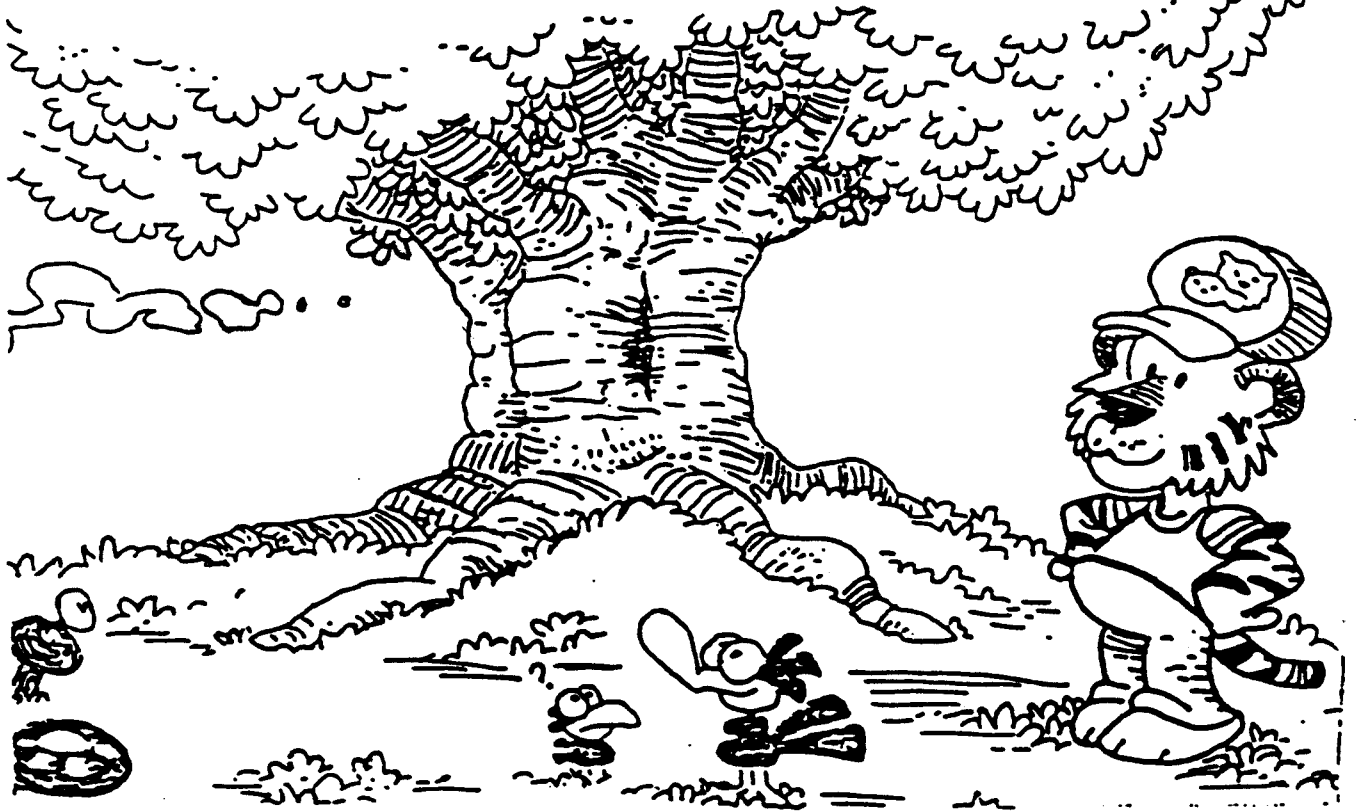
As easy as 1, 2, 3

One—Fun! If you want to sum up the Tiger Cub program in a single word, that's it. A boy and an adult having fun together and learning more about each other and the world around them in the process.

Two—Boy, Adult. Tiger Cubs is a family-oriented program of teams. Each team is made up of a Tiger Cub and his adult partner—father, mother, or other adult family member, even a neighbor. What is important is that the adult partner is someone who cares about that boy and is committed to his well-being.

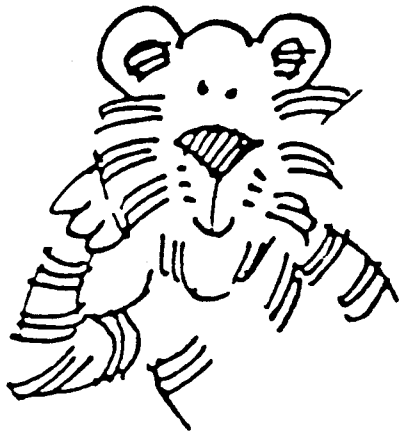
Three—Search, Discover, Share. This is the Tiger Cub motto. Tiger Cub teams search out new activities, discover new things, and share them with one another in the program.

The Tiger Cub program has been successful from the moment of its introduction in 1982. Why? Because Tiger Cubs, BSA, fills a great need in America today by providing a simple, uncomplicated program for bringing boys and their families closer together. It works! And it works with all kinds of families. All it takes is a boy and a caring adult.



ROUT

A



IN
YOUR
PACK

WHY?

- INTRODUCE SCOUTING TO -
FIRST GRADERS & ADULTS
- OPPORTUNITIES FOR BOY/ADULT PARTNERS
SEARCH - *New Activities*
DISCOVER - *New Things*
SHARE - *Them with others*
- BUILD STRONG RELATIONSHIPS
IN FAMILY
WITH OTHERS
- BUILD IN THE BOY
CONFIDENCE
SELF ESTEEM
- PROVIDE FOR THE PACK
MEMBERSHIP
LEADERSHIP



THE

Role of the Council

&
DISTRICT

Provide: • Tiger Cub Guidebook for
Councils & Districts

• Council Tiger Cub Chairman
- Training of Co-ordinators

• District Tiger Cub Coordinator

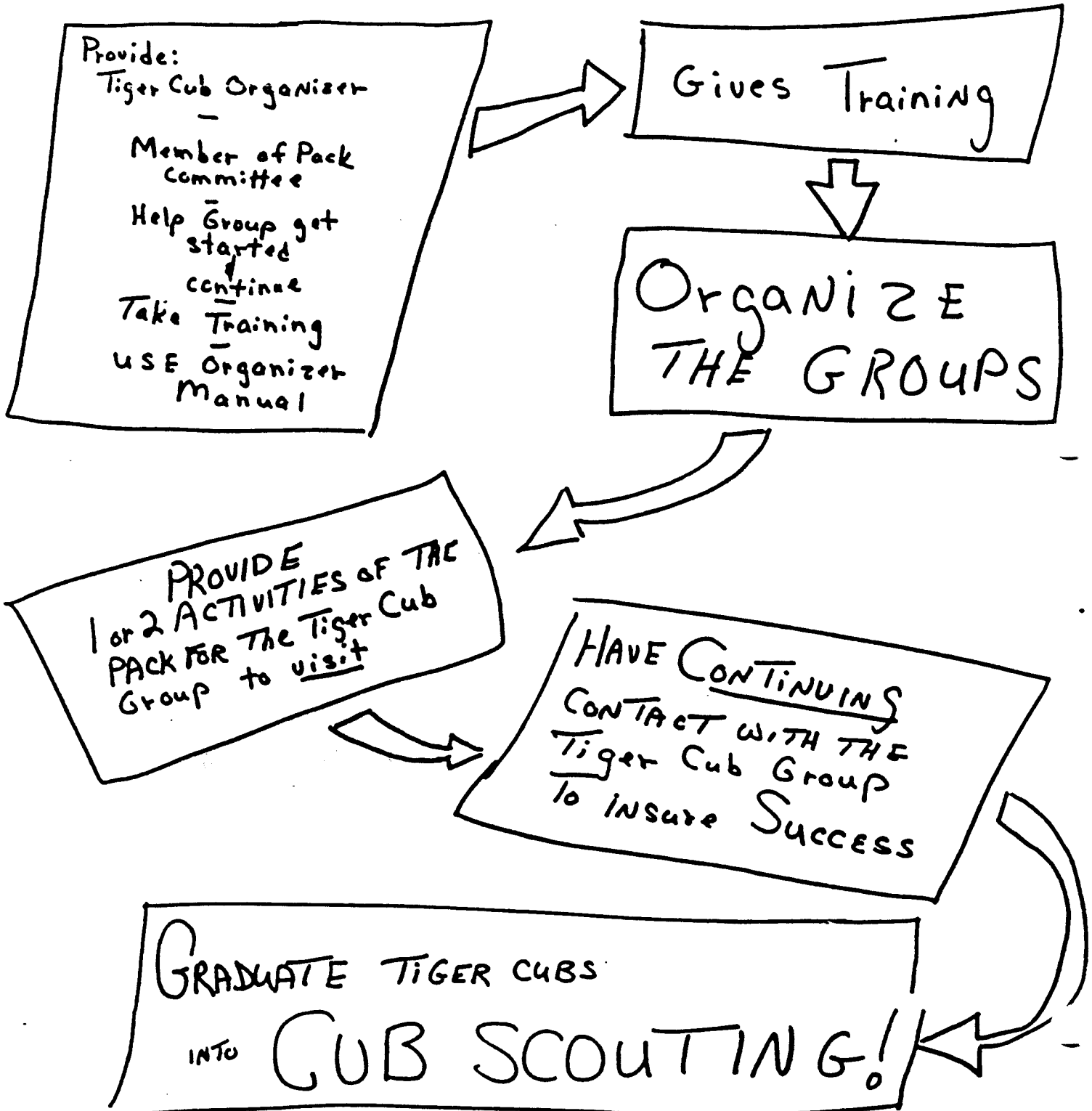
• Tiger Cub Rallies

• Graduation

• Coordination



THE RESPONSIBILITIES OF THE CUB PACK



TIGER CUB ORGANIZER'S (COACH) CALENDAR

- August
- * Complete Tiger Cub Organizer (Coach) Fast Start training.
 - * Prepare for School Night Tiger Cub sign-up.
- September
- * School Night
 - * Get Tiger Teams registered, divided into groups, fees collected, packets distributed and date for first group meeting arranged.
 - * Attend first group meeting and follow up with Big Idea #1, and calendar planning.
 - * Report School Night results to Cubmaster or Pack Committee.
- October
- * Contact host team to make sure they are planning to have a meeting and know what to do. Attend group meeting.
 - * Attend Pack Committee meeting and determine one or two pack activities the Tiger Cub groups will be invited to visit. Follow up on invitations.
- November
- * Contact host team about month's meeting.
- December
- * Contact host team about month's meeting.
- January
- * Contact host team about month's meeting.
- February
- * Contact host team about month's meeting.
 - * Attend Pack Blue & Gold with Tiger groups.
- March
- * Contact host team about month's meeting.
 - * Complete papers and collect fees to recharter the Tiger Cub group with the Pack rechartering.
- April
- * Work on "Big Idea #17" - Obtain Cub Scout application forms from Pack so Tiger Cubs can be registered as Cub Scouts when they graduate.
 - * Arrange for Cubmaster or other Pack representative to visit Tiger Cub Group meeting to discuss Cub Scouting and joining the Pack.
 - * Encourage Tiger Cub adults to become leaders and to attend Cub Leader Training.
 - * See that Tiger Cub Groups receive information about Cub Scout Day Camp.
- May/June
- * Organize and participate in Tiger Cub graduation.
 - * Encourage new Cub Scouts to participate in Pack Summertime Activities.

REMEMBER - TIGER CUBS PARTICIPATE IN SELECTED PACK ACTIVITIES AS VISITORS, THEY ARE NOT CUB SCOUTS - YET.

SONGS FOR TIGERS

1.

HI THERE, TIGER CUB!

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

Hi! Hi! Hi! there, Tiger Cub!
We are glad to meet you,
We are glad to greet you,
Hi! Hi! Hi! there Tiger Cub!
You are welcome to our group.

2.

HAIL, HAIL, THE GANG'S ALL HERE

Hail, Hail, the gang's all here
Never mind the weather
Here we are together;
Hail, Hail, the gang's all here
Sure we're glad that you're here, too!

Hail, hail, the gang's all here,
We're a bunch of live ones,
Not a single dead one;
Hail, hail, the gang's all here,
Sure I'm glad that I'm here, too!

3.

TIGER CUB WELCOME SONG

Tune: "Auld Lang Syne"

We welcome you to our Tiger group
We're mighty glad you're here.
We'll start the air reverberating
With a mighty cheer.
We'll sing you in, we'll sing you out,
For you we'll raise a shout.
Hail, Hail, the gang's all here (tonight)
(today)
You're welcome to our group!

4.

WE'RE ALL TOGETHER AGAIN

We're all together again,
We're here, we're here.
We're all together again,
We're here, we're here.
Who knows when
We'll be all together again,
Singing "All together again, we're here"

5.

WE'RE HERE FOR FUN

Tune: "Auld Lang Syne"

We're here for fun right
from the start,
So drop your dignity;
Just laugh and sing with
all your heart,
And show your loyalty.
May all your troubles be
forgot,
Let this night be the best;
Join in the songs we sing
tonight,
Be happy with the rest.

6.

THE MORE WE GET TOGETHER

Tune: "Ach Du Lieber Augustiner"

The more we get together,
together, together,
The more we get together, the
happier we'll be.
For your friends are my
friends,
And my friends are your
friends,
The more we get together,
the happier we'll be.

The more we get together,
together, together,
The more we get together,
the happier we'll be.
For you know that I know,
And I know that you know,
The more we get together,
the happier we'll be.

7.

HELLO: HELLO:

Hello, Hello, Hello, Hello,
We're glad to meet you, We're
glad to greet you.
Hello, Hello, Hello, Hello.

8.

RECOGNITION SONG

Tune: "Farmer in the Dell"

Our honored guests are here,
Our honored guests are here,
Stand up now and take a bow (stand)
Our honored guests are here.

Continue: Tiger Cubs, Den leaders,
Cub Scout, leaders, fathers,
mothers, sisters, brothers,
den chiefs, Webelos Scouts,
etc.

9.

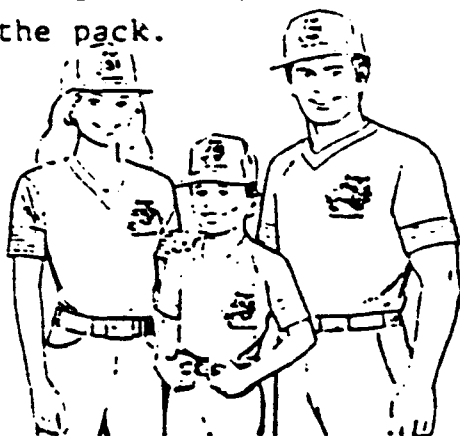
WHERE HAS MY LITTLE TIGER GONE?

Oh where, oh where has my little tiger
gone?
Oh where, oh where can he be?
With his ears cut short and his tail
cut long,
Oh where, oh where can he be?



STEPS TO TAKE FOR ATTRACTING ADULTS AND YOUNGER BOYS TO YOUR PACK

1. Provide this family program as an introduction to Cub Scouting. Tiger Cubs, BSA, is for a seven-year-old, first grade boy and an adult.
2. Select an adult as your Tiger Cub organizer whose responsibilities will include the following:
 - a. Inventorying first-grade boys.
 - b. Inviting boys and adults to the initial group meeting.
 - c. Organizing group or groups (four to eight Tiger Cubs per group).
 - d. Keeping in touch with the host team monthly.
 - e. Inviting the group to the blue and gold banquet.
 - f. Helping with graduation into the pack.
3. Notify the district/council of your desire to use the Tiger Cub program and the appointment of your Tiger Cub group organizer (name, address, and telephone number).
4. The Tiger Cub organizer should participate in an orientation session conducted by the district and/or council.
5. Ideally, Tiger Cub groups are organized during the months of September through December, in conjunction with pack rallies or School Nights for Scouting. (Available for your use in Join the Tiger Cubs flier, No. 3920A.)
6. The Tiger Cub and adult meet weekly in the home using the "Big Ideas" family activities. Tiger Cub groups meet monthly using "Big Ideas" group activities. Suggested "Big Ideas" are contained in the Tiger Cub Family Activity packet, No. 3932. Twice a year the groups meet as guests of the pack--at the February blue and gold banquet and the Tiger Cub graduation ceremony into the pack.





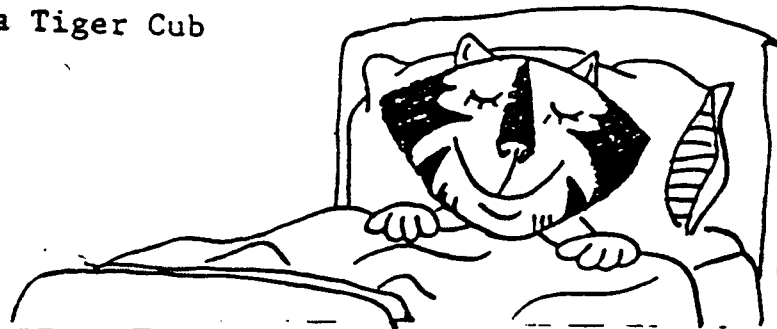
IS THERE A TIGER ASLEEP IN
YOUR SON'S BED?

Tiger Cubs BSA

Have you lately gone into your 1st grade son's room just to catch a glimpse of him sleeping? Have you wished to spend a little more premium time with him? In Tiger Cubs BSA, we are helping the family unity with "Big Ideas!". We will give you written ideas to do with your family, or group. Tiger Cubs are flexible to meet your busy schedule. One hour a month you and your 1st grade boy will meet with the rest of the group for your group meeting. Also set aside one hour a week for you and your son to get to know each other and spend that premium time together.

Some Cub Scout Packs still do not have Tiger Cub groups, so for more information or to get started in Tiger Cubs BSA, you can call your Boy Scout Council.

Now, when you take time tonight, and check on your son, there just might be a Tiger Cub sleeping in his bed!



**YOUR BOY CAN BE
A TIGER CUB!**

What is Tiger Cubs?

- T - Time spent building a stronger relationship with a boy and his family.
- I - Introducing a boy and his family to Scouting.
- G - Getting to know others and ones self better.
- E - Entering into a group; being part of something SPECIAL.
- R - Reaching out to one another and getting hands on experiences.
- S - Sharing and Discovering new things and Ideas.

That is what TIGER CUBS is all about ---

SEARCHING
DISCOVERING
SHARING

Tiger Motto: Search Discover Share

Tiger Cub - Success Recipe

Ingredients:

- 1 Small boy in the first grade or 7 years old
- 1 Supportive pack
- 1 Enthusiastic trained Tiger Organizer
- 1 Caring adult at least 18 years old

Mix all ingredients well adding a large measure of FUN. Pour into a small friendly mold. Allow time to set up - about 1 year or until firm. Turn out of mold onto the Bobcat Trail. Sit back and enjoy!!!

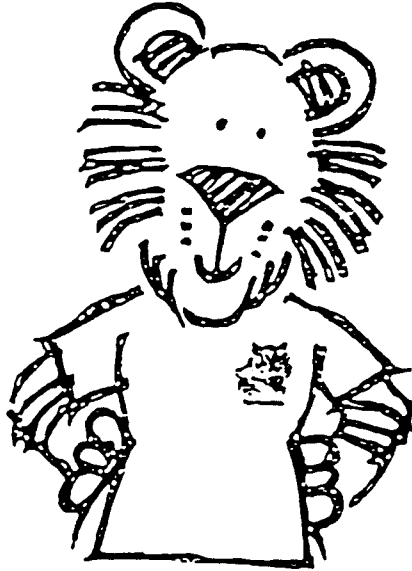
THE

UNIFORM

SIMPLE — YET DISTINCTIVE

A T-SHIRT - A CAP

FOR BOY AND ADULT PARTNERS



TOMMY JOINS A CUB SCOUT PACK

(A group participation story for use when the Tiger Cub Den attends a Pack's Blue and Gold Dinner)

CUBMASTER:

Tonight, I would like to tell you a story about a boy named Tommy and how he became a Cub Scout. I need your help to tell this story. Would you supply a part of the story by being one of it's characters, when you hear the name of your character, call out your part.

CHARACTERS:

TOMMY or TIGER CUB(S) "Go Tigers"
BOBCAT (S) Give a Roar
WOLF(S) Give a Howl
BEAR(S) Give a Growl
WEBELCS "A Scoutin' we will go"
MOTHER, FATHER or PARENTS "That's MY Son"
ALL CUB SCOUTS "We'll Do Our Best"

(Practice the Parts)

Our story begins when TOMMY started back to school after a summer of fun. One day his teacher passed out notes saying, "Be a TIGER CUB". All first grade boys and their PARENTS are invited to come to a meeting to hear about this Scouting program.

He went to the meeting with his MOTHER and they learned that TIGER CUBS BSA was a Scouting program planned especially for boys in the first grade. The lady at the meeting said that TIGER CUBS was not like the CUB SCOUTS where the boys worked on advancement, starting as BOBCATS and working to earn their WOLF Badge, moving on to the BEAR Book and earning that Badge and then becoming WEBELOS. As TIGER CUBS they would team with their MOTHER or FATHER to form a TIGER CUB Den. The boys and their adult partners work together on activities called "Big Ideas" and once a month one of the family teams would plan a special activity for the whole group.

She said that their TIGER CUB Den would meet with the CUB SCOUT Pack for special Pack events, also would be invited to attend the Pack's Blue and Gold Banquet and when they moved on to become Cubs, there would be a special graduation ceremony at the Pack Meeting.

--Continued on reverse

Tommy Joins A Cub Scout Pack

Cont.

Each month the TIGER CUB Den did something special and TOMMY and his MOTHER would do the special things suggested in their "Family Activity Book". One month the TIGER CUB Den used the "Discover Nature and Energy" Big Idea and visited a Veterinarian in the community. At home they fed the birds and looked at the stars as a part of that Big Idea. Each time they did an activity he put a TIGER CUB sticker on his Activity Chart. February came and the TIGER CUB Den received invitations to the Pack's Blue and Gold Dinner. Each family in the TIGER CUB Den was invited to be guests of one of the CUB SCOUT Dens. TOMMY and his family were guests of Den two and he had a chance to meet the boys in the Den. Joe and Bill were still BOBCATS but had completed the WOLF requirements and would get their badges at the dinner. Jerry and George were working on the BEAR Book, Jim and John would soon become WEBELOS. The Den make his family feel very welcome and TOMMY knew that he wanted to be CUB SCOUT.

As the meeting progressed he watched all of the CUB SCOUTS and their PARENTS go forward to receive their awards. The Cubs were presented with their Badge and Arrow Points. One WEBELOS SCOUT received his Arrow of Light. He was so proud. Two boys joined the Pack and received their BOBCAT Badges. TOMMY could hardly wait for the time when he would stand in front of the Pack and become a CUB SCOUT.

After the Blue and Gold the TIGER CUB Den met each month as usual. The boys talked about the Blue and Gold, the fun they had, and when they would become CUB SCOUTS. They all were becoming anxious.

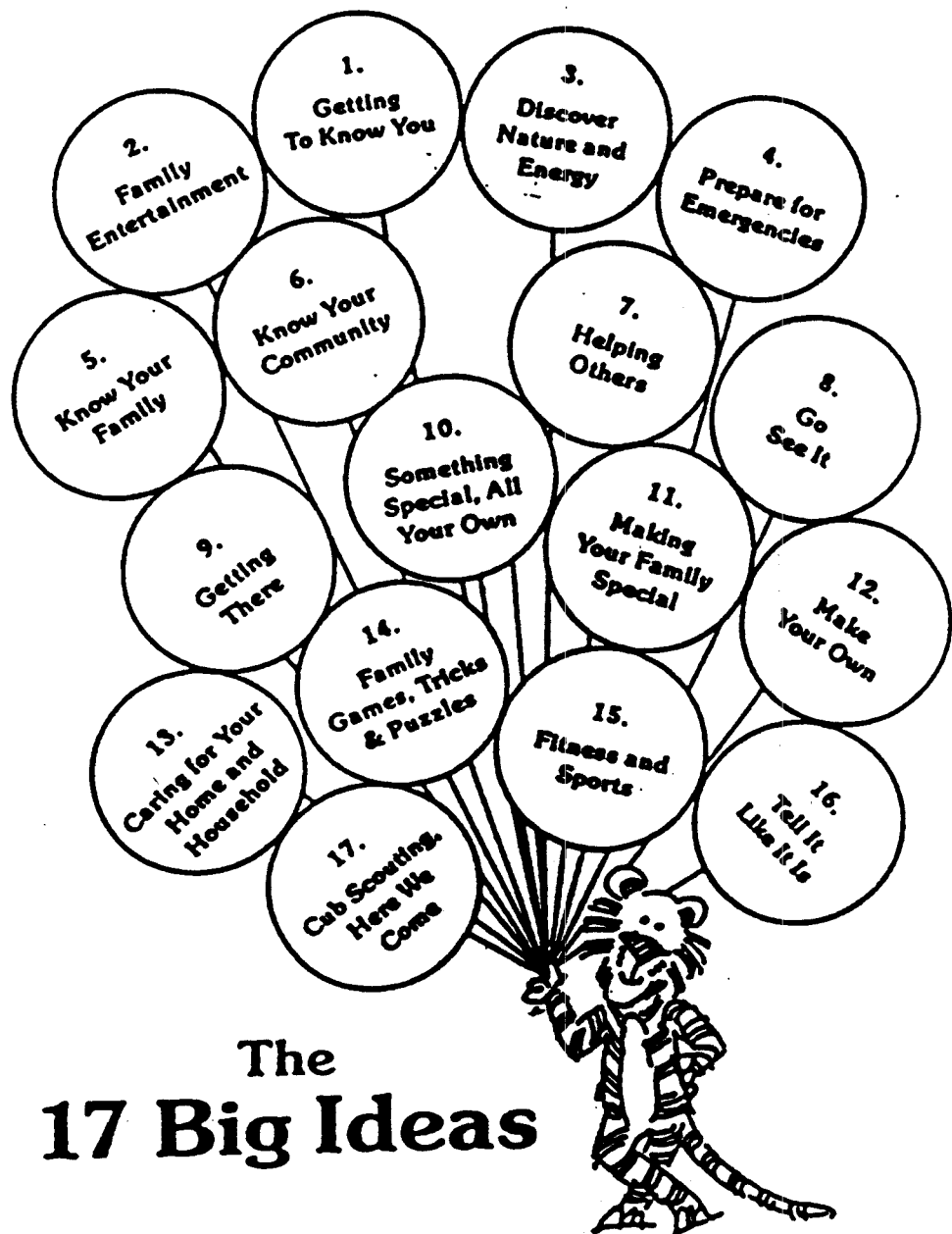
One day, when TOMMY came home from school, his MOTHER had great news for him. Mr. Smith, the Cubmaster, was coming over to talk to them about his graduation into the Pack. He could hardly eat his supper.

When Mr. Smith arrived he talked to both of his folks about CUB SCOUTS and how the PARENTS of the boys in the Pack were the leaders. He said that when TOMMY became a CUB SCOUT the Pack would count on them for support, too. His MOTHER said that she had enjoyed working with the TIGER CUBS and that she looked forward to CUB SCOUTS. His Dad said that Scouting had become a part of the family and that he would be glad to help, too.

So the Big day came, the TIGER CUB Den stood before the Pack, each boy was welcomed with his family, to CUB SCOUTING and at last TOMMY was a CUB SCOUT. He was ready to venture forward on the next step in his Scouting Adventure.

You may want to comment on the fact that you look forward to the day when the members of your Tiger Cub Den becomes a part of your Pack.

Welcome to the World of Tiger Cubs!



The 17 Big Ideas

GETTING TO
KNOW YOU



MEET ME

1. My name is:
2. It means:
3. I was born:(month)____,(day)____,(year)____
(city)____,(state)____,
(country)_____
4. My parents are:
5. The first things I remember are:
6. I am happiest when:
7. I am sad when:
8. My favorite family memory is:
9. I like my mother best when:
10. I like my father best when:
11. I like my brother(s), sister(s) when:



FAMILY
ENTERTAINMENT

MINIATURE GOLF

Make a miniature golf course from scrap lumber, tin cans, odds and ends. Have the whole family play it together.

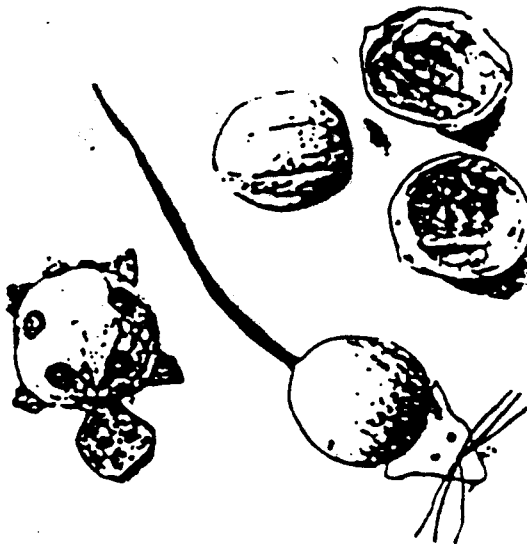


DISCOVER
NATURE AND
ENERGY



ENJOY NATURE

1. Visit a plant nursery or fish farm.
2. Make Rolling Nuts:
The bodies are made from walnut half shells. Cut the heads, tails and features from fabric scraps, paper and string and glue to the shells. When the glue is dry, set the shells on marbles and roll the creatures down a sloping board.



PREPARE FOR
EMERGENCIES

EMERGENCY NUMBERS

Make a list of local emergency numbers, copy them and distribute to your neighbors, new people in the area and to area shut-ins.

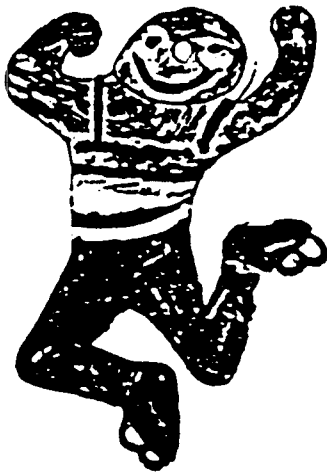




KNOW YOUR FAMILY

ACTION SELF PORTRAITS

Tape together sheets of freezer paper, wrapping paper or butcher paper that are at least 3 times as long as you are tall. Turn paper over. Play some lively music. Lie down on the paper and dance. When you get a pose you like, hold still and have someone trace all around you with a black crayon while you hold your pose. Get up and decorate your body outline. Draw on fancy clothes or a funny costume.



HELPING OTHERS

SPECIAL CARDS

Have everyone in the family make a valentine or special card for the other members of the family and enclose a special "service gift", such as babysitting, car washing, housecleaning, etc.

As a family, adopt someone who is without a "sweetheart" and send them secret valentines. Remember special people - babysitters, neighbors, school teachers, postmen.

KNOW YOUR COMMUNITY



LOCAL ATTRACTIONS

Get a local phone book and map. Using the phone book find local areas of interest, fun and safety. Mark these areas on the map, include local fire, police and first aid centers on it and their phone numbers. Hang near a phone.



GO SEE IT



LOCAL GOVERNMENT

Visit your town or regional government buildings such as capitol buildings, county seats, Forest Service, court room, etc.



GETTING THERE

TIN CAN WALKERS

Using two 48-ounce juice cans and some rope. Puncture the cans on two opposite sides, close to the top. Thread about five feet of rope through the holes of each can. Stand on the cans, holding the ends of the rope. Tie them at about waist high. Walk while standing on the cans and lifting them with the ropes as you walk.



SOMETHING
SPECIAL
ALL YOUR OWN



COSTUME PARTY

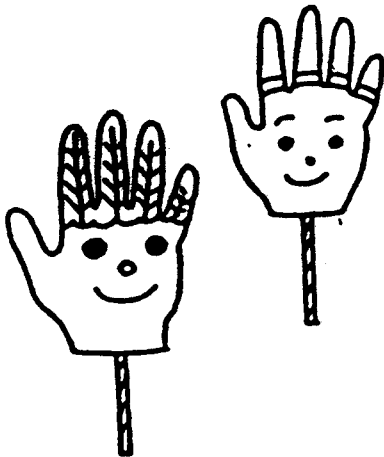
Have a costume party. Make your own costumes from boxes, wrapping paper, grocery bags, crayons, markers and tape.



MAKING YOUR
FAMILY SPECIAL

HAND CENTER

Have each member of your family trace around their hand on stiff paper. Discuss how family hands are alike or different, how they do different jobs. Cut out the hands and make them into faces. Glue the face on a straw to make a puppet. Make up a skit and have the family act it out with their hand puppets.



12

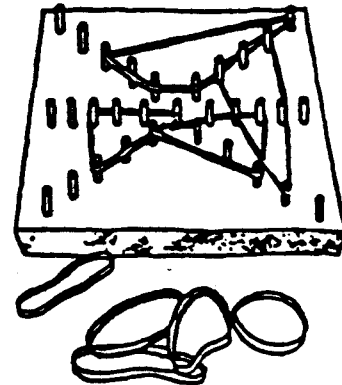
MAKE YOUR OWN



RUBBER BAND BOARD

Use a board that's 3/4 inch thick and 10 or 12 inches square. Mark a geometric pattern of dots, such as a star with eight points - and hammer finishing nails through the dots.

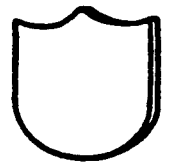
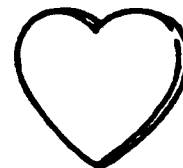
Loop runner bands of different colors and sizes around the nails hammered in the board. Two people can play a game by trying to cover the board with triangles that don't overlap.



CARING FOR YOUR
HOME AND
HOUSEHOLD

BREAD BOARD

Trace outline of pattern on 3/4 inch wood and cut out with coping saw. Sandpaper smooth. Rub in vegetable oil.

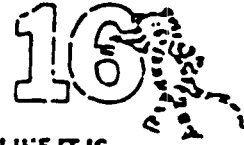
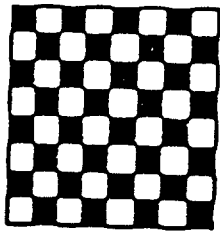


FAMILY GAMES,
TRICKS, PUZZLES



CHECKER GAME

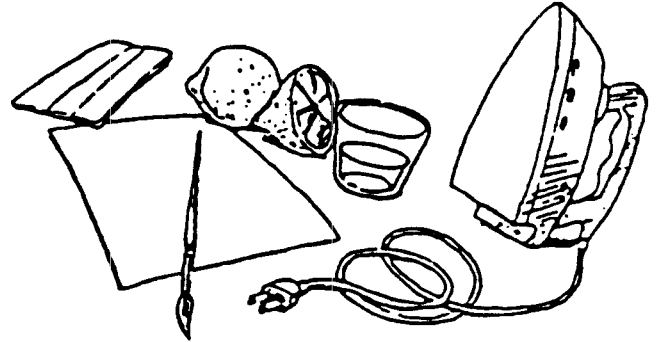
On 12" x 12" cardboard mark off 1 1/2" squares, 8 down and 8 across. Paint alternate squares black and allow to dry. Paint remaining squares red. Make the checkers from a broom handle by sawing 24 slices 3/8" thick. Sand checkers and paint 12 black and 12 red.



TELL IT LIKE IT IS

INVISIBLE MESSAGES

Write secret messages to each other by using a small paint brush and lemon juice instead of ink. To read the messages press them with a warm iron.



FITNESS
AND SPORTS

MARELES

Have a marble tournament. Have prizes and awards for everyone.



CUB SCOUTING.
HERE WE COME

THE BOBCAT TRAIL

Ask a Cub Scout in your affiliated pack to help you learn the requirements for the Bobcat award.



FOLLOW THE BOBCAT TRAIL



LEARN AND GIVE THE CUB SCOUT PROMISE.

The Cub Scout Promise is:

I _____ promise
To do my best to do my duty to God and my country,
To help other people, and
To obey the Law of the Pack.

When you say you will do a thing, that is a promise. In the Cub Scout Promise, you say you will put God first. That you will do what He wants you to do. Duty to my country means you will be loyal. You will be proud you are an American. To help other people means to do things for others. To obey the Law of the Pack means to be a good Cub Scout.



SAY THE LAW OF THE PACK. TELL WHAT IT MEANS.

The Law of the Pack is:

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

Akela (say Ah-KAY-la) means "good leader" to a Cub Scout. Akela is your mother or your father. So is your Cubmaster or your den leader. In the Law of the Pack, you say you will follow Akela. This means you will walk in the steps of your Cub Scout leaders. And you say you will help the pack go. You will go to your Cub Scout meetings. There you will do what you can to help. When you go, you will be taught new things. You will learn games and tricks and crafts. This is how the Cub Scout grows. The last part of the Law of the Pack says you will give goodwill. This means to smile. Be happy. Help others. Help does not have to be big. Small things help, too.



TELL WHAT WEBELOS MEANS.

Webelos (say WEE-buh-los) sounds like an Indian name, but it is not. It is formed from the dark letters in We'll Be Loyal Scouts. It is a secret word, just for Cub Scouts. Webelos Scouts are 10-year-old Cub Scouts. They belong to a den. They work to earn the Arrow of Light Award. This is the highest award in Cub Scouting.



SHOW THE CUB SCOUT SIGN. TELL WHAT IT MEANS.

Make the sign with your right hand. Hold your arm straight up. The two raised fingers stand for two parts of the Promise—"to help other people" and "to obey the Law of the Pack." They look like the sharp ears of the wolf listening to Akela.



SHOW THE CUB SCOUT HANDSHAKE. TELL WHAT IT MEANS.



When you shake hands with another Cub Scout, place the first two fingers of your right hand along the inside of his right wrist.



GIVE THE CUB SCOUT MOTTO.

A motto is a rule for living. The Cub Scout motto asks you to do your best at all times. You do your best in school and at home. You do your best to help your team win a game. You may not do a thing as well as some other boy. Just do as well as you can. That is what the motto means.



GIVE THE CUB SCOUT SALUTE. TELL WHAT IT MEANS.

Salute with your right hand. Hold your first two fingers close together. Touch the tips to your cap. Touch your eyebrow if you are not wearing a cap. This is the way to show respect to your leaders. You salute the flag to show respect to our country. And you can greet another Cub Scout this way.



TIGER CUB GRADUATION #1

SUPPLIES:

FAKE COUNCIL FIRE
1/4 DOWEL ROD CUT IN TWO
ONE PER BOY PLUS ONE
1 BOBCAT STAMP
BLUE CLOTH OR PAPER
FOR FAKE WATER
CERTIFICATE, PIN, PATCH

TIGER MAKE-UP OR MASK
1 ARROW HEAD PER BOY
3 FEATHERS PER BOY
RED, YELLOW, & BLUE
FAKE STEPPING STONES
FOR STEPS IN WATER

ARRANGEMENTS:

LIGHTS OFF. COUNCIL FIRE ON. SEMI-CIRCLE SETTING WITH CUBS ON THE FLOOR AND PARENTS SEATED BEHIND THEM. COUNCIL FIRE IN CENTER. AT THE OPEN END, PLACE FAKE WATER ON FLOOR AND STEPS ON TOP. BE SURE TO PLACE STEPS SO SOME DIFFICULTY IS ENCOUNTERED WHILE CROSSING WATER SO IT'S A REAL CHALLENGE. PUT STAMP AND ROD TAPED TOGETHER AND IN FIRE. ARROW HEADS, REMAINING RODS, AND FEATHERS AT WATER'S END. CERTIFICATE, PIN, AND TIGER PATCH AT SHERE KAHN POSITION.

CHARACTERS:

CUB MASTER OR TRIBAL CHIEF
DEN CHIEF OR CEREMONIAL BRAVE

TIGER OR SHERE KAHN

CEREMONY:

****TRIBAL CHIEF IS SEATING AT FIRE WHEN ALL IS QUIET HE STANDS****
TONIGHT, WE HAVE GATHERED TO HONOR OUR YOUNG BRAVES. LET US CALL FORTH-----

*****SHERE KAHN INTERRUPTS LOUDLY*****

I S H E R E K A H N WISH TO TEST THESE BRAVES BEFORE HONOR IS GIVEN THEM! I CALL FORTH THE MAN CUBS CALLED TIGERS!

***** TIGER CUBS AND ADULTS GO TO SHERE KAHN AND STAND BEFORE HIM*****
WHAT IS THE MOTTO OF THE TIGER CUB? HAVE YOU OBEYED THE PROMISE OF THE TIGER CUB? TIGERS, THIS IS THE EMBLEM OF YOUR FIRST RANK IN CUBS, WEAR IT PROUDLY. ADULT TIGER, THIS IS THE SYMBOL OF YOUR DEEDS IN PREPARING THESE TIGERS FOR THEIR NEXT ADVENTURE IN CUBING. SO ALL MAY KNOW THAT YOU HAVE DONE WELL, HERE IS THE WRITING TO PROVE YOUR EFFORTS. GO NOW, I WISH NO MORE TO SEE. YOU MUST WALK THE WATER OF EVIL. BE WEARY IF ITS QUICKNESS AND SMOOTH APPEARANCE FOR IT CAN FOOL YOU

*****CEREMONIAL BRAVE IS AT THE END OF THE WATER. HE GREETES THEM. HE TAKES THEM TO A SPOT WHERE HE HAS THE MAKINGS OF THE ARROWS AND SAYS*****

THE ARROW HEAD BREAKS THE WIND. THE STICK, IF STRAIGHT, WILL GUIDE THE ARROWS PATH. THE FEATHERS GIVES BALANCE AND DISTANCE. TAKE THESE AND MAKE YOUR ARROW OF LIFE. LEARN OF ITS TRUE NATURE AND BE A GOOD SCOUT.

HE THEN TAKES THE TIGERS TO THE COUNCIL FIRE THE ADULTS ARE ASKED TO TAKE THEIR SEATS AND THE BOYS ARE ASKED TO SIT ON EITHER SIDE OF THE TRIBAL CHIEF

*** TRIBAL CHIEF SPEAKS*** TONIGHT, WE HONOR THESE CUBS, FOR THEY HAVE COMPLETED THE CHALLENGE OF THE TIGERS. SO ALL MAY KNOW THAT THEY ARE NOW OF THIS TRIBE WE WILL PLACE OUR MARK UPON THEIR FOREHEADS. THIS SYMBOL IS THE BOBCAT, YOUR FIRST RANK IN THIS TRIBE. *** CHIEF STAMPS EACH TIGER, AS EACH BOY IS BRANDED THE CUB PACK HISSES, THE CHIEF CALLS THEM BOCATS OF DEN #__, AND INTRODUCES THEM TO THEIR DEN LEADER. CEREMONY IS OVER***

TIGER CUB GRADUATION #2

Supplies:

8 pieces of Construction Paper	Rope, String, or Crepe Paper
Certificate, Pin, Patch	to make a bridge or use
Wolf Book	pack bridge
Seven Candles: 1 White (tall)	Candle Holder(s)
3 Black, 3 Orange	

Arrangements:

The white candle (taller than the others) centered on ceremonial table with 3 black on one side and 3 orange on the other (B;B:B:W:O:O:O). Place the 8 pieces of paper on floor of bridge in such a way to make walking on them difficult. On each piece write one of the following: Sign, Handshake, Motto, Salute, Promise, Law, the symbol of the Arrow of Light, and Webelos.

Characters:

Cubmaster	Tiger Cub Organizer
Den Leader	Den Chief

Cubmaster Speaks:

Tonight we honor our Tiger Cubs. Will _____, Our Tiger Cub organizer, come to introduce them. (Tigers and Adults come to the front.

As each Candle is lit, the Organizer says:

White is for the Purity in Living,
Black is for the Unknown, the Fear, and Doubts,
Orange is for Knowledge, Joy, and Confidence.

These are the colors of the Tigers. You have completed the tenture of the Tiger Cub Program. Adults, here is the Patch for your Tiger; place it on his Right Pocket. Tigers, here is the Pin for your Adult Partner who worked with you through your deeds as Tigers. Place their Pin on their Collar. Here, too, is the Certificate for all to see. As your Organizer, I bid you farewell and show you the path of a new Challenge. The Challenge of Cub Scouts. Each Step you take tells you what you must learn, so you can earn your next rank. Walk the Bridge of Cub Scouts and Meet your new Leaders.

(At the end, stands the Cubmaster, Den Leader and Den Chief.)

Cubmaster Says:

Welcome to Pack _____. This is your Den Leader _____, and Den Chief _____ pf Den _____. Your meetings are on _____, at _____ PM, at the location of _____.

The Den Leader puts the Cub Scout (Yellow) neckerchief on the Tigers; (this is optional, each pack or leader can decide on this)

The Den Chief will hand each boy the Wolf Book and Says:

This is your next Challenge. Read and do each requirement of the Bobcat. When you are done you will earn the Bobcat Patch.

The Cubmaster asks each boy/adult team to sit with Pack.

Ceremony ends.

TIGER CUB GRADUATION #3

SUPPLIES

FLORESCENT PAINTED
ROCKS RED OR
ORANGE

BLACK LIGHT

ARRANGEMENTS

PLACE ROCKS TOGETHER IN ROWS TO REPRESENT A BED OF HOT ROCKS TO WALK ON. WHEN CUB MASTER HAS LIGHTS TURNED OFF THE ROCKS WILL GLOW LIKE HOT ROCKS IN A FIRE PIT.

CHARACTER

TIGER CUB ORGANIZOR
DEN LEADER

CUB MASTER
SHERE KAHN

CEREMONY

CUB MASTER SPEAKS I CALL UPON THE GREAT SHERE KAHN TO BRING FORTH THE TIGERS OF OUR PACK AND WITH THEM THEIR ORGANIZOR. ***THEN SHERE KAHN BRINGS THE TIGER/ADULT TEAMS AND THE ORGANIZOR TO THE BED OF ROCKS. ***SHERE KAHN SPEAKS *** THESE ADULTS AND BOYS HAVE COMPLETED THE REQUIREMENTS OF THE TIGERS? *** ORGANIZOR SAYS, YES. *** *** SHERE KAHN PRESENTS THE TIGER PATCHES TO THE ADULTS AND SAYS*** HERE IS THE SYMBOL, OF THE TIGER, WHO HAS COMPLETED THE CHALLENGE. PLACE IT ON THE RIGHT POCKET. THIS IS THE TOKEN FOR HAVING HELP YOUR TIGER TO COMPLETE THE CHALLENGE, TIGERS, PIN THEM ON THE COLLAR. ADULTS, I GIVE YOU CHARGE OF THE WRITTEN PROOF. BE PROUD OF YOUR TEAM EFFORTS MADE TO EARN THEM. BECAUSE EACH RANK IN CUBBING PROVIDES A GREATER CHALLENGE THAN THE LAST, *** LIGHTS ARE TURNED OFF AS SHERE KAHN SAYS *** THIS BED OF HOT ROCKS REPRESENTS THE GREATNESS OF THE CHALLENGES TO COME. THE ROCKS WILL NOT BURN YOU UNLESS YOU FEAR THEM. NO HARM WILL COME UNLESS YOU DOUBT YOUR ABLILITY. ARE YOU READY TO CROSS THE BED OF HOT ROCKS INTO CUB SCOUTS? THEN GO AND MEET YOUR NEW LEADERS. *** CUB MASTER GREETES AND WELCOMES THE TIGERS AND ADULTS TO THE PACK. HE ANOUNCES THE TIME, DAY, AND MEETING PLACE FOR EACH DEN. HE INTRODUCES THE DEN LEADER AND DEN CHEIF. CEREMONY IS OVER.***

TIGER CUB GRADUATION

By Larry Ellis, Thunderbird District

PERSONNEL: Cubmaster, Webelos, Tiger Cubs, Parents, Akela, Den Leader.

PROPS: Table with candles and each boy's name in front of candle.

CUBMASTER: Tonight we have the pleasure of welcoming new Cub Scouts into the pack. Parents and graduating Tiger Cubs would you please be escorted forward by our Webelos.

(Webelos bring parents/boys to front of room)

CUBMASTER: Parents and boys, I've asked you to come up front together with a graduating Webelos. Everything you have done has a meaning and indeed portrays what you boys may be doing in several years.

ASSISTANT CUBMASTER: The Webelos Scout provided a path for you to follow into the pack and here now he relinquishes his place in the pack to you.

DEN LEADER: You and your parents both were asked to come forward. This symbolizes that the family is a necessary base for Cub Scouting and that Cub Scouting supports a strong family unit.

DEN LEADER: The candles you received represent the promise of every Cub Scout to "Do Your Best".

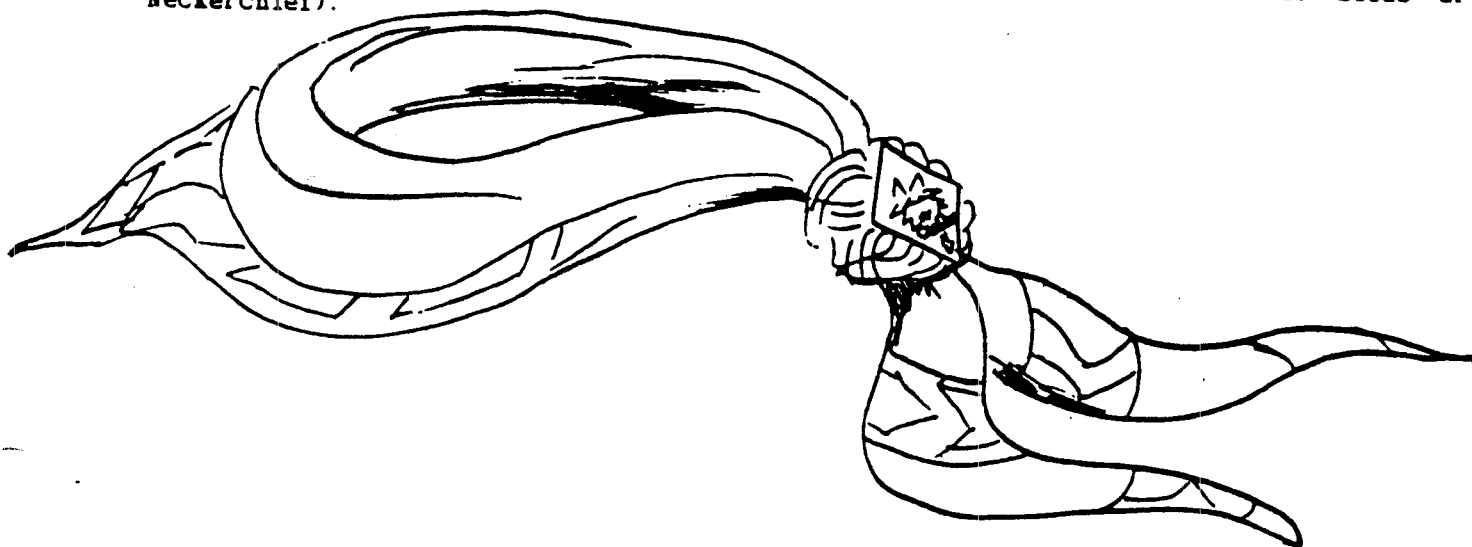
(At right of group Akela appears in costume)

AKELA: (To Cubmaster) My brother, have these new Cubs prepared to join our pack?

CUBMASTER: They have! By learning the Cub Scout Promise and Law.

ASSISTANT CUBMASTER (Leads new boys in Promise and Law).

CUBMASTER: Akela, members of the pack: I present you ___ and his parent(s) _____. As a symbol of your Promise to do your best, light your Scouting candle and come forward to receive your _____ (Wolf Book or Neckerchief Slide or Neckerchief).



TIGER CUBS

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

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

DO YOUR BEST
ON THIS LITTLE TEST.
HERE IS SOMETHING TO DO
WHILE WAITING,
FOR THE MEETING TO BREW.

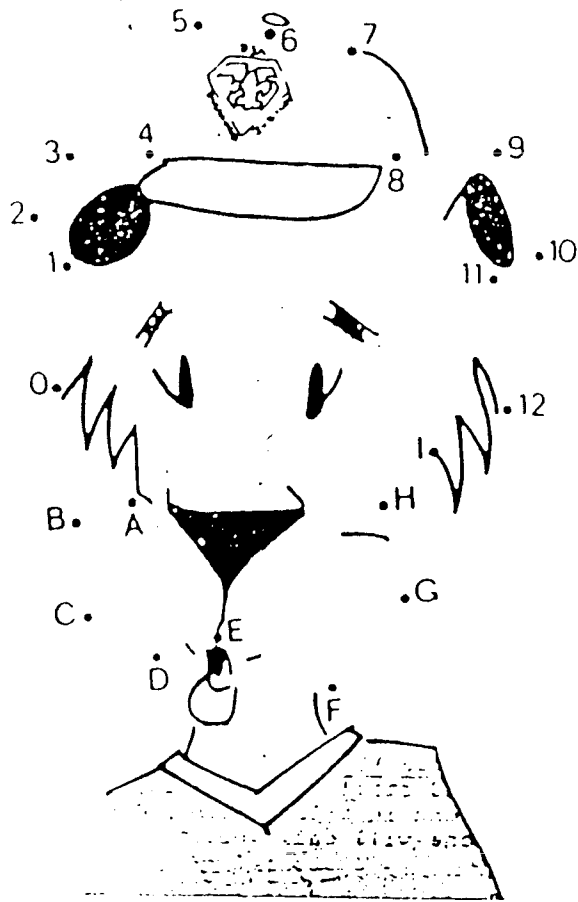
POMPOM TIGERS

Craft Glue
1 1" Orange Pompon
5 ¼" Orange Pompon
1 3mm Black Pompon
2 7mm Wiggly Eyes
Black Felt-type Pen

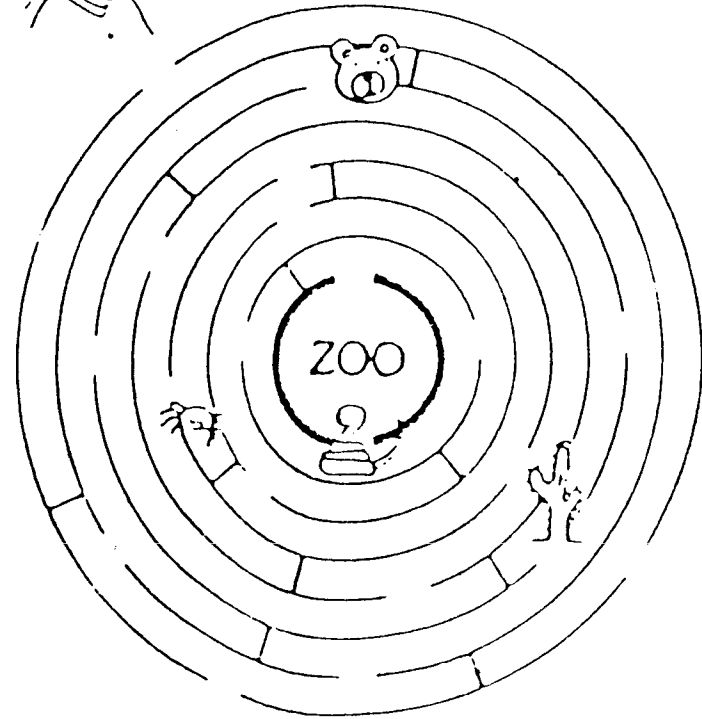


With craft glue, attach 2 ¼" pompoms for ears. Glue 3 ¼" pompoms together on front to form snout. Glue one 3mm pompon on top of snout for nose. Glue wiggly eyes in place. With pen draw your tiger stripes. Now your tiger is ready to be attached to the item you are going to use it on (slide, pin, napkin ring, place card, etc.)

CONNECT THE DOTS AND DRAW TEDDY



HELP TEDDY FIND THE WAY TO THE ZOO

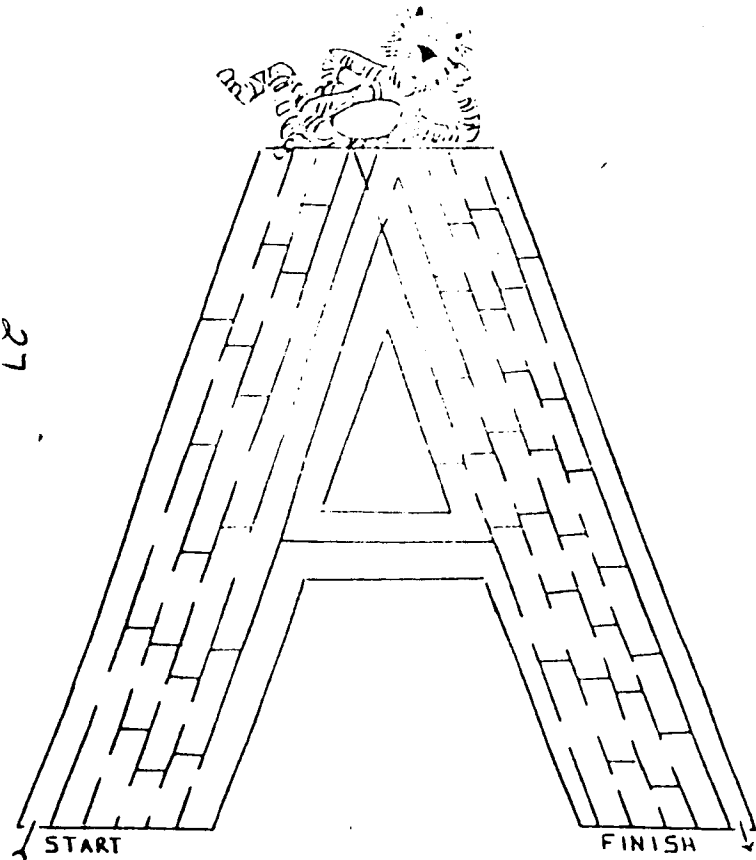


WHAT TIGER CUBS WANT FOR YOU AND YOUR BOY:

1. Have fun together
2. Know one another
3. Grow together
4. Get along together
5. Discover together

9/1

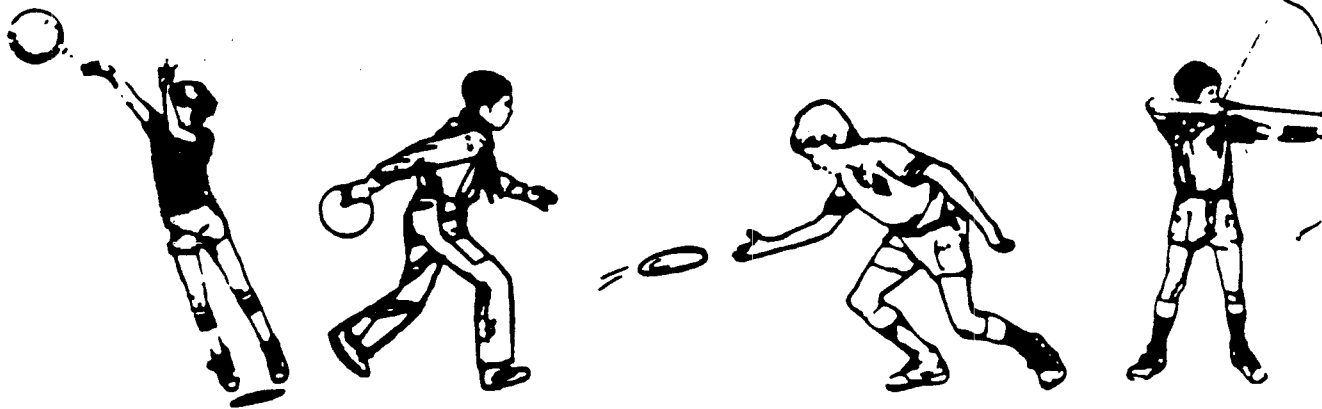
VITAMIN A IS A VERY IMPORTANT DAILY VITAMIN.
HELP OUR TIGER CUB GET HIS DAILY REQUIREMENT
BY DOING THIS MAZE



COLOR TEDDY THE TIGER

TIGER CUBS is an exciting program for 1st grade boys and one adult family member. Sharing in this program will give you and your boy an opportunity to SEARCH out new activities, DISCOVER new things and SHARE them with one another.

S P O R T S



CUB SCOUT SPORTS - THE EASY WAY ! !

Cub Scout Sports are simple - and FUN ! You, the Cub Scout leader, will find Cub Scout Sports an exciting supplement to the rest of the Cub Scout program.

Emphasis in Cub Scout Sports is on introduction to a sport, learning about it, taking part in it, and on "doing your best". Sportsmanship is emphasized; winning is not. Cub Scout Sports is not an advancement program; guidelines are simple, requirements are few. There is an opportunity for every registered Cub Scout or Webelos Scout to participate and be recognized for that participation. There are summer and winter sports, indoor and outdoor sports, active and less active sports, and team and individual sports. Cub Scout Sports are flexible, easy to organize - and fun !!

The Scout should receive recognition for practice or play in any of three places: (1) in his Den or Pack or (2) in an organized sport in his community or (3) as an individual Scout.

RECOGNITION ITEMS

SPORTS PATCH ...



... is an optional recognition item available for purchase through your Council Service Center, and is used to identify a Scout who is participating in Cub Scout Sports in any of the three places listed above.

... may be worn as a temporary patch on the right pocket of the uniform shirt, on a patch vest, or on appropriate non-uniform apparel.

BELT LOOP ...



... is received by a Scout for doing his best to learn about the things in the Cub Scout Sports booklet for his sport, and for taking part in the sport in practice or play, in any one of the three places listed above.

... is worn by the Scout only on his uniform belt.

SPORTS PIN ...



... is received by a Scout for earning points in practice or at play in one of the three places listed above. One point is earned for each thirty (30) minutes of practice or play; sixty (60) points are required for the Sports Pin *, and the points should be earned in a ninety (90) day period. It's easy : remember "30-60-90". ... is worn by a Scout on the patch vest, or on the Sports Patch, or on the Sports Letter

SPORTS LETTER ...



... is received by a Scout who has received any one Belt Loop and any one Sports Pin and has an adult "partner" who has received any one Sports Pin.
... is worn on a patch vest or appropriate non-uniform apparel.

ADULT PARTNER ...

... is an adult who receives a Sports Pin for following the same "30-60-90" guidelines as the Scout*. Adults may wear the Sports Pin on non-uniform apparel; adults may not receive the Belt Loop or Sports Letter.

SOME RESOURCES (available through your Boy Scouts of America Council office):

- o the Cub Scout Sports booklet
- o the Cub Scout Sports Leaders' Guide
- o the Cub Scout Sports Training Syllabus, BSA stock number 13-588

GETTING STARTED ...

... is easy !! There are four simple steps:
(1) select one of the sports offered in Cub Scout Sports (2) gather the resources (3) learn about the sport , sportsmanship, and the physical techniques and (4) do it !!

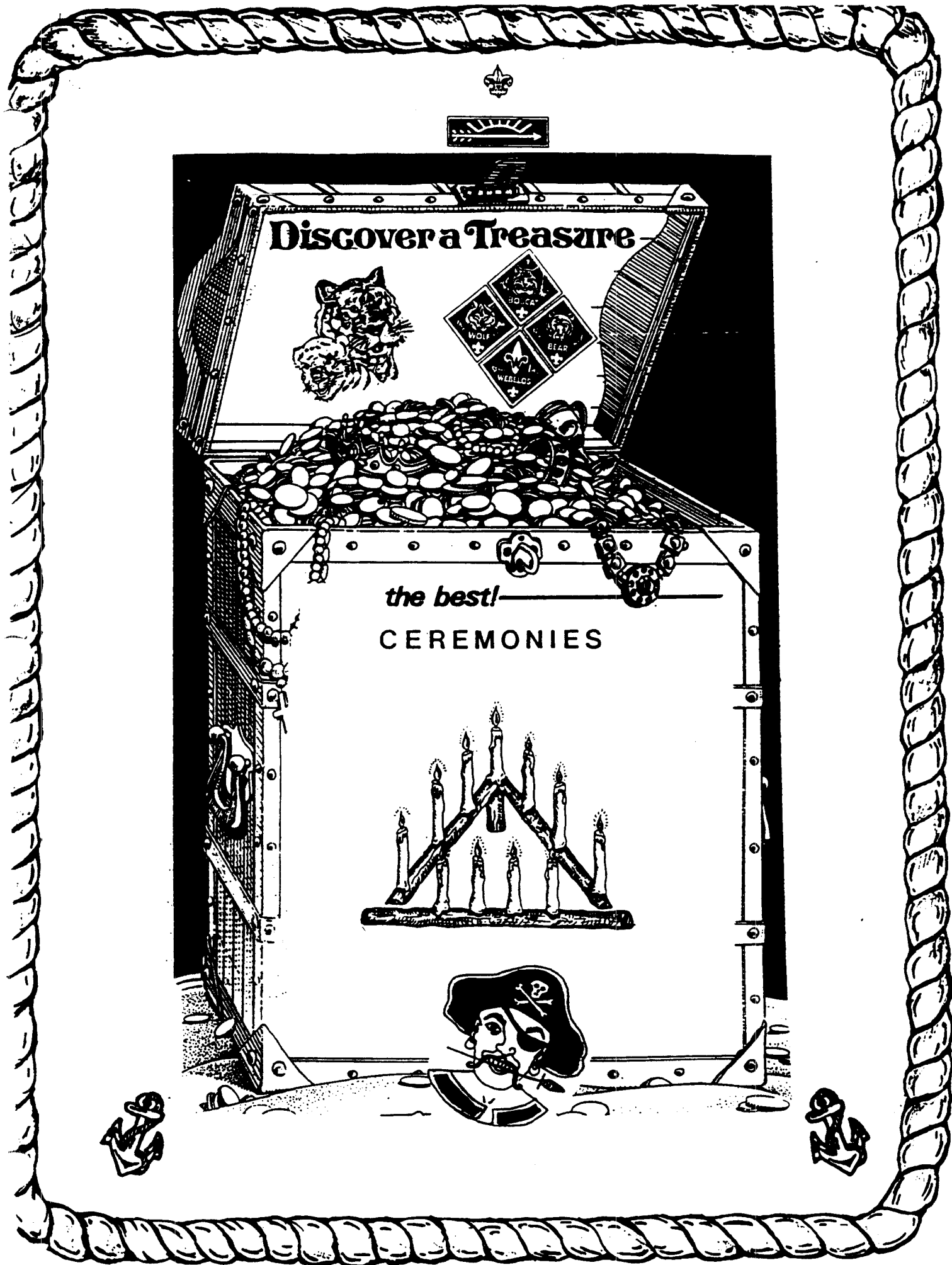
For your first sport you may decide to try something simple - like marbles. The Scouts will have FUN and you'll get experience in putting on a Cub Scout Sports activity

REMEMBER:

- o emphasize learning about the sport, sportsmanship, reasonable physical involvement, and "doing his best".
- o do not emphasize winning
- o recognize the Scout for time spent in practice or at play in his den or pack, in his community, or as an individual Scout.

TRY IT, YOU'LL LIKE IT ! ! !

These changes were announced in the "News Briefs" column of the November/December 1987 SCOUTING magazine, and will be incorporated in each of the Cub Scout Sports booklets and in the Leaders' Guide at the next printing.



Discover a Treasure

the best!
CEREMONIES

Hello Buccaneers:

Wow: We have a treasure of a day in store for all Long John Silvers, This is brought about by your patriotism, courage and self reliance which you possess and teach to others. As good citizens you have outstanding character with excellent mental and physical fitness. So, let's not delay and get on with our exciting program faster than you can say Captain Hook.



FAMILY INDUCTION CEREMONY

Equipment: Two blue candles, two yellow candles, four cards spelling CUBS; Wolf, Bear, and Webelos books; Bobcat badges and membership certificates.

Personnel: Cubmaster, pack committee chairman, other leaders as "Voices," new Cub Scouts & parents.

CUBMASTER (lighting all four candles):

"These candles are Cub Scouting's colors, blue and gold, and they represent the fun and adventure we hope you will find in Cub Scouting. The four letters you see here spell Cubs, but they stand for something special too."

FIRST VOICE: "The C stands for courtesy. A Cub Scout is courteous to everyone, his friends, older people, teachers, and especially his parents.

SECOND VOICE: "The U stands for unity. When a boy joins a pack, his parents join too. In the den and pack, he learns how to get along with others."

THE THIRD VOICE: "The B stands for bravery. The Cub Scout is brave enough to stand up for the things he thinks are right. He believes in honesty, equality, and fair play.

FOURTH VOICE: "The S stands for service. The Cub Scout promises to help other people, and he tries to spread goodwill in every way he can."

CUBMASTER: "These three books stand for the steps a Cub Scout climbs as he goes higher on the Cub Scout trail. You have already used the Wolf book to learn the things you need to know to become a Bobcat. Please make the Cub Scout sign with me now and repeat the Cub Scout Promise."

(Lead boys in the Promise)

CHAIRMAN: "Parents we welcome you into the pack, too, because Cub Scouting is for all the family. We hope that you will work with your son on his advancement projects and attend our pack activities. We also expect that you will accept certain tasks when we need your help and perhaps become leaders. Will you pledge to help your son and the pack when you are called upon?" (Parents give assent.)

CUBMASTER (presenting membership cards and Bobcat badges for parents to pin on boy's shirt): "Welcome to our pack!"

Adapted from 1985 Pow Wow Book, Detroit Area Council.

A CUB SCOUT-PARENT PROMISE CEREMONY

The new Bobcats line up, their parents standing behind them. The Bobcats give the Cub Scout sign and recite together the Cub Scout Promise and Law of the Pack, the Cubmaster says it with them in a loud voice so all the boys can hear him. (Before starting, he asks Cub Scouts to speak loudly).

Then all the Bobcat parents give the Cub Scout sign and repeat the following one line at a time, after the Cubmaster:

"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".

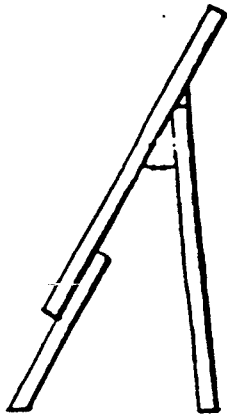
The Cubmaster then gives each boy the Cub Scout handshake and gives Bobcat pins to parents. The parents pin the badges on their sons' shirts.

Bobcats are dismissed and other boys receiving advancement are called forward, Cubmaster proceeds the same way as he did with Bobcats, or he may omit the Cub Scout Promise and Law of the Pack depending on the available time. The parents of these boys repeat the following:

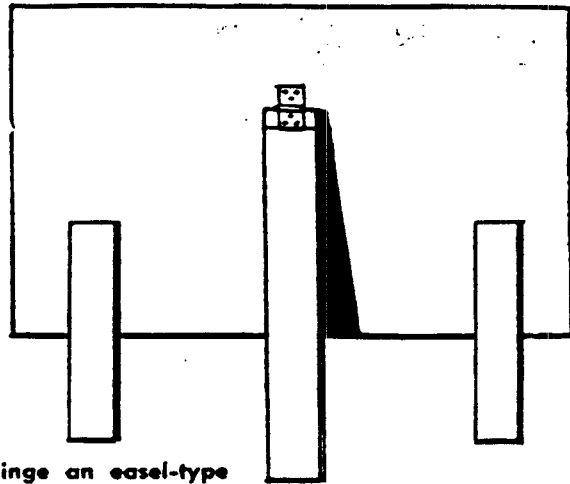
"We will continue
To do our best
To help our boys
Along the achievement trail
And share with them
The work and fun of Cub Scouting".

Cubmaster then presents the badges to the parents, who then present them to their boys. Many packs have a rule that a boy cannot get his award unless a parent is present.

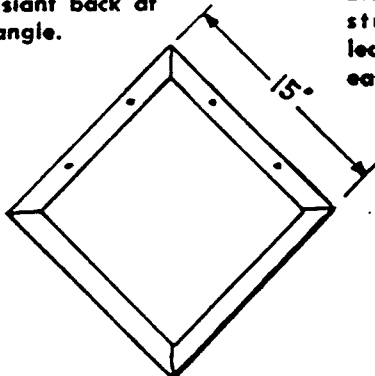
The parents' promise may be typed on a small card for the Cubmaster. The reader should give the Cub Scout sign while he reads script for the parents to repeat.



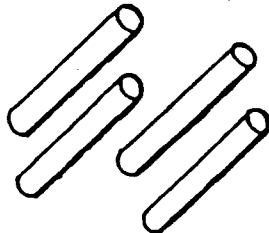
Fasten legs to board so the center is about shoulder high. Board should slant back at a 30° angle.



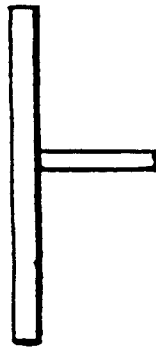
Hinge an easel-type brace to the back. Use string, chain, or leather thong as an easel stop.



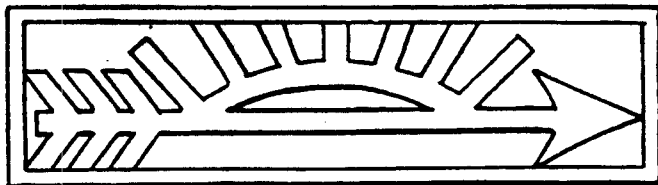
Make a diamond-shaped frame, each side 15 inches long. Glue or nail pegs to back, spaced to fit into board perforations.



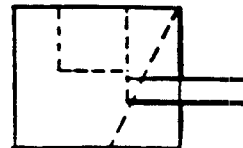
Press on the Bobcat sticker (Wolf, Bear, Tenderfoot) to a 3-inch cardboard square fastened to a wooden peg cut from a dowel stick. Fit pegs into holes in board.



Make candleholders from a wooden block. Cut as shown.

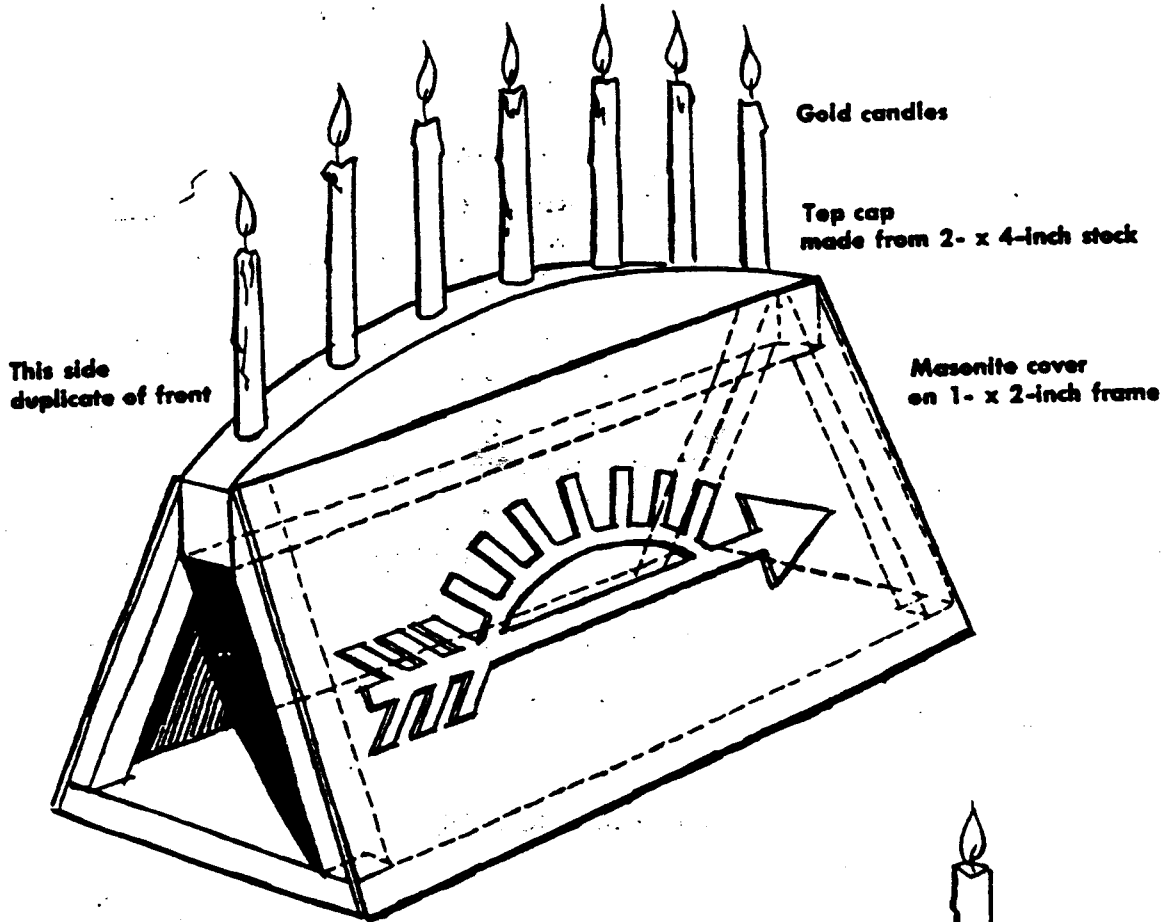


Use this design for the Arrow of Light award ceremony.





Single blue candles in holders may be placed at the ends of the ceremonial board.



This side duplicate of front

Gold candles

Top cap made from 2- x 4-inch stock

Masonite cover on 1- x 2-inch frame

Arrow of Light insignia cut from 1/4-inch plywood or hardboard, painted gold, and fastened to board.



Paint board royal blue

SCOUTS OF THE SEA

Words by Thomas J. Keene.

Music by V. E. Carroll, Jr.



Car-ing Naught for wind or weath-er O - ver
Hal- liards sheets and bunt lines Set-ting



the sev - en seas sail One for all and all to -
stern sails to the breeze Be - fore the trade winds



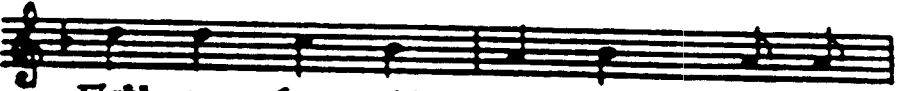
geth - er We - drive our sturdy ship in - to the gale.
scud - ding Sail - ing on to for - eign lands and seas.



Stand - ing our watch - es port and star - board, Setting our



sails to catch the wind when - e'er they blow. -



Fight - ers for old glo - ry We're the



Scouts of the sea. Haul - ing on sea.

Caring naught for wind or weather
Over the seven seas we sail,
One for all and all together,
We drive our sturdy ship into the gale.

(Chorus)

Standing our watches port or starboard
Setting our sails to catch the wind
Where e'er they be
True sons of Old Glory
We're Scouts of the Sea.

Hauling on Halyards sheets and bunt line
Setting stuns'ls to the breeze
Before the trade winds scudding
Sailing on to foreign lands and seas.

Audience Participation Stunt—"Blackbeard and the Pirates" (page CUB 5 OCT 85).

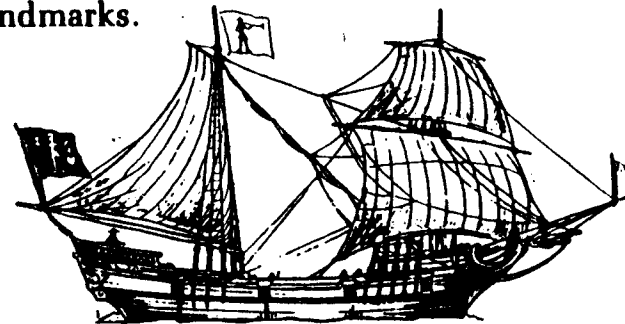
Inductions and Recognitions—The Admiral (Cubmaster) has Bobcat pins and advancement awards in a treasure chest. Call forward new Bobcats and their parents first. Welcome them to the pack and ask parents to pin Bobcat pins on their son's uniform. Then call forward advancing Cub Scouts and their parents and make presentations of badges of rank and arrow points. Webelos den leaders

award activity badges and Webelos badges to eligible boys.

Closing—The boys form a large circle around the Admiral with their parents behind them. Turn out the lights and light a single candle. The Admiral says, "Cub Scouts and Webelos Scouts, this candle represents the spirit of Cub Scouting, which we talk about in the Cub Scout Promise and Law of the Pack. All sailors—even pirates—have their 'rules of the road' for sailing, and we have the Promise and Law—our rules of

the road for living. Let us remind ourselves of those rules by repeating the Law of the Pack." (Lead Law.)

TREASURE HUNT MAP. Make from side of brown paper bag. Char edges lightly for antique look. The map need not be precise since the boys will be following written directions on it to find landmarks.



THIS THEME HELPS CUB SCOUTS EARN CREDIT IN:

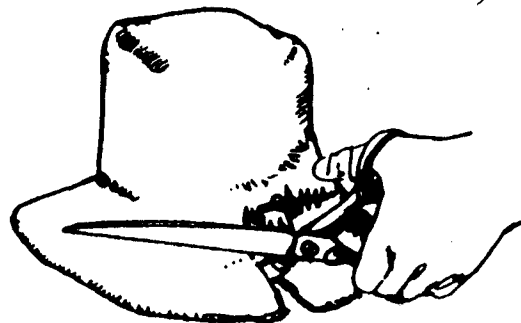
Book	Achievements	Electives
Wolf	1, 2, 4, 8	1, 2, 3, 4, 5, 20
Bear	4, 11, 15, 20, 22, 23	

CUB SCOUTING LITERATURE FOR THIS THEME:

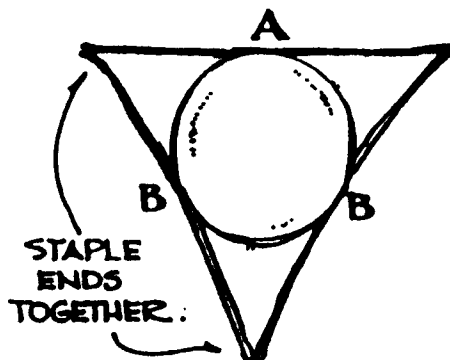
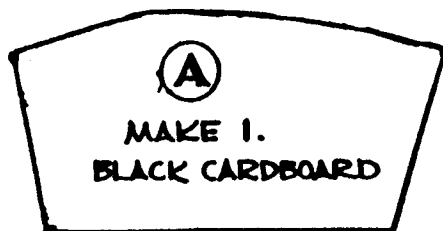
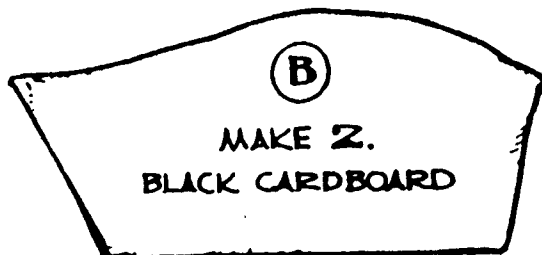
- Wolf Cub Scout Book, No. 3230
- Big Bear Cub Scout Book, No. 3231
- Cub Scout Leader Book, No. 3220
- Cub Scout Leader How-To Book, No. 3831
- Den Chief Handbook, No. 3211
- Cub Scout Songbook, No. 3222
- Group Meeting Sparklers, No. 3122

OTHER RESOURCES:

- Juvenile books on pirates, costumes.



CUT BRIM OFF AN OLD FELT HAT.



STAPLE ENDS TOGETHER.

TAPE CROWN TO CARDBOARD SIDES.

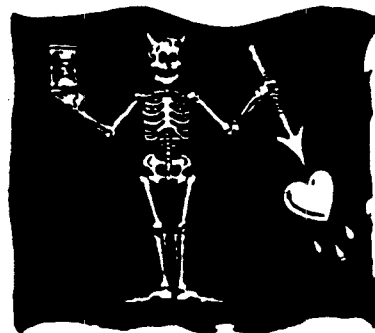
ADMIRAL'S HAT. For crown, use an old felt hat.



Ensign at MIZZEN PEAK
of Capt. BARRY ROBERTS



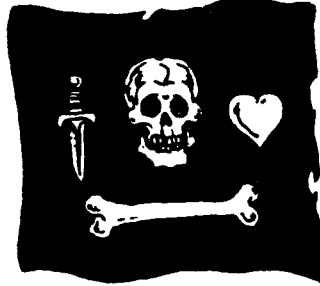
JACK of
Capt. BARRY ROBERTS



JOLLY ROGER flag of
Capt. ROBERTS



Long BEN AVERY



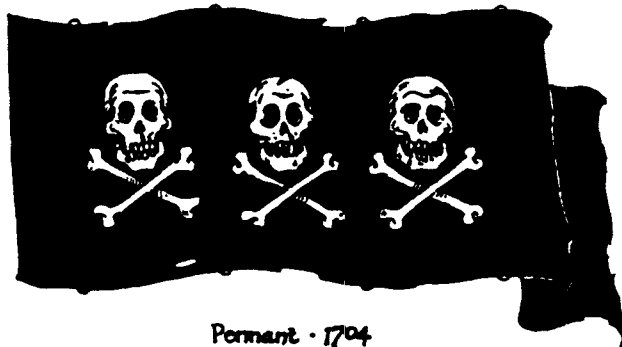
Major BONNET



Calico JACK RACKAM



Capt. ENGLAND



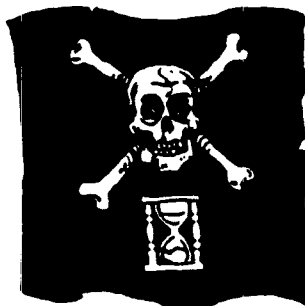
Pomant - 1704



Capt. WYNNE



Capt. TEW



French - FILIBUSTER

"A BLACK FLAG," THEY MERRILY SAID, "WOULD BE AS GOOD AS FIFTY MEN."

"BLACKBEARD AND THE PIRATES"
AUDIENCE PARTICIPATION STUNT.
Divide audience into eight groups and assign a name to each. When the group hears its name, it calls the appropriate phrase, as follows:

Blackbeard—"I'll slit your gullet!"
Parrot—"Blow me down!"
Crew—"Walk the plank!"
Seven Seas—"Land ho!"
Fair Young Maidens—"Woe is me!"
Handsome Hero—(Sigh) "My hero!"
Good Guys—"Get those rats!"
Jolly Roger—"Save us!"

The narrator pauses at each capitalized title so the appropriate group can say its phrase.

"The terror of the SEVEN SEAS was BLACKBEARD the pirate. BLACKBEARD and his evil CREW preyed on peaceful ships and often captured FAIR YOUNG MAIDENS. The evil BLACKBEARD had a pet PARROT who would taunt prisoners while the CREW tortured them. BLACKBEARD and his murderous CREW were hunted through the SEVEN SEAS by GOOD GUYS.

"One day a peaceful ship was sailing the SEVEN SEAS. Suddenly the JOLLY ROGER appeared on the horizon. The peaceful ship's mates knew the JOLLY ROGER meant that they would be attacked by the terrible BLACKBEARD and his CREW. The GOOD GUYS took battle stations and the FAIR YOUNG MAIDENS shuddered with fright. "All is lost!" cried the GOOD GUYS. The pet PARROT shrieked with glee. BLACKBEARD howled, "We have them, CREW! Throw the GOOD GUYS over the side and capture the FAIR YOUNG MAIDENS. We will take them to our secret island and have a party. They can wash the dishes." So the CREW threw the GOOD GUYS over the side, and the JOLLY ROGER set sail for the secret island.

HANDSOME HERO was waiting for his sweetheart when he heard the terrible news that his girl and all the other FAIR YOUNG MAIDENS were prisoners. So HANDSOME HERO gathered a group of other GOOD GUYS and took off in his ship, Rocket. They planned to search the SEVEN SEAS until they found the secret island of BLACKBEARD and his CREW. HANDSOME HERO and his GOOD GUYS scanned the SEVEN SEAS for the secret island. Suddenly, HANDSOME HERO shouted, "There it is!" And they sailed the good ship Rocket to attack the evil CREW. BLACKBEARD was slain and his CREW was routed. The evil PARROT flew away.

Now the SEVEN SEAS were rid of BLACKBEARD and his treacherous CREW. The JOLLY ROGER would never sail again, and the FAIR YOUNG MAIDENS could go home. On the Rocket, HANDSOME HERO and FAIR YOUNG MAIDENS sailed off into the sunset.

From 1979 Pow Wow Book, Sam Houston Area Council.



DEN MEETING

1. The living circle. The living circle may be used alone as a ceremony or it may be used as a part of one. It reminds a Cub Scout of the fine friendships he is making in Cub Scouting and of the fact that he and all other Cub Scouts are linked as members of the tribe of the Webelos.

It is made by a den and its leaders in a close circle, facing inward. They turn slightly to the right in the circle, and each extends his left hand into the circle, palm downward and left thumb pointing to the right.

Each person grasps the extended left thumb of the one to his left—thus making a complete living circle hand-clasp. Meanwhile, the right hand of each is held high above the head in the Cub Scout sign.

The living circle is the simplest kind of ceremony and can be put into action by pumping all the left hands up and down while the Cub Scouts say "Ah-h—kay-y—la! We-e-e'll do-o-o ou-u-r best!" snapping into a circle of individual salutes at the word *best*.

A word of caution: Don't continue to use the living circle until boys tire of it.

2. Patriotic. Den forms circle around the United States flag or den flag. Cub Scouts then salute and sing "God Bless America" or one stanza of "America."
3. Cub Scout ideals. Den stands in living circle and repeats in unison one of the following: Law of the Pack; Cub Scout Promise; Cub Scout motto.
4. The grand howl.
5. A den mother's minute. This is an inspirational thought for the day, a brief story concerning the Cub Scout Promise, the Law of the Pack, the motto, or a patriotic item—without moralizing.

Here's one on sportsmanship—

DEN MOTHER: A good sport plays hard and tries to win.

But, he seeks to win only by fair and lawful means according to the rules of the game. A good sport takes pleasure in the game right to the end, even though he



is not winning, for the purpose of the game is not merely to win but to find joy and strength in trying. (Select one or two incidents from your den or pack events as examples.)

Here's one on conservation—

DEN MOTHER (*holding picture of outdoor scene*): All of this great and beautiful America is ours to enjoy. Surely we want to preserve it for the thousands of boys who will come after us. Let us stand and repeat in unison a pledge that will remind us to conserve these wonderful things for those who follow us. (*Repeat Outdoor Code or sing "America, the Beautiful."*)

6. A prayer. Choose one suitable for boys of all faiths, unless all members are of same faith.
7. Group response. The leader asks a question which offers an opportunity for a group response. For example—

LEADER: What is our Cub Scout motto?

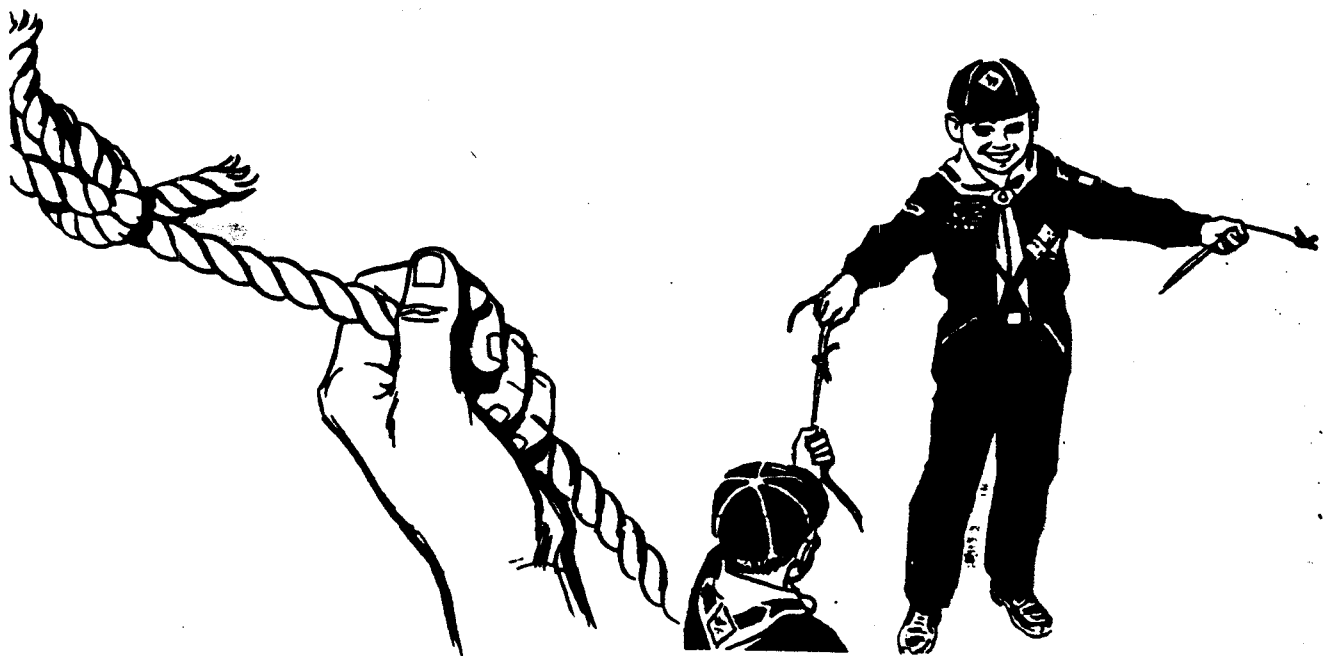
CUB SCOUTS: Do Your Best.

LEADER: Will you do your best?

CUB SCOUTS: We'll do our best.

8. The cheerful candle. Boys form a circle around the den mother who holds a small candle. She reminds them of the cheer that even a small flame can spread (*no preaching beyond that*).
9. Firelight. With lights out, artificial fire lighted, play a recording of a quiet tune.

10. Share the fun. Boys form a circle. Ask them if they are having fun in Cub Scouting. Urge them to invite other boys of Cub Scout age in their neighborhood school or church to visit a den meeting with them.
11. Friendship circle. Each Cub Scout has a 3-foot section of rope joined with a square knot to that of the boy on his left. (See illustration below.) Boys hold rope with left hand and pull back to form a taut circle. Leader says, "You are now a part of a group of close friends, held together by the square knot—a symbol of friendship. Let us give our Cub Scout Promise."
12. Circle song. Form a circle with arms around each other's shoulders, and sing "Home on the Range," "Cub Days," or a favorite song.
13. Constitution. Den mother or den chief reads the preamble to the Constitution of the United States and names the Thirteen Original States.
14. My flag. A week before this ceremony is to be used, ask each Cub Scout to prepare and bring to the next den meeting a 10-line statement on "What My Flag Means to Me." Den mother selects an interesting one and has its author read the statement.



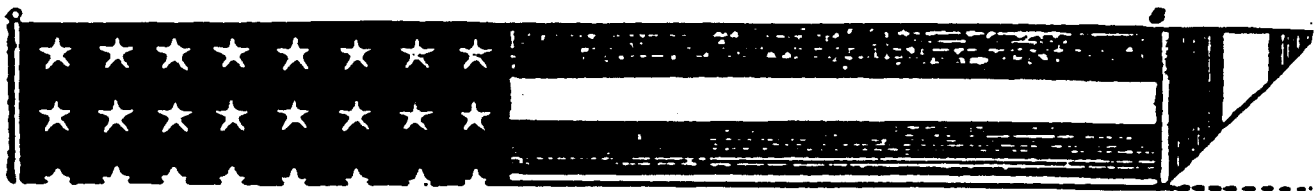
15. "This Old Flag." All read this poem as United States flag is held aloft.

This old flag is my protection,
This old flag is my birthright,
This old flag is full of beauty,
May it fly both day and night,

It's an honor to salute it,
And with pride we hold it high,
We will keep it flying o'er us,
Like a symbol in the sky.

Hain't gonna allow no one to tramp it,
Hain't gonna allow no one to 'buse,
Hain't gonna allow no one to shun it,
Hain't gonna allow no one to use,

Hain't gonna allow no one to down it,
For some other flag to use,
Going to keep that old flag flying—
And we dare you to refuse.



'WEATHER OR NOT' ADVANCEMENT CEREMONY.

Call forward advancing Cub Scouts and Webelos Scouts and their parents.

CUBMASTER: "Cub Scouts, we have a song called "Cub Scouting We Will Go," which is sung to the tune of "Jingle Bells." Maybe you have sung it in your dens. It goes like this (sing or read):

Cub Scouting we will go
To a den where we can play;
Sunshine, rain, or snow,
Happy on our way.
As buddies we will greet
Faces gleaming bright;
What fun it is when we can meet
And do the things we like!

"That little song tells us that Cub Scouting is for all seasons and all weather—sunshine, rain, or snow. It should be fun anytime.

"But to enjoy Cub Scouting to the fullest, you have to advance by learning new things and doing various projects. Tonight we have some Cub Scouts who have done that, and we will recognize their work by presenting badges." (Award badges by presenting them to the parents and asking them to pin them on their son's uniform shirt. (Have straight pins already stuck into badges.) Webelos den leaders then give badges to parents of Webelos Scouts to pin on.)

'ADVANCE IN RANK' CEREMONY.

Personnel—Cubmaster, Webelos den leaders, advancing Cub Scouts and Webelos Scouts, their parents.

Equipment—"Trophy Skin" shown here, badges, and arrow points. Pin badges and arrow points on trophy skin in ascending order of importance—Wolf badges and arrow points at bottom, Arrow of Light (if one is being awarded) at top.

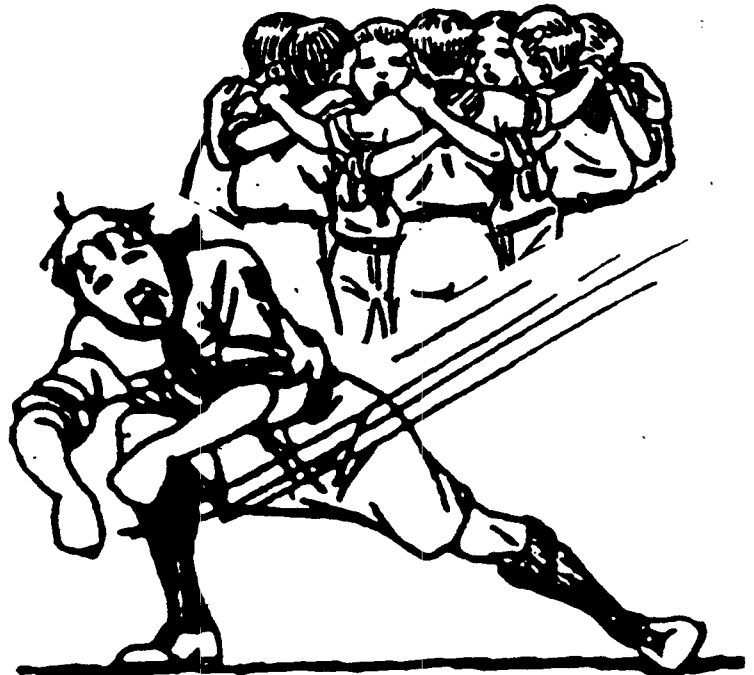
CUBMASTER: "This month our Cub Scouts have been working hard to advance in rank. Tonight we will honor those who have achieved a new rank or earned arrow points. We're very proud of

them and of their parents, too. Because, you know, a Cub Scout can't advance without help from his family. And although our Webelos Scouts don't pass advancement requirements to their parents, they do need their parents' encouragement. So we're going to ask them to take part in our ceremony, too."

Cubmaster then calls forward boys who have earned Wolf rank, with their parents. Each boy takes his Wolf badge from the trophy skin and parent pins it on his uniform shirt. The Cubmaster explains briefly how the badge was earned by passing 12 achievements to parents. Follow the same procedure for Bear badges and arrow points.

Webelos den leaders then use the same ceremony to award activity badges and Webelos badges. If you have Arrow of Light recipients, choose a ceremony from Staging Den and Pack Ceremonies.

When all awards have been given, Cubmaster says: "Advancement is just a part of the fun of Cub Scouting, but it's an important part. Through advancement the boys learn new skills that will help them when they join a Scout troop and throughout their lives. Let's give a grand howl for our denmates who advanced tonight." Lead grand howl

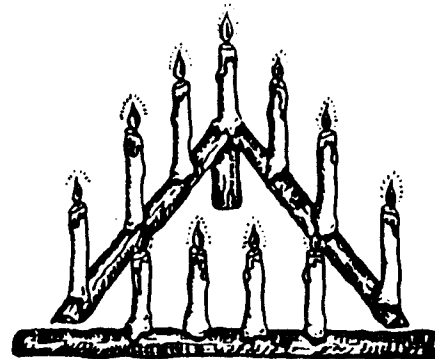
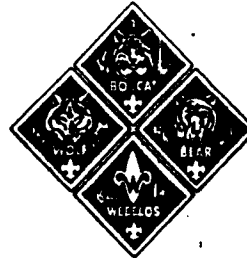


GRAND HOWL. This is a ceremony that goes back to Cub Scouting's beginnings. It is sometimes used to honor Akela.

The Cub Scouts stand in a circle. If a person is being honored, he or she stands in the center. Starting from a crouching position, the boys make the Cub Scout sign, but instead of putting their right hands overhead, they touch the ground as shown. Then, wolf-like, the boys raise their heads and howl, "Ahh-kay-la! Wee-e'll do-o-o ou-u-r best!" On the word "best," the boys jump up with both hands overhead in the Cub Scout sign.

The hands are held high while the denner or den chief calls, "Dyb, dyb, dyb, dyb," meaning, "Do your best." On the fourth "dyb," each Cub Scout drops his left hand smartly to his side, makes the Cub Scout salute with his right hand, and shouts, "We-e-e'll dob, dob, dob," meaning "do our best." After the fourth "dob," the boys drop right hands smartly to their sides and stand at attention.

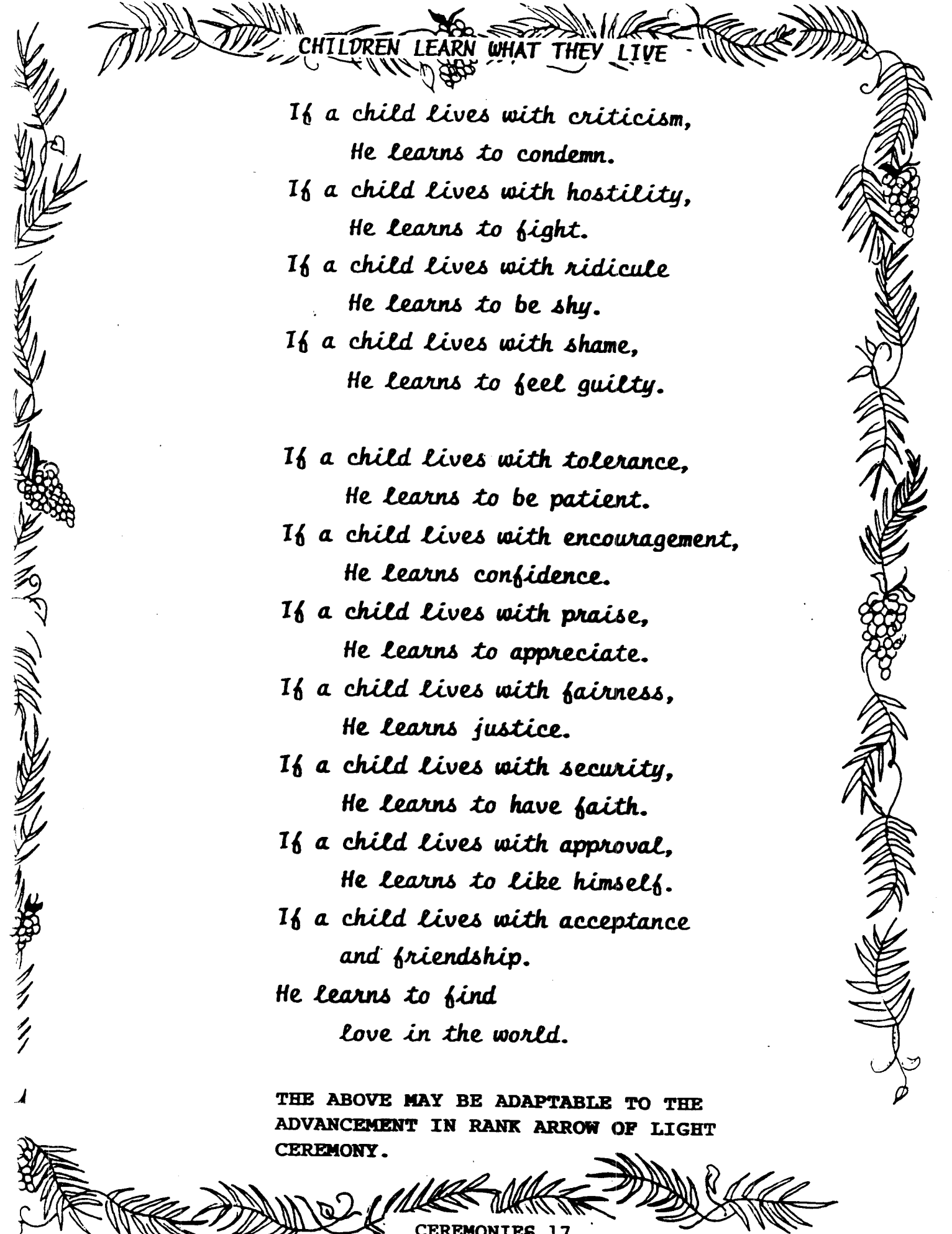
Short Version. The short Grand Howl ends when the boys have jumped up with hands overhead in the Cub Scout sign.



From Pow Wow 82, Heart of America Council, Kansas City, Kan.

'SECRET MESSAGE' ADVANCEMENT CEREMONY. For each advancing Cub Scout, prepare a sheet of paper with a "secret message" by writing on it in milk or lemon juice as shown on page 90 of *Wolf Cub Scout Book*. When the sheet is held carefully over a heat source, such as a candle, the message is revealed. Write such messages as: "Great, Brian! Now aim for Bear!"; "Congratulations, Kevin! You've made Wolf!"; "Go for the Arrow of Light, Jim!"

Cubmaster lights a single candle representing the spirit of Cub Scouting and calls forward boys who have earned awards with their parents. Speak briefly about their achievements and have parents pin on their new awards. Then hand each boy in turn his secret message and ask him to hold it well above the candle's flame. When the message is clear, ask him to read it aloud.



CHILDREN LEARN WHAT THEY LIVE

If a child lives with criticism,
He learns to condemn.

If a child lives with hostility,
He learns to fight.

If a child lives with ridicule
He learns to be shy.

If a child lives with shame,
He learns to feel guilty.

If a child lives with tolerance,
He learns to be patient.

If a child lives with encouragement,
He learns confidence.

If a child lives with praise,
He learns to appreciate.

If a child lives with fairness,
He learns justice.

If a child lives with security,
He learns to have faith.

If a child lives with approval,
He learns to like himself.

If a child lives with acceptance
and friendship.

He learns to find
love in the world.

THE ABOVE MAY BE ADAPTABLE TO THE
ADVANCEMENT IN RANK ARROW OF LIGHT
CEREMONY.

"MOUNTAIN TRAIL" ADVANCEMENT CEREMONY

Equipment:

Badges to be awarded; if available, a model or picture of a mountain.

Personnel:

Leader, boys receiving awards and their parents.

As he speaks, the Leader pauses at appropriate points to present badges to the parents to pin on their son's shirt.

LEADER:

Advancement in Cub Scouting is like climbing a mountain. You start at the foot of the mountain by earning the Bobcat badge. To do that you have to learn some things about Cub Scouting and agree to follow the the Cub Scout Promise. (If there are Bobcat candidates, pause and present their badges.)

The Cub Scout then starts up the mountain. His first stopping place comes when he has done 12 Wolf achievements and earned his Wolf badge with the help of his parents. (Pause and award badges, if any. Continue the "climb" to the top of the mountain through Bear, Webelos activity badges, Webelos Badge, Webelos Compass and the Arrow of Light incorporating the SEVEN VIRTUES. Go all the way, even if you have no candidates in any of the categories of advancement including the Arrow of Light.)

Leader:

With the Arrow of Light, we have reached the top of the Cub Scout Advancement Trail. When you cross the bridge to Boy Scouts at Graduation, you will have another opportunity to climb a new mountain with a new trail to Eagle Scout. We all hope you boys will set your sights on that great award. And for now, let's all give a cheer to the boys who have made big steps up the Cub Scout advancement trail. (Lead cheer.)



Candlelight Charter Presentation

Personnel: UNIT COMMISSIONER, Cubmaster, INSTITUTIONAL REPRESENTATIVE, PACK COMMITTEE CHAIRMAN, seven CUB SCOUTS.

Equipment: One tall blue candle, three shorter white candles in a row on table.

Arrangement: Blue candle is behind the white candles. The Cubmaster calls the meeting to order. CUB SCOUT No. 1 lights the blue candle.

PACK COMMITTEE CHAIRMAN: This tall blue candle represents the spirit of Cub Scouting. May it ever burn brightly.

CUB SCOUT No. 2 (*lights one white candle and repeats the first part of the Cub Scout Promise*): I promise to do my best to do my duty to God and my country.

CUB SCOUT No. 3 (*lights white candle*): To help others.

CUB SCOUT No. 4 (*lights white candle*): And to obey the Law of the Pack.

(CUB SCOUTS, Numbers 5, 6, and 7, come forward. The center one holds the charter for the pack.)

COMMISSIONER (*to PACK COMMITTEE CHAIRMAN*): In presenting this charter to the (*name of sponsor*), does the pack committee agree to work with and recruit the best adult leadership available; to conduct regular monthly pack leaders' meetings; and to assist the Cubmaster?

CHAIRMAN replies, "We will."

(*To the INSTITUTIONAL REPRESENTATIVE.*) Do you, as the representative of the sponsoring organization, promise to serve boys by providing the best leadership available; to keep informed of this pack's status and performance and relay this to your sponsor regularly; to see that the best possible Cub Scouting gets to these boys through adherence to the rules and regulations set forth by the Boy Scouts of America, and the (*name of local council*); to place this charter in a prominent place for all to know that this institution is the sponsor of Pack (No.)? If you do, say, "I do promise." (*INSTITUTIONAL REPRESENTATIVE replies.*)

(*The Cub Scout then gives the charter to the INSTITUTIONAL REPRESENTATIVE and salutes him.*)

CUB SCOUT No. 5 (*extinguishes a white candle*): The Cub Scout follows Akela.

CUB SCOUT No. 6 (*extinguishes a white candle*): The Cub Scout helps the pack go.

CUB SCOUT No. 7 (*extinguishes a white candle*): The pack helps the Cub Scout grow. The Cub Scout gives goodwill.

(*The Cubmaster carries the blue candle, still burning, off-stage. All Cub Scouts and leaders follow.*)

AN AMERICAN INDIAN VERSION OF THE TWENTY-THIRD PSALM

The Great Father 'above a Shepherd Chief is.
I am His and with Him I want not.
He throws out to me a rope, and the name of the rope is Love.
He draws me to where the grass is green and the water is not
dangerous.
And I eat and lie down and am satisfied.

Sometimes my heart is very weak and falls down, but He lifts me
up again and draws me into a good road.
His name is WONDERFUL.

Sometime, it may be very soon, it may be a long, long time,
He will draw me into a valley. It is dark there but
I'll draw back not. I'll be afraid not, for it is
between those mountains that the Shepherd Chief will meet
me and the hunger that I have in my heart all through
this life will be satisfied.

Sometimes He makes the Love Rope into a whip, but afterwards He
gives me a staff to lean upon. He spreads a table before
me with all kinds of foods. He puts His hand upon my head
and all the tired is gone. My cup He fills till it runs over.

What I tell is true. I lie not. Those roads that are "away
ahead" will stay with me through this life, and after; and
afterwards I will go to live in the Big Tepec and sit down
with the SHEPHERD CHIEF forever.



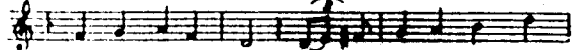
SCOUTS OF THE SEA

Lyrics by Thomas J. Keane.

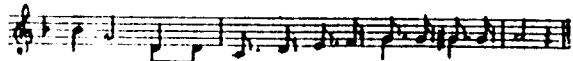
Music by V. E. Carroll, Jr.



Caring Naught for wind or weather O - ver
Halyards sheets and bunt lines Setting



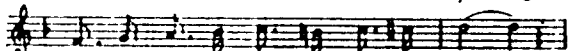
the sev - en seas sail One for all and all to -
stem sails to the breeze Be - fore the trade winds



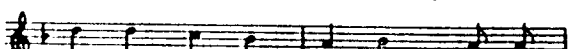
geth - er We — drive our sturdy ship in to the gale.
scudding Sail - ing on to for - eign lands and seas.



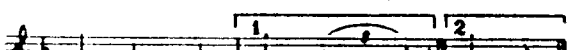
Stand - ing our watch - a port and star - board, Setting our



sails to catch the winds when - e'er they blow. —



Fight - ers for old glo - ry We're the



Scouts of the sea. Haul - ing on sea.

Caring naught for wind or weather
Over the seven seas we sail,
One for all and all together,
We drive our sturdy ship into the gale.

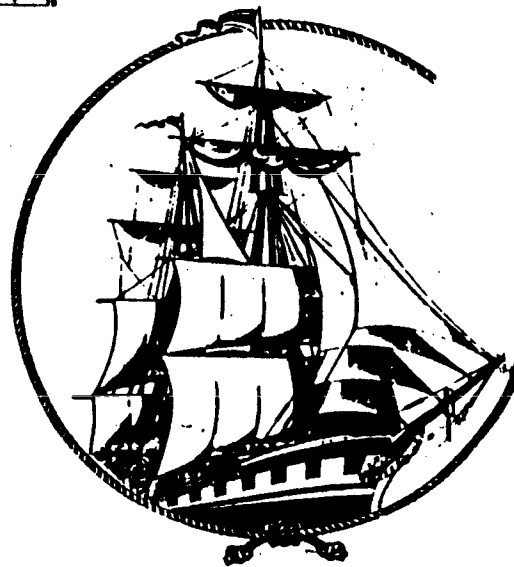
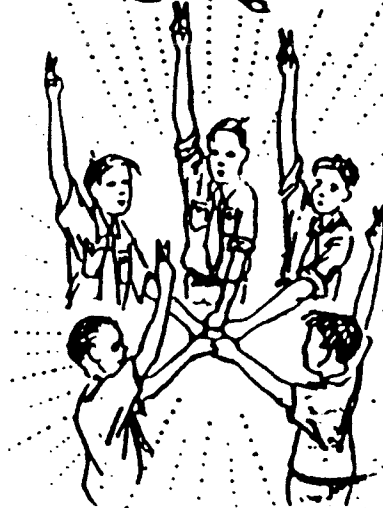
(Chorus)

Standing our watches port or starboard
Setting our sails to catch the wind
Where e'er they be
True sons of Old Glory
We're Scouts of the Sea.

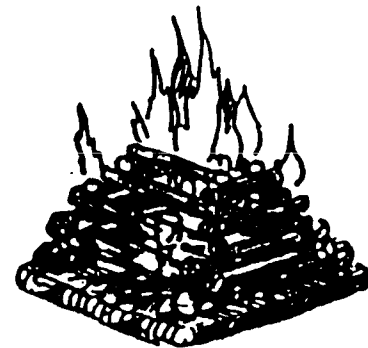
Hauling on Halyards sheets and bunt line
Setting stuns'ls to the breeze
Before the trade winds scudding
Sailing on to foreign lands and seas.

The Flames Leap High
... Songs of the Sea

The LIVING CIRCLE



"And Akela, Chief of the Webelos, pondered long into the night who should lead the young boys of his braves, and at dawn he arose and called from his tepee his chosen one and said to him, 'Because you are brave, because you are loyal and good, you shall lead the younger ones that they shall become mighty hunters and honorable Webelos.'—*Indian Lore of the Cubs.*



Scout's Good-Night Song

Tune: "Santa Lucia"



Camp fires are burning low,
No longer leaping;
Scouts sing their evening song,
Shadows come creeping;
Sun sinks below the west,
Good-night and may you rest,
Blankets warm and by soft sounds caressed;
Scouts all are sleeping.

Used by permission. Robbins Music Corp., New York.

Closing Song

**GAMES
ON
G
SKITS**

GAMES

Games are the sunny side of Cub Scouting. Skills and interests developed in childhood teach self-confidence, independence, and an ability to get along with others. Children learn through play.

Games are an integral part of Scouting's program, because they are an important teaching method. Games accomplish Cub Scouting's objectives of physical fitness and character enrichment, and at the same time develop the whole boy; one who is physically strong, mentally awake, and morally straight.

Games teach a Cub Scout to follow rules, wait his turn, to respect the rights of others, to give and take, to play fair; all found in the purpose of Cub Scouting. To a boy, a game is one of the serious things of life. The purpose of games then, is to give true character training, because a boy is fully alive when he is at play and is therefore receptive and teachable.

Consider first the physical aspect...the release of surplus energy within the physical ability of the group. A game must be satisfying to the strongest and yet not overtax the weakest. It should have a definite relationship to the Cub Scout's health. In fact, it should stimulate growth and the development of practically every muscle and at the same time materially assist the bodily functions. Circulation, respiration, digestion, and nervous system are stimulated by active outdoor games.

The next value to be considered is the mental value. The activities boys participate in must contain elements of excitement, competition, and accomplishment. With other boys, a Cub Scout should learn to play...and to play fair. He must begin to follow certain rules. At this age, he plays simply to satisfy his aspirations and live a varied life. Games help develop quick thinking, alertness and strategy.

Cub Scouts should learn to play with others, and to control their emotions. Games can act as a beneficial "safety valve" which allows the release of pent-up stress and tension in a controlled atmosphere, where such release is not considered unusual behavior, but is entirely acceptable.

Boys at play are truly alive, intense, and receptive. Their interest and concentration is probably never higher. One of the most important learning experiences derived from games is the character development aspect where the necessity for the cooperation of all, abiding by the rules and a sense of fair play are forcefully demonstrated.

Giving boys a chance to lead games, makes possible the development of an excellent source of assistance for any leader, as well as helping them develop their potential as leaders and in accepting responsibility before their peers. Boys play games naturally and instinctively. Little do they realize how they are developing their potentials. The leader's responsibility is to utilize this natural instinct to its fullest and involve the boys in a program of games which are challenging, healthy, and above all, **FUN!!**

Hints for Game Leaders - To do a good game to everyone's satisfaction is a real accomplishment

1. Know your game thoroughly. Know the rules of the game, what are you going to do and how are you going to do it. Have all the necessary equipment on hand.
2. Consider the space required. Make sure the space available is large enough to allow everyone to play. Consider what boundaries you need, the start and the finish lines.
3. Wait until you have the full attention of those taking part, before you explain the rules of the game. Stand where you can be seen and heard by all. Make the instructions clear and brief. Show your enthusiasm in manner and voice. Point out the starting and finish lines. You decide who goes first and what happens in case of a tie, etc.
4. Teach a new game by steps or demonstration.
5. Ask questions after explaining and demonstrating the game to make certain everyone understands.
6. Be sure the rules are followed. If the game is not going right, stop it, and explain again.

Hints for Game leaders (cont.)

7. Everyone should get a chance to play. But, don't wear a game out. Quit while the boys are still having fun. There'll be another day to play it again.
8. Consider the physical aspect. Make sure its satisfying to the strongest, but yet not overtaxing on the weakest. **CAUTIONS:** Breathlessness, quick and shallow breathing, body pain, spots before the eyes, recent illness, etc.
9. Consider the mental side: Excitement, competition, accomplishment. Right now he plays simply to satisfy his aspirations. Your games will guide him to think be alert and develop strategy.
10. Have enough leadership to handle your group.
11. But.....**MOST OF ALL BE SURE YOU AND THEY HAVE FUN!!!**

DEN GAMES

Den games are designed with a small group of boys in mind. Quiet games are helpful when weather prohibits out-door activity. Den games can be relays or can be played with each boy playing as an individual.

An active Den Game conducted by the Den Chief is a helpful start to the Den Leader at the Den meeting to help "Get the Kninks Out". A Den game can truly provide an outlet for "letting off steam" and may make a group easier to handle for the quieter activities you may have in store.

Choosing up sides among the boys is not always the best way to ensure that each boy will be chosen in a group. If there is a problem child who is not well liked by all members, drawing straws, or going in alphabetical order may be a more fair way to a select teams.

Remember...Games may be intended to teach fair play, promote sportsmanship and build character, but most important of all, they should be **FUN!!**

PACK GAMES

Pack games are played with large groups of boys and adults at monthly Pack Meetings. As a general rule of thumb, relay games seem to work best for groups of this size, but there are other games that will also work well.

Pack games should include as many boys as possible. If all cannot participate, select representatives from each Den. If prizes are given, a simple Den prize (lollipops, bubble gum, etc.) is a nice gesture, that can be given for the whole Den.

Involve the partents and leaders in Pack games, when possible. Cub Scouts love to see their own parents participating in the activity. Prepare more supplies than needed when gathering props for a large group game. (It's better to be safe than sorry).

The participants in a game, should be physically able to play the game. The person conducting the game, should check on this. The size of the participants can cause problems in some cases. For example, a large boy might be unable to run part of an obstacle course, he might injure himself. Be sure the right sized obstacles are used when using a father and son obstacle course.

The main result of games in involvement with **FUN FOR ALL!!**

GAMES FOR THE PIRATE THEME

Hauling in the nets - Each member of the den is given 2 sheets of newspaper. He holds a sheet by a corner in each hand, arms extended. On signal, see who can first squeeze both sheets into 2 balls without moving the arms or putting the hands together. easy? Try it.

Blub, Blub, Blub - Cub Scouts sit in a circle or semicircle. The leader walks in front of the players and suddenly points at one of them and says, "blub, blub, blub." The person pointed to must say "blub" before the leader has finished the 3rd "blub." If he fails, a point is counted against him. If the leader points but doesn't say anything, the Cub Scout must not say anything either. If he does say "blub" a point is counted against him. The boy with the fewest points against him at the end of the allotted time is the winner.

Pirate Games cont.

Pieces of Eight Flipping - Sixteen "pieces of eight" (pennies) are laid heads up, in a row on a table. In turn, each Cub Scout, using a spatula, flips the "pieces of eight" over to tails up as quickly as he can. the den chief or den leader serves as timer.

Blind Crab relay - Divide the den into 2 teams, which line up relay fashion. On signal, the first boy on each team squats, places his hands behind him on the floor, and races crab-fashion to a turning line and back to his team. The next boy repeats the action, and so forth until all have run.

Octopus race - Divide the den into 2 teams of three or four boys each. Team members line up with backs together, elbows linked. On signal, they race to a turning line and back to the starting point.

Submarine & Destroyers - Divide the den into 2 teams...submarines and destroyers. Give the submarines a balloon, which they bat in the air, trying to keep it away from the destroyers. The destroyers try to break the balloon with their hands or feet (no sharp articles may be used). When the balloon is broken, change sides, and start with another balloon.

Pearl Diver - Set up a chair for each team. Place a stack of paper plates on each chair and 8 "pearls" (small candies) on the top plate. Each player places his hands behind his back and picks up one candy at a time with his teeth, eating it, before picking up the next one. When his candies are gone, he picks up the plate with his hand and carries it with him when he goes back to his team, leaving a fresh plate of "pearls" for the next player. Stand by with lots of candies for this one, as you will have to replace them for each player.

Rowboat Relay - Equipment - cardboard box (large enough for a person to fit in), with a piece of string or rope attached to the front. To start the game off each boat is tied to the leg of a chair. This is a relay. In turn each player must swim to the rowboat, untie it, and then toot 5 times. They then take the boat to mid-stream, sit in it and sing "Row, row, row, your boat." They then take the boat back to its dock and re-tie it, toot 3 times and swim back to their team.

Pirate Justice - While your young "pirates" are in the mood, why not have them "walk the plank." In a different room, away from the den meeting, or outdoors if weather permits, appoint 2 pirates (or you Den Chief and Assistant Den leader) as custodians of the "plank" which consists of a one foot strip of white crepe paper or white cheesecloth. (cloth may be better as it can be handled more quietly.) One by one, the "victims" are led into the room and blindfolded, while the "keepers of the plank" talk extravagantly about why he must walk the plank, how he must watch his step, etc. Then while one "pirate" turns the victim around 3 times, the other noiselessly rolls up the plank. The "victim" proceeds to gingerly walk the plank which has disappeared. The blindfold is removed so he can see the joke, but he is rewarded by being allowed to watch the other "victims" perform.

Clear the deck - The 4 sides of a room are given names 1) Clear the deck. 2) shore leave. 3) man the boat. 4) in the galley. When the leader calls out any of those commands, the Cubs rush to that side of the room. There are extra orders as well: "boom coming over!" - Lie flat down on the floor. "Admiral coming," - all stand to salute. No one is ever out but the last cub to obey the order loses a life and rolls down a sock or rolls up a sleeve.

Pirate Treasure - This is a quiet game. Equipment needed: Scraf, bunch of keys or anything else suitable for "treasure." One cub, the "pirate" is blindfolded and sits in the center of the room with the treasure in front of him. The other Cubs try to creep up from the sides of the room to "steal" the "treasure". If the "pirate" hears someone, he points in the direction of the sound. If he points at someone, then that Cub must return to his place.

Blow the Man down - Cut a strip of light cardboard or heavy paper about 2 inches wide and 6 inches high. This will be a standing pirate, so bend the bottom inch at right angles so it will stand up. If desired, draw a pirate figure on it. In turn, players are blindfolded, spun around 3 times, and then try to blow the man down. Give each player 3 blows. Winner is the boy who blows the man down most often in three rounds of play.

Pirate Games cont.

Crow's nest lookout - The lookout stands on a box, with other Cubs in a circle around him. A wad of paper is passed around the back of the circle and thrown at the Lookout when his back is turned. The lookout then tries to guess who threw it. If successful, he joins the circle and the boy who threw it becomes the lookout.

Walk the line relay - 2 teams play this game. Team members line up one behind the other. A piece of tape eight feet long is stretched in front of the first person in each team. A chair is placed at the end of each tape. At the word "go!" the first person starts walking towards the chair. He must stay on the tape all the time, must touch the chair, and return to the starting point and tag the second player. He then does the same and so on. No one may start until he has been tagged. The team that finishes first wins. The tape can be pinned down if you are playing on a rug, or thumbtacked to a bare floor.

SOME OF BARB'S FAVORITE GAMES

Balloon Soccer - Divide den into 2 teams. Teams sit on the floor facing each other, with feet extended and soles touching the soles of the opposing player. Each player keeps his left hand behind his back. The leader throws a balloon into the center of the line. Players on both sides try to bat it with their right hands so that it goes over the heads of their opponants and lands on the floor behind. Score one point for each success.

Penny between the knees relay - Divide den into teams. Each player on their turn, places a penny between their knees. They must take the penny to a jar some distance away and drop the penny into the jar. Each player must do this in turn. First team to finish wins.

Bee Sting - Tie string or yarn to the sides of styrofoam cups. This is your bee stinger. Make sure string is long enough to fit around the players hips. The object of the game is to crush the other player's (bee)stinger without getting your own crushed. You are not allowed to use your hands or feet, but may use any other part of your body. Last person who does not have a crushed stinger wins.

Tissue paper relay - Give each player a drinking straw. First player on each team is given a small square of tissue paper. On signal, he places the tissue paper against one end of the straw and inhales to hold it there. The next player then tries to remove the paper by sucking on his straw and passing it to the 3rd player. Continue until all have tried. If the paper falls, it must be picked up with the straw. First team done, wins.

Banana relay - Divide group into equal teams, and give each player an unpeeled banana. On signal, the first player puts his hand behind his back, holds the banana with his left hand, and peels it with his teeth. He then eats it completely and tries to whistle. His whistle is the signal for the next player on his team to start peeling.

Grab bag - A circle game. Fill a laundry bag with an assortment of old clothes(hats, shirt socks, wigs, scaves, suspenders, mustaches, funny noses, etc.) The Cubs stand in a circle. Give the bag to one of them. On signal, he passes the bag to the player on his left, and he in turn to the next, and so on, around the circle. As the bag is being passed around, the Den Chief blows a whistle. Whoever has the bag in his hand when the whistle sounds, must reach inside, take out an article of clothing and put it on. Play continues until all clothing is worn.

Two-headed Race - Staple a series of 2 paper bags together at the bottams. When time for the race, divide contestants into pairs and give them the two-headed hats to put on. With their heads thus joined, they run toward a goal line, holding both hands on their heads to keep the hat in place. If the hat falls off, it must be put back before contestants may continue racing. First pair over finish line wins.

Snow shovel relay - Divide the den into 2 teams, give each team a pie tin, spatula, and a large bag of cotton balls. Each team empties the bag of cottan balls at their feet and places their pie tin about 10 feet away. On signal, the first player scoops up as many cotton balls as the spatula will hold, carries them to the pie tin, and drops them in. Players can't use hands. First team with all "snow balls" in pie tin is the winner.

HOW TO LEAD SONGS

You can become a song leader. Follow these tips and see how much fun you can have. People have a fundamental rhythem urge. Watch them respond by tapping a toe, humming to themselves, or even gently swaying their body to a lively tune or the beating of a drum.

Here are some tips for a song leader:

- Be convinced that singing builds and produces group participation.
- Select songs that fit the occasion. Be sure you know the song.
- Establish pitch by trying it softly to yourself, then aloud so that all can get it. If you're too high or too low, stop and start again.
- Be sure everyone knows the song. If they don't, teach them. New songs are easily learned if they have a familar tune.
- Don't ask what song they want to sing. Decide in advance, and announce the name. If it's a song the group likes, they will probably respond at once.
- Use easy-to-follow motions to the the tempo. Start everyone at the same time.
- Start with lively action songs. Encourage pep and enthusiasm by you example.
- Emphasize quality, rather than volume.
- Teach songs at den meetings which will be sung at pack meetings. Prasiie the boys when they sing well.
- Sometimes it helps to clap your hands softly or tap your teet to keep time to the music.
- Make good use of a Den Chief or Cub Scout who plays the piano or guitar. It can make singing even more fun for the boys.

SOME EXAMPLES

Chick-A-Boom Everyone repeats what leader says and does:

Chick-a-boom, chick-a-boom / Chicka-rocka, chicka-rocka, chicka-rocka, chick-a-boom/ uh-huh/ oh yeah / once more.

louder - repeat words louder.

softer - repeat words softer.

higher - make your voice go higher.

lower - make your voice go lower

tongue in cheek - stick tongue in cheek.

sexier - just make wiggly motions.

rockier - move body real rocky.

one more time - last time, say no more!

Singing in the Rain(Barbara' version): everyone sings together - I'm singing in the rain, just singing in the rain, what a glorious feeling, I'm happy again.

Song leader gives instructions and motions to do - the others repeat them. Then sing Chorus: "toota-doda, toota-doda, too-ta-ta.

thumbs out - stick out thumbs.

elbows in - put elbows in at side.

knees together - put knees together.

toes together - put toes together at point.

backside out - stick out backside.

chest out - stick out chest.

head back - put head back.

tongue out - stick your tongue out.

Each time you sing, "I'm Singing In the Rain" and just keep adding on the verses and actions. Repeat chorus after each verse.

Eskimo Song(a story song):

Verse: Ah ta cola mecha walkie
Ah ta cola mecha walkie
Ah ta cola mecha walkie

Chorus: Ah ki ta ki umba
Ah ki ta ki umba
Ay liddle, I liddle, O liddle ay.

Story verse:

1. Little eskimo boy is old enough to go hunting for Walrus(look for Walrus by putting hand over eye and pointing arm thru - switch sides.)

Songs cont.

2. Finds Walrus(same as 1. but do opposite).
3. Shoots Walrus(lift heavy gun and follow with loud bang).
4. Drags Walrus home (pull with loud grunting sounds).
5. Stands on hill overlooking village(waves arm straight up beside head to the villagers below).
6. Moter greets him with a big kiss(HOW DO ESKIMOS KISS? - outstretch arms and rub noses)

What Do You Do With a Sleepy(Camper, Cub Scout, or Boy Scout)?

1. What do you do with a sleepy _____? Chorus: Way hey late, ye riser
What do you do with a sleepy _____? Way hey late, ye riser
What do you do with a sleepy _____? Way hey late, ye riser
Early in the morning. Early in the morning.
2. Pull him out of bed with a running blowline.
3. Throw him in the lake with his pants on backwards.
4. Hit him in the face with his sopping washcloth.
5. Put him to bed an hour sooner. EARLY IN THE EVENING!

Blow the Man Down:

1. I'll sing you a song,
a good song of the sea;
Way hey, blow the man down.
And trust that you'll join
In the chorus with me,
Give me some time to
Blow the man down.
2. There was an old skipper,
I don't know his name,
Way hey, blow the man down.
Although he once played
My remarkable game,
Give me some time to
Blow the man down.

They Were Only Playing Leapfrog (Tune: "John Brown's Body") A real tongue twister`

1. A busy buzzing bumble bee was busily buzzing by,
A busy buzzing bumble bee was busily buzzing by,
A busy buzzing bumble bee was busily buzzing by,
As they all went marching home.

Chorus: They were only playing leapfrog, they were only playing leapfrog, they were only playing leapfrog, as a busily buzzing bumble bee went busily buzzing by.
(change ending to match each verse.

2. One photographer photographed another photographer's back.
3. One hedgehog edged up the hedge as the other hedgehog edged down.
4. A spider espied a spider on another spider's back
5. One sly snake slid up the slide, while another sly snake slid down.
6. One big bug bled black blood, while the other big bug bled blue.

Waddelay-Acha (Barbara's Version:

verse: Waddelay-acha, waddelay-ach, Doodley-do, doodly-do, Waddelay-acha, Waddelay-Acha, Doodley-do, Doodley-do. Some people say there ain't nothing to it, all you gotta do is doodley-do it. Doodley-doodley-do.

Actions: Clap hands twice, slap knees twice, Cross hands and touch nose with right hand and ear with left hand, then reverse it - do this twice. Do these actions 3 times. Last time on doodley-do's, twirl index fingers in air.

Songs cont.The Little Skunk's Hole (tune: "Turkey in the Straw")

1. Oh, I stuck my head in the lit'le skunk's hole, and the lit-tle skunk said, "well bless my soul!", take it out! Take it out! Remove it!
2. Oh, I didn't take it out, and the lit=le skunk said, "If you don't take it out, you'll wish you had, Take it out! **PHEEW!** I removed it.

Rabbit Ain't Got No Tail at All (tune: "Mary had a Little Lamb")

Rab-it ain't got no tail at all, tail at all, tail at all, Rab-it ain't go no tail at all, Just a powder puff. Same song, second verse, A lit-le bit loud-er and a lit-le bit worse. (keep repeating song faster, until exhausted)

Little Bunny Foo Foo(tune: "Down by the Station")

1. Little bun-ny foo foo, Hop-ping thru the forest, scoop-ing up the field mice and bop-pin em on the head.

Down came the good fairy--and she said:

Little Bun-ny foo foo, I don't want to see you scoop-ing up the field mice and bop-pin em on the head. I'll give you 3 chances, and if you don't behave, I'll turn you into a goon!. The next day:

2. Same as verse 1 except 2 more chances...
3. Same as verse 1 except 1 more chance...
4. "I gave you 3 chances and you didn't behave. Now you're a goon! **POOF!**

THE MORAL OF THE STORY IS: **HARE TODAY, GOON TOMMORROW!!**

No, No, Yes, Yes(tune: "Reveille")

No, No, no, no, no, no, no, no, no, no, No, no, no, no, no, no, no, no, no, no, no,
No, no, no, no, no, no, no, no, no, no, no, no, no, no, no, no!

Yes, yes, yes, yes, yes, yes, yes, yes, yes, yes, Yes, yes, yes, yes, yes, yes, yes, yes,
yes, yes, yes, Yes, yes, yes, yes, yes, yes, yes, yes, yes, yes, yes, yes!

Row, Row, Row Your Boat(an old favorite with a twist)

1. Row, row, row your boat, gently down the stream; merrily, merrily, merrily, merrily, life is but a dream.
2. Roll, roll, roll, your pants, up above the knees; Gosh all hemlock, can't you feel the breeze?
3. Cloth, cloth, cloth and towel, soap and water please, soap it up and keep it up; scrub your dirty knees.
4. Row, row, row your boat, underneath the streams, HA! HA!HA!HA! I fooled you, I'm a submarine!

(Note: you can make up your own verses and keep adding them on)

Indian taps

DAY IS DONE(hands palm down - arms straight out)

GONE THE SUN(hands palm up - straight out)

FROM THE LAKE(hands palm facing each other - arms straight out)

FROM THE HILLS(hands palm facing each other - arms about 10:00)

FROM THE SKY(hands palm facing each other - arms straight up)

ALL IS WELL(right arm - hand place on left shoulder

SAFELY REST(left arm - hand placed on right shoulder

GOD IS NIGH(arms remain in position - head is bowed

Songs cont.

Keep advancing(tune: "Clementine"):

We're the Bobcats, Wolf and Bear Cubs, and true WEbelos are we.
Altogether we're a Cub pack; That's well known from sea to sea.

Keep advancing, keep advancing, step by step, right up the line,
If you want to be a Boy Scout, never, ever lag behind.

Blue and Gold Banquet Song:(tune "On Top of Old Smokey")

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

Cub Scoutings a pleasure
and eating is too!
So pass the fried Chicken,
Yeah, Gold and Blue.

Law of The Pack(tune:"KUM BA YA")

1. The Cub Scout follows Akela, KUM BA YA.
The Cub Scout follows Akela, KUM BA YA.
The Cub Scout follows Akela, KUM BA YA.,
Oh, Lord, KUM BA YA.
2. The cub Scout helps the pack go.
3. The pack helps the Cub Scout grow.
4. The Cub Scout gives goodwill.
5. KUM BA YA, MY LORD, KUM BA YA,
KUM BA YA, MY LORD, KUM BA YA,
KUM BA YA, MY LORD, KUM BA YA,
OH LORD, KUM BA YA.

Akela's Trail(tune: "It's a Small World")

1. It's a world of fun, it;s a world of joy, and a smile comes easy to every boy.
Things that we've learned today, lead along Akela's way, We are Cub Scouts after all.

Chorus: We are Cub Scouts after all, To all Cub Scouts send the call.
Show Akela we stand tall, We are Cub Scouts after all.

2. Take this trail, it goes Wolf, Bear, Webelos, As our doodles show it's not far to go.
Now our goal is in sight, It's the Arrow of Light. We are Cub Scouts after all.
3. When we seek our quest, we will do our best. On Akela's trail we will never fail.
And without any doubts WE will BE LOyal Scouts. We are Cub Scouts after all.

ENDING: (softly) WE are Cub Scouts after all, we are Cub Scouts after all,
(loudly) WE ARE CUB SCOUTS AFTER ALL, WE ARE CUB SCOUTS AFTER ALL!

Red, White & Blue(tune: "Old Gray Mare")

The Red, white & blue she's still what she use to be, she's very, very close to me,
The way that she ought to be; The red, white & blue, she's very, very close to me;
Before, now, and years to come. Before, now, and years to come, Before now and years
to come. The red, white & blue she's still what she use to be, before, now and years to
come.

Grace(A Round):

God our Father
God our Father
Once again
Once again
We thank You for our blessings
We thank You for our blessings
A-A-men
A-A-men.

SPARKLERS, ICEBREAKERS, APPLAUSES, CLAPS AND CHEERS

MAKE YOUR MEETINGS SHINE

Have you ever sat through a meeting wishing you had stayed home? Have you ever tried to lead a meeting and had the feeling your audience wished they were somewhere else? In either case, something was lacking. Something extra was needed to brighten the meeting to put the group in a happier, more receptive frame of mind.

For this purpose, this section offers a collection of ideas, to help lend the right atmosphere to any gathering.

Many of the ideas on this and the following page, can be adapted for preopening flavor. Most can serve as icebreakers in getting your meeting off to a good start. Some can add an element of surprise or some excitement when people get restless.

Ingenuity, imagination, plus a little extra planning time are all that is needed to make your meetings sparkle. The satisfaction that you'll see in the faces of your boys and parents will make the task worthwhile.

Many of these ideas can be easily adapted to the monthly Cub Scout themes and will really pep up your Cub Scouts. As leader, don't be afraid to dress the part and put your all into these sparklers, the boys will love it.

People - with their inherent sense of humor - enjoy being people. With this in mind, these ideas are offered to further the aims and objectives of your organization.

BLACKBEARD AND THE PIRATES - AN AUDIENCE PARTICIPATION STUNT

DIVIDE AUDIENCE INTO 8 GROUPS AND ASSIGN A NAME TO EACH. WHEN THE GROUP HEARS ITS NAME, IT CALLS OUT THE APPROPRIATE PHRASE AS FOLLOWS: **BLACKBEARD** - "I'LL SLIT YOUR GULLET!" **PARROT** - "BLOW ME DOWN!" **CREW** - "WALK THE PLANK!" **SEVEN SEAS** - "LAND HO!" **FAIR YOUNG MAIDENS** - "WOE IS ME!" **HANDSOME HERO** - (SIGH) "MY HERO!" **GOOD GUYS** - "GET THOSE RATS!" **JOLLY ROGERS** - "SAVE US!" THE NARRATOR PAUSES A EACH CAPITALIZED TITLE SO THE APPROPRIATE GROUP CAN SAY ITS PHRASE.

"The terror of the **SEVEN SEAS** was **BLACKBEARD** the pirate. **BLACKBEARD** and his evil **CREW** preyed on peaceful ships and often captured **FAIR YOUNG MAIDENS**. The evil **BLACKBEARD** had a pet **PARROT** who would taunt the prisoners while the **CREW** tortured them. **BLACKBEARD** and his murderous **CREW** were hunted through the **SEVEN SEAS** by **GOOD GUYS**.

"One day a peaceful ship was sailing the **SEVEN SEAS**. Suddenly the **JOLLY ROGERS** appeared on the horizon. The peaceful ship's mates knew the **JOLLY ROGERS** meant that they would be attacked by the terrible **BLACKBEARD** and his **CREW**. The **GOOD GUYS** took battle stations and the **FAIR YOUNG MAIDENS** shuddered with fright. "All is lost" cried the **GOOD GUYS**. The pet **PARROT** shrieked with glee. **BLACKBEARD** howled, "We have them, **CREW!**" Throw the **GOOD GUYS** over the side and capture the **FAIR YOUNG MAIDENS**. We will take them to our secret island and have a party. They can wash the dishes." So the **CREW** threw the **GOOD GUYS** over the side, and the **JOLLY ROGERS** set sail for the secret island.

HANDSOME HERO was waiting for his sweetheart when he heard the terrible news that his girl and all the other **FAIR YOUNG MAIDENS** were prisoners. So **HANDSOME HERO** gathered a group of other **GOOD GUYS** and took off in his ship, the "Rocket". They planned to search the **SEVEN SEAS** until they found the secret island of **BLACKBEARD** and his **CREW**. **HANDSOME HERO** and his **GOOD GUYS** scanned the **SEVEN SEAS** for the secret island. Suddenly, **HANDSOME HERO** shouted "There it is!" And they sailed the good ship "Rocket" to attack the evil **CREW**. **BLACKBEARD** was slain and his **CREW** was routed. The evil **PARROT** flew away.

"Now the **SEVEN SEAS** were rid of **BLACKBEARD** and his treacherous **CREW**. The **JOLLY ROGERS** would never sail again, and the **FAIR YOUNG MAIDENS** could go home. On the "Rocket", **HANDSOME HERO** and the **FAIR YOUNG MAIDENS** sailed off into the sunset.
(FROM POW WOW BOOK, SAM HOUSTON AREA COUNCIL)

DROWNING PERSON YELL - The leader thrusts his fist upward with one finger extended and the Cubs yell, "GLUB!". The leader thrusts fist upward again with two fingers extended and the Cubs yell "GLUB!". The leader repeats a third time with three fingers extended and the Cubs yell, "GLUB!". Then the leader slowly falls to the floor. (A person comes up 3 times before drowning)

BUCCANEER APPLAUSE - Hop on 1 leg, saying "Yo, ho, ho and a bottle of Pop(Coke/Pepsi/ etc.)

FISH YELL - Open and close mouth several times. (no sound)

WHALE CHEER - Shake hand like a fish swimming and then bring other hand up like a spout and go "PHSSSH!"

CLAM CLAP - Ask everyone to roll up their sleeves in preparation for this strenuous applause. Double up your fists with your left arm in front of your face and right arm overhead. Then silently open and close your right fist.

OTHER CLAM CHEER - Fold hands together interlocking fingers, make noise by pressing palms together.

DEEP SEA DIVER CHEER - Hold one hand over head, pinching nose with the other, puff out cheeks, and yell "BLUB, BLUB, BLUB!"

OTHER FISH CHEER - HOW, HOW, HOW, FLOP, FLOP, FLOP(flip-flop motion with hands)

NEW PERSON CHEER - Hi there, WELCOME, WELCOME, WELCOME!

GOOD JOB CHEER - (like lumberjack cheer)"GREAT-GOING" 3 times

LUMBERJACK CHEER - divide audience into 2 groups alternation "CHIP" then "CHOP", do this 3 times. At end of cheer both groups stand up and yell "TIMBER"

KING KONG CHEER - goes the same way as the Lumberjack, only at end everyone stands up, beats chest and yells, "like a gorillia

A BIG HAND - Leader says, "Let's give them a big hand!" Everyone holds up one hand with palm open

ROUND OF APPLAUSE - Audience claps while moving hands in a large circular motion or claps as they turn their bodies around.

CLASS CLAPS - clap hands to rhythms: (A) 1-2-3-4, 1-2,1-2, 1-2-3-4, 1-2,1-2, 1-2-3-4, 1-2-3-4, 1(a big one) (B)1-2-3-4, 1-2,1-2, 1-2-3-4, 1-2,1-2, 1-2, 1-2-3-4, 1-2-3-4 (C) 1-2-3-4, 1-2,1-2, 1-2-3-4, 1-2,1-2, 1-2-3-4, 1-2-3-4,(miss one clap and then hit 1)

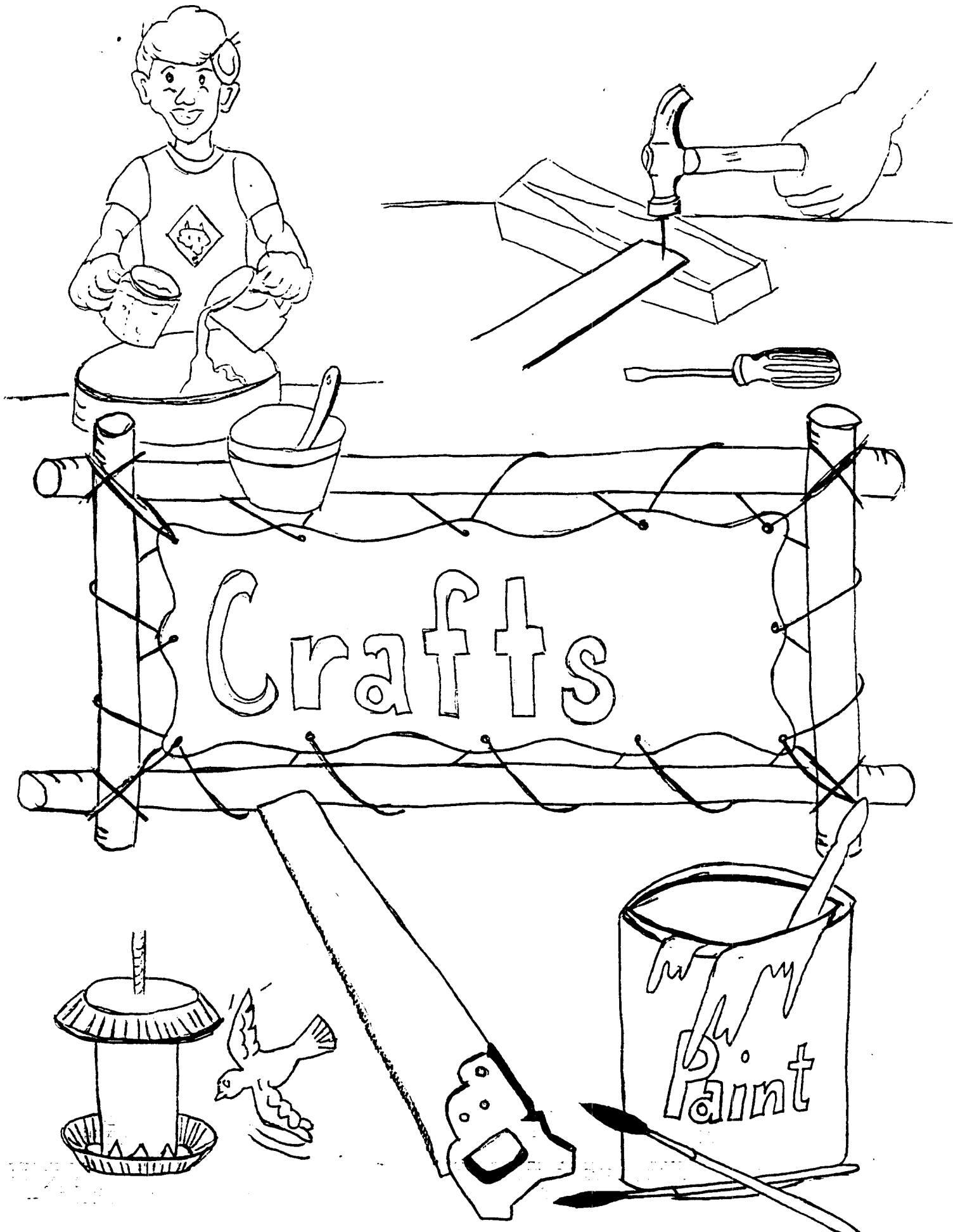
YOU NEVER SAW IT - tell the group, "I have something in my pocket that you never saw before and you'll never see again." then take a peanut out of your pocket, crack the shell, show it to the audience and eat it. say, "You never saw it before and you'll never see it again"

STICK OUT YOUR TONGUE AND TOUCH YOUR NOSE - ask how many can stick out their tongues and touch their noses. Have them try. Then show how it's done by sticking out your tongue and touching your nose - with your finger.

BETCHA CAN'T - tell everyone to place their right hand where his left hand can't reach it. After commotion, solve the dilemma by placing your right hand on your left elbow. Ask if anyone can walk out of the room with two legs and return with six legs. If no response, leave the room and come back with a chair, dog, cat, etc. Call a member from the audience and make an issue of the fact that they can't remove their coat alone. When they accept the challenge, take your coat off too. Boast that you can push a quarter through a ring. Ask if anyone can do it. Demonstrate by putting your finger through a ring and then push a quarter.

ONE WORD ANAGRAM - ask if anyone can rearrange the letters in the word "NEW DOOR" to make one word. Give everyone a chance to try, and then write on a blackboard: O-N-E-W-O-R-D.

START OFF WITH A BANG - give everyone a balloon when they arrive. Open the meeting by having the group pop their balloons all at once or blow them up till they burst.



Crafts

Paint

WHY WE USE CRAFTS

This section is filled with suggestions, patterns, ideas, plans and information on how to use crafts in den meetings.

As Cub Scouts work on craft projects, they not only learn to make useful items but also get valuable experience in using and caring for basic tools and materials, learning to follow directions, using their imaginations, and developing coordination and dexterity.

Some projects are for advancement requirements. Others are done just for fun. The Wolf Cub Scout Book and The Big Bear Cub Scout Book are filled with craft ideas. Den Leaders should help the boys pick out electives or achievements requiring crafts or get them started on a project that will help them meet the requirements. This will help hold the boys' interest and increase their desire to advance from one rank to the next.

Starting an advancement-related craft in a den meeting which the boys can take home to finish with the help of their families is a good way to get families involved.

The job of the leader is to stimulate each boy's interest and curiosity and to encourage him to try more difficult projects. Leaders should guard against using crafts that are simply "busywork" or the "cut-and-paste" type which are below the boys' abilities and interests.

Crafts are only one of many activities used to accomplish the purposes of Cub Scouting. Overemphasis on crafts may discourage boys whose interests and abilities lean in another direction.

SCRAP CRAFTS

Asking families to save various things such as tin cans, boxes, plastic bottles, buttons, cloth, pine cones, wire hangers, etc. can help save money when you are planning your craft projects.

Following is a list of some useful scrap materials:

Bottle caps	Bottles	Bowling pins
Broken baseball bats	Broom handles	Cardboard cartons
Catalogues	Clothespins	Coathangers
Coffee cans	Coloring books	Cork stoppers
Corrugated cardboard	Cotton swabs	Ice cream spoons
Ice cream cartons	Jars	Leather or vinyl scraps
Linoleum scraps	Macaroni	Men's shirts
Paper plates	Pipe cleaners	Shelf paper
Soap bar	Sponges	Spools
Stockings for stuffing	Socks for puppets	Straws
Tin cans	Tongue depressors	Wallpaper
Wrapping paper	Yarn	

Some companies are great resources for craft materials. Most will give you scrap for projects at little or no cost.

Lumber Company - wood scraps good for making wood projects of all kinds.

Grocery Store - boxes of all shapes and sizes

Telephone Company - empty cable spools make tables, old telephones to be used for skit props; colorful wire can be used for many different projects.

Soft Drink Companies - Wooden crates can be used for storage.

Ice Cream Stores - Empty 3 gallon containers can be used for wastebaskets, masks, etc.

Gas Stations and Garages - Tires and tubes for games and obstacle courses.

Carpet Shops - rug samples and foam underpadding make excellent stuffing

Wallpaper stores - sample books, pieces of wallpaper to be used for making cards, book covers, covering cans for wastebaskets, etc.

Tile stores - broken patterns of mosaic tile can be used for hot pot holders and many other useful items.

Appliance stores - large boxes and packing crates make great stage props.

Newspaper Companies - end rolls of paper can usually be purchased at low cost.

Upholstery Shops and Drapery shops - fabric and vinyl scraps are wonderful for "leather" projects.

This is just a small sample of the things you can use for craft projects and a suggestion about some places you can look to for an inexpensive supply of craft supplies. Most business people are community minded and will be willing to work with you to help attain scraps they are not using.

REMEMBER THESE THINGS

1. Provide instructions or patterns and show boys how to use them.
2. Show the boys how to cut materials, put them together, and finish them with sand paper, polish, paint, wax, varnish, etc.
3. Have a completed craft project made in advance, ready to show the boys.
4. Provide assistance as needed, but let the boys do the work. Encourage help from parents.
5. Ask boys to bring some of the craft materials from home.
6. Set rules and enforce them, such as cleaning up, use of tools, etc.
7. Encourage all boys to "do their best". Discourage sloppy work.

Good sources for ideas are endless. Start with the Cub Scout Wolf and Bear books, Cub Scout Leader Book, How-to book and use your own ideas and the boys ideas. The library is also a good source for craft ideas.

REMEMBER: KIS-MIF

Keep It Simple - Make It Fun

T I N C A N C R A F T I N G

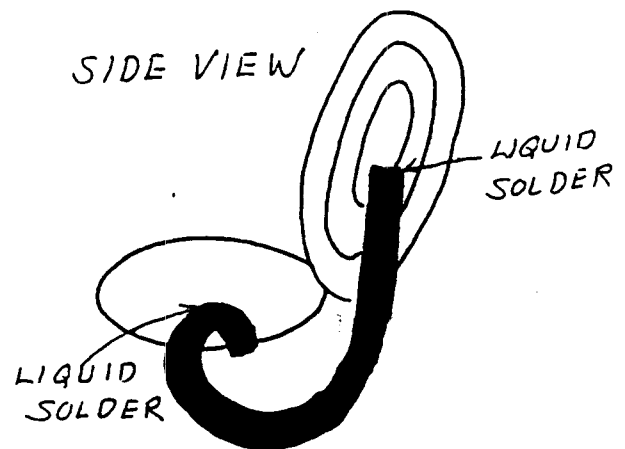
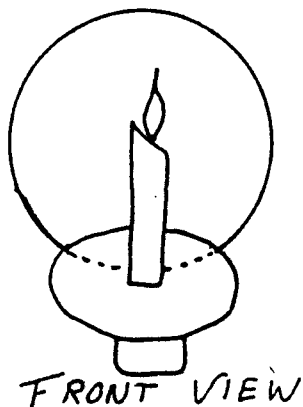
Children should use EXTREME caution when working with metal. It may be wise to use this craft for older boys.

WALL SCONCE

Select a large lid from a tin can for the back and stipple with hammer and nail if desired.

Cut a strip 1" wide and 6" long from a tin can. Bend strip into a curve and attach one end to back of lid with liquid solder.

The base is a smaller lid, such as a cocoa can lid or end of a biscuit can. To use a flat end from a frozen fruit juice can, bend up the edge with long-nosed pliers to form a tiny scalloped rim. Attach base to free end of strip with liquid solder.



Enamel paint may be used to create a design. The sconce can be hung by punching a hole in the top or taping string to the back.

Hint: Remove lids with opener to leave a clean edge. Use tin snips or heavy shears for cutting. Hammer edges and file well until smooth.

LEATHERCRAFT

Leathercraft is a hobby that makes you feel good, because it is fun while you are making something and satisfying when you have finished a beautiful craft project. Different kinds of leather are used. Heavy cowhide is good for shoes, but it can also be split into thin layers for belts. Finer grained calfskin is used for gloves, wallets, and book covers. Suede and sheepskin are even softer leathers used for bookmarkers, slippers and jackets.

You can decorate leather by painting designs on it, dyeing it, carving it with hand tools, burning designs on it, stamping patterns in it with punches and by weaving or braiding strips through it.

Don't confine your leather work to simply lacing together precut kits, as leather tooling, incising, embossing, and stamping are skills that can be easily mastered and will add to your boys' satisfaction.

Why not begin with leather tooling, one of the simplest types of leathercraft. This skill requires only one tool, a modeler or stylus. The extras such as buckles, snaps, or lacing are not needed. The project can be completed in a short time. This is important when working with boys of Cub Scout age.

Use lightweight tooling leathers for best results. Following these general instructions:

1. With a sponge or cloth dampen the leather on the flesh or rough side with cold water. After a short while, dampness should reach the finished side of the leather. If the leather looks wet on the finished side it is too damp to tool. Wait until it dries slightly, until the natural color returns.
2. Place patterns on face side of dampened leather. Fasten it in place with tape or a clamp. Trace the pattern with stylus. Lift one end of the pattern and check to be sure you've transferred all of it to the leather. Remove pattern.
3. Lay leather on firm surface. Use the slanted end of your modeler or stylus to bevel around all the outside lines and bring out the pattern. Always draw the tool toward you. Maintain an even pressure on the stylus to prevent making deep marks in the leather. This modeling technique brings out a darker, waxed-like color in the leather, and the depression will produce an attractive design.

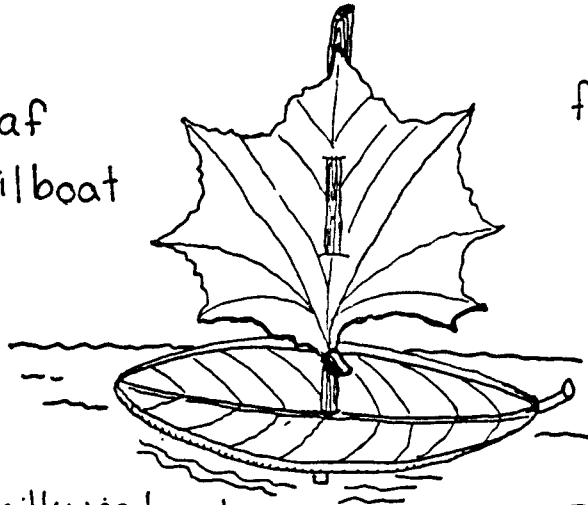
If the design is not clear enough, you may have to go over it several times. Redampen the leather if needed and repeat the beveling process.

4. When your design is finished and leather has dried, apply the final finish. Use wax, saddle soap, or leather dressing.

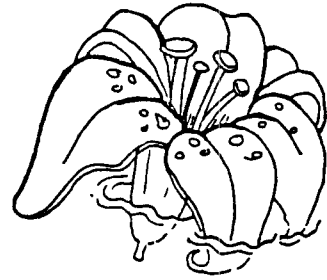
No matter what kind of waterway is close by — creek, lake, stream or even a mud puddle — you can make boats to float or sail from natural materials. Try constructing some of these, and then make up some of your own.

WATERSHIP UP

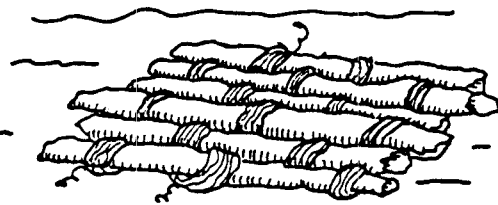
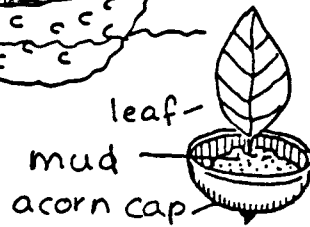
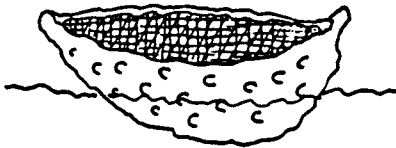
leaf
sailboat



float a flower



milkweed pod



to make a raft
weave twigs together
with a vine

CUT AND DRIED

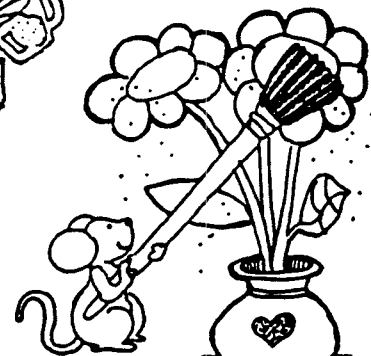
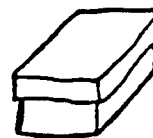
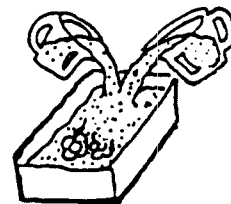
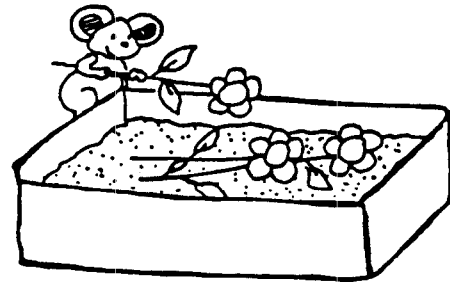
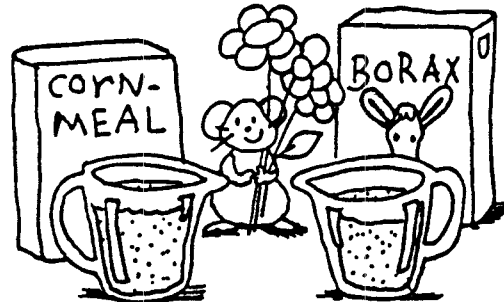
To preserve the beauty of flowers, you can follow these instructions for a bouquet that will last much more than a few days.

WHAT TO USE:

- cornmeal
- borax
- shoe box (or something similar)
- paintbrush
- flowers, leaves, etc.

WHAT TO DO:

1. Mix equal parts of cornmeal and borax.
2. Pour a one-inch layer of the mixture into the box.
3. Carefully lay the flowers out on the mixture.
4. Sprinkle more of the mixture on top of the flowers.
5. Put the top on the box and set aside in a dry place for two to three weeks.
6. Gently remove the flowers from the box and brush off the mixture with a dry paintbrush.

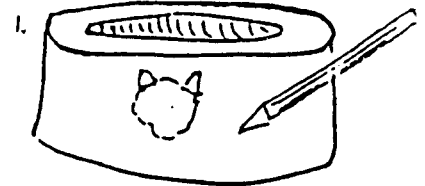


SCRIMSHAW ON MEAT BONES

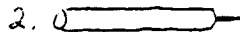
Ivory engraving, called scrimshaw, filled many long winter evenings for the Eskimos. It's an idea project for Cubs, too, and you don't need whale ivory or whalebone -- just ordinary bones from meat, such as ham or pot roast. Also needed: pencil, 1/2 " dowel, finishing nail, white glue, hammer, dark chalk, cooking oil, fine sandpaper, and paper towels.

Clean Bone of all meat and gristle by boiling it till everything falls off or can easily be scraped off. Let bone dry.

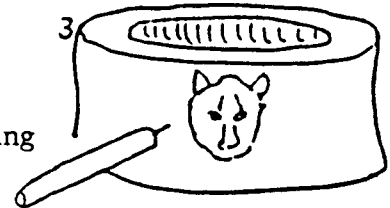
1. After bone is properly cleaned and thoroughly dry, draw on design with pencil.



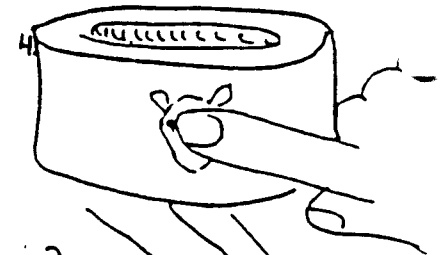
2. Prepare a dowel and nail tool by hammering a finishing nail into the end of the dowel. Remove the nail. Put a drop of glue on the head of the nail, and insert the head into the hole you've just made. Hammer pointed end of nail to hold it securely in wood.



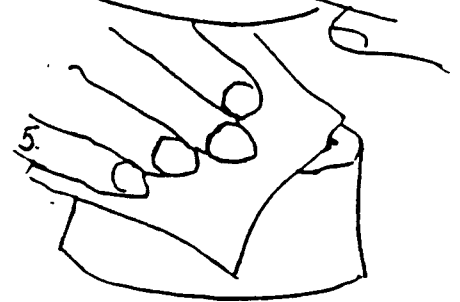
3. Scratch design into bone, making clean-cut lines, using the tool you completed in #2.



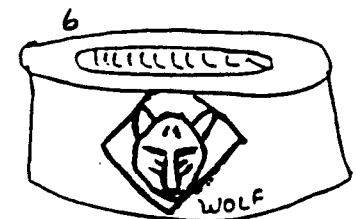
4. Crumble some dark chalk and mix it with a drop of cooking oil for "ink". Rub this mixture over the entire design, making sure that all of the cut lines are full of ink.



5. Using fine sandpaper, gently sand surface of bone to remove ink on the surface. The ink in the cut lines will remain to boldly outline design. If you do pull some ink out of the lines, reapply ink mixture and sand again.



6. Your design may seem to pale somewhat. Once the ink is dry, put a small amount of cooking oil on a paper towel and buff the bone. This will darken your design and make the surface of the bone somewhat shiny.

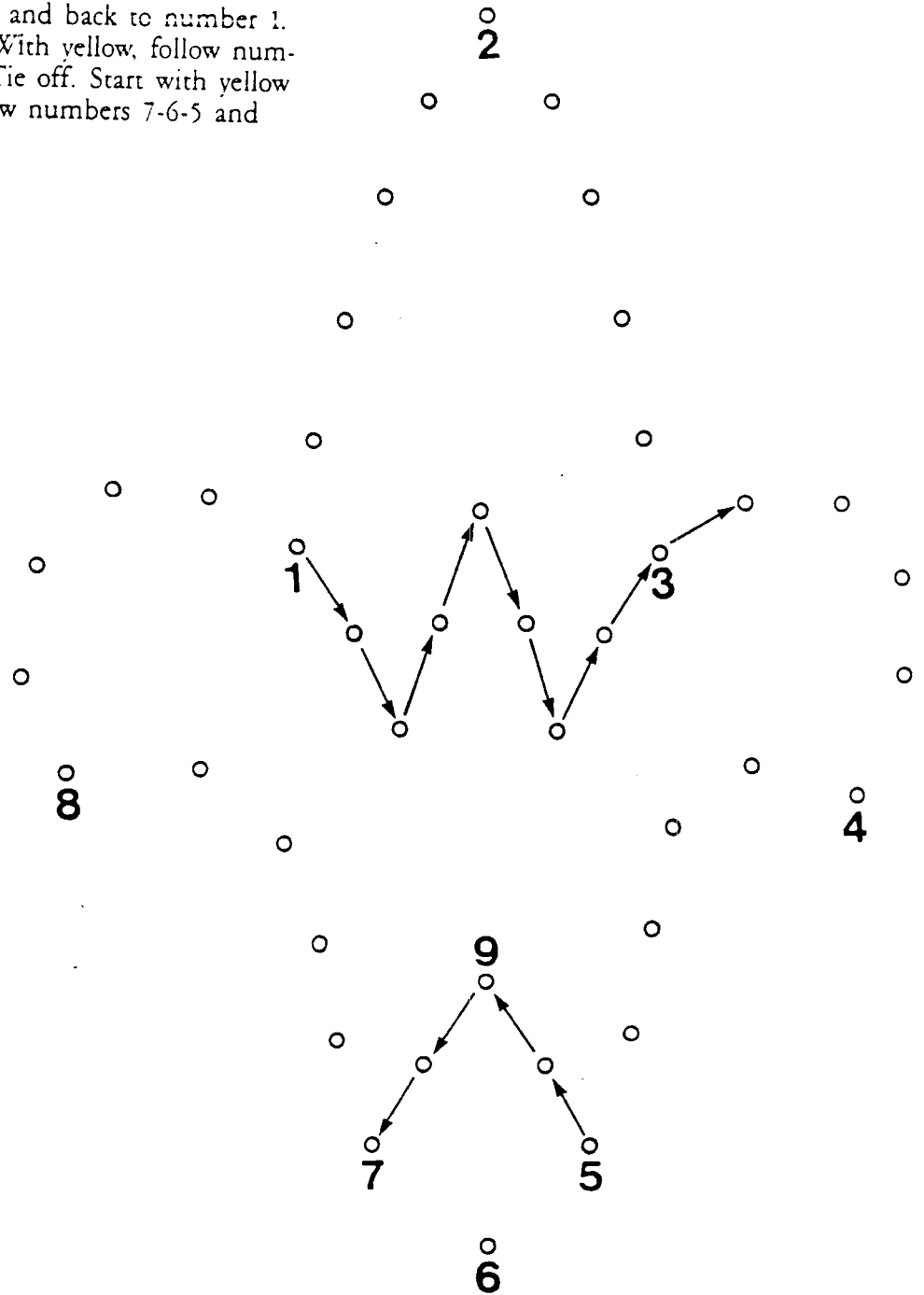


Enjoy this technique for neckerchief slides, napkin rings, pendants, paperweights...When a boy makes it himself, it's extra special!

Here is a pattern for a Webelos Scout emblem. Coloring books and dot-to-dot books are good sources for ideas.

WEBELOS SCOUT EMBLEM PLAQUE

Use a 10"×10" board. You will need 42 brads, and yellow and blue crochet thread. Begin at number 1 with blue thread. Follow numbers 1-3-4-5-9-7-8 and back to number 1. Repeat at least once. With yellow, follow numbers 1-2-3 and 3-2-1. Tie off. Start with yellow at number 7 and follow numbers 7-6-5 and 5-6-7 and tie off.

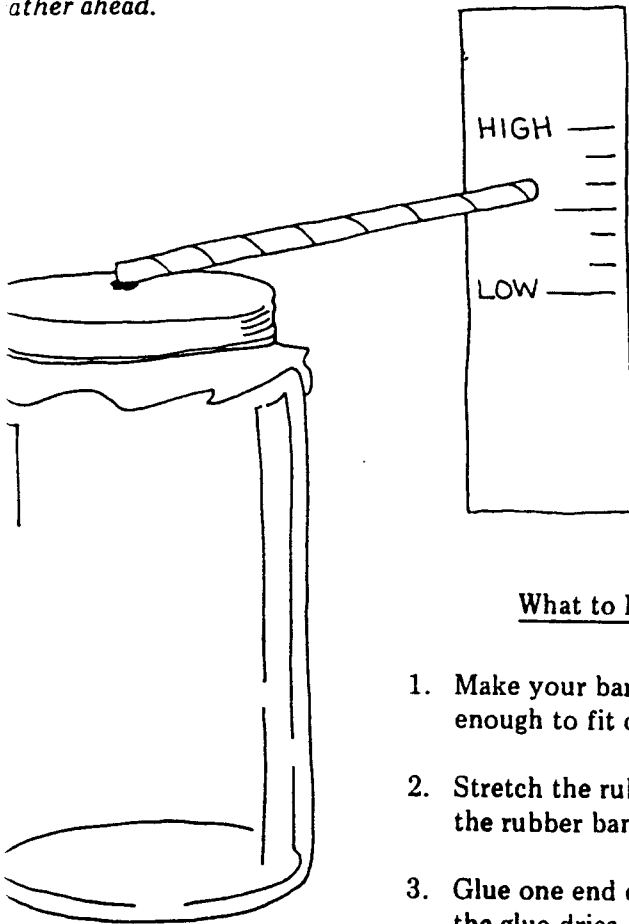


build a barometer

A barometer is a tool that can help you predict the weather.

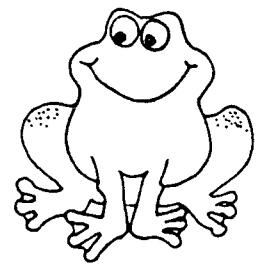
A BAROMETER measures changes in air pressure.

Usually a change in air pressure means that the weather is about to change. Falling pressure may mean a storm is on its way and rising pressure often signals clear weather ahead.



What to Use

- drinking straw
- large balloon
- glass jar
- strong rubber band
- glue
- cardboard strip
- pen
- scissors



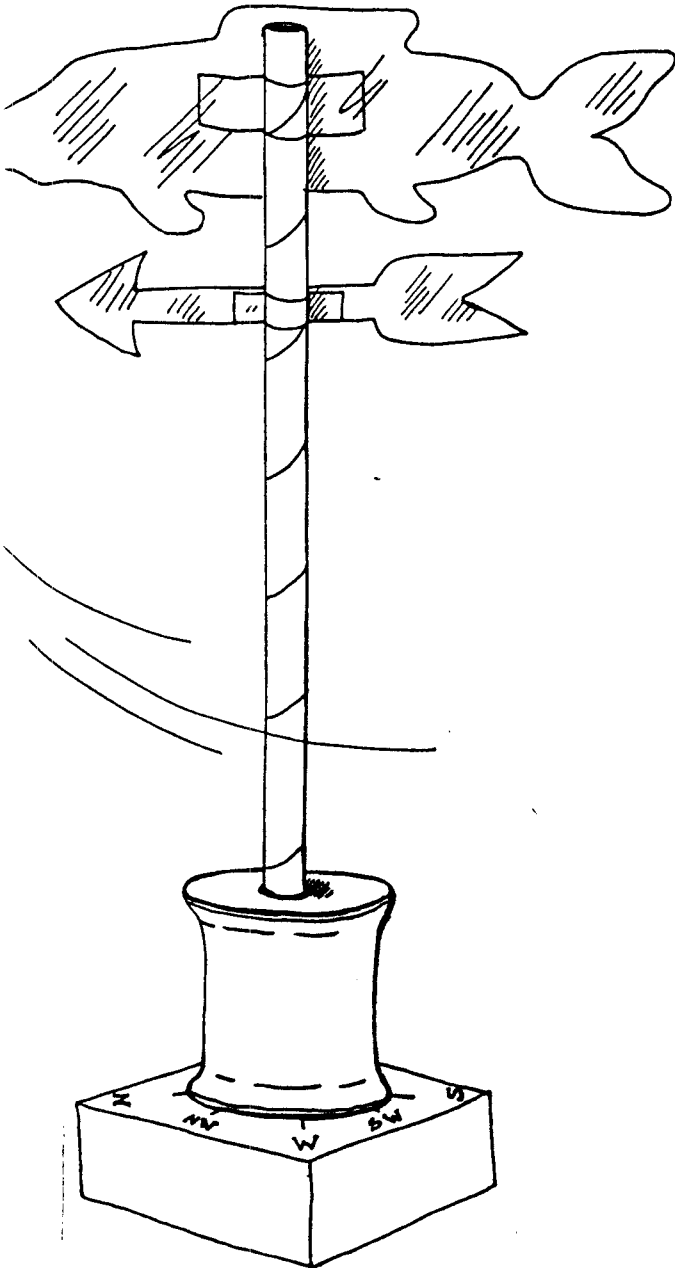
What to Do

1. Make your barometer on a clear day. Cut a circle from the balloon rubber large enough to fit over the top of the jar.
2. Stretch the rubber tightly over the jar and have someone help you fasten it with the rubber band.
3. Glue one end of the straw to the center of the rubber. Hold it in place until the glue dries.
4. Set the jar in a place where the temperature doesn't change a lot. Hang a piece of cardboard next to the jar so that it almost touches the free end of the straw.
5. Make a mark above the straw on the cardboard. Label it HIGH. Mark below the straw. Label it LOW.
6. Watch the straw over the next few days. The balloon will move up when air pressure outside the jar falls. This will cause the straw to dip down toward the LOW mark. When the pressure outside the jar rises, the balloon will move down and the straw will rise up toward the HIGH mark.
7. Use your barometer to make predictions about the coming weather. Compare your predictions with the weather forecast on the news.

Easy-to-Do Weather Vane

What to Use

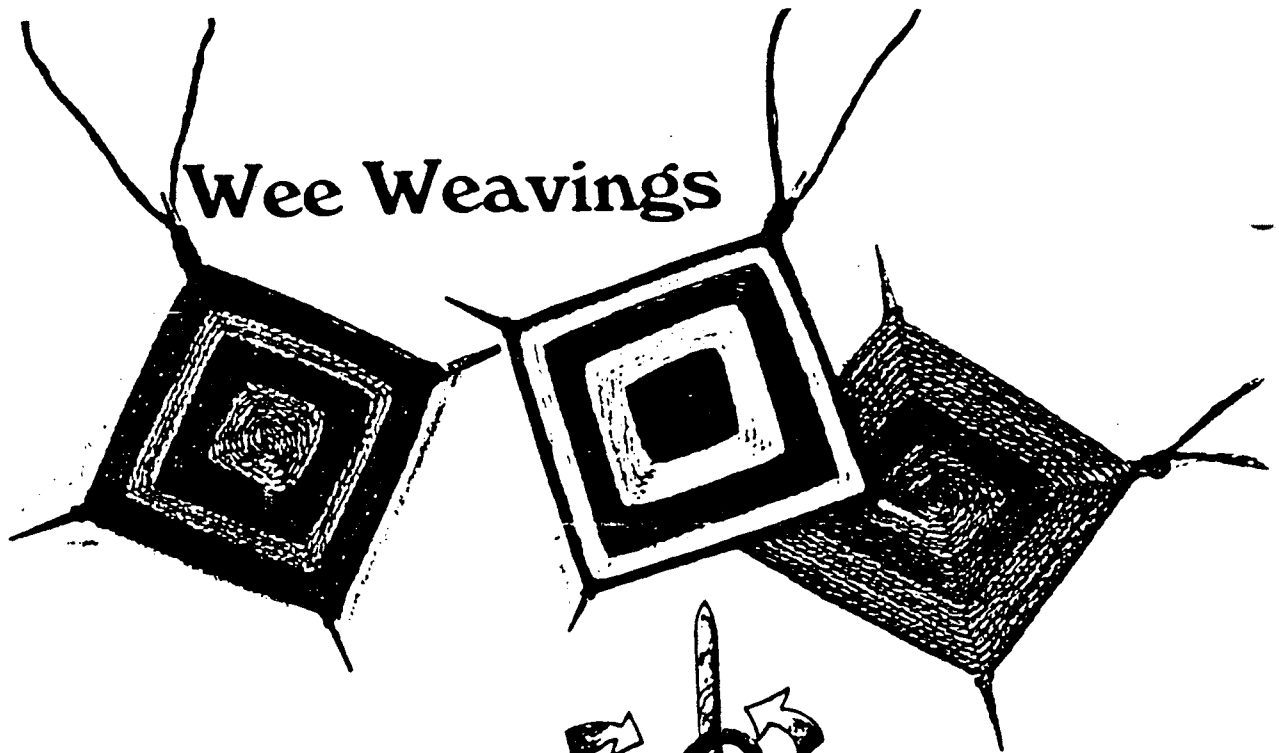
- block of wood
- sturdy drinking straw
- wooden spool
- aluminum foil
- scissors
- glue
- masking or adhesive tape
- heavy cardboard
- compass (for telling directions)
- permanent marker



What to Do

1. Glue the spool to the center of the wood block.
2. Mark NORTH, SOUTH, EAST, WEST at four equal spaces around the bottom of the spool. Go back and write NORTHEAST between NORTH and EAST. Also mark NORTHWEST, SOUTHEAST and SOUTHWEST.
3. Cut an animal shape and an arrow from heavy cardboard. Cover the shape and arrow completely with aluminum foil.
4. Tape the animal to the top of the straw and tape the arrow below the animal.
5. Place the straw inside the spool.
6. Set the weather vane outside in a spot where it will catch the wind. Use the compass to find NORTH, and place the weather vane with the word NORTH facing NORTH.
7. Watch the weather vane carefully each day and decide where the wind is coming from. REMEMBER: a wind is named according to the direction from which it blows!

Wee Weavings



You will need:

Embroidery floss in different colors
Round toothpicks
Scissors
White glue

1. Using floss that is still attached to the skein, tie two toothpicks together, making an X with the floss. Knot the floss in back of the toothpicks.

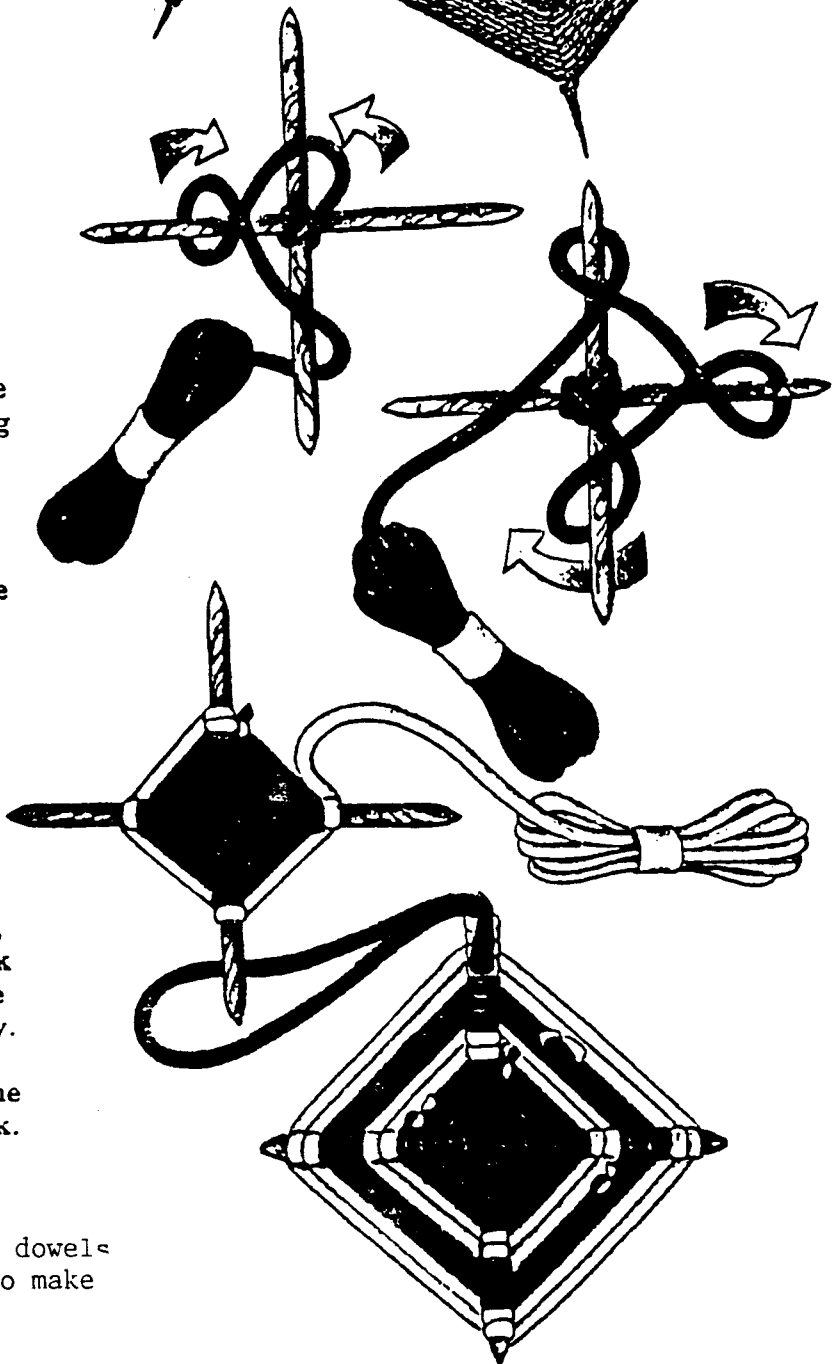
2. Follow the drawings to weave the ornament. As you weave, be sure to lay the floss next to, not on top of, the floss that is already in place.

3. When you're ready to change colors, cut the floss. Tie the second color of floss to the end of the first. Begin weaving again, keeping the knot in back.

4. Change colors as often as you like. When the toothpicks are almost covered, wrap the floss around the "top" toothpick several times. Cut the floss and glue the end to the back of the toothpick. Let dry.

5. Cut a piece of floss for a hanger. Glue the ends to the back of the top toothpick. Let the glue dry.

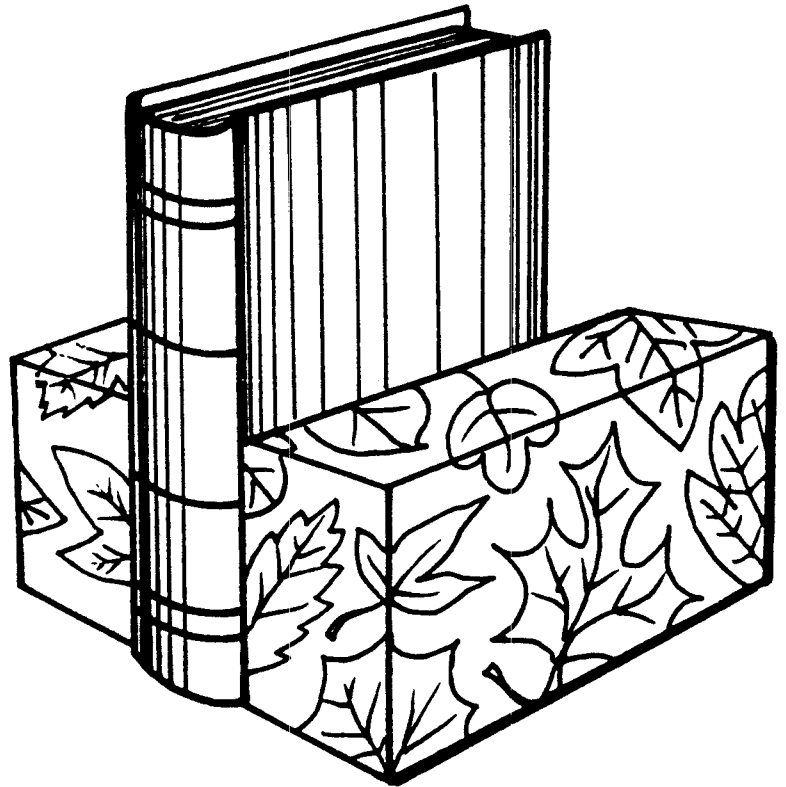
These can also be made with 1/8 in. dowels and colored yarn. Combine colors to make unique designs.



Brick Bookends

Materials

Two red bricks
Two 12" x 18" pieces of white
art paper
Watercolors
Sponge
Shellac or lacquer and brush



Procedure

1. Draw and color crayon leaf designs on art paper, filling both sheets.
2. Make a thin wash mixture by mixing paint with water.
3. Apply wash with wet sponge to cover both sheets of paper. Allow to dry.
4. Wrap the two bricks completely with the decorated art paper and glue in place.
5. Apply a coat of shellac or lacquer to each brick.

salt beads

GREAT FOR MAKING
INDIAN JEWELRY

materials and tools

One-half cup flour, $\frac{1}{4}$ cup salt, $\frac{1}{8}$ teaspoon sugar, $\frac{1}{2}$ cup water, 2 drops food coloring, 1 drop of perfume, a piece of corrugated cardboard, toothpicks or pins.

procedure

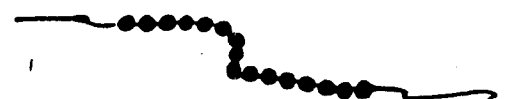
1. Mix salt, sugar, and flour together in bowl.
2. Gradually add water with coloring and perfume to mixture. If mixture is too thin or sticky, work more flour and salt into dough until the right consistency is obtained.
3. Mold with fingers until you have a hard, but workable dough.
4. Measure the dough so the beads will be the same size. Make a long, even roll of dough and cut into even sections (Fig. 1).
5. Roll small pieces of dough in palm of hand until round, oval, or square, as desired (Fig. 2).
6. To make a hole in the bead, insert a toothpick or pin through its middle. Stick pin with the bead into a piece of cardboard to allow the bead to dry properly (Fig. 3). Allow sufficient time to dry. This usually takes about 48 hours.
7. When beads are dry, remove from pins and thread them on a string to form a necklace (Fig. 4).

average time required

30 minutes or more to make, plus additional time to string when dry. If you wish to make dough and preserve it for a short time, add a bit of glycerin and place it in a plastic bag. Adapt project to higher age levels by allowing participants to mix dough and make beads of different shapes and sizes.



Fig. 3



Framed Miniwatercolor

Materials

Art paper:

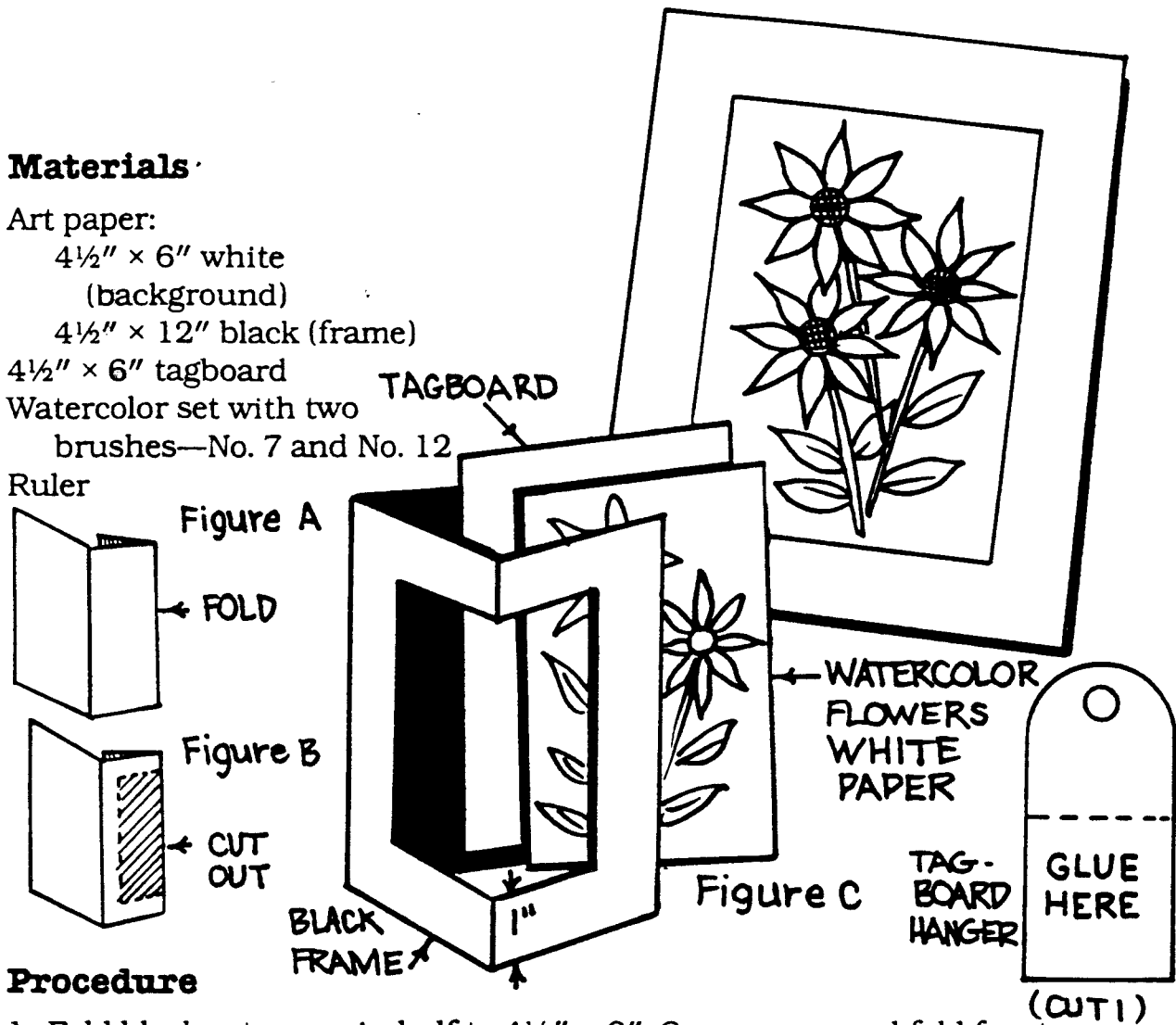
4½" × 6" white
(background)

4½" × 12" black (frame)

4½" × 6" tagboard

Watercolor set with two
brushes—No. 7 and No. 12

Ruler



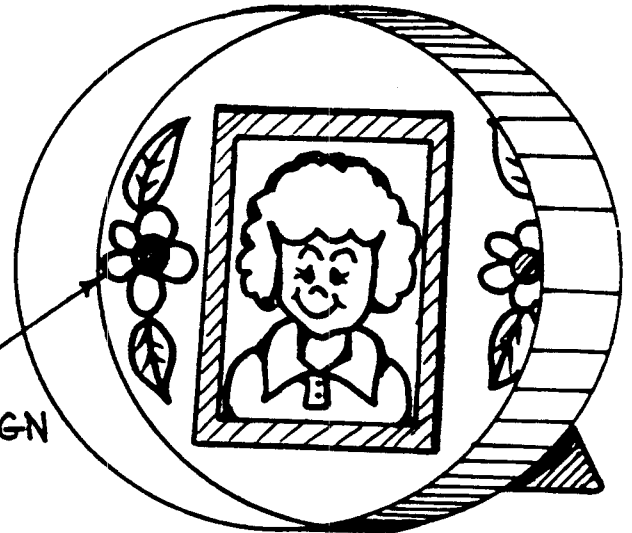
Procedure

1. Fold black art paper in half to 4½" × 6". Open paper and fold front section in half again as shown (fig. A).
2. Cut out center of black paper, leaving 1" margins on all sides (figs. B and C).
3. Place frame on white paper and trace around cutout edge for drawing area.
4. Remove frame from white paper.
5. Paint three spots on white paper for flower centers.
6. Paint petals of flowers by using side of No. 7 brush. (Avoid excessive use of water.)
7. Paint thin stems with fine tip of No. 7 brush. Paint leaves with side of No. 12 brush.
8. Glue painting between black frame and tagboard as shown (fig. C).
9. Trace hanger on tagboard scrap. Cut out and glue to back of painting.

Jar Lid Photo Frame

Materials

- Two-piece canning jar lid
- Two 5" x 6" pieces art paper of any color
- 3" x 3" cardboard
- Small photo
- Stand pattern (this page)



FELT PEN DESIGN

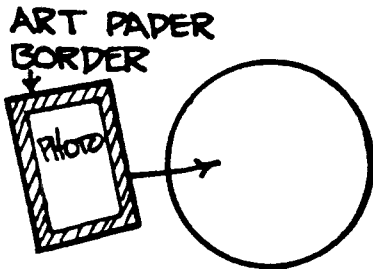


Figure A

STAND
PATTERN

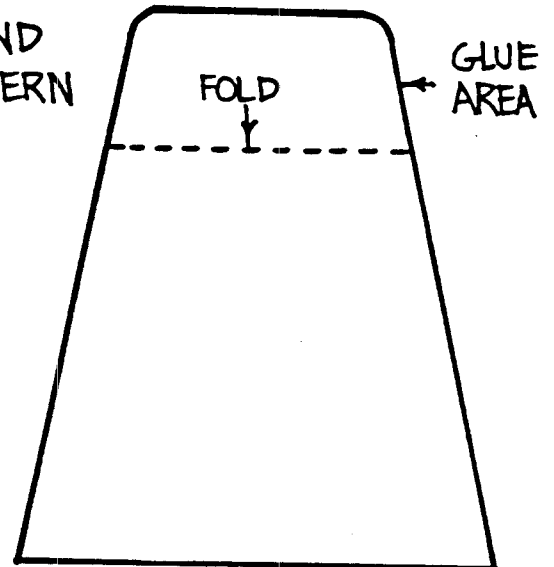


Figure B

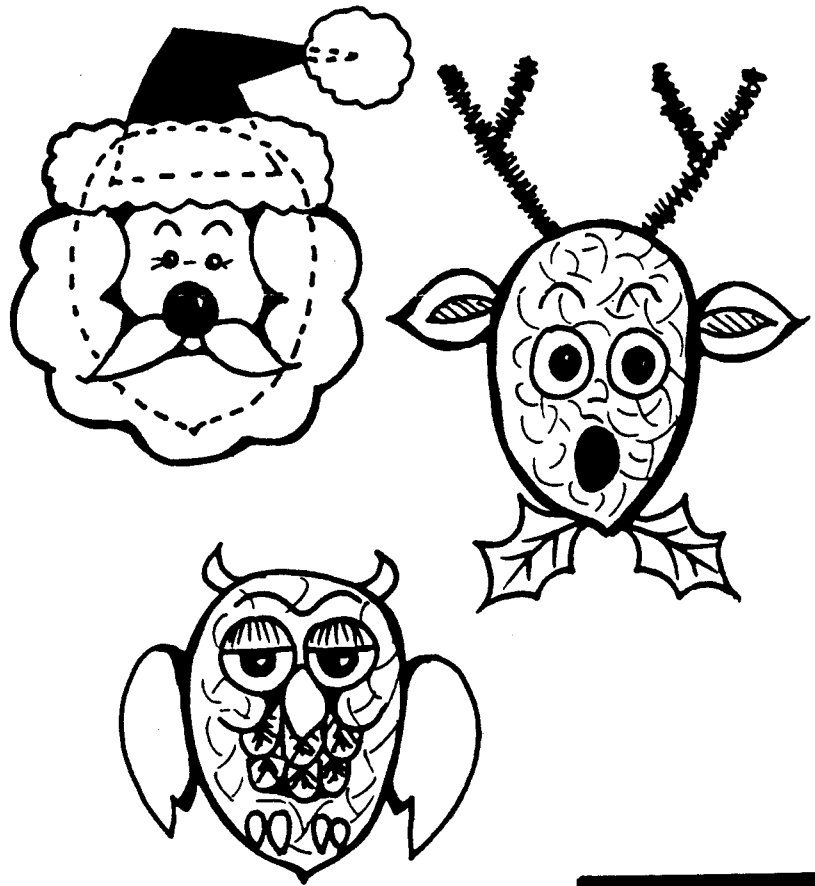
Procedure

1. Trace lid insert on art paper and cut out. Glue paper circle to lid insert.
2. Glue photo to another piece of art paper. Trim art paper to allow a $\frac{1}{4}$ " border (fig. A).
3. Glue photo in place (fig. A).
4. Decorate art paper with felt pen design as shown.
5. Glue lid insert to inside of lid ring.
6. Trace stand pattern on cardboard and cut out. Fold where indicated and glue stand to back of lid insert (fig. B).

Walnut Shell Creatures

Materials

- 1/2 walnut shell
- 3" x 3" black art paper (backing)
- Art paper of various colors
- Plastic eyes (optional)
- Pipe cleaner (reindeer)
- Safety pin
- Shellac (optional)
- Tempera paint and brush (optional)
- Cotton balls (Santa)



Procedure

For Santa and reindeer:

1. Shellac or paint walnut shell if you desire.
2. Glue walnut shell to black paper (fig. A).
3. When glue is dry, trim off excess black paper.
4. Use art-paper scraps to make details. Glue on plastic or art-paper eyes.
5. For reindeer, make antlers with pipe cleaner and glue in place. For Santa, cut up cotton balls and make beard and trim. Glue in place.
6. Tape safety pin in place (fig. B).

For owl:

1. Follow procedures 2 and 3 above. Do not shellac or paint shell.
2. Cut wings and horns from brown art paper and glue in place.
3. Cut beak from yellow paper and glue in place.
4. Glue plastic or art-paper eyes in place.
5. Draw chest feathers and feet with felt pen.
6. Tape safety pin in place (fig. B).

Figure A

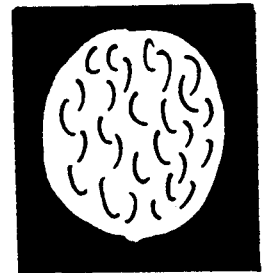
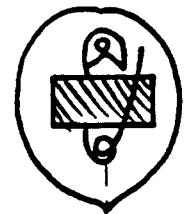


Figure B



Wire Hanger Book Holder

Materials

Patterns (p. 50)

Wire hanger

Art paper:

12" × 18" brown (head,
body)

1½" × 6" orange (tail)

6" × 9" red (comb, wattle)

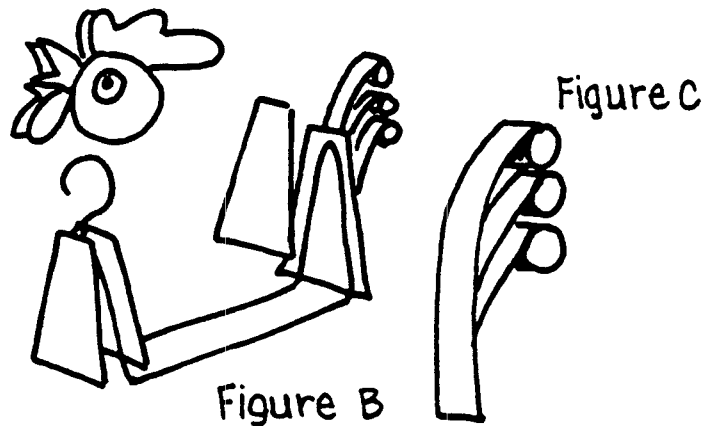
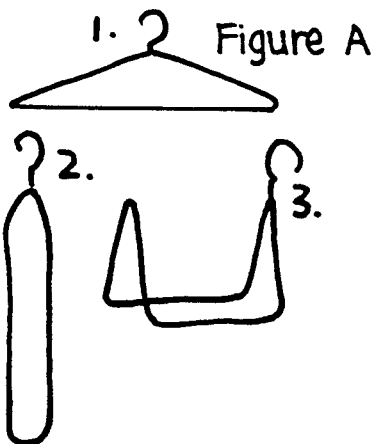
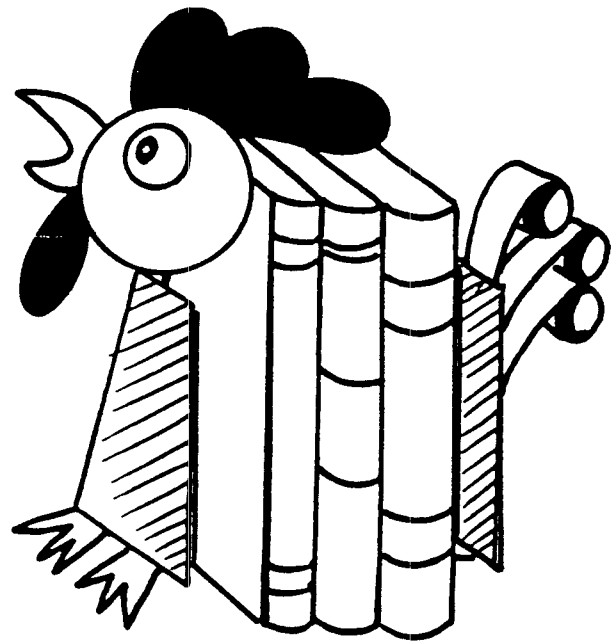
6" × 8" yellow (beak, feet)

3" × 3" white (eyes)

3" × 3" black (eyes)

Plastic eyes (optional)

Compass



Procedure

1. Bend wire hanger as shown (fig. A).
2. Draw two 3½" diameter circles with compass on brown art paper. Cut out for rooster's head.
3. Trace rooster patterns on art paper and cut out.
4. Glue two parts of head together with wire hook, beak, comb, and wattle in between the two parts (fig. B).
5. Glue on plastic or art-paper eyes.
6. Cut three ½" × 6" strips of orange paper. Curl as shown for tail (fig. C).
7. Glue or staple two body pieces over front end of wire and two pieces over back end of wire as shown (fig. B).
8. Glue or staple curled tail feathers together and glue to back of rooster (fig. B).

Wind Socky

Materials

Half-gallon ice cream container

Art paper:

6" × 18" yellow (container)
scraps, various colors
(decorations)

Ten 1½" × 30" pieces crepe paper, two colors

Four 10" pieces red yarn

Hole punch

OVERLAP EACH
STRIP ½"

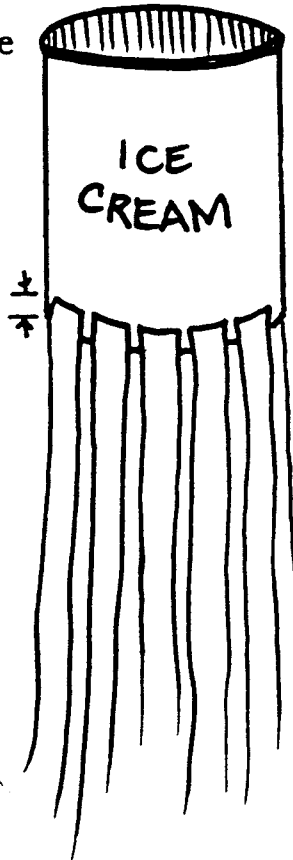
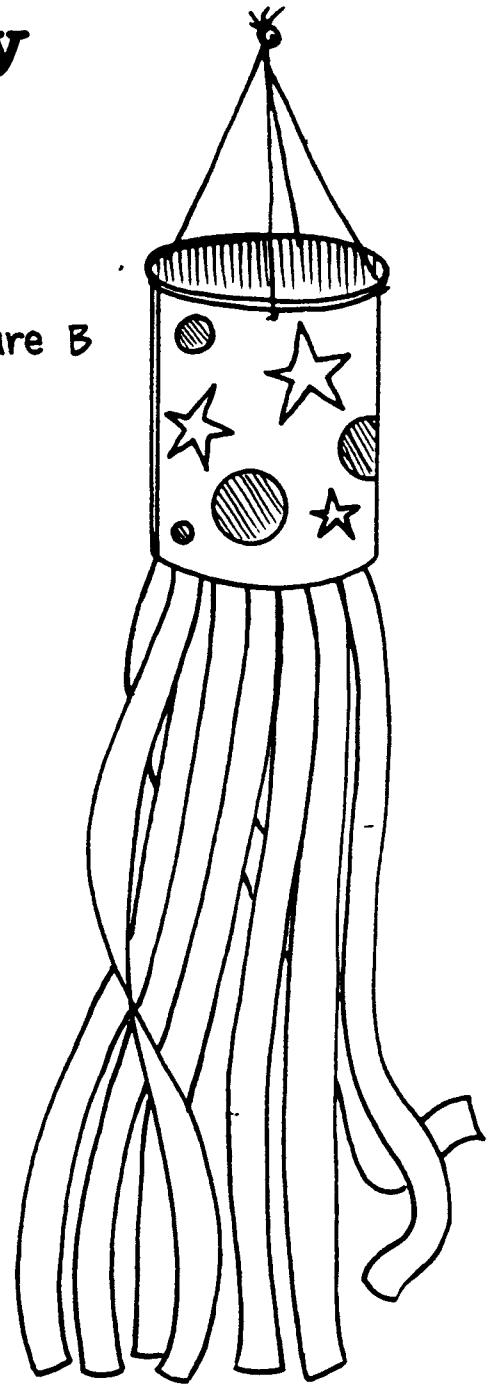


Figure A

Figure B



Procedure

1. Glue strips of crepe paper on outside of container about ½" from the bottom (fig. A).
2. Glue 6" × 8" art paper around carton over crepe-paper strips. Allow to dry.
3. Punch four holes around top of wind socky as shown (fig. B).
4. Thread yarn through holes and double knot (fig. B).
5. Tie all four strands together at top (fig. B).
6. Cut out shapes from art-paper scraps and glue to wind socky for decoration.

All Seasons Bookmarks

Materials

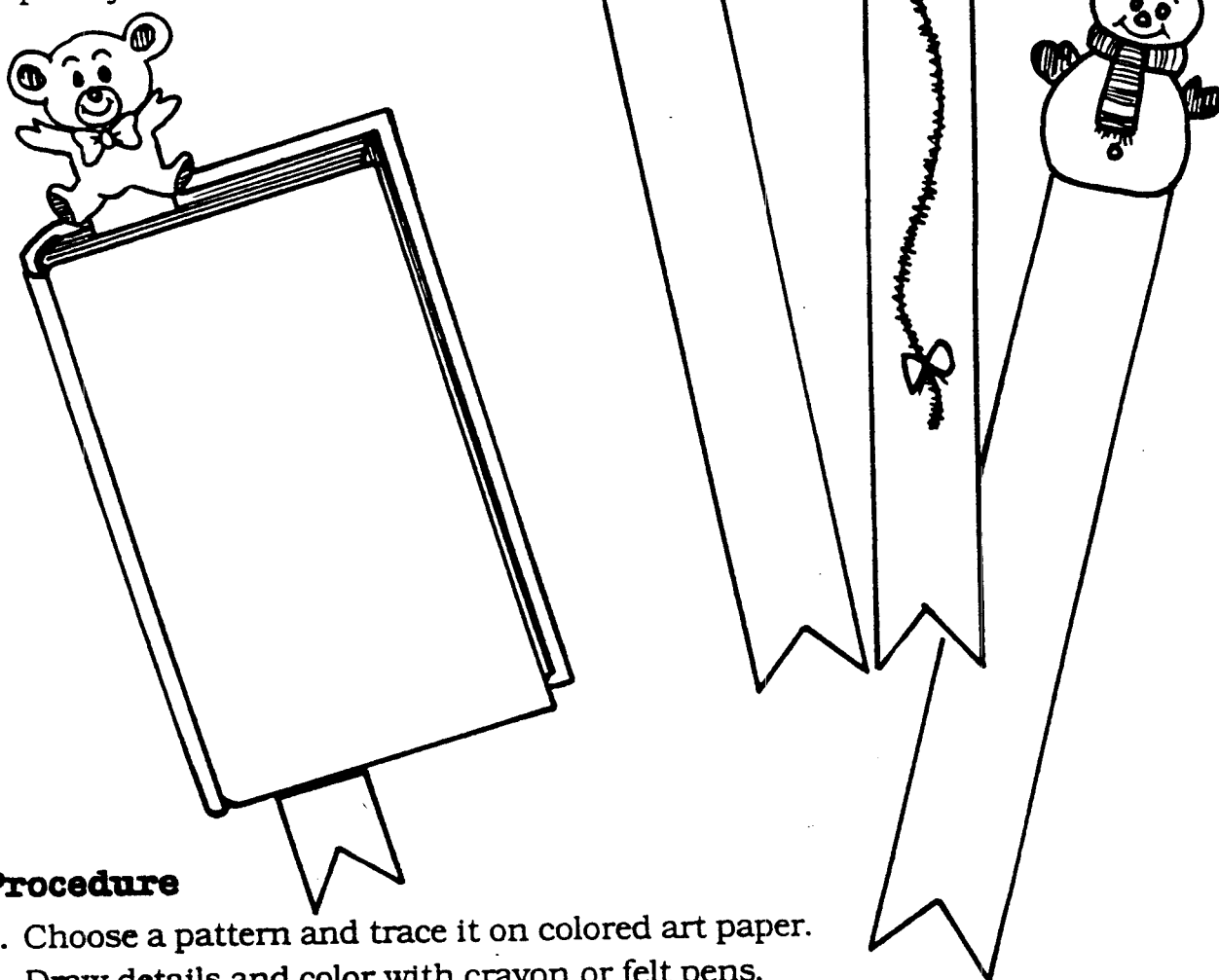
Patterns (p. 26)

Art paper:

1" x 9" black (ribbon)

3" x 3" various colors
(designs)

7" piece yarn (mouse)



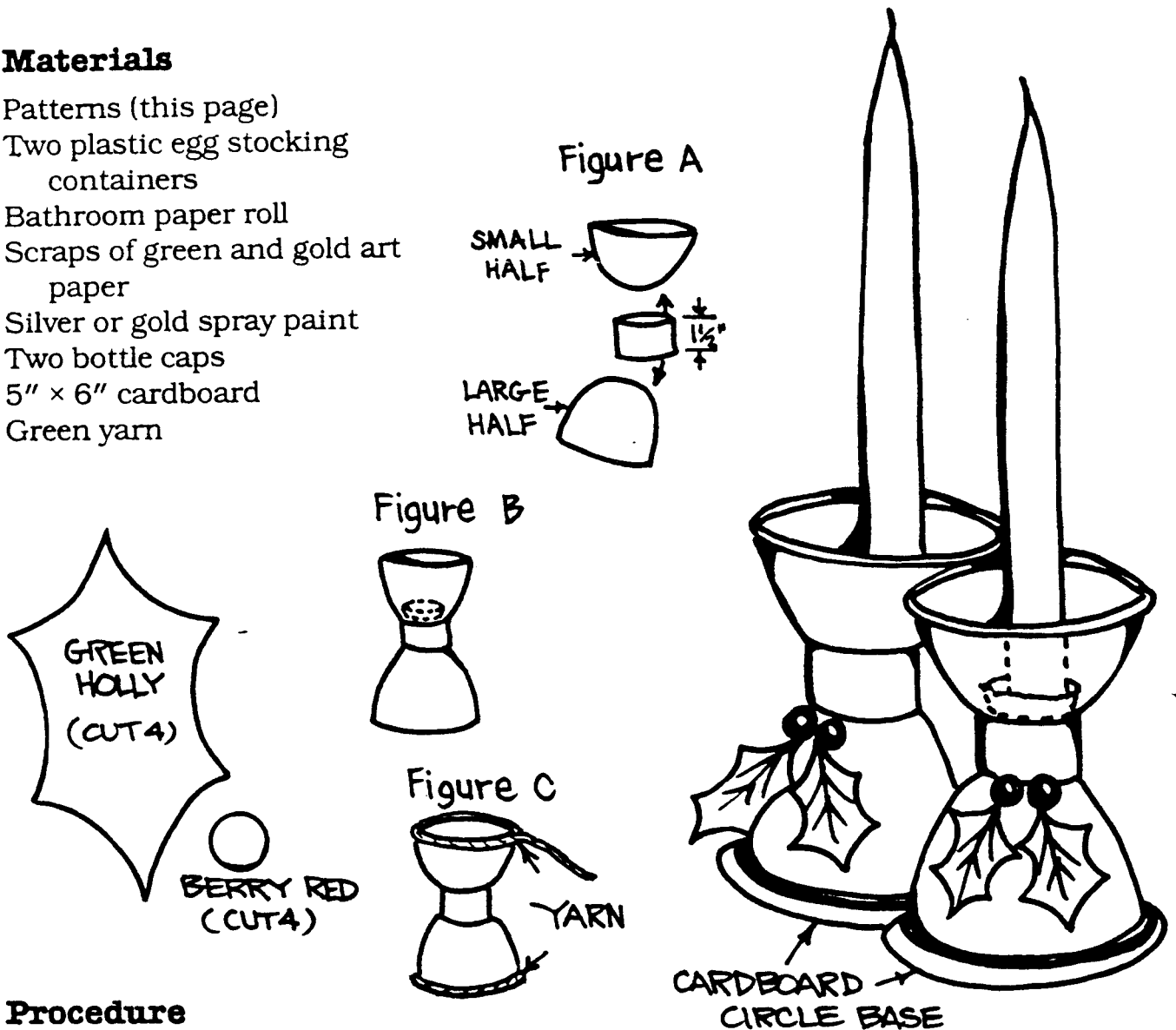
Procedure

1. Choose a pattern and trace it on colored art paper.
2. Draw details and color with crayon or felt pens.
3. Cut out design.
4. Glue black paper strip to back of colored design.
5. Make two diagonal cuts at bottom of paper strip, as shown, to make it look like a ribbon.
6. For mouse bookmark, glue yarn to paper strip for tail.

Stocking Container Candle Holders

Materials

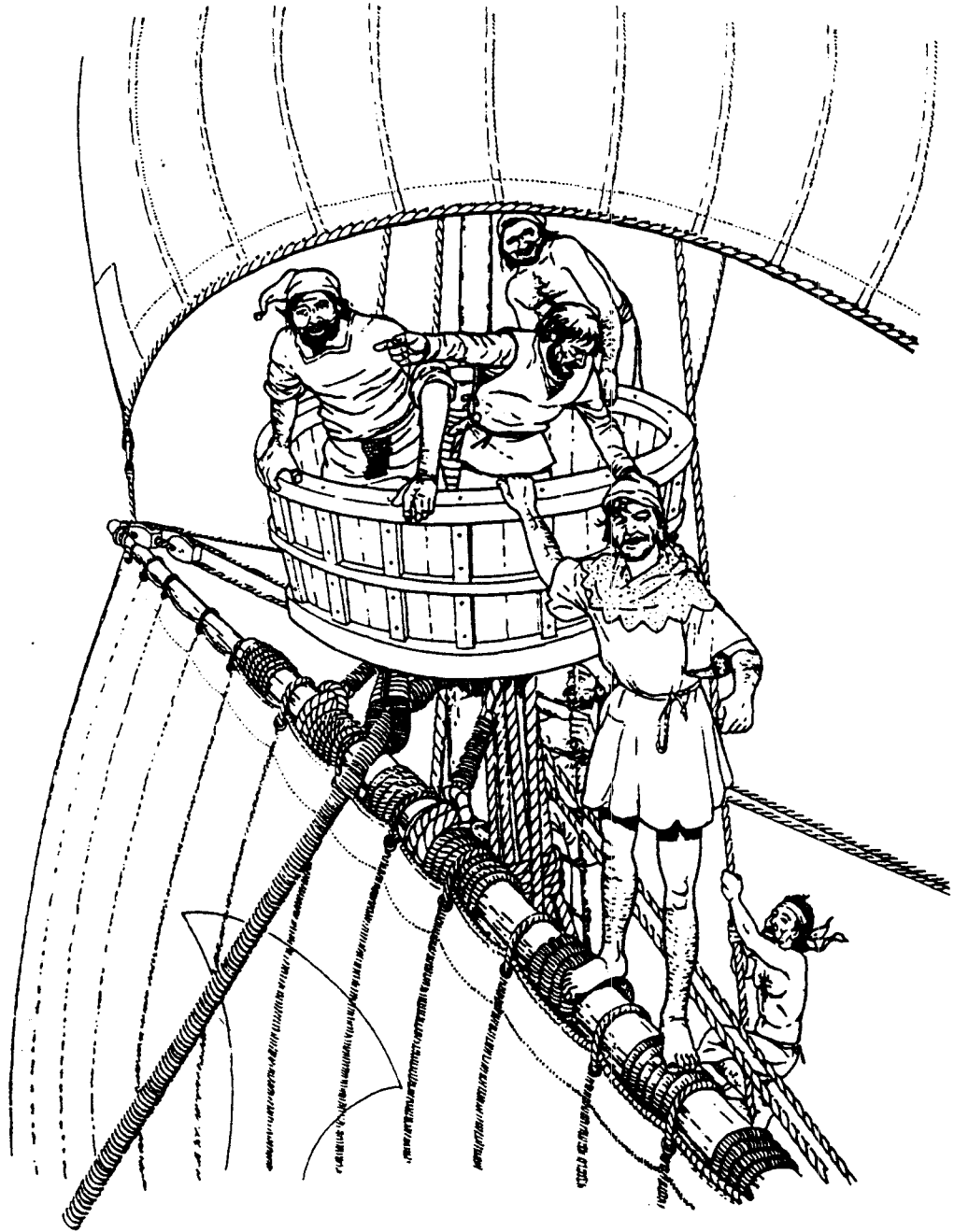
Patterns (this page)
Two plastic egg stocking containers
Bathroom paper roll
Scraps of green and gold art paper
Silver or gold spray paint
Two bottle caps
5" x 6" cardboard
Green yarn



Procedure

1. Cut two 1 1/2"-long pieces from paper roll.
2. Glue paper roll between halves of plastic egg as shown (fig. A).
3. Glue bottle cap in bottom of small egg half (fig. B).
4. Repeat steps 2 and 3 for second candle holder.
5. Trace and cut out two cardboard circles using the rim of large half of plastic egg as a pattern. Glue one circle to bottom of each large egg half for base. Allow to dry.
6. Spray holders with silver or gold paint. Allow to dry.
7. Trace and cut holly and berries from art paper. Glue in place.
8. Cut yarn to fit and glue around top lid and base of each candle holder (fig. C).

BLUE AND GOLD



PIRATE WATERS

BLUE & GOLD

TIME TABLE FOR PLANNING

4 months in advance	Select Blue and Gold Committee, Set Date, Time, and Place, Select theme
3 months in advance	Dens start working on decorations, Plan the program, Monthly committee meeting and report
2 months in advance	Guest list, Monthly committee meeting and report
1 month in advance	Re-check facilities, Monthly committee meeting and report, Mail guest invitations
2 weeks in advance	Turn in all awards, Print program, Committee meeting and report
Banquet Day	Early PM-Set up, Schedule time - This is it, have fun, Late PM - Clean up

SELECT BLUE AND GOLD COMMITTEE

This committee usually includes the registered adults in the pack plus other parents as needed. Be sure all Den leaders are included on this committee since they need to co-ordinate the plans with the boys and parents. This is a good way to involve parents that are willing to help but do not have a full time Scouting job.

SET DATE, TIME, AND PLACE

the committee needs to select the time, date, and place for the Blue and Gold Banquet which is held in February each year. One of the first things that should be done is to decide what type of dinner to have. Will it be catered or covered dish? If it is catered, will the cost be prohibitive for some of the families? The type of dinner chosen will probably determine the place. If catered or covered dish, a school cafeteria, church fellowship hall or community center can be used. Be sure there will be plenty of room. Some packs may prefer to reserve a banquet room at a local restaurant or cafeteria and let them furnish the meal. **Remember, consider the cost for all families.**

When making arrangements for the facilities, also secure permission to use special items such as PA system, speaker's stand, etc.

SELECT THEME

The leaders need to decide on a theme. Ideas can be obtained from the *Program Helps* or from a brain-storming session. The chosen theme should be carried out in all decorations.

DENS START WORKING ON DECORATIONS

Three months time should be allowed to work on decorations as you will be interrupted by Christmas holidays during this time. Each boy should make enough placemats, napkin rings, place cards and favors for each member of his family, plus one to take care of a guest. A corsage could be made for each mother; sisters might also be included. The centerpiece can be a den project. You may decide to make several if your table is very long, or you may use a decorated cake for the centerpiece.

BLUE & GOLD

PLAN THE PROGRAM

Decide if you will have outside entertainment or if your dens and/or parents will provide the program. Outside entertainment such as magicians, clowns, bands, etc., must be booked early. Remember—NO SPEECHES. A child does not enjoy a speech; neither do most adults. Cubs enjoy watching their leaders put on a skit. This can be fun for all.

MONTHLY COMMITTEE MEETING AND REPORT

It is important to have a progress report monthly. This keeps everyone informed and helps to eliminate a slip-up on something important.

GUEST LIST

All banquets have invited guests. Packs usually invite the District Scout Executive, District Cub Scout Staff, Unit Commissioner, Principal, Scouting Coordinator, Tiger Cubs and representative of the Sponsoring Institution. Remember, a Blue and Gold is a family banquet. When inviting your guests, include a spouse and if possible their children. You might consider assigning a guest to each den and let them sit with the den rather than at the head table. Most guests would rather feel like part of the group instead of feeling like they were on display. Ask the dens to make decorations and placemats for the guests.

RE-CHECK THE FACILITIES

Be sure to double check the facility that you have reserved. There may be more than one person handling scheduling and more than one calendar. Make sure they have your pack on the calendar and find out what time the facility will be available for decorating. Also, double check that there are enough chairs and tables available. Confirm that you can use their PA system and speaker's stand.

TURN IN ALL AWARDS

There are usually many awards given at the Blue and Gold Banquet. Stress the importance of these awards, as well as the deadline date for turning them in. There is nothing more disappointing to the boy and his leader than to find out the award will not be available as expected. A special ceremony should be planned and prepared for giving the awards. Ceremonies can be adapted to go along with the chosen theme.

PRINT PROGRAMS

A sample program is included in this section. Most schools will assist in printing programs if you prepare them. Also, use your resources, and check with your parents to see if one has access to printing equipment.

SET UP

Early on the afternoon of your banquet, set up your tables and arrange the decorations. If you decide your seating arrangement before you go, it will make the set up much quicker and smoother.

THIS IS IT, HAVE FUN

Remember this is a party. Relax and enjoy. Because you have planned well, everything will run smoothly and take care of itself.

CLEAN UP

Urge everyone to clean up his own area. Have someone from each den designated to be on the cleanup committee. Remember, the Den leaders have worked hard preparing for the banquet and should not have to clean up.

BLUE & GOLD

SAMPLE PROGRAM

A program can be made in many ways. You might choose to fold a sheet of paper in half, decorate it on the outside and on the inside include the following:

1. Invocation Given by _____
2. Dinner
3. Opening by Den _____
4. Welcome and Introduction of Guests
5. Skit by Den _____
6. Awards
7. Song by Den _____
8. Skit by Den _____
9. Recognition of Leaders
10. Closing by Den _____

HELPFUL REMINDERS

The Opening ceremony need not be elaborate or lengthy. The important thing to remember is that the boys be involved in the ceremony.

The Invocation may be given by a pack official, a Cub Scout or a clergyman. The important thing is that an invocation be given.

The Cubmaster usually serves as master of ceremonies and will introduce the special guest.

Be sure that all dens have a part on the program.

The Blue and Gold Banquet is a good time to call all your registered adults to the front of the room and offer a public thank you and perhaps a certificate. Don't forget the Den Chiefs.

Thank you notes are thoughtful and appreciated by merchants that have contributed in any way to your banquet. Also the organization loaning their facility should be remembered in this way.

A FEW MORE IDEAS

- A pleated skirt for the head table looks nice. It can easily be made from paper.

- Discourage passing the hat for expenses. Charge a flat rate if necessary for each family to help with the expenses. Collect the money in advance. Try to avoid doing it during the banquet. If it is necessary, you may collect at the door before the families are greeted by the welcoming committee.
- If the pack provides the meat (or any other food) and there is some left over, wrap the food in packages and sell it.
- Den leaders should provide the napkins, salt, pepper, sugar, etc. for their own tables.
- Families should provide a dish to pass (vegetable dish to serve 10, meat dish to serve 6). Each family should also provide their own table service.
- Pack should provide milk, coffee, and dessert.
- Food may be set up buffet style or family style (when each den provides for themselves).
- Have enough coat racks available.
- Have plenty of trash cans so clean-up is fast.
- HAVE FUN!! Enjoy your Cub Scouts and their families.

BLUE & GOLD

BANQUET ICEBREAKERS

Find someone in the room who answers each of the descriptions below. Have them sign their name in the proper space. Have each person sign only once.

Someone who wears size 10½ shoe. _____

Someone with your same color of eyes. _____

Someone who has a Girl Scout Daughter. _____

Someone who was born in December. _____

Someone wearing blue socks. _____

Someone who went to Philmont. _____

Someone with a pre-school age child. _____

Someone who was a Cub Scout as a boy. _____

Someone who earned Eagle rank. _____

Someone who has a bald head. _____

Someone who wears glasses. _____

Someone wearing blue and gold. _____

The person obtaining the most signatures is the winner.

COMPLETING QUOTATIONS

Sweet as _____	<i>Sugar</i>
Hard as _____	<i>Rock or Nail</i>
Light as a _____	<i>Feather</i>
Sly as a _____	<i>Fox</i>
Sore as a _____	<i>Boil</i>
Still as a _____	<i>Mouse</i>
Fit as a _____	<i>Fiddle</i>
Neat as a _____	<i>Pin</i>
Proud as a _____	<i>Peacock</i>
Stiff as a _____	<i>Board</i>
Busy as a _____	<i>Bee</i>
Slick as _____	<i>Glass</i>

CUB SCOUT SCRAMBLE

Emorpsi _____	<i>(Promise)</i>
Ubc Tscou _____	<i>(Cub Scout)</i>
Druno Bleta _____	<i>(Round Table)</i>
Kacp _____	<i>(Pack)</i>
Nde _____	<i>(Den)</i>
Fkencreehc _____	<i>(Neckerchief)</i>
Noufimir _____	<i>(Uniform)</i>
Wal Fo Hte Kcap _____	<i>(Law Of The Pack)</i>
Od Rouy Steb _____	<i>(Do Your Best)</i>
Rscaubmet _____	<i>(Cubmaster)</i>
Wpnoidoe Ybdre _____	<i>(Pinewood Derby)</i>
Klaea _____	<i>(Akela)</i>
Ned Fchie _____	<i>(Den Chief)</i>
Tmvaacdneen _____	<i>(Advancement)</i>
Yosb Flie _____	<i>(Boys Life)</i>
Tcvitaiy Geabd _____	<i>(Activity Badge)</i>
Lwbeoes _____	<i>(Webelos)</i>
Uelb Nda Dlog _____	<i>(Blue And Gold)</i>
Kpca Ieemstgn _____	<i>(Pack Meetings)</i>
Olwf _____	<i>(Wolf)</i>
Rseab _____	<i>(Bears)</i>
Viires Worsar _____	<i>(Silver Arrows)</i>
Rarow Fo Ilght _____	<i>(Arrow Of Light)</i>
End Dlaere _____	<i>(Den Leader)</i>

CUB SCOUT SEEK AND FIND

Birthday
BSA
America
Cub Scout
Blue and Gold
Banquet
Goodwill
Den
Denner

Boy Scout
Activity Badge
February
Bobcat
Wolf
Bear
Webelo
Pack
Lord Baden Powell

Arrow of Light
Den Chief
Uniform
Cubmaster
Advancement
Den Dad
Doodle
Gold Arrow
Silver Arrow

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

**"BLACKBEARD AND THE PIRATES"
AUDIENCE PARTICIPATION STUNT.**

Divide audience into eight groups and assign a name to each. When the group hears its name, it calls the appropriate phrase, as follows:

Blackbeard—"I'll slit your gullet!"

Parrot—"Blow me down!"

Crew—"Walk the plank!"

Seven Seas—"Land ho!"

Fair Young Maidens—"Woe is me!"

Handsome Hero—(Sigh) "My hero!"

Good Guys—"Get those rats!"

Jolly Roger—"Save us!"

The narrator pauses at each capitalized title so the appropriate group can say its phrase.

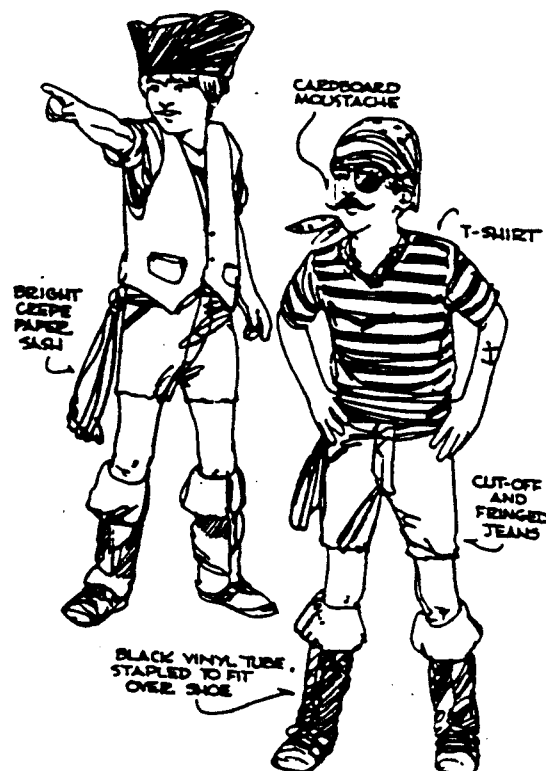
"The terror of the SEVEN SEAS was BLACKBEARD the pirate. BLACKBEARD and his evil CREW preyed on peaceful ships and often captured FAIR YOUNG MAIDENS. The evil BLACKBEARD had a pet PARROT who would taunt prisoners while the CREW tortured them. BLACKBEARD and his murderous CREW were hunted through the SEVEN SEAS by GOOD GUYS.

"One day a peaceful ship was sailing the SEVEN SEAS. Suddenly the JOLLY ROGER appeared on the horizon. The peaceful ship's mates knew the JOLLY ROGER meant that they would be attacked by the terrible BLACKBEARD and his CREW. The GOOD GUYS took battle stations and the FAIR YOUNG MAIDENS shuddered with fright. "All is lost!" cried the GOOD GUYS. The pet PARROT shrieked with glee. BLACKBEARD howled, "We have them, CREW! Throw the GOOD GUYS over the side and capture the FAIR YOUNG MAIDENS. We will take them to our secret island and have a party. They can wash the dishes." So the CREW threw the GOOD GUYS over the side, and the JOLLY ROGER set sail for the secret island.

HANDSOME HERO was waiting for his sweetheart when he heard the terrible news that his girl and all the other FAIR YOUNG MAIDENS were prisoners. So HANDSOME HERO gathered a group of other GOOD GUYS and took off in his ship, Rocket. They planned to search the SEVEN SEAS until they found the secret island of BLACKBEARD and his CREW. HANDSOME HERO and his GOOD GUYS scanned the SEVEN SEAS for the secret island. Suddenly, HANDSOME HERO shouted, "There it is!" And they sailed the good ship Rocket to attack the evil CREW. BLACKBEARD was slain and his CREW was routed. The evil PARROT flew away.

Now the SEVEN SEAS were rid of BLACKBEARD and his treacherous CREW. The JOLLY ROGER would never sail again, and the FAIR YOUNG MAIDENS could go home. On the Rocket, HANDSOME HERO and FAIR YOUNG MAIDENS sailed off into the sunset.

From 1979 Pow Wow Book, Sam Houston Area Council.



Here are a few ideas for pirate skits:

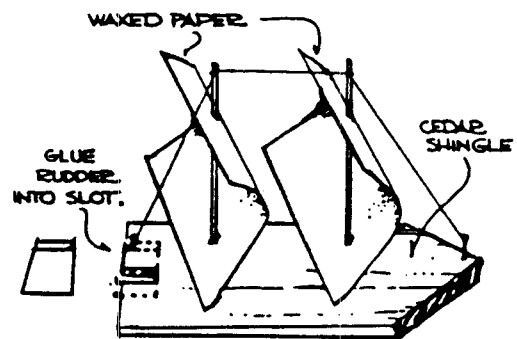
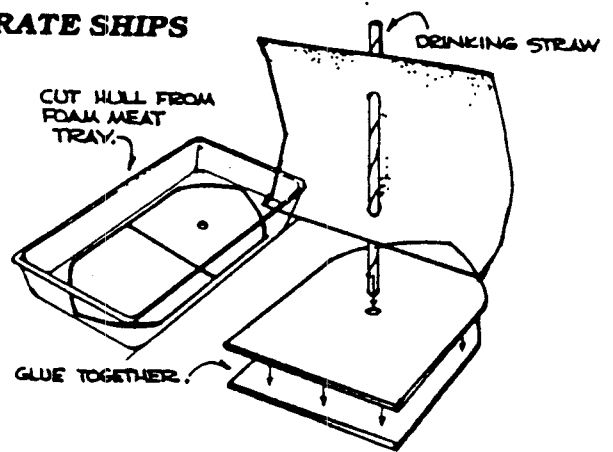
- A scene from *Treasure Island* or *Mutiny on the Bounty*.
- Den sings "Blow the Man Down" (page CUB 3 OCT 85). At the end, one blows and the rest fall down.
- Scene from the career of a famous pirate—Blackbeard, Henry Morgan, Captain Kidd, Jean Lafitte, etc. See juvenile books.
- Pirate band is huddled around a treasure chest full of loot (candies wrapped in gold foil). The pirate chieftain is doling it out, "One for you, Pegleg" . . . "One for you, Long John" . . . "One for you, Eye-Patch," etc. After a couple of rounds of this, the pirate chieftain scoops up a bunch of the doubloons, tosses them back in the chest, and says, "And the rest is for me!" He grabs the chest and runs off, with the rest of the pirates chasing him with upraised cutlasses.
- Band of pirates has boarded a merchant ship and is battling the crew. All have cutlasses and flintlock pistols, except one—a small sailor on the merchant ship. He wields a papier mache or cardboard club in the shape of a baseball bat. As the battle rages, this small sailor lays pirates low in every direction. When the fight is over, one of his mates asks, "Wow! What makes you so tough?" Says the small sailor: "Oh, it's easy. I'm a Pittsburgh Pirate."

'BLOW THE MAN DOWN' SONG

I'll sing you a song,
 A good song of the sea;
 Way, hey, blow the man down.
 And trust that you'll join
 In the chorus with me,
 Give me some time to
 Blow the man down.

There was an old skipper,
 I don't know his name,
 Way hey, blow the man down.
 Although he once played
 My remarkable game,
 Give me some time to
 Blow the man down.

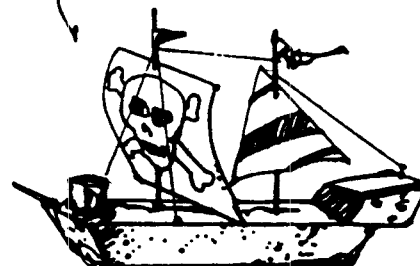
PIRATE SHIPS

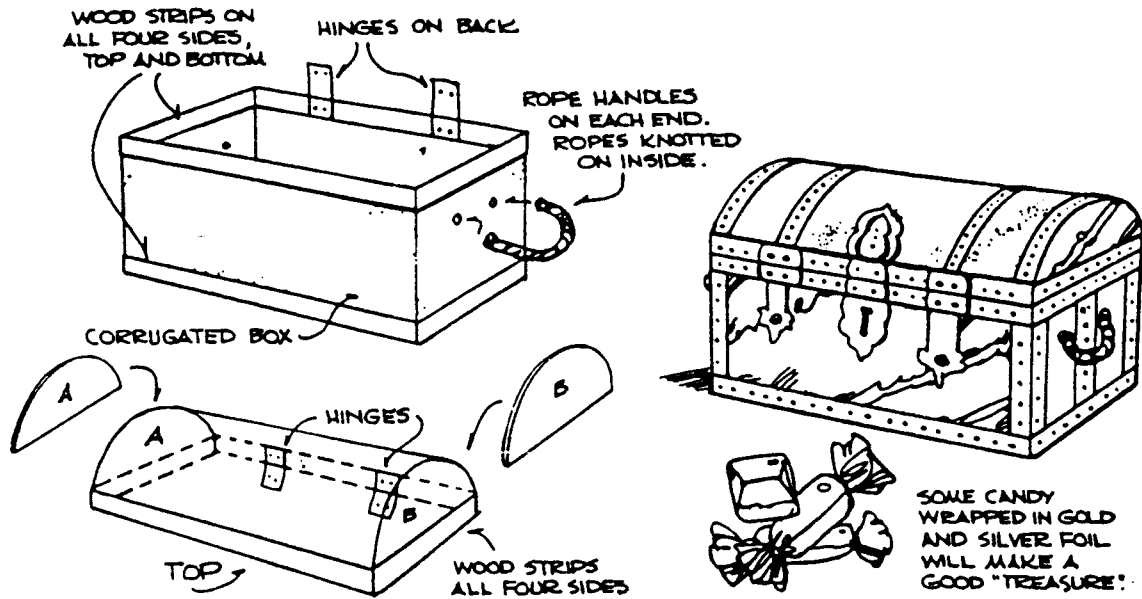


PLASTIC FOAM SHIP. Cut two hull patterns from plastic meat tray. Drinking-straw mast is glued to hull. Use construction paper for sail.



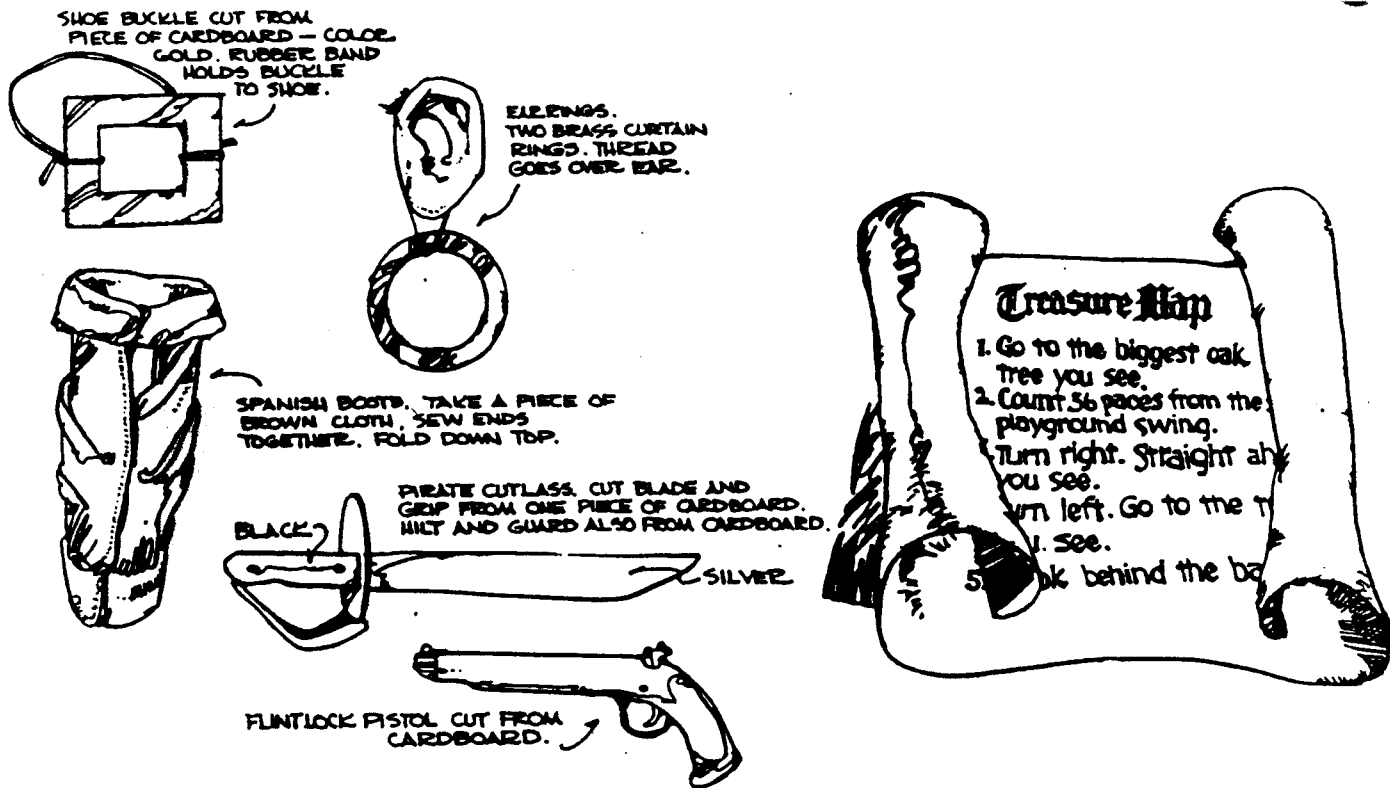
CUT SHAPES FROM FOAM COOK.





TREASURE CHEST. Soak a piece of cardboard (not corrugated) in water. When thoroughly wet, it can be easily curved and fastened to wood strips frame. Cut end pieces (A, B) from

heavy cardboard or wood. Let cardboard dry completely. Paint all to simulate wooden chest with brass metal strips and lock and hasp.



Blow the Man Down

The musical score for "Blow the Man Down" is written on four staves of music. The first staff is marked "Solo" and contains the melody for the first line of the chorus. The second staff is marked "CHORUS" and contains the melody for the second line. The third staff is marked "Solo" and contains the melody for the third line. The fourth staff is marked "CHORUS" and contains the melody for the fourth line. The lyrics are written below the notes.

Solo
Oh, blow the man down, lad-dies, blow the man down,
CHORUS
Way, aye, blow the man down! Oh, blow the man
Solo
down, lad - dies, blow the man down,
CHORUS
Give us some time to blow the man down.

Arrangement copyright 1938, Mills Music, Inc. Used by permission Mills Music, Inc.

You Can Tell a Scout

Tune: "Long, Long Trail"*

Key: A Flat. Time: 4/4

You can tell a Scout from . . .

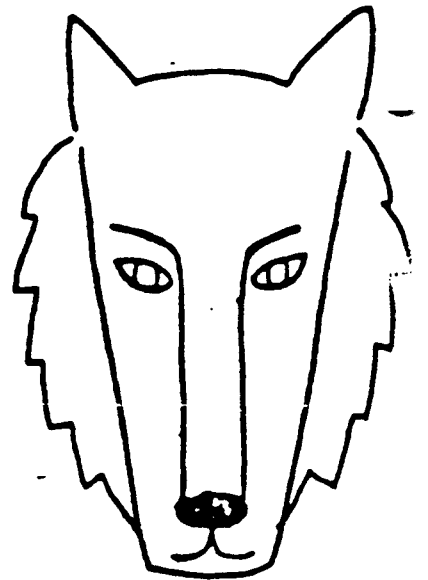
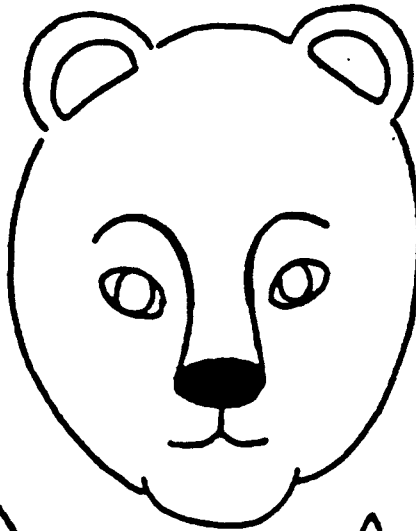
Insert troop number, city, or camp name in place of dotted lines.

You can tell him by his talk;
You can tell a Scout from . . .
You can tell him by his walk;
You can tell him by his manner,
By his appetite and such.
You can tell a Scout from . . .
But you cannot tell him much.

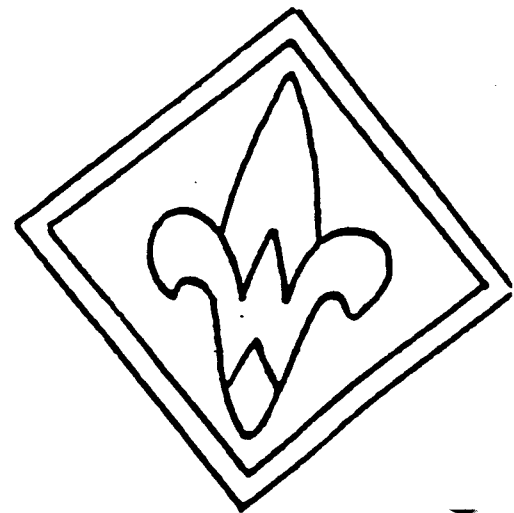
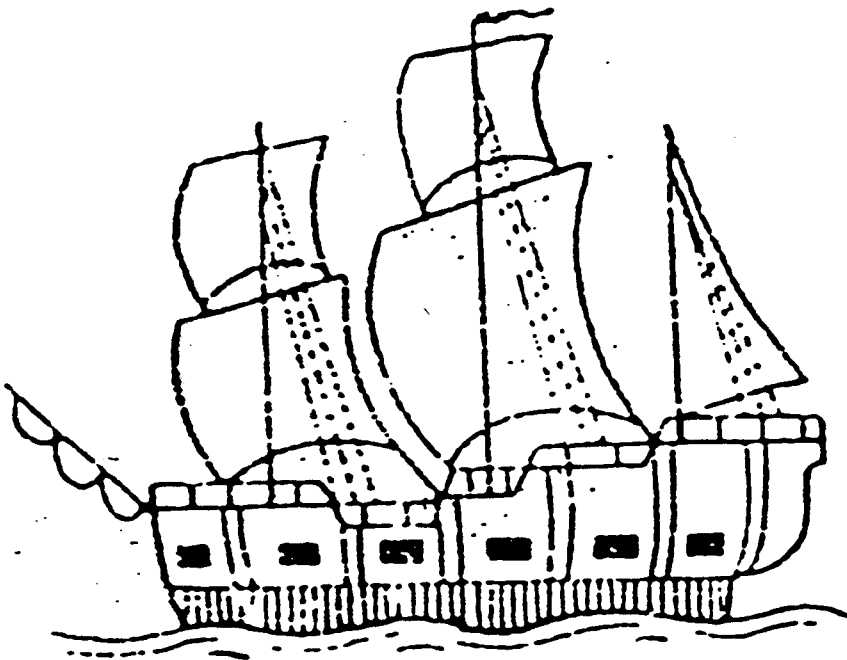
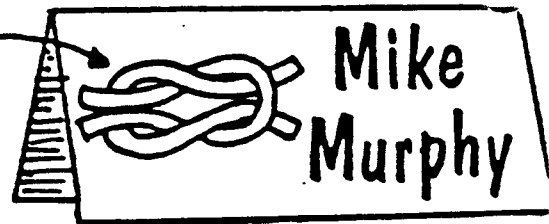
*Song title copyrighted by M. Witmark & Sons, New York.
Used by permission.

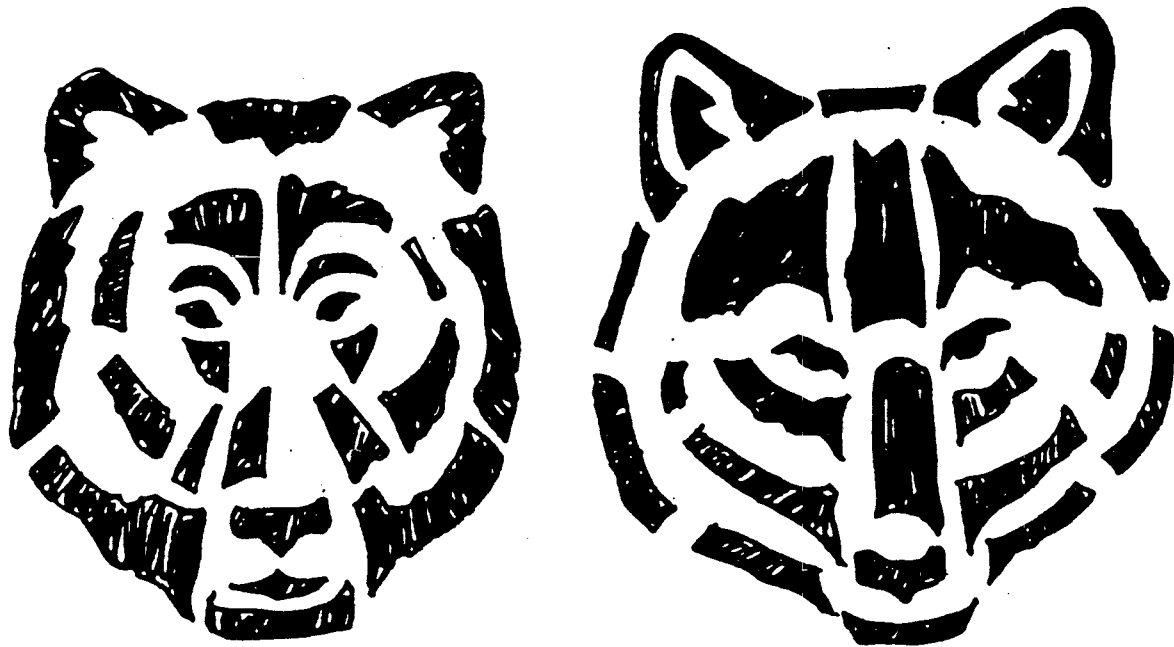
Fun Songs

ACTUAL SIZE PATTERNS

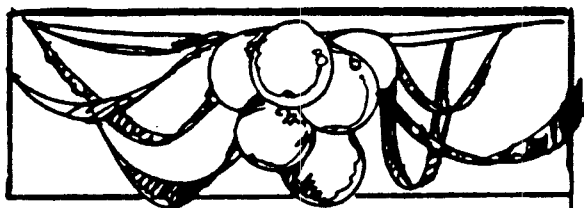


HEAVY CORD





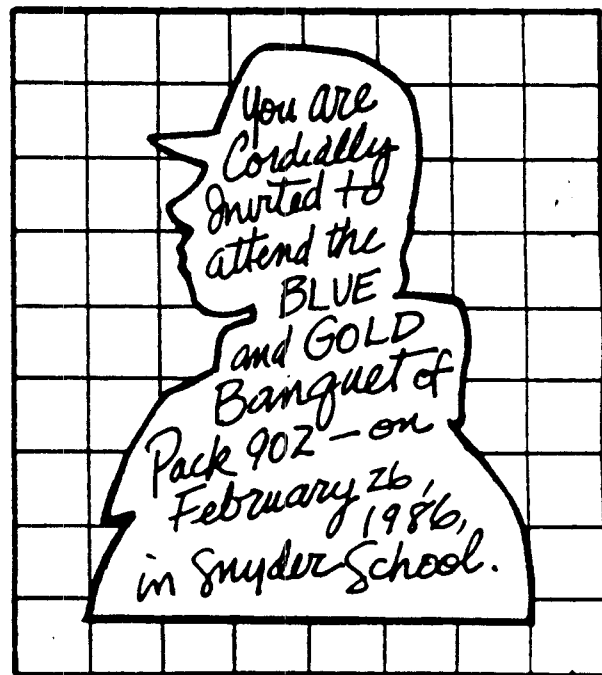
PLACEMATS. Cut stencils from cardboard and have Cub Scouts color them in on blue or gold construction paper with felt pens or crayons.

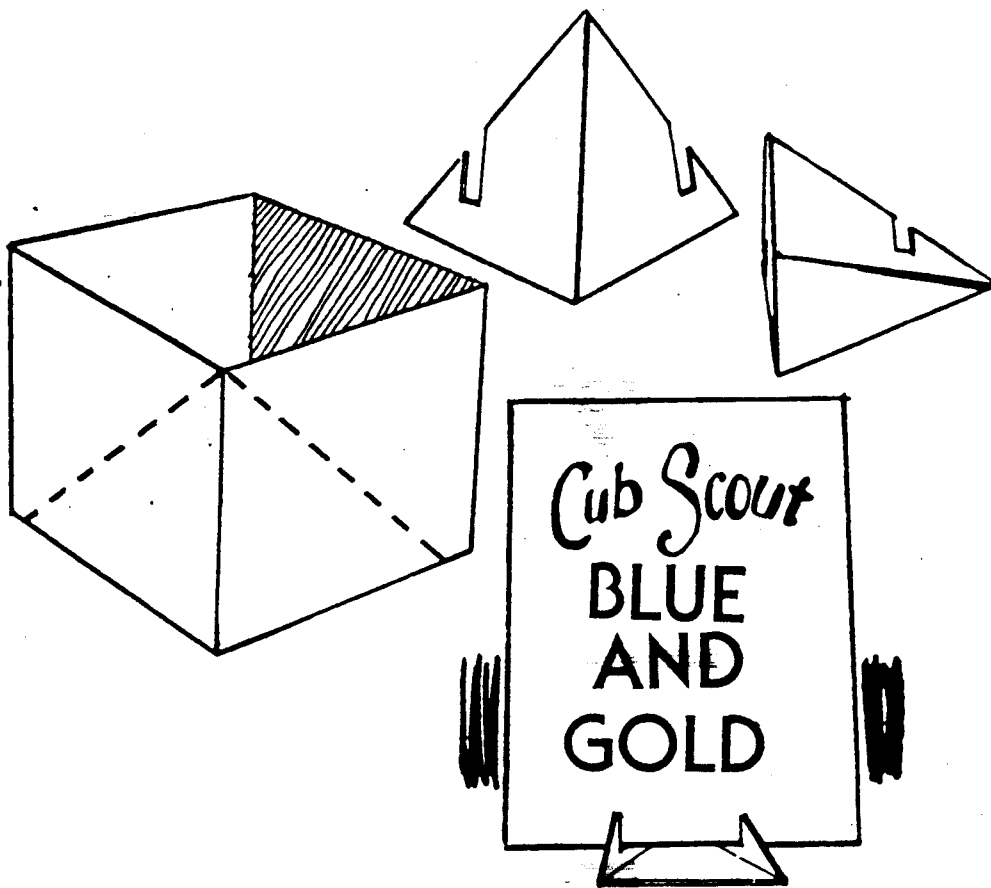


CEILING TRIM—TWIST LENGTHS OF DARK BLUE AND GOLD CREPE PAPER. ATTACH TO CEILING AND WALLS. ADD A CLUSTER OF BALLOONS.



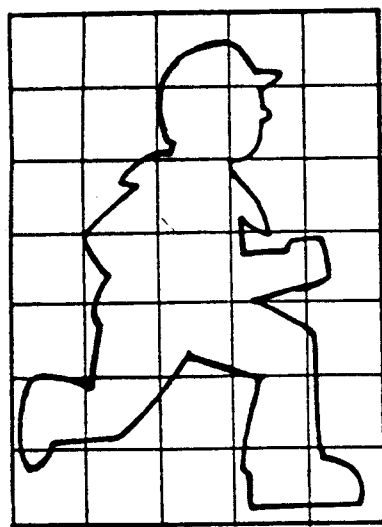
ARROW OF LIGHT CENTERPIECE. Cut arrow from rigid plastic foam block or scrap wood. Drill holes for seven candles. Use blue and yellow candles. Bows of same colors may be tied at base of candles.



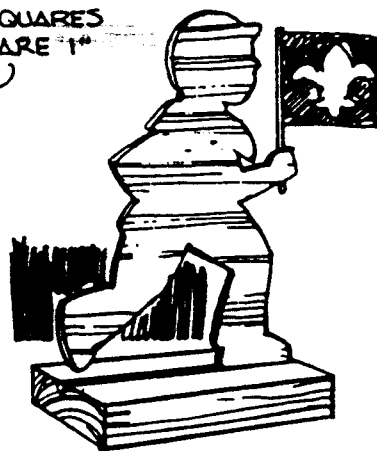


DISPLAY EASEL. For a simple easel, cut cardboard box as shown and make notches. Paint blue and gold or deco-

rate as desired. Will hold any cardboard display item.



SQUARES ARE 1"

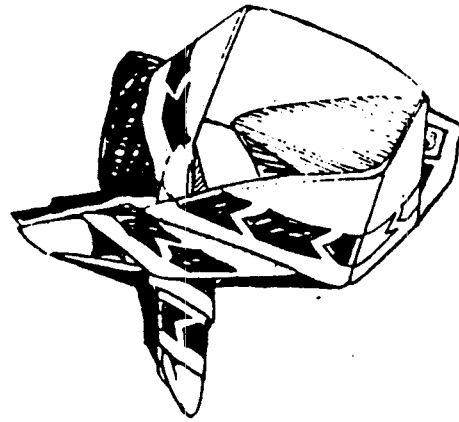


CENTERPIECE. Using grid method, enlarge figure and cut from 1/4-inch plywood. Cut slot in scrap wood base

and glue in figure. Glue thin dowel to hand for flagstaff. Decorate as desired.

TABLE FAVORS AND DECORATIONS

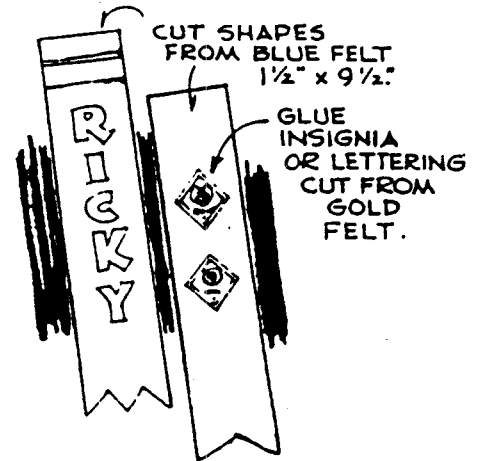
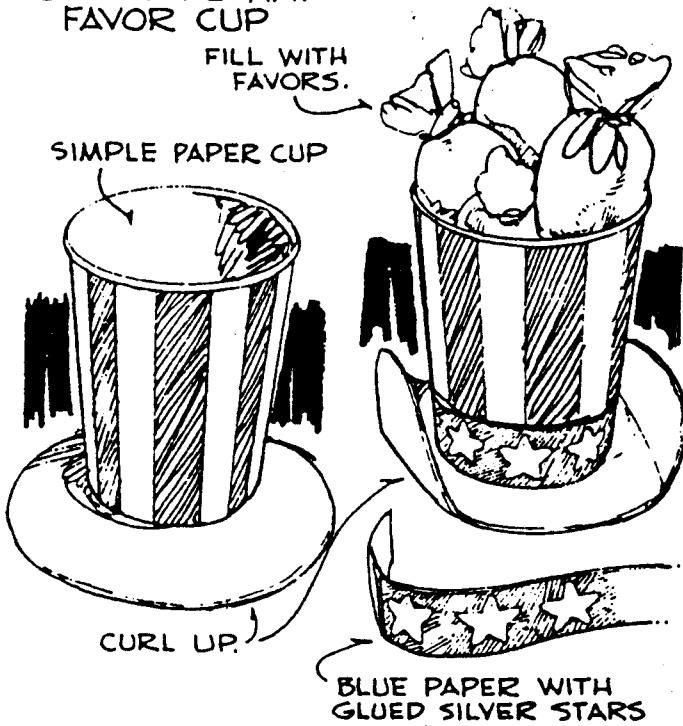
NECKERCHIEF PLACE CARD. Cut triangle from yellow construction paper (base 8 1/2 inches, sides five inches). With blue crayon or marking pen, add details. Write Cub Scout's name on back. Fold over 1/4-inch along the long side, then fold twice more as you would a real neckerchief. Bring ends together and staple where slide would go.



STOVEPIPE HAT FAVOR CUP

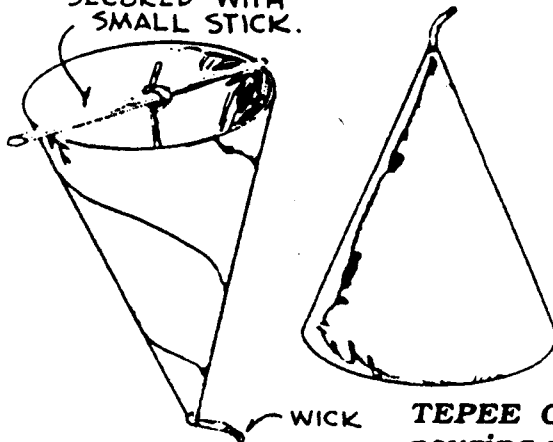
FILL WITH FAVORS.

SIMPLE PAPER CUP



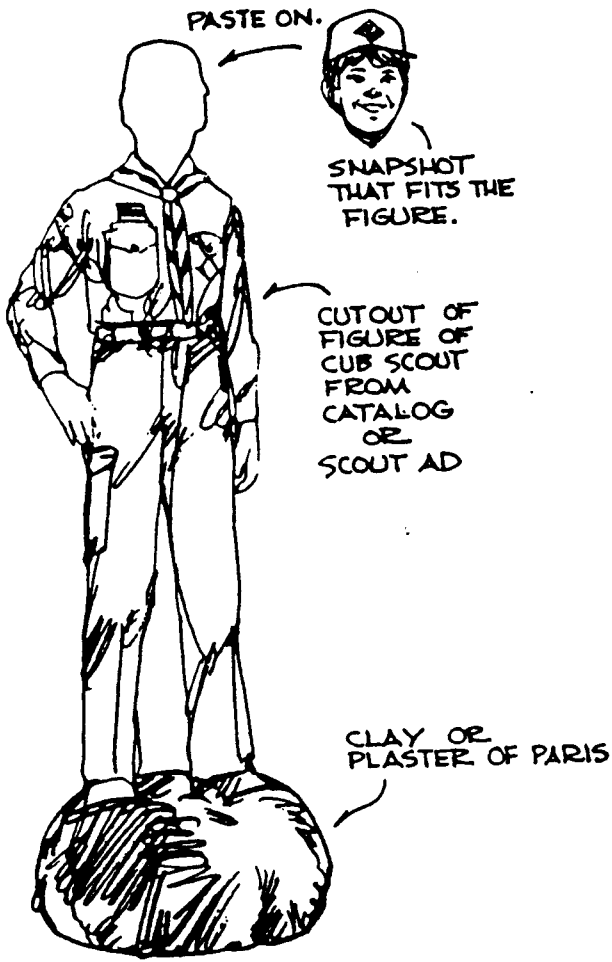
BOOKMARK TABLE FAVOR

SECURED WITH SMALL STICK.

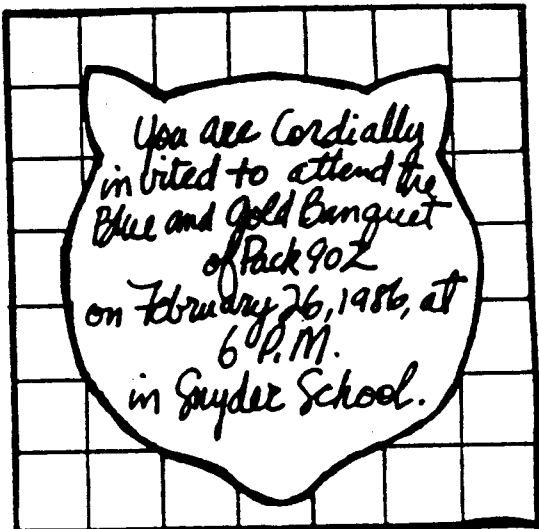


TEPEE CANDLES. Make candles by pouring melted yellow wax into cone-shaped paper cups. Keep wicks in place as shown. Wax may be colored with yellow crayon shavings.

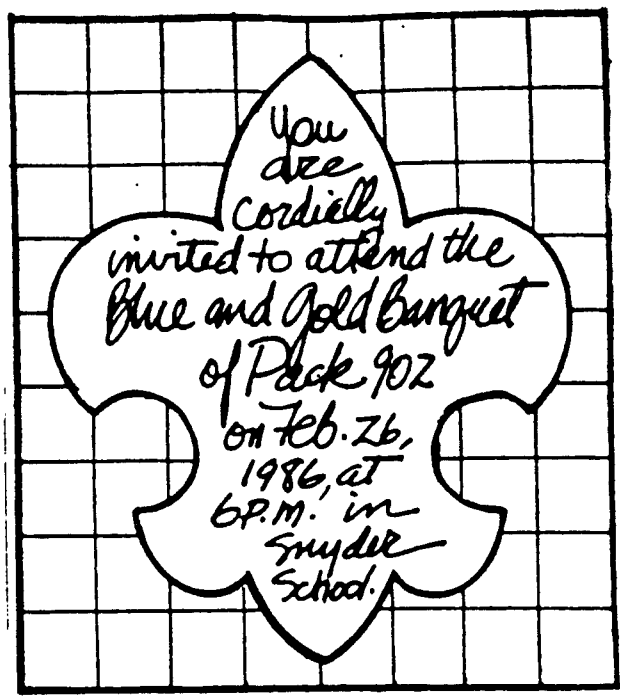




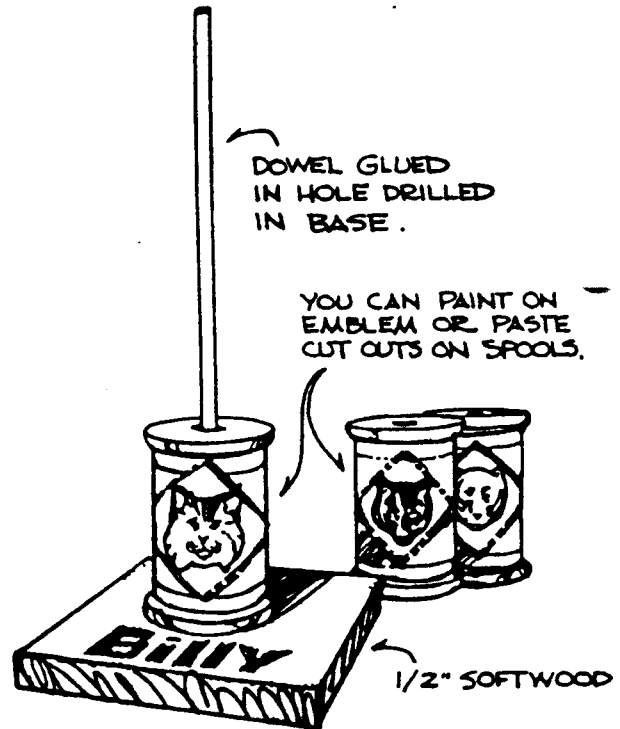
PLACE CARD. Take snapshot of each boy in the den while he is wearing his Cub Scout cap. Cut out standing figure of a Cub Scout from a Supply Division catalog and paste on head from snapshot. Base may be modeling clay or plaster of paris block.



WOLF BADGE



SCOUT INSIGNIA

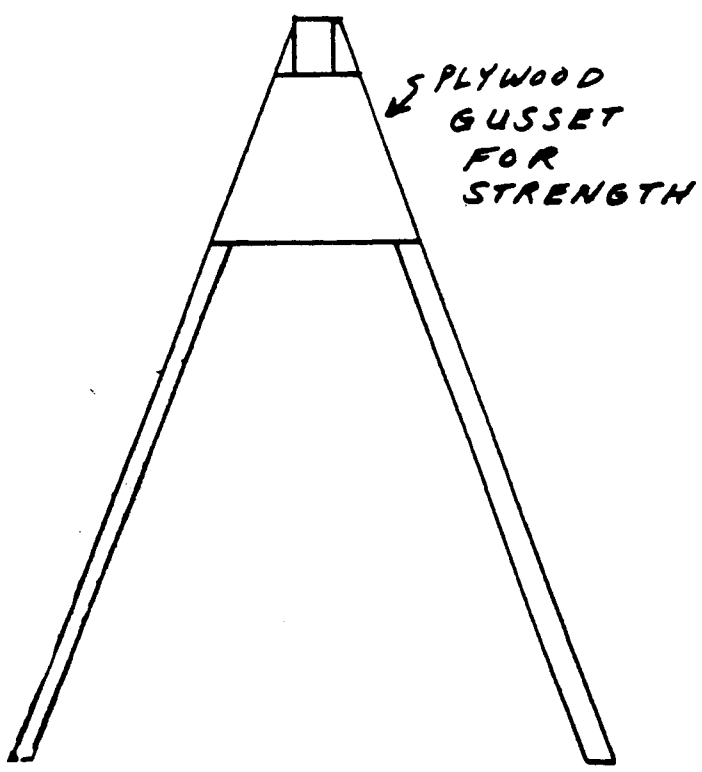
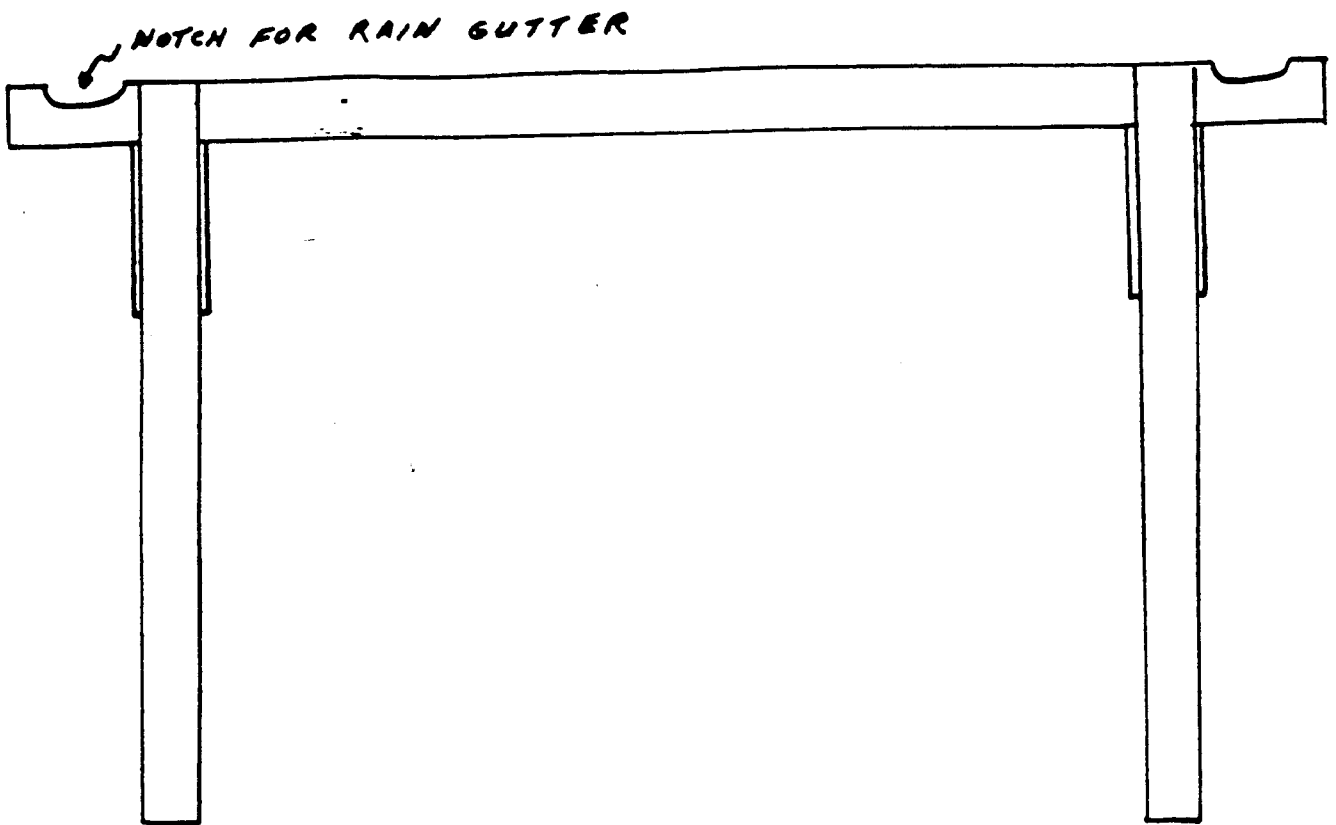


ADVANCEMENT TOTEM

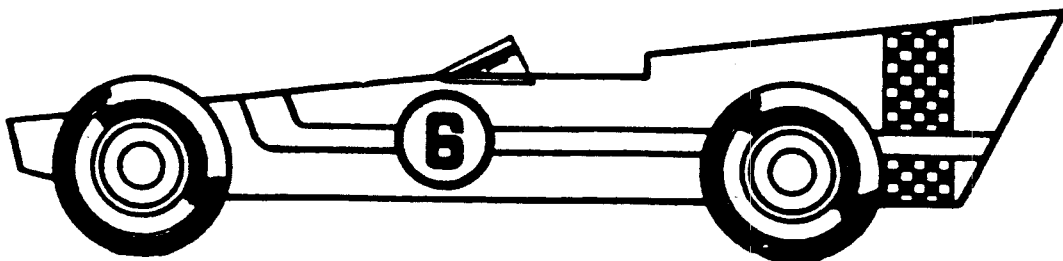
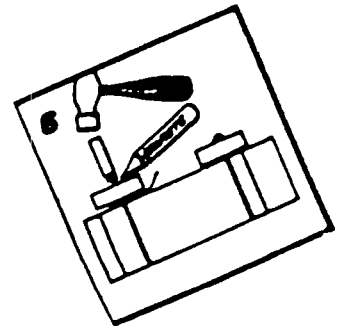
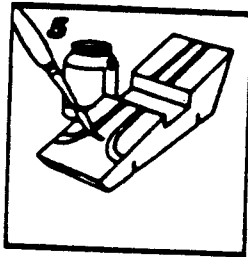
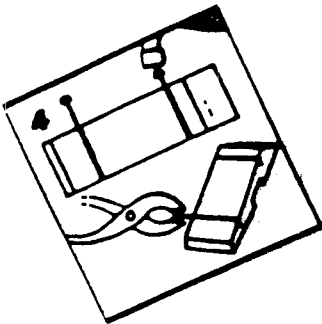
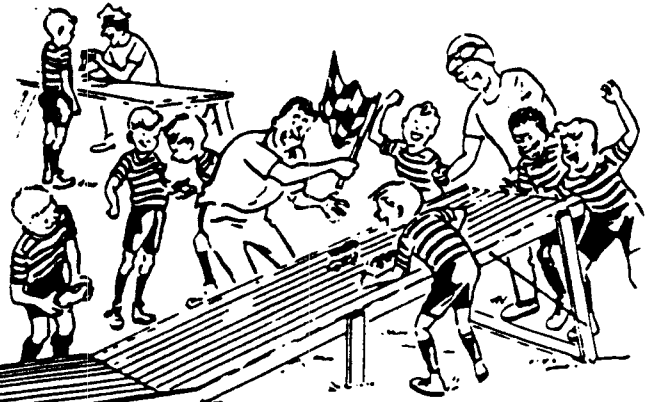
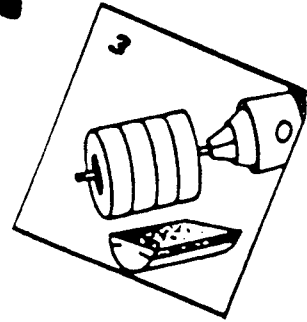
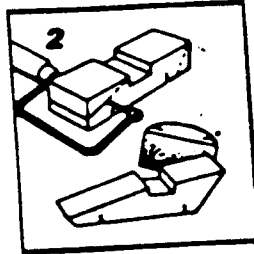
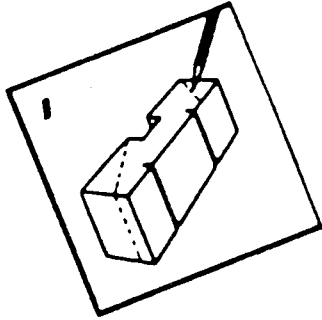
ADVANCEMENT TOTEM PLACE CARD. For base cut 4-inch square from 1/2-inch thick scrap wood. Drill hole in center for 1/4-inch dowel stick about 7 inches long. Write Cub Scout's name on base. As the boy advances, he paints or pastes the new symbol of rank on a thread spool and puts it on dowel. After the blue and gold banquet, keep the totem at home or in den meeting place.

RAIN GUTTER REGATTA





PINEWOOD DERBY

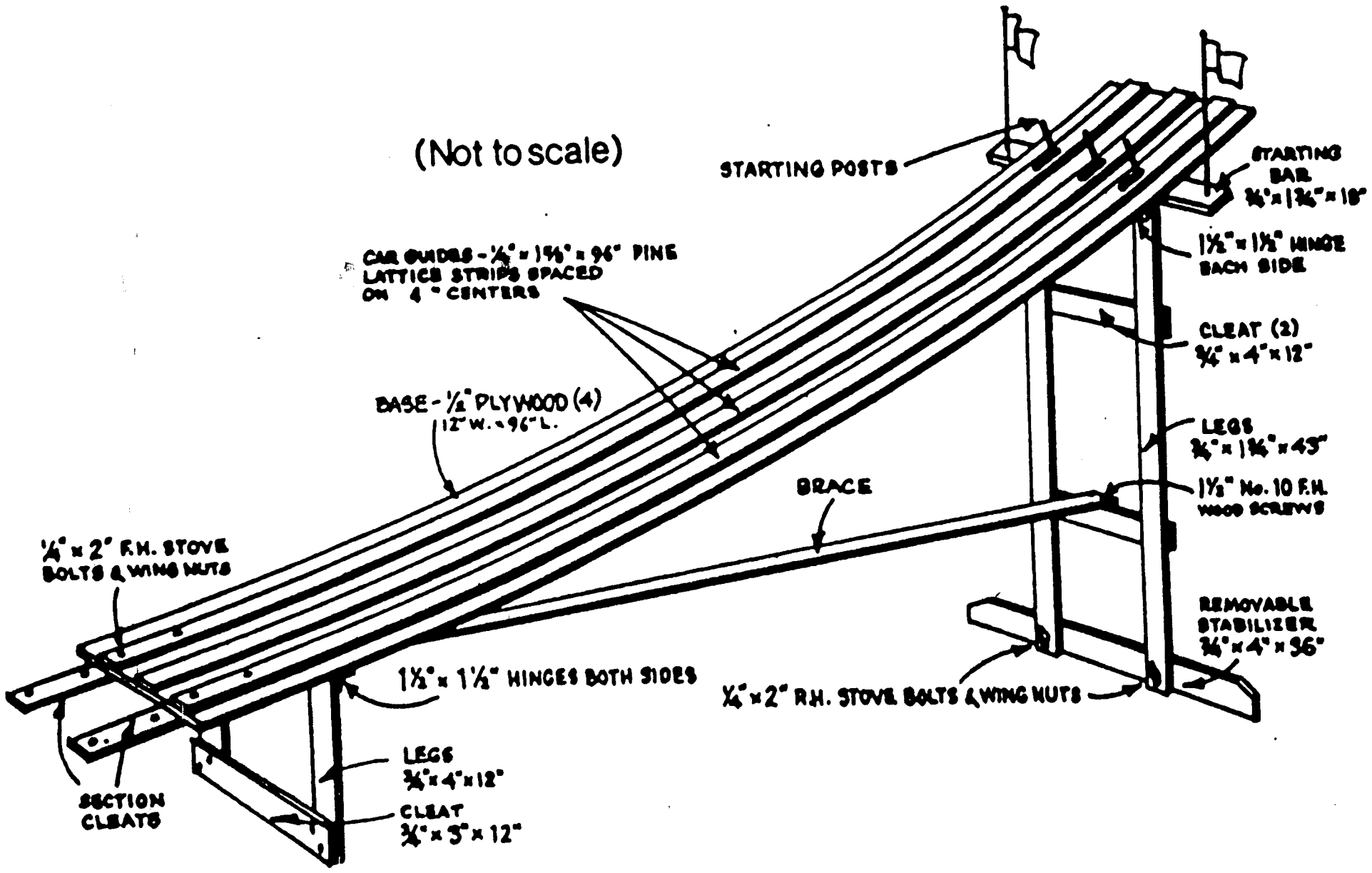


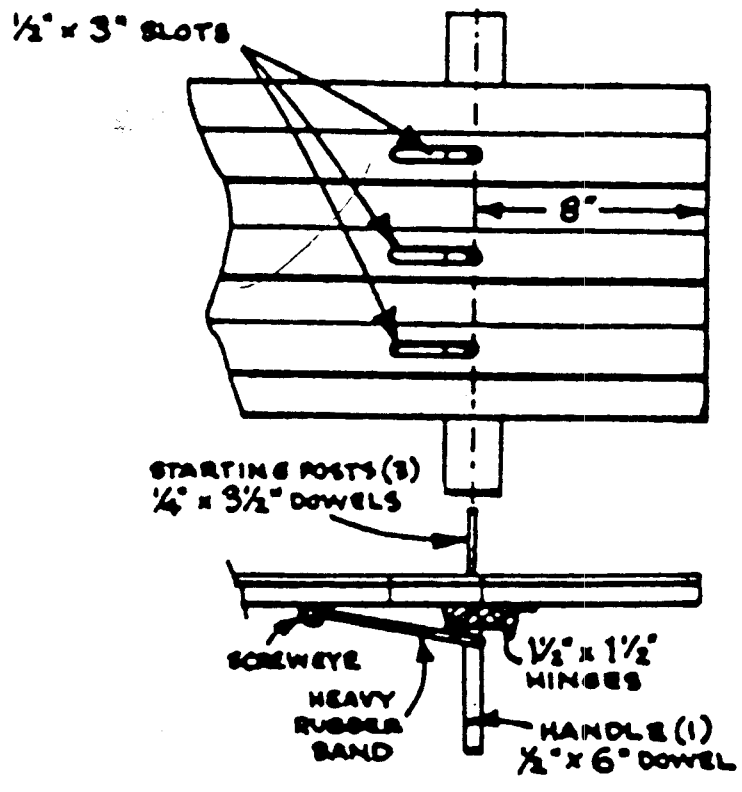
PINEWOOD DERBY TIPS

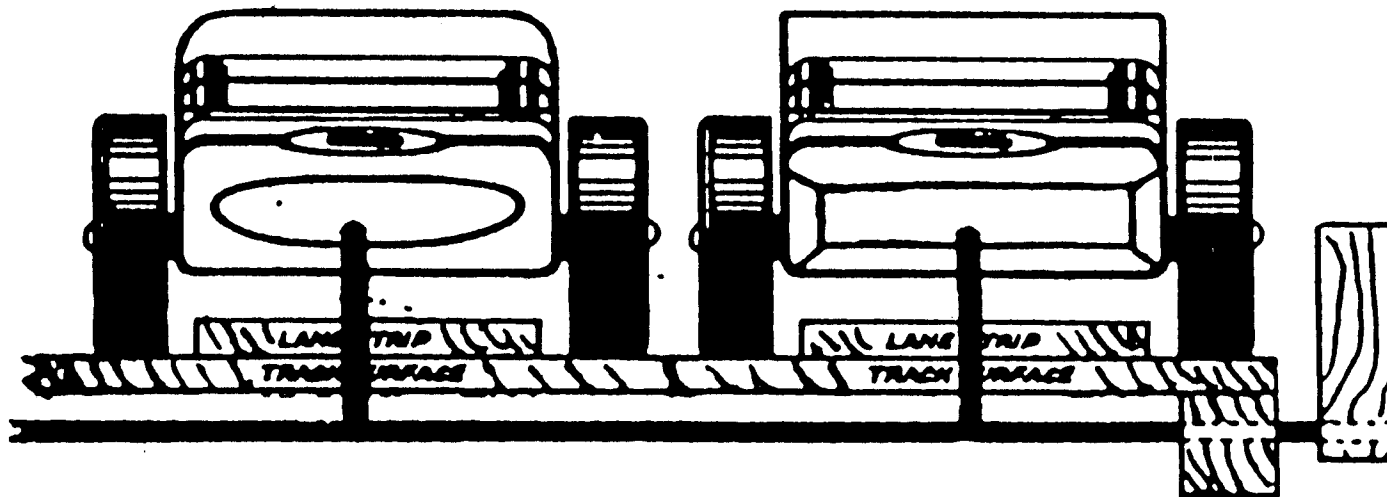
1. If possible, enlarge the instruction sheet that comes with each kit using a copier that enlarges. Distribute the enlarged copies.
2. Hand out Pinewood Derby Kits #1622 at the Pack meeting prior to the meeting at which the Derby will be run. Under normal circumstances this will give the Scouts approximately one month to build the racers.
3. Point out to the adults and the Scouts that every part necessary to make the racer is in the kit.
4. Official Pinewood rules dictate that only the nails provided can be used as axles; the width of the body must be a minimum of 1-3/4"; overall width shall not exceed 2-3/4"; overall length shall not exceed 7"; weight shall not exceed 5 oz.
5. Official Pinewood Derby rules dictate that no wheel bearings, washers, bushings, or full axles may be used.
6. Official Pinewood Derby rules dictate that no loose materials of any kind are permitted on the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body.
7. There should be trophies (or prizes) for 1st, 2nd, and 3rd fastest cars.
8. It is suggested that there be a judging and prizes for construction of the cars. Suggested categories are : Best Workmanship, Most Original, Funniest. If #7 and #8 are implemented the Pinewood Derby Competition seems fairer to the whole Pack.
9. An area should be set aside for judging the construction of the cars such as a table with a grid marked with masking tape. The cars are placed in their spaces on the grid. The grid spaces should be large enough so as to avoid the racers making contact with each other and thus minimizing the possibility of damage or breakage.
11. Disregard of the official rules is reason for disqualification from the race. Some adults think their "better idea" allows them to make exceptions to the rules. Remember, the Scouts are supposed to learn good sportsmanship and have fun doing it.
12. Those cars that have been disqualified should be allowed to run the track in a special classification but should not be eligible for prizes.
13. CONSTRUCTION TIP : If the nails that are used for axles fit too loosely in the hole, you may use glue to hold the nails in place but be careful not to glue the wheels.

14. Run the heats taking the 1st and 2nd place from each heat. Mix the 1st and 2nd place cars together in elimination heats. The final heat should consist of all the 1st place cars and the three fastest taken from the last heat. Remember to keep the racing to a minimum or the Pinewood Derby can go on for hours.
15. Keep three judges at the bottom of the track to determine winners.
16. Rope off the area around the track to minimize interference with the race.
17. Use 1 adult as the starter.
18. Complete construction plans for a Pinewood Derby track are in the Cub Scout Activity Book.

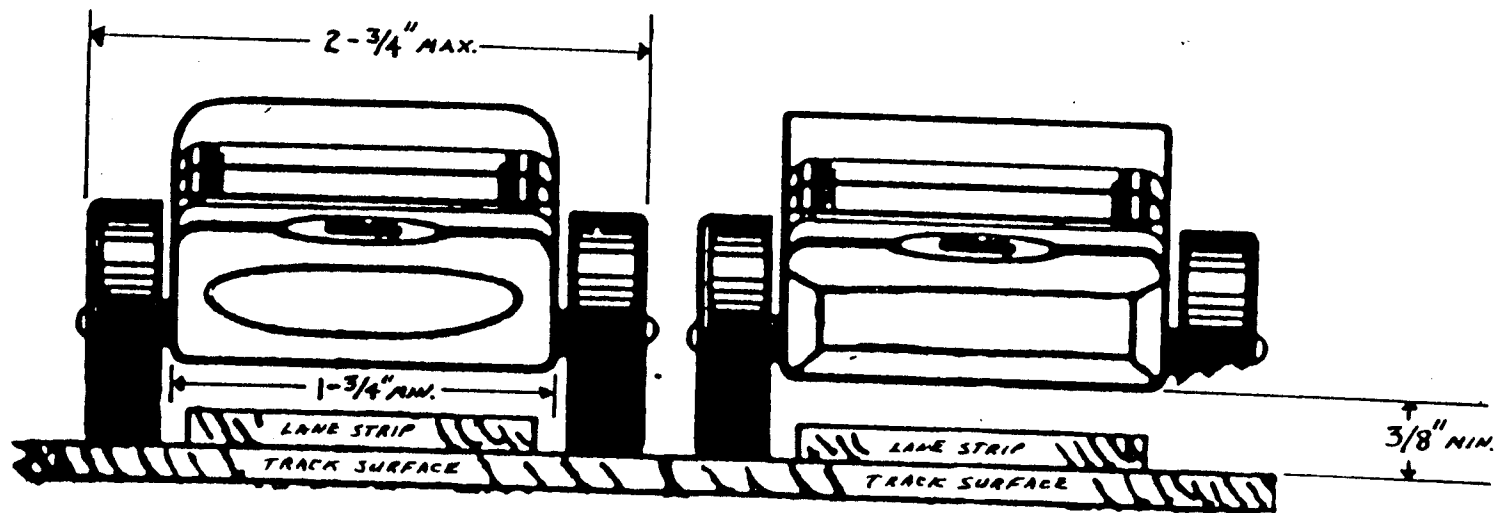
(Not to scale)







CUT AWAY VIEW OF STARTING GATE



LANE STRIP $\frac{1}{4}$ " X $1\frac{1}{2}$ "

YEAR-ROUND PACK ACTIVITIES

This section includes a number of special pack events that can be run at any time of the year and have, over many years, proved their popularity. You will want to consider them when you are seeking a substitute for one of the recommended monthly themes or as just an extra added attraction for your pack. Many packs, for example, have a pinewood derby or space derby every year as an added fill-in to their program, whether or not it fits into a theme.

PINEWOOD DERBY

The pinewood derby is probably the most universally popular and successful family project in Cub Scouting. Like all success stories, the pinewood derby requires planning and work by the pack committee and other parents, but its value in fun and close family relationships has been proved over many years. A pinewood derby can also be conducted successfully as a district or council activity.

Pinewood derby cars are simply small models of specified dimensions, created and carved by boys, under the guidance of parents, and raced by the Cub Scouts. They are gravity powered and run down a regulation track.

The derby is run in heats, with cars starting from a standstill and running unaided down the ramp to the finish line. A wooden strip placed down the center of each lane guides the cars.

DERBY ORGANIZATION

1. Appoint a committee to be in charge.
2. The committee sets rules and informs each boy and his parents prior to the event.
3. Stick to the rules to avoid controversy.
4. Make the rules simple, yet cover all situations that might come up, always keeping the boy foremost in mind. Make sure it's boy, not parent, competition.

DERBY SUPPLIES

A special Pinewood Derby Kit, No. 1623, for making eight racers is available from your Scout distributor. The individual Pinewood Derby Kit, No. 1622, can be purchased if you need extra cars. Extra wheels, No. 1623A, are also available.

Use the Pinewood Derby Mold, No. 1624, to make your own awards. Blue Pinewood Derby ribbons, No. 7708, Trophy, No. 1687, and Deluxe Trophy, No. 5749, are also available.

To save money, purchase Pinewood Derby Kit, No. 1623. Separate each into eight individual envelopes to sell or give to dads at the pack meeting preceding your pinewood derby. Assign a committee to do this.

PLANS AND LAYOUT

Weighing and Inspection Team. Assign parents to each inspection table to do the following:

- Weigh cars (5-ounce or 140-gram limit), using a small scale.
- Make a jig of cardboard or wood to check overall dimensions.
- Mark numbers on bottom of cars. Use a separate series of numbers at each table.

Registration Team. Recruit parents to:

- Enter car numbers and names of entries on a preliminary heat sheet.
- Enter names of heat winners on semifinal sheets.
- Get winning car and take to semifinal table.

Track Operations Team. Recruit parents to act as:

- Starters—two with green flags or armbands.
- Judges—two with checkered flags.
- Gatekeepers—two to line up boys.

Jack-of-All-Trades. Ask unassigned parents to do these jobs:

- Set up signs and tables for awards.
- Make a large sign to hang above awards platform.
- Provide ribbons for winners of preliminary heats, red and green plaques for semifinalists, and Cub Scout knives and a gold plaque or a blue plaque as a souvenir for final winners.

Prepare Opening Ceremony. This committee should plan for a snappy opening. They should provide ribbon and scissors for the ceremony, set up an awards platform for presenting awards, establish crowd control, and string rope pennants for decorations.

INSTRUCTIONS FOR DERBY

Announce all rules the preceding months before the pinewood derby and then stick to the rules!

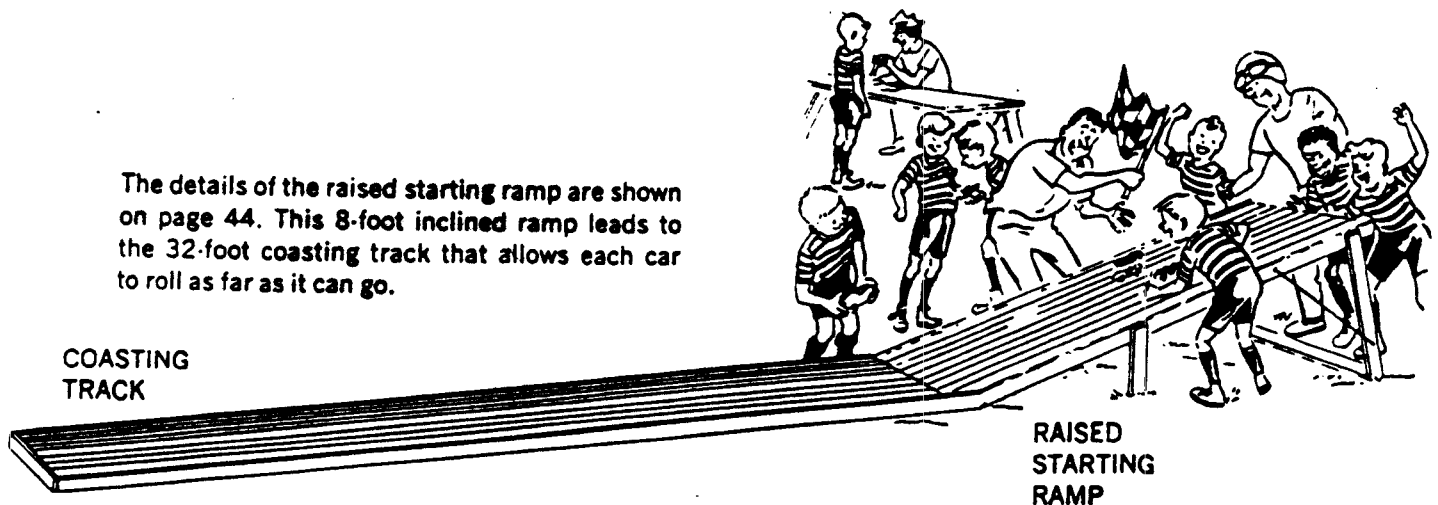
1. Each Cub Scout enters at an inspection-weighing table to have his car checked and numbered.

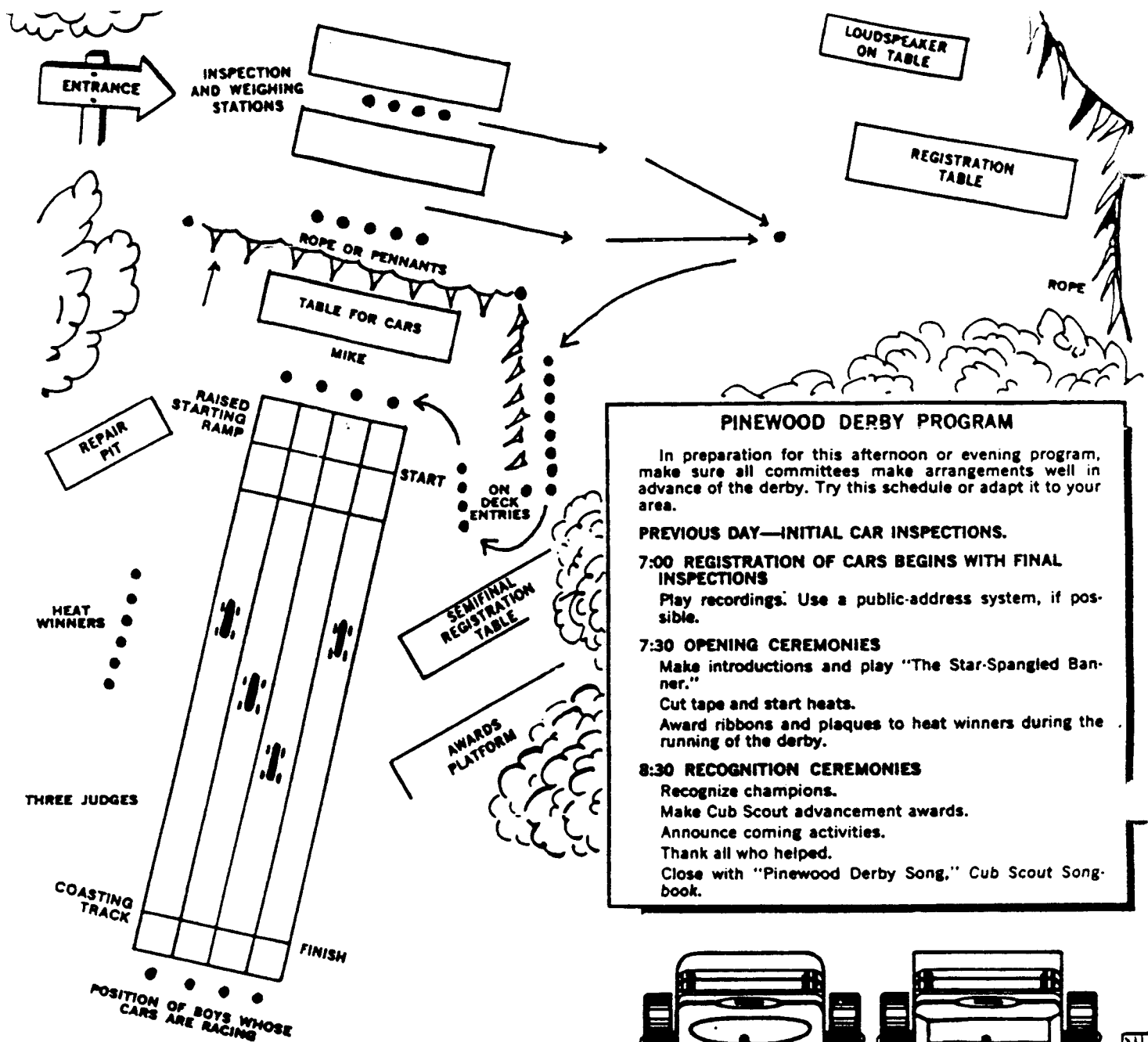
2. He goes to the registration table where his name and car are entered on the heat schedule.
3. Contestants report to gatekeeper who lines them up in order.
4. As his name is called by announcer, each Cub Scout enters through the gate.
5. He places his car on track, goes to the front of the semifinal table, and kneels to watch finish.
6. After the official has handed his car to the semifinal registrar, each heat winner takes his car to the awards platform. After receiving his ribbon, he goes to the winners' area to await next heat.
7. Losers of each heat take their cars to the head of the track to place them for the second running which will determine the second place car for that heat. In all following heats make sure first- and second-place winners compete.
8. After first- and second-place winners have been selected in each preliminary heat; run as many quarter-final and semifinal heats as are needed to determine contestants for the final heat. The number of cars in the final heat will be equal to or smaller than the number of tracks in your ramp.
9. Conduct one final heat to determine the champion. Run remaining cars to decide runner-up. The other cars will be automatically eliminated. Make sure they are applauded for their efforts.
10. Recognize winners, award prizes, take pictures, and give the story to your newspaper.

TIPS FOR DERBY RACERS

- Only the wheels and nails that come with the kit are permissible.
- Wheel bearings, washers, and bushings are not permitted.
- Use Elmer's Glue or model airplane cement to hold pin axle in body.
- No "wafering" of the wheels.
- No oil, grease, or silicone spray should be used on axles or wheels. Only powdered graphite is permissible.
- Width—overall body width not to exceed 2 3/4".
- Length—overall body length not to exceed 7".
- Weight—not to exceed 5 oz. (140 g.)
- No loose materials of any kind permitted in the car.
- Remove mold projections on wheel treads by sanding lightly.

The details of the raised starting ramp are shown on page 44. This 8-foot inclined ramp leads to the 32-foot coasting track that allows each car to roll as far as it can go.





PINEWOOD DERBY PROGRAM

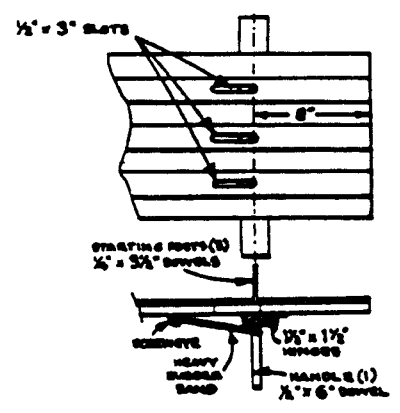
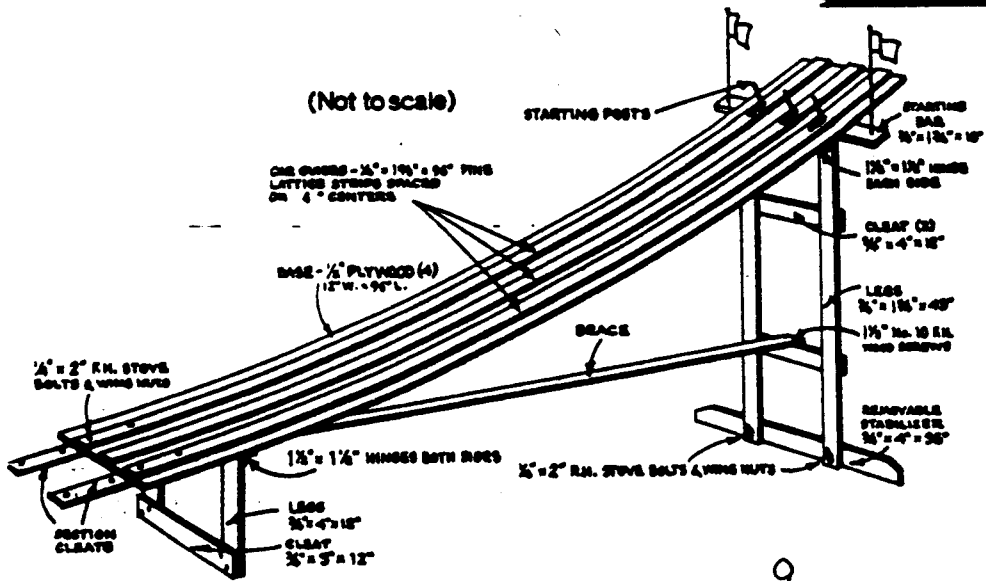
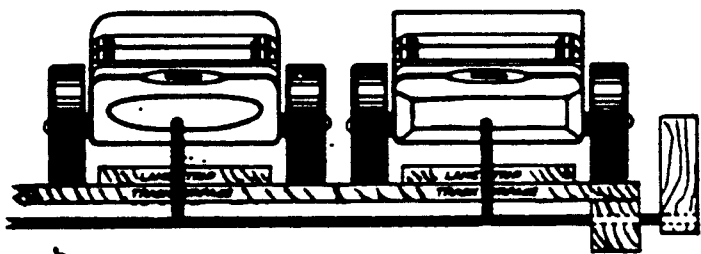
In preparation for this afternoon or evening program, make sure all committees make arrangements well in advance of the derby. Try this schedule or adapt it to your area.

PREVIOUS DAY—INITIAL CAR INSPECTIONS.

7:00 REGISTRATION OF CARS BEGINS WITH FINAL INSPECTIONS
 Play recordings. Use a public-address system, if possible.

7:30 OPENING CEREMONIES
 Make introductions and play "The Star-Spangled Banner."
 Cut tape and start heats.
 Award ribbons and plaques to heat winners during the running of the derby.

8:30 RECOGNITION CEREMONIES
 Recognize champions.
 Make Cub Scout advancement awards.
 Announce coming activities.
 Thank all who helped.
 Close with "Pinewood Derby Song," Cub Scout Song-book.



OFFICIAL

Pack 122

PINEWOOD DERBY RACING SPECIFICATIONS

- 1 **Width:** Overall width shall not exceed 2 $\frac{3}{4}$ "
- 2 **Length:** Overall length shall not exceed 7"
- 3 **Weight:** Weight shall not exceed 5 ounces. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body.
- 4 **Wheel Bearings:** Washers and Bushings are prohibited.
- 5 **Springing:** The car shall not ride on any type springs.
- 6 **Details:** Details such as Steering Wheel, Driver, Decals, Painting, Interior Detail are permissible as long as these details do not exceed the maximum length, width and weight specifications.
- 7 **Attachments:** The car must be free-wheeling with no starting devices.
- 8 **Inspection:** Each car must pass inspection by the Official Inspection Committee before it may compete. The inspectors have the right to disqualify those cars which do not meet these specifications.
- 9 Only the wheels and nails that come with the kit are permissible.
- 10 No oil, grease, or silicone spray should be used on axles or wheels. Only powdered graphite is permissible.

THESE FIRST TEN RULES MUST BE FOLLOWED.

TIPS FOR DERBY RACERS

- Use Elmer's Glue or model airplane cement to hold pin axle in body.
- Remove mold projections on wheel treads by sanding lightly.

A CUB SCOUT
PARENT PROJECT

OFFICIAL GRAND PRIX PINEWOOD DERBY KIT®

The Pinewood Derby is open to all Cub Scouts. The entrant is to have the satisfaction of building his own car from the materials in the kit. Guidance and minimal assistance should be given. Because it is difficult to establish how much help was given, some Packs have separate Pinewood competition for adults.

RACING SPECIFICATIONS:

- 1 **Width:** Overall width shall not exceed 2 1/4"
- 2 **Length:** Overall length shall not exceed 7"
- 3 **Weight:** Weight shall not exceed 5 ounces. No loose materials of any kind are permitted in the car. The car may be hollowed out and built up to the maximum weight by the addition of wood or metal only, provided it is securely built into the body.
- 4 **Wheel Bearings:** Washers and Bushings are prohibited.

- 5 **Springing:** The car shall not ride on any type springs.
- 6 **Details:** Details such as Steering Wheel, Driver, Decals, Painting, interior Detail are permissible as long as these details do not exceed the maximum length, width and weight specifications.
- 7 **Attachments:** The car must be free-wheeling with no starting devices.
- 8 **Inspection:** Each car must pass inspection by the Official Inspection Committee before it may compete. The inspectors have the right to disqualify those cars which do not meet these specifications.

BUILDING INSTRUCTIONS (See Illustrations)

1. **DESIGNING CAR BODY.** Choose your favorite design, then mark the block accordingly. (See Figure 1).
2. **SHAPE CAR BODY.** If you use a design similar to the one shown on plan, most of the cutting can be done with a saw, then finished with sandpaper. (See Figure 2). Any detail such as fins, scoops, etc., should be added now. If more weight is needed, it should be built into the car at this time. Note: If the car design you choose has a narrow body, make sure the area where the axles are inserted into the body remains 1 1/4" wide or wheels will not fit over the guide strips.
3. **REMOVE BEAM FROM WHEELS.** Using an electric or hand drill, slide one set of four wheels over a six penny finish nail, then insert this unit into the drill chuck. Make sure the chuck is tight. With a piece of fine sandpaper glued to a flat block, lightly sand all wheels while they spin. (See Figure 3). Do not sand the wheels too thin or they may crack. If car is dropped. Extra wheels available from your Scout dealer—Catalog #1023-A.

4. **INSERT AXLES INTO BODY BLOCK.** Lay car body on side and gently drive axles only into the grooves to within 1/8" of the head. (See Figure 4). Axles should fit tight. With a pair of pliers remove axles by pulling and turning gradually. Repeat on other side of car.
5. **PAINTING.** (See Figure 5). Apply several coats of sanding sealer. Then sand entire car with a fine grade sandpaper. Give model at least two coats of fast-drying paint—your choice of color. When paint is completely dry, sand with fine sandpaper. Apply a thin final coat of paint and allow to dry thoroughly. Finish-rub entire car, using a rubbing compound similar to Simoniz Cleaner. Details such as steering wheel, windshield, driver racing numbers, etc., should be added now. For a super finish, apply a coat of auto polish and rub to a high gloss.
6. **INSTALL WHEELS AND AXLES.** Pre-lubricate axle where wheel rotates—just below axle head. Use a dry powdered graphite. Do not use regular oil or silicone spray, since it may soften the plastic. Slide wheels over axles, then gently tap them into the car body grooves. Within a 1/8" dowel or similar object, drive the axles to within 1/32" of car body. Make sure wheels turn freely. (See Figure 6).

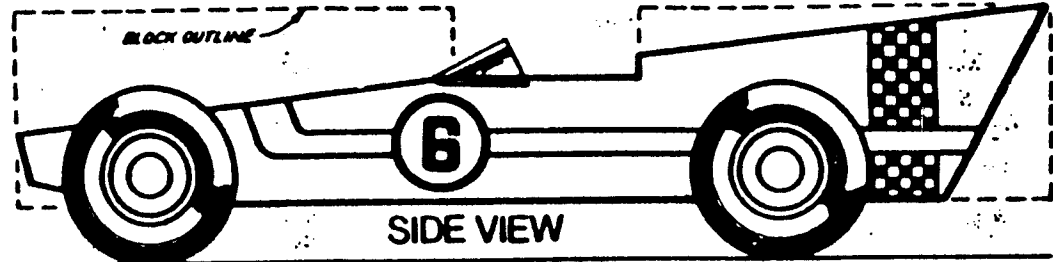
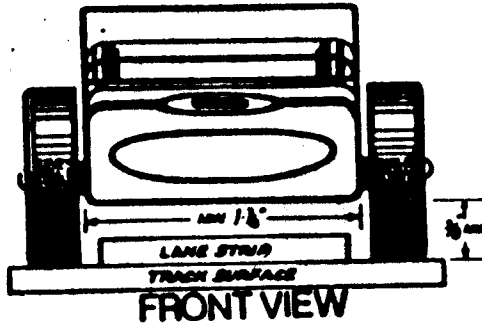
HINTS

If new cars are used on old tracks, elevate the center section of the track about 6" from the floor. This will eliminate any possibility of car rubbing on guide strips. Finished cars should be handled carefully. Observance of this caution will help keep your car running straight and fast.

Derby Committee will determine rules and procedures to be followed and share these with all participating families, allowing ample time before racing date. Consideration should be given to the fact that several official specifications have been used over the past years. See "Pinewood Derby" in the Cub Scout Activities Book #3037.

For Track Plan see Cub Scout Activity Book. The construction of a Pinewood Derby Track is designed so that cars are kept in lanes by a guide strip. It is important that cars have a 1/8" minimum space between the bottom of the car and guide to eliminate any drag. Putting the kit together is easy, but a winning car takes planning and patience. If in doubt, read instructions again before proceeding.

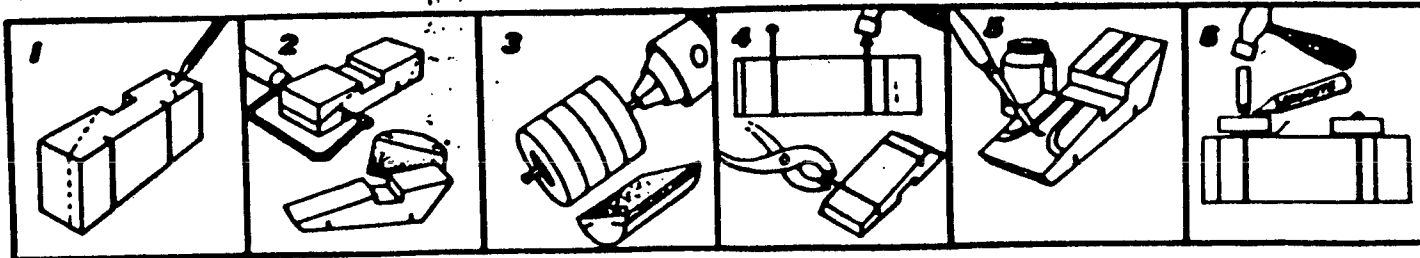
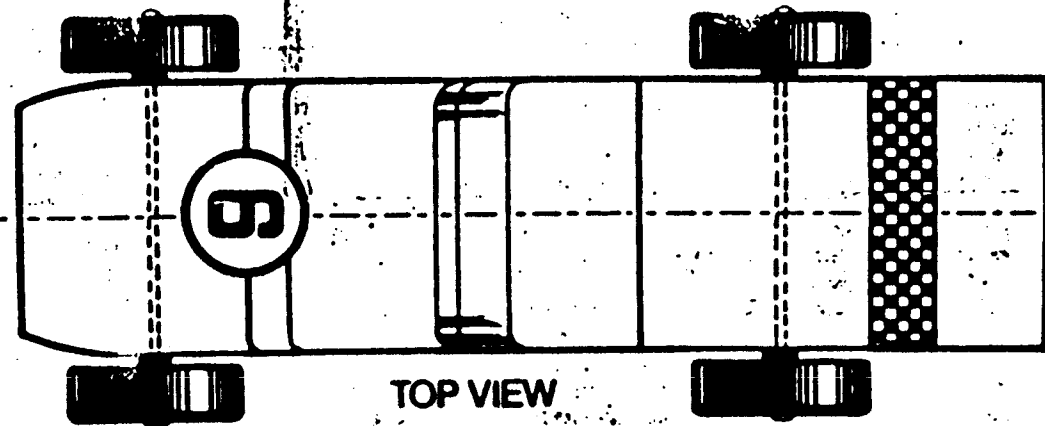
© Copyright 1985 Boy Scouts of America



In order to simplify the construction of a Pinewood Derby Grand Prix car we have made four minor changes, as follows:

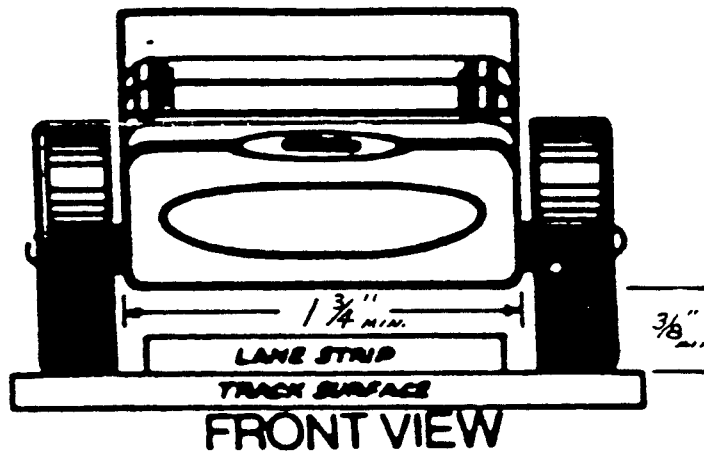
- 1 Suggested wedge-type car plan. Easy to shape with a hand saw, even if block is on the heavy side. Less additional weight necessary to conform to 5 oz. maximum specification. Note: This suggested plan should not restrict your selection of a design of your own choice. Just remember to maintain the 1 1/8" width where the metal axle is inserted.
- 2 Elimination of wood axle support. Groove new cut directly into block.
- 3 New plated pin for wheel axle.
- 4 Increase spacing between guide strips from 3 1/2" centers to 4" centers.

With these changes you can continue to race old model cars on the new tracks or the new model cars on the old tracks.



CONTAINS FUNCTIONAL SHARP POINTS

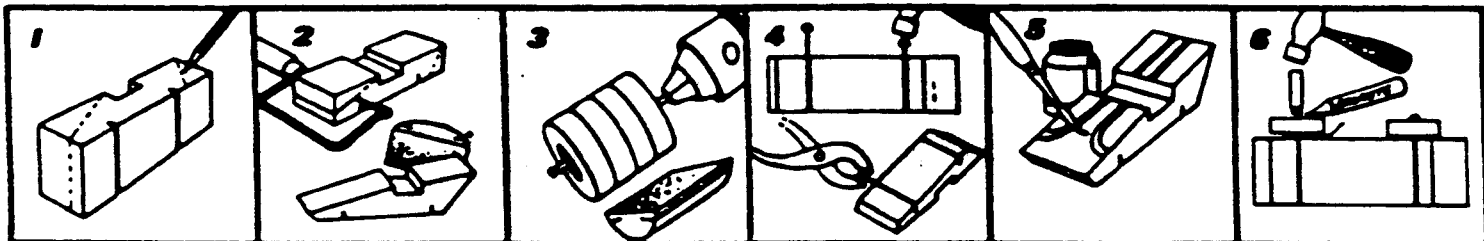
*GRAND PRIX DERBY PLAN



In order to simplify the construction of a Pinewood Derby Grand Prix car we have made four minor changes, as follows:

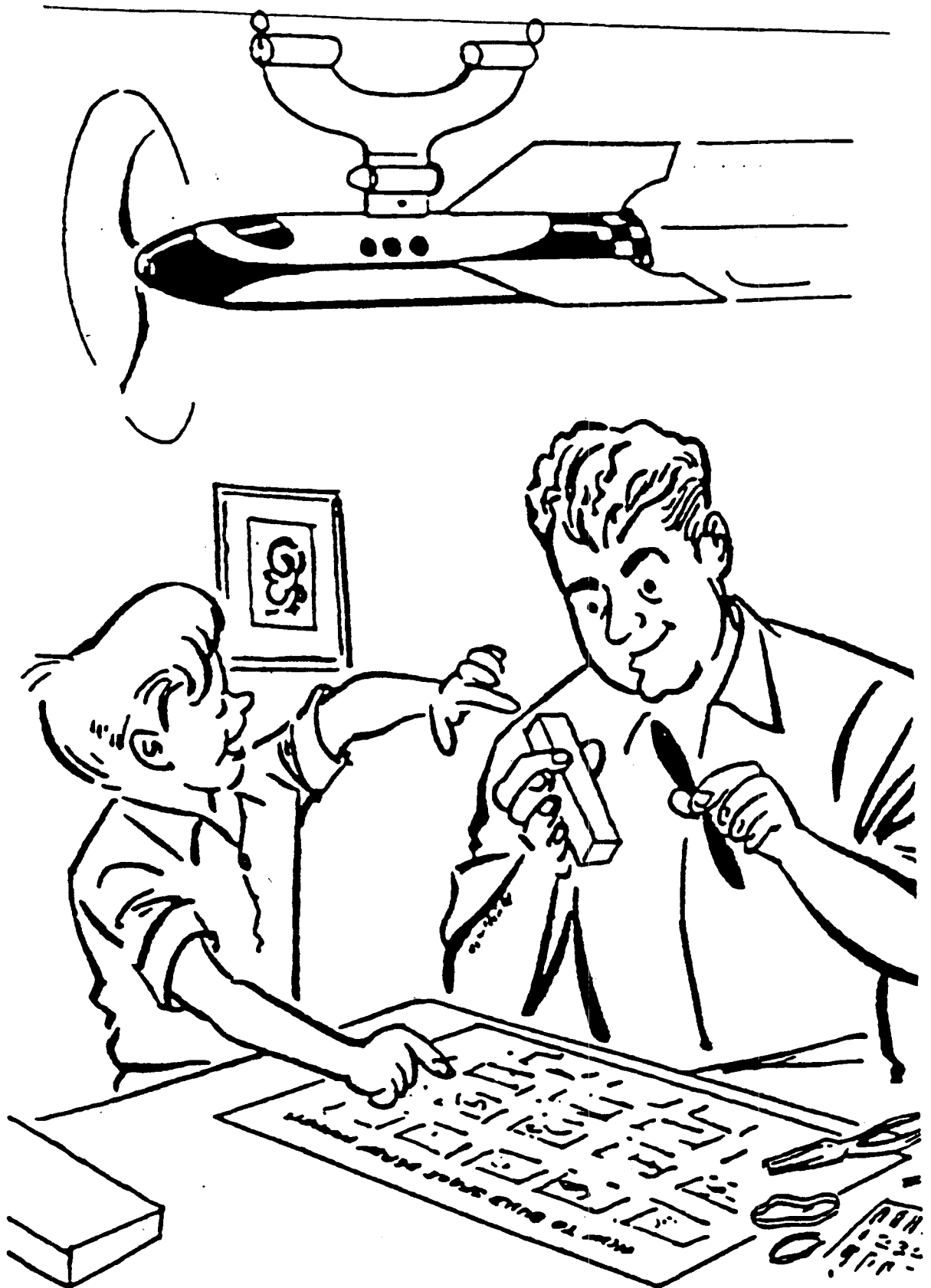
- 1 Suggested wedge-type car plan. Easy to shape with a hand saw, even if block is on the heavy side. Less additional weight necessary to conform to 5 oz. maximum specification. Note: This suggested plan should not restrict your selection of a design of your own choice. Just remember to maintain the $1\frac{3}{4}$ " width where the metal axle is inserted.
- 2 Elimination of wood axle support. Groove now cut directly into block.
- 3 New plated pin for wheel axle.
- 4 Increase spacing between guide strips from $3\frac{1}{2}$ " centers to 4" centers.

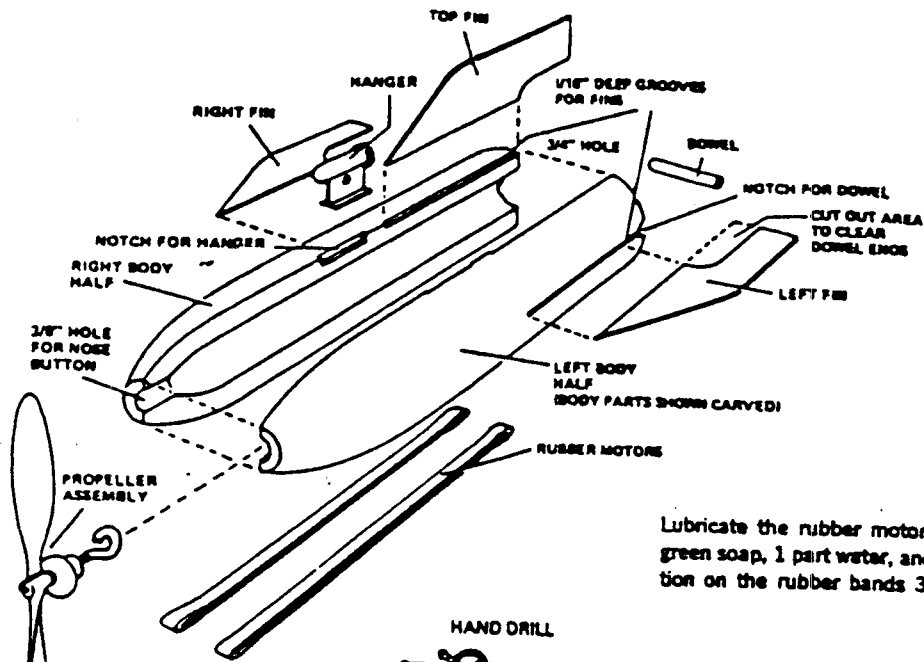
With these changes you can continue to race old model cars on the new tracks or the new model cars on the old tracks.



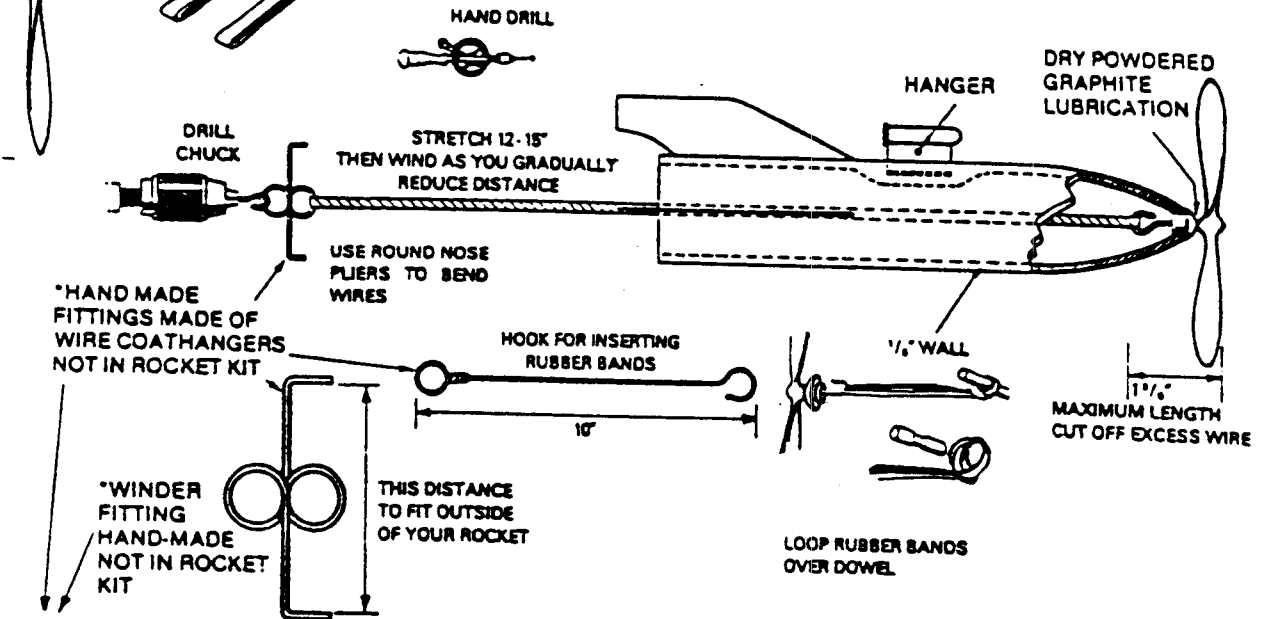
CONTAINS FUNCTIONAL SHARP POINTS

SPACE DERBY





Lubricate the rubber motor with a solution of 2 parts green soap, 1 part water, and 1 part glycerine. Rub solution on the rubber bands 30 minutes before the race.



ACCESSORIES: Extra rubber bands, rubber lubricant, winder fitting. Kit No. 1694-B.

The exploded plan view identifies the various parts and indicates where they belong. Start by putting the propeller assembly together (see plan). The next step is to fit the hanger fitting in place. After the hanger fitting is fitted we suggest you remove it from the blocks to make shaping of the body easier. Temporarily pin the two blocks together; insert the propeller assembly in place; then draw a line around the nose button. Remove the assembly; then shape the block, as shown, but do not carve the front any smaller than the nose button line, or the area where the hanger fitting is installed.

After rocket body is shaped and sanded, cut the 1/16" deep grooves for the fins and the notch for the dowel at the rear. Remove pins; take the blocks apart; then refit and cement the hanger fitting and rocket body blocks together. Rubber bands or pins can hold the blocks together while cement is drying. After cement has completely dried, remove pins or

bands; then finish-sand the body. Paint and trim the rocket.
NOTE: Fins can be cemented in place before or after painting the rocket.

TOOLS AND SUPPLIES REQUIRED: Pliers to bend wire, plastic model cement for fins and hanger fitting or rocket carrier; balsa cement, paint, brushes, coarse and fine sandpaper and a handcraft knife.

NOTE: A potato peeler can be used to shape the balsa body blocks before sanding.

A small hand drill, as illustrated, is excellent for winding the rubber bands and also helps to speed up the event. When using the mechanical winder, it is advisable to have one person hold the rocket and propeller while the other person stretches the bands about 12 to 15 inches. Then, as you wind, gradually shorten the distance between winder and rocket. Begin with 50 turns, then 100, then 200, etc.

SPACE DERBY ROCKET CONSTRUCTION TIPS

1. Follow the instructions that come with each Space Derby Kit exactly.
2. Take care not to place the stabilizer fins too low. If the stabilizer fins are too low the rocket will not fit properly in the starting gate. Misalignment at the starting gate will impede the rocket's flight.
3. Instruct the Scouts not to shave the rocket too thin. If the body is too thin the rocket will collapse from the pressure that the rubber bands apply.
4. If your Pack is using a track which measure 40 ft. or less use only two rubber bands for each rocket. Three rubber bands are great for distances of 50 ft. or more. Three-rubber band rockets on a 40 ft. track tend to crash into the finish line horse or fly off the track. In either case the rocket is destroyed.
5. The assembly instructions for each rocket (Kit #1694) are accurate and should be followed exactly for optimum results.
6. Careful attention must be given to the placement of the hanger in the rocket body. The slot for the hanger can be cut using a pointed blade X-acto knife.
7. The hangers for the track line are part of Kit #1694D and are not included with the individual rocket kits.
8. Do not paint the hanger. When the hanger is painted it becomes very difficult to insert into the track hanger.

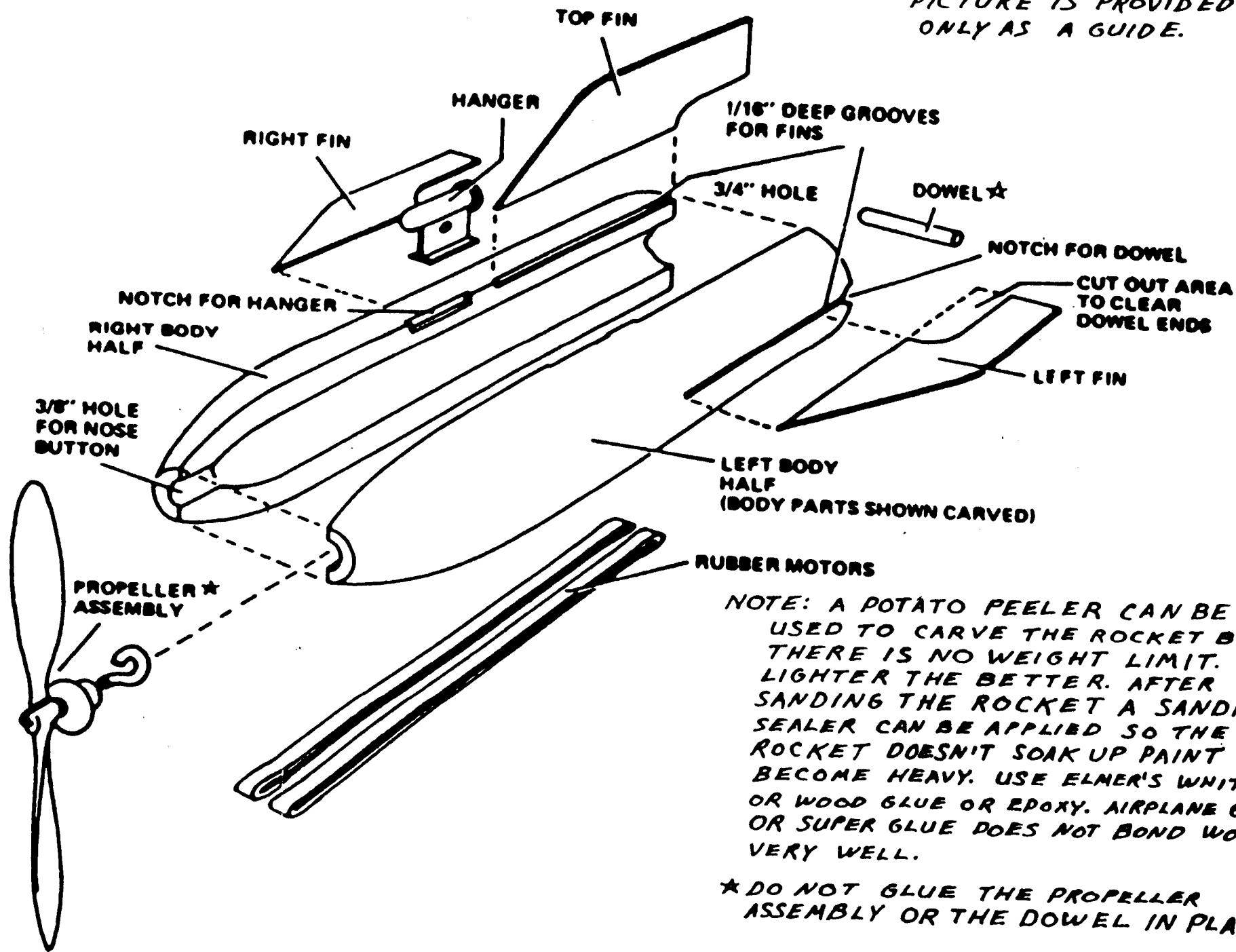
OFFICIAL CUB SCOUT PACK #122

SPACE DERBY RULES

1. Use only 2 rubber bands per rocket.
The assembly instructions will tell you to use the 3 rubber bands provided but use only 2. Pack 122 has a 40-foot track. Three rubber bands in a rocket on a 40-foot track have a tendency to provide enough force to propel the rocket down the track and cause it to self destruct.
2. Do not paint the hanger that is mounted in your rocket.
3. Stabilizer fins (THE LEFT AND RIGHT FIN) must be installed. These fins can be any shape, but must be installed to keep the rocket from corkscrewing down the track.
4. Use only the parts provided; no special busing, propellers, wires or fin material.
5. Dry transfers, paint and decorations may be added but should not hinder the rocket's ability to fly.
6. Use only dry powdered graphite lubricant on the propeller shaft.

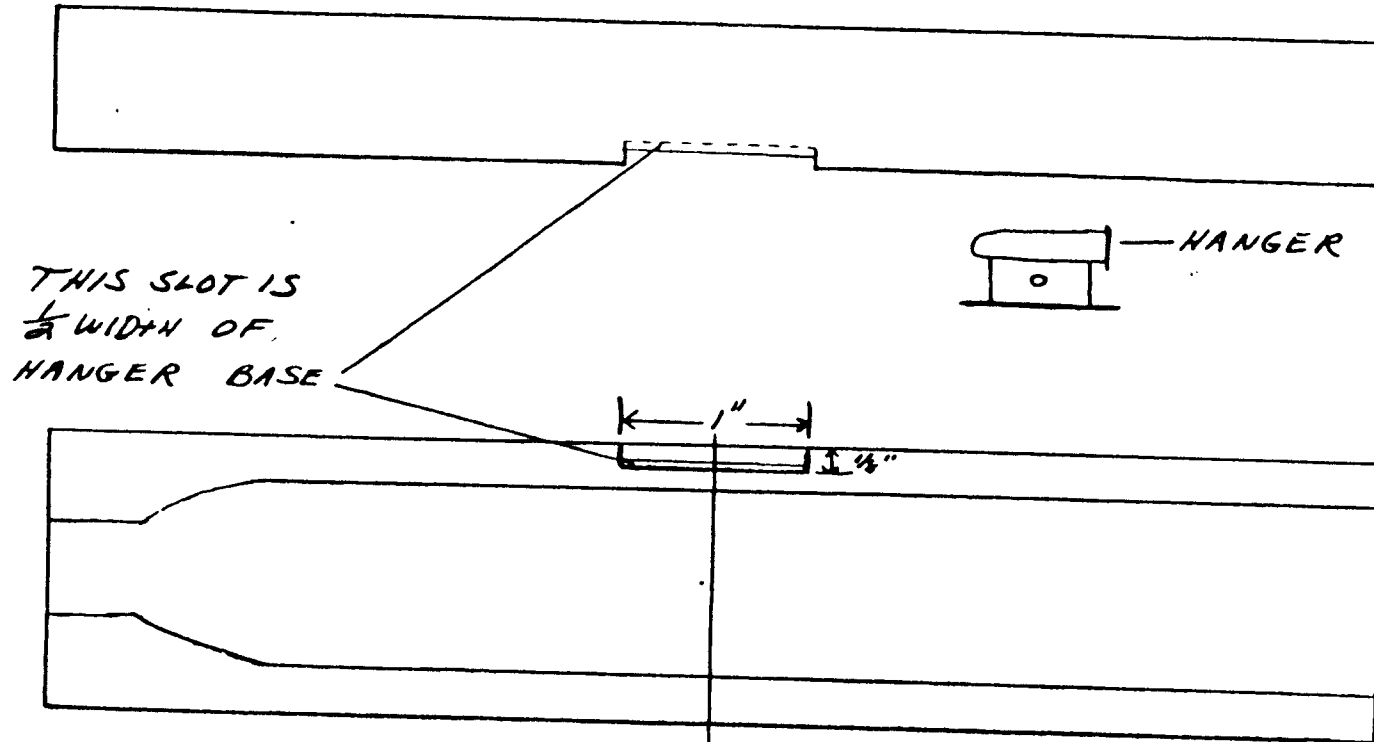
SPACE DERBY ROCKET PARTS

DOES NOT HAVE TO RESEMBLE THIS PICTURE. THIS PICTURE IS PROVIDED ONLY AS A GUIDE.



TOP VIEW R/H SIDE LOOKING DOWN ON ROCKET

THIS CUT IS REPEATED EXACTLY THE SAME FOR L/H SIDE.

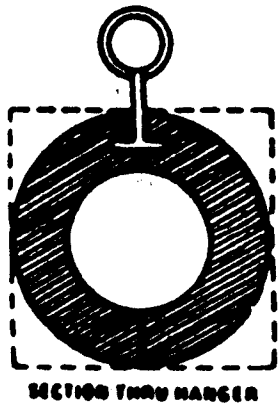


NOTE: THE HOLE IN THE HANGER MUST BE VISIBLE ABOVE THE BODY WHEN THE R/H AND L/H SIDES ARE ASSEMBLED.

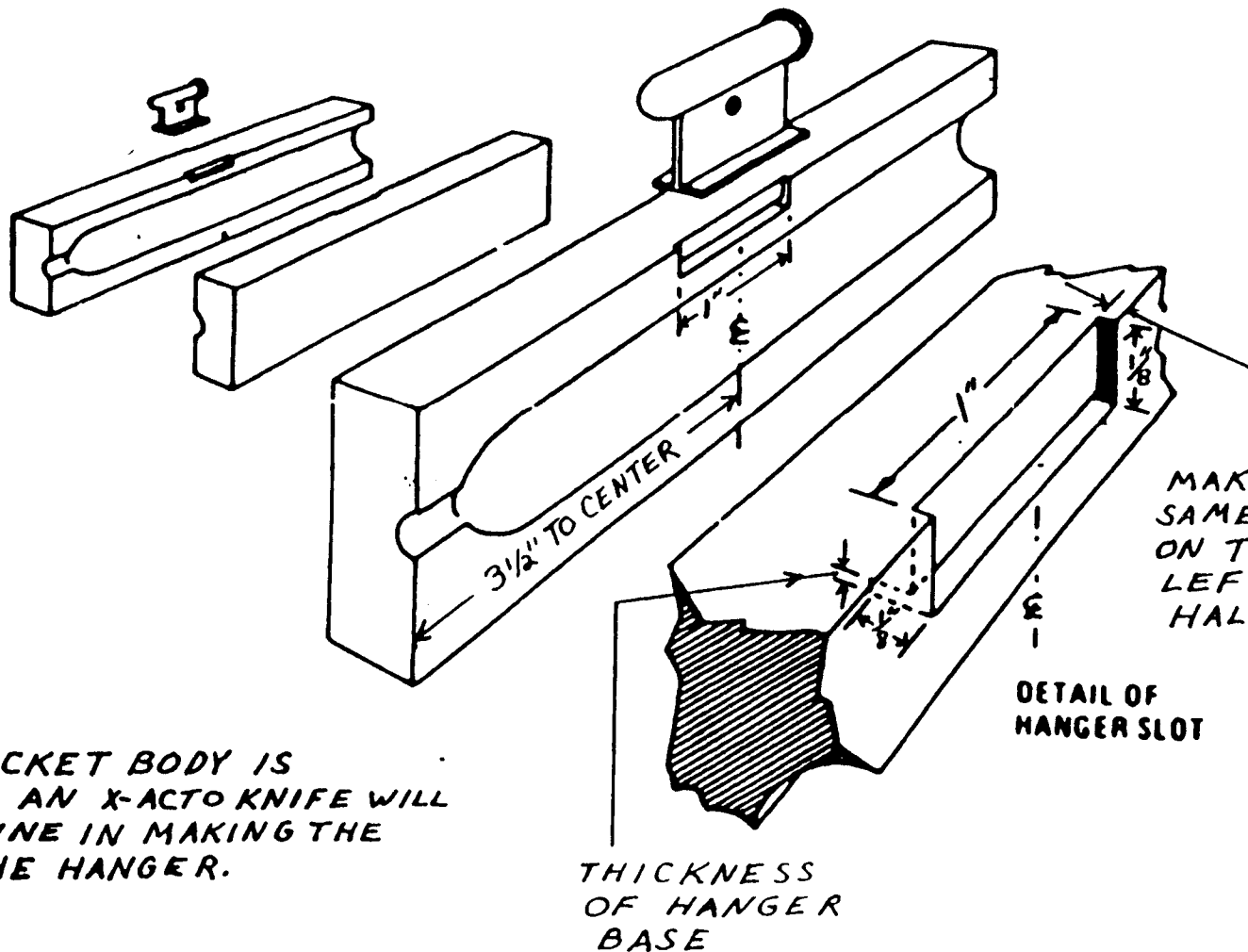
R/H SIDE

THIS DRAWING SHOWS THE PLACEMENT OF THE HANGER IN THE ROCKET BODY. PLACEMENT OF THIS HANGER IS IMPORTANT. IF NOT FITTED PROPERLY THE ROCKET MIGHT NOT FIT INTO THE HANGER ON THE TRACK.

DETAILED HANGER FITTING INSTALLATION



SECTION THRU HANGER



MAKE THE
SAME CUTOUT
ON THE
LEFT BODY
HALF.

DETAIL OF
HANGER SLOT

THICKNESS
OF HANGER
BASE

NOTE: THE ROCKET BODY IS
BALSA WOOD. AN X-ACTO KNIFE WILL
WORK JUST FINE IN MAKING THE
CUT FOR THE HANGER.

RACING TIPS FOR SPACE DERBY

1. Use only 2 rubber band motors for a 40 ft. track.
2. Keep plenty of rubber bands on hand; you will need spares. Rubber bands are Kit # 1694B.
3. The shortest race takes the 1st and 2nd from each heat. Then 4 entries (all 1st's and 2nd's) race against each other with 1st and 2nd remaining. In the end there should be only 4 racers vying for 1st, 2nd, and 3rd place.
4. A competition should be held for Best Workmanship, Most Original, and Funniest as pertains to designs of racers. These categories can be used or new categories can be decided upon.
5. An area should be set aside for judging of the racers such as a table with a grid marked with masking tape. The racers are placed in their spaces on the grid. The grid spaces should be large enough so as to avoid the racers making contact with each other and thus minimizing the possibility of breakage.
6. Helpers are needed to replace broken rubber bands, help run the race and judge the race and workmanship competition.
7. The track can be placed approximately 20 ft. from a wall (if indoors) and the rest of the perimeter should be roped off for crowd control.
8. Each Pack can modify the rules for the Space Derby to meet the Pack's individual requirements.
9. Pages 45 and 46, Cub Scout Activities 1983, or a later printing, shows Space Derby information.
10. Space Derby organizers should take special care to be sure that all participants read and understand the rocket construction prints.
11. Do not fly a rocket that does not have stabilizer fins with rockets that have stabilizer fins. A rocket without stabilizer fins does not hang and fly; it spirals down the track and collides into the rockets on either side.
12. Three strips of cloth at 2 ft. intervals from the end of the track slow the rocket down before it crashes into the receiving horse.
13. Set-Up Stand the launcher racks about 40 to 50 feet apart. Place some weight (sand-bags) over the B cross-bar.(see Fig. H) If used outdoors, tent pegs can be driven into the ground and lashed to the

cross brace "B". String out the guide line (50-lb. test monofilament fishing line) then thread the carriers on the line. Pull and fasten the line as tightly as possible, with one carrier on each line. Hang several strips of cloth at the Finish Lines. The launcher is ready for rockets. Wind the rocket motors. Place rockets into Starting Gate (see drawing). Start the countdown and fire at zero by lowering the Starting Gate which allows the rockets to whiz off to the Finish Line.

14. Customized Rules for your Pack will make your Derby go much smoother.

LAUNCHER AND RECEIVER CONSTRUCTION TIPS

1. Plans for Space Derby launchers and receivers can be found on page 47 of the Cub Scout Activity Book, 1983, or a later printing. In addition, plans are illustrated in this manual.
2. Cut all lumber to lengths. Then make and drill $\frac{1}{2}$ " holes, as noted on the plan. Drill the $\frac{1}{2}$ " dowel holes in the starting gate (see front view). Drill holes completely through the lumber so the dowels can be easily replaced if broken. If a dowel breaks the new dowel can be tapped into place over the old, broken dowel. The new dowel will push the broken pieces through the bottom of the hole. Drilling a blind hole and digging the broken dowel out will only make the hole bigger. Assemble the entire launcher, using correct size bolts and wing nuts, as noted in this manual. Screw the screw eyes in place, as shown. Then open the eyes slightly so the line can be hooked on instead of threaded. The line reel can be made of two $\frac{1}{2}$ " plywood discs, 7" in diameter, with a $1\frac{1}{2}$ " X 3" diameter center. The extra $1\frac{1}{2}$ " X 3" disc is a spacer to fit between the reel and support arm. Drill hole in center for axle bolt. Hole for drawer-knob is drilled next. Then assemble the entire reel. A low-priced fishing reel can also be used. Screw rubber tips to the bottom of legs "A". Screw gate supports "P" in place. Drill hole for gate pin(s) which is made from a wire coat hanger.
3. Plans call for all lumber to be $5/4$ " = $1\frac{1}{4}$ " stock (stock = thickness). $1-1/8$ " stock can be used without compromising strength. DO NOT use $3/4$ " stock as it is too light in weight.
4. All lengths called for are true with the exception of Part C. This length should be increased by $\frac{1}{4}$ ". Increasing this length will allow the starting gate to move up and down properly and to be removed more easily. If this length is not increased you will not be able to mount the starting gate.
5. Widths marked 3" are true. These are not milled widths but truly 3", exactly.
6. The completed launcher should resemble Figure A.
7. The completed receiver should resemble Figure B.
8. The starting gate is shown separately in Figure C.
9. The reel is shown mounted to the support arm in Figure D.

10. An enlarged view of dowel placement is shown in Figure E.
11. Figure F shows proper placement of the rocket in the launcher.
12. Figures G and H show profiles of a completed launcher with dimensions and the completed track, respectively.
13. The parts list included is accurate for quantities and dimensions.

ROCKET LAUNCHER AND RECEIVER PARTS LIST

PART	QTY.	DESCRIPTION
A	8	5/4" X 3" X 72" Spruce Bridging
B	6	5/4" X 3" X 42" Spruce Bridging
C	2	5/4" X 3" X 42-1/4" FOR STARTING GATE ONLY
D	2	5/4" X 3" X 21" FOR STARTING GATE ONLY
E	4	2" X 2" X 3" FOR STARTING GATE ONLY
F	4	5/4" X 3" X 29"
G	4	1/4" Dia. X 6" Dowel FOR STARTING GATE ONLY
H	8	1/4" Dia. X 4" Dowel FOR STARTING GATE ONLY
J	4	1" X 3" Hinge with Screws
K	8	No. 3 Screweye (1" Dia.)
L	12	1/4" X 3" Carriage Bolts, Wing Nuts and Flat Washers
M	6	1/4" X 4-1/2" Carriage Bolts, Wing Nuts and Flat Washers FOR STARTING GATE ONLY
M	4	1/4" X 4-1/2" Carriage Bolts, Wing Nuts and Flat Washers FOR RECEIVING GATE ONLY
N	1	1/4" X 3-1/2" Carriage Bolt, Wing Nut and Flat Washer FOR REEL.
P	2	1" X 2" Rest for Starting Gate
Q	1	Reel consisting of 2 plywood discs 1/4" X 7" Dia. ; 2 plywood discs 1/4" X 1-1/4" Dia. asspacers 1 drawer pull
R	8	Rubber chair leg tips (optional)
S	1	Gate Stop Pins (Coat hanger wire)

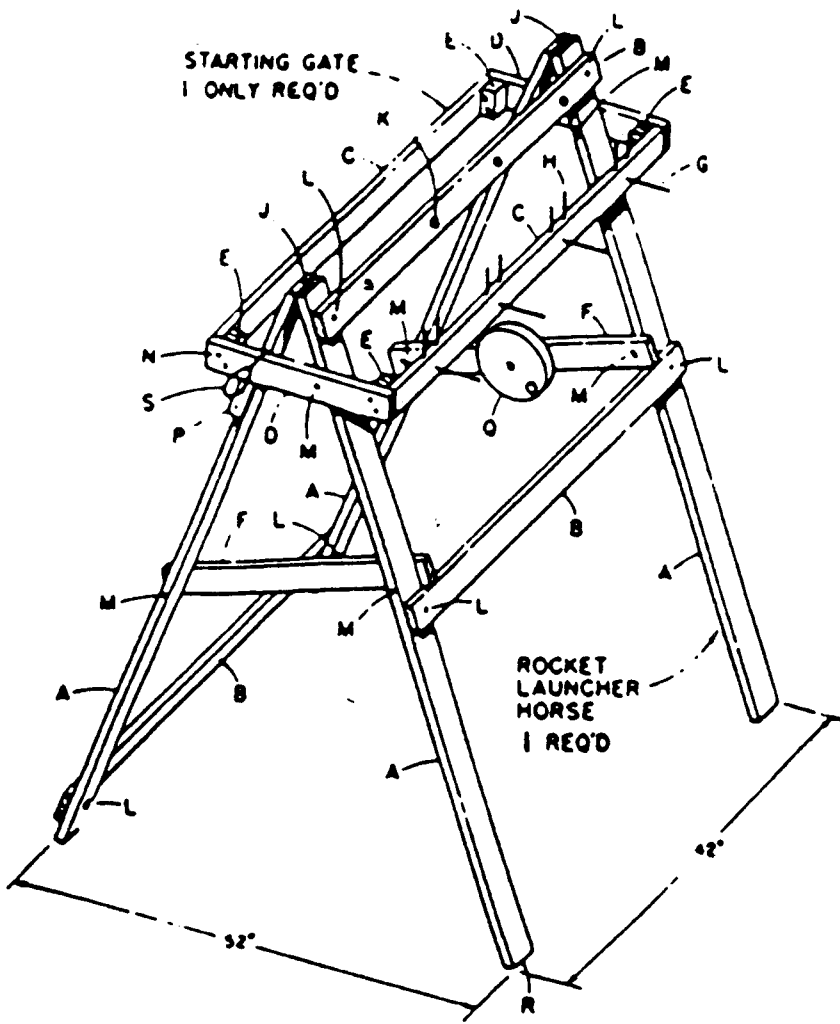


FIGURE A

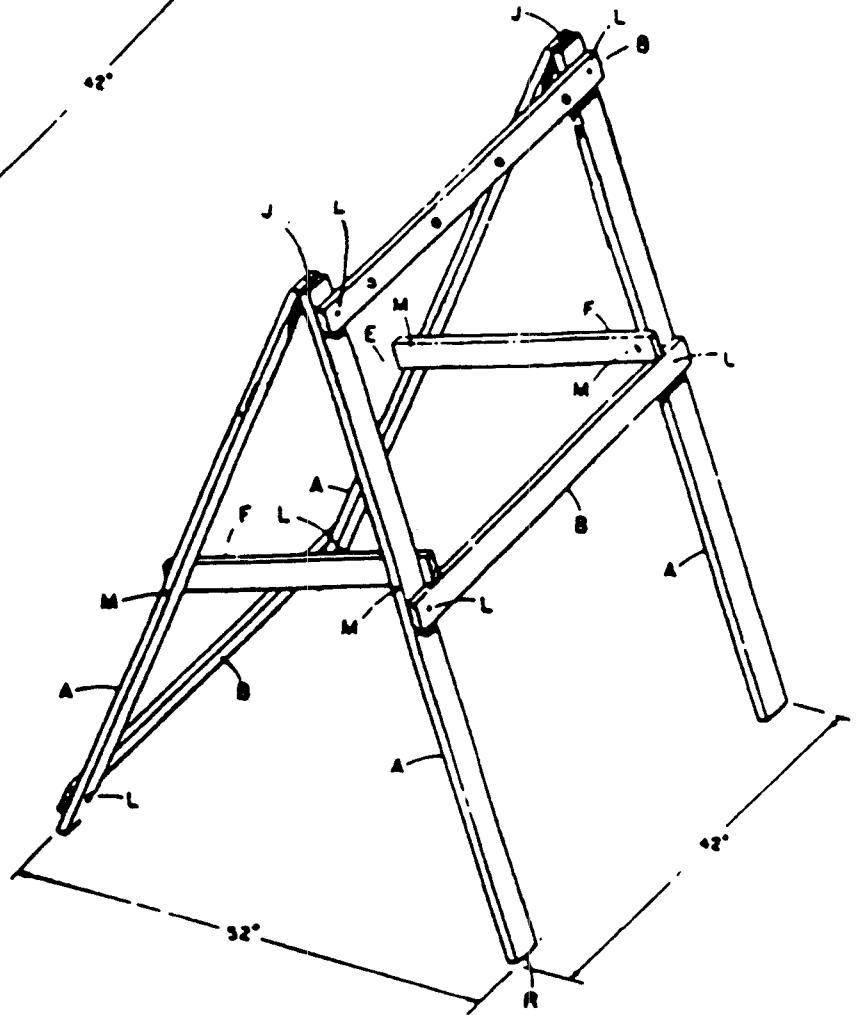


FIGURE B

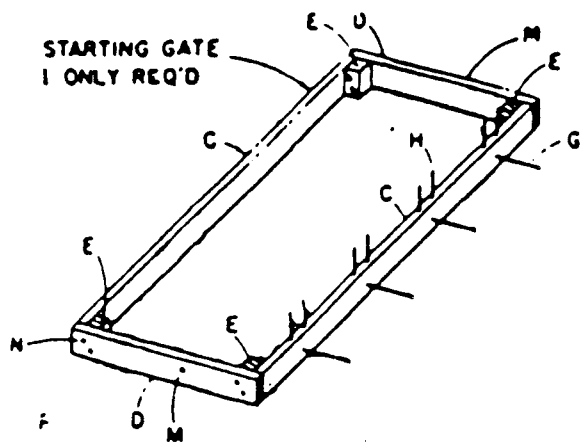


FIGURE C

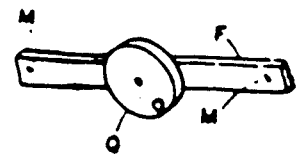


FIGURE D

STARTING GATE
FRONT VIEW

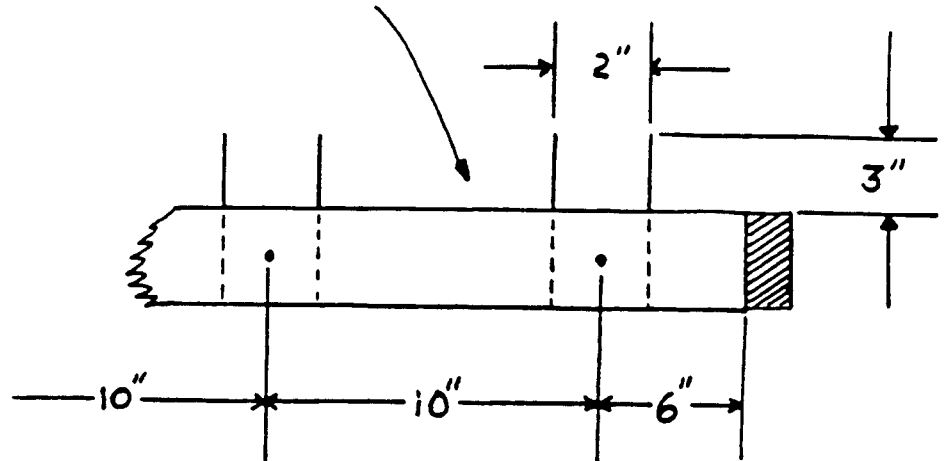


FIGURE E

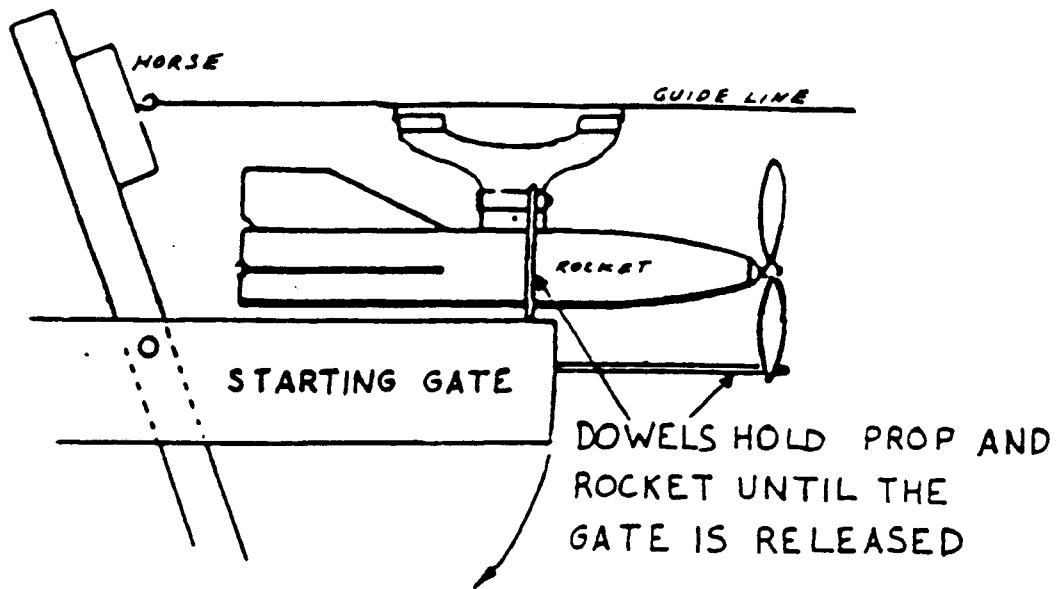


FIGURE F

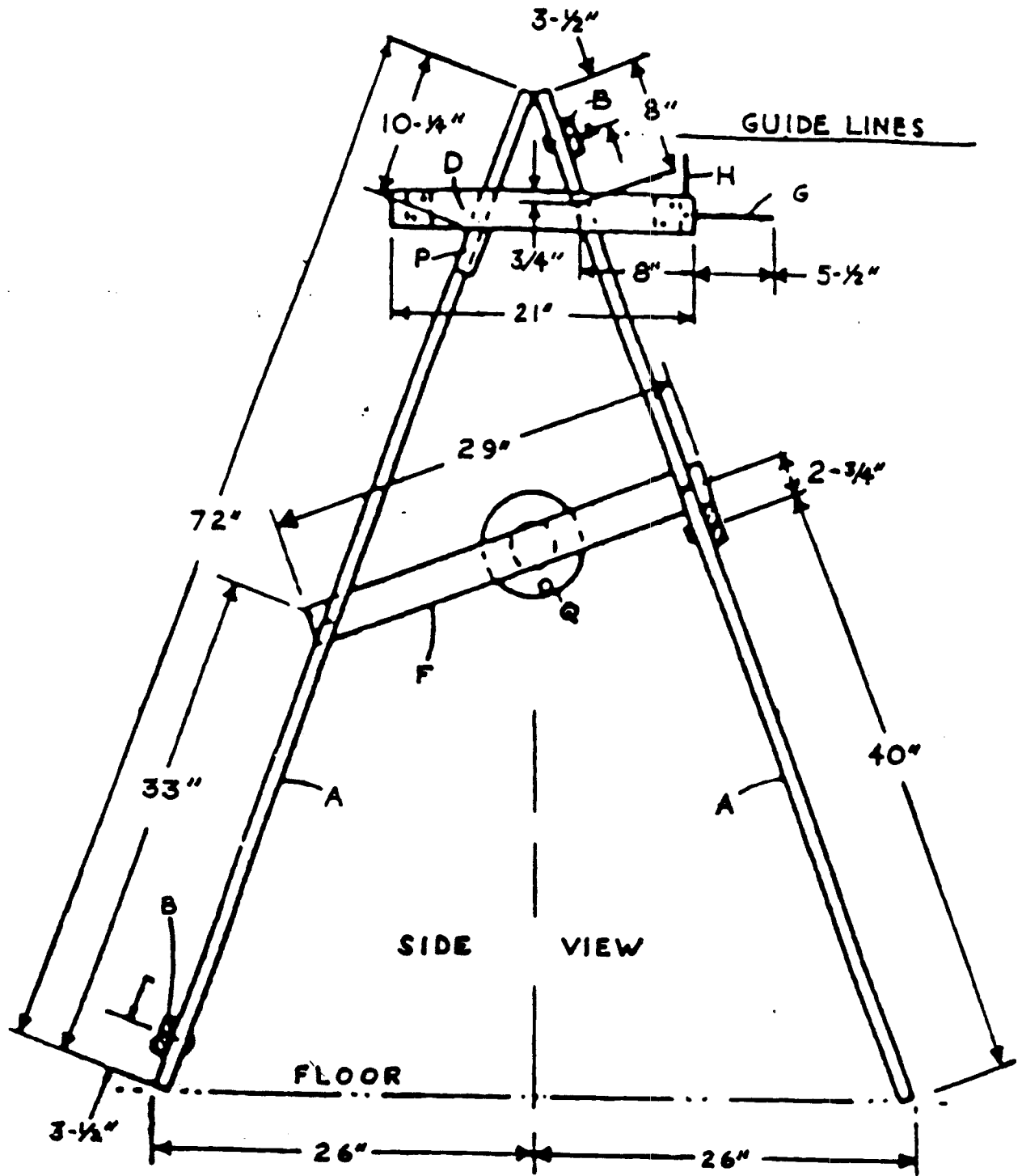


FIGURE G

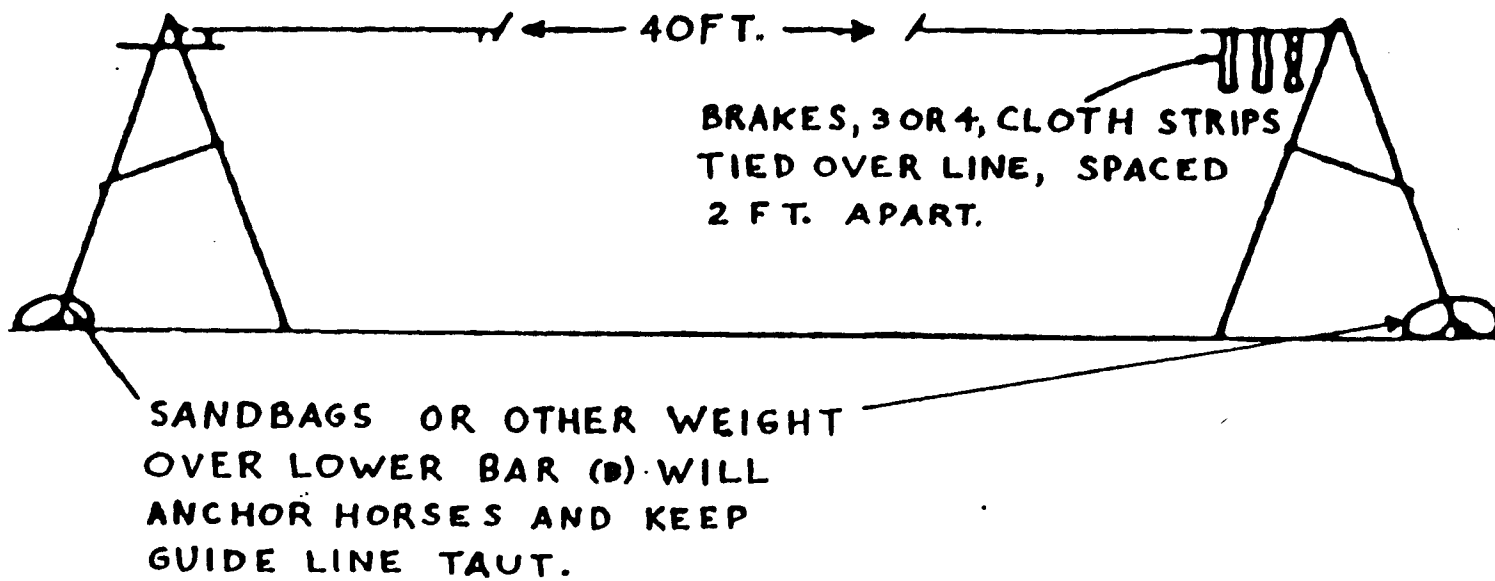
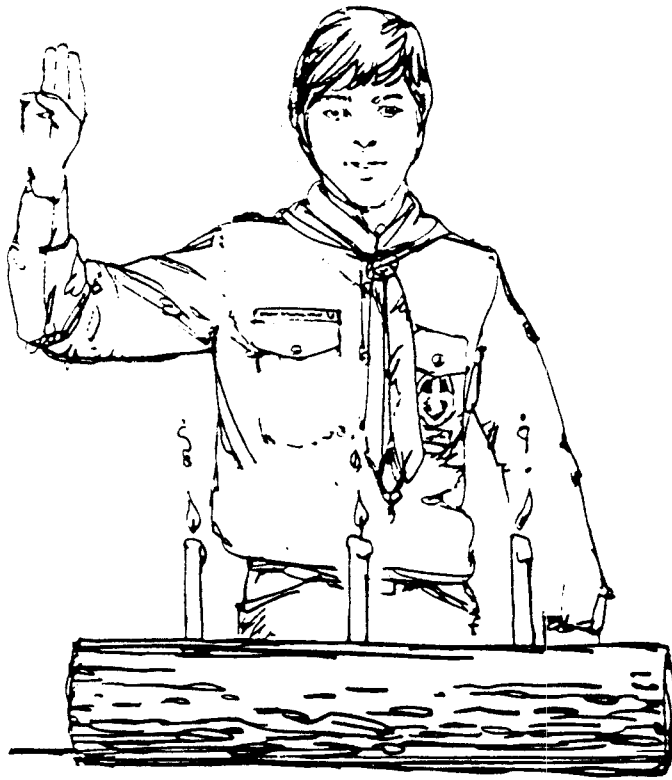


FIGURE H



WHAT IS A BOY SCOUT WORTH?

He is worth more than just knowing that there is great training in learning the Scout Oath and Law. The most important thing is what happens within the boy's heart.

A Boy Scout learns more from being thrifty than saving money. He learns how to make use of his earnings, his time and his abilities.

The bravery he learns is more than doing heroic deeds. It is learning to overcome fear and making right decisions.

Being clean is more than a clean face and clean hands. It is learning to have clean thoughts.

And being reverent is more than going to church. It is the way a Boy Scout acts when only God is his witness.

Yes...Boy Scouting is worth your time, your influence and your dollars. Support these boys as if they were your very own.

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CAMPING



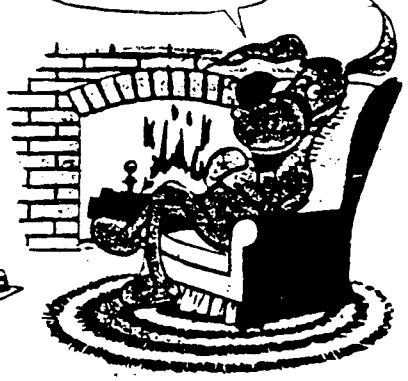
GOES WINTER CAMPING



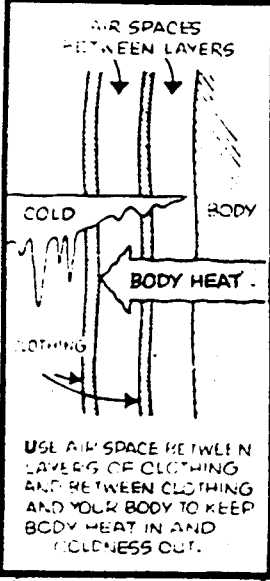
THE FIRST GOOD SNOW OF THE SEASON GAVE US A CHANCE TO PRACTICE WINTER CAMPING SKILLS WE HAD STUDIED IN FALL.



I FEEL TERRIBLE NOT GOING WITH THE GANG - BUT I COULDN'T FIND MY EARMUFFS!



SIX HINTS FOR KEEPING WARM



KEEP YOUR HEAD WARM, PARTICULARLY YOUR TEMPLES, TO FORCE HEAT TO OTHER PARTS OF YOUR BODY. UNCOVER BEFORE YOU START SWEATING.



KEEP YOUR TORSO WARM WITH A LONG JACKET THAT COVERS THE THIGHS AND SENDS EXTRA BODY HEAT TO OTHER PARTS OF YOUR BODY.



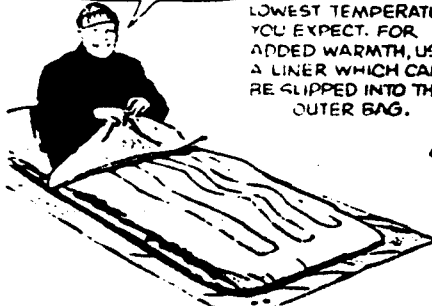
AVOID OVERHEATING. BEFORE YOU START DOING SOMETHING YOU KNOW WILL MAKE YOU SWEAT, REMOVE SOME OUTER CLOTHING.



KEEP YOUR CLOTHING DRY FROM RAIN OR SNOW BY WEARING WATER-RESISTANT OUTERWEAR. THIS KEEPS COLD WIND OUT, TOO. BUT DON'T USE PLASTIC - IT'S AIRTIGHT.

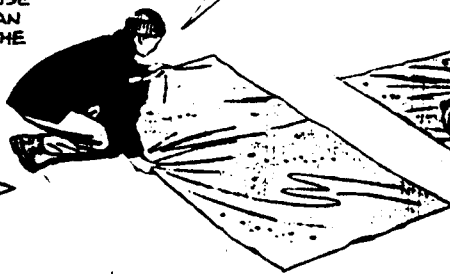
HOT SOUP, HEAVILY SWEETENED DRINKS, CEREALS, HARD CANDY, ALL HELP PRODUCE OR CONSERVE BODY HEAT.

HERE'S HOW TO SLEEP WARM



FIRST: CHOOSE YOUR SLEEPING BAG TO SUIT THE LOWEST TEMPERATURE YOU EXPECT. FOR ADDED WARMTH, USE A LINER WHICH CAN BE CLIPPED INTO THE OUTER BAG.

TO MAKE YOUR GROUND BED, FIRST LAY OUT A WATERPROOF GROUND CLOTH. THEN PLACE YOUR SLEEPING BAG ON TOP.



UNROLL YOUR SLEEPING BAG AND FLUFF IT UP JUST BEFORE YOU'RE READY TO TURN IN.

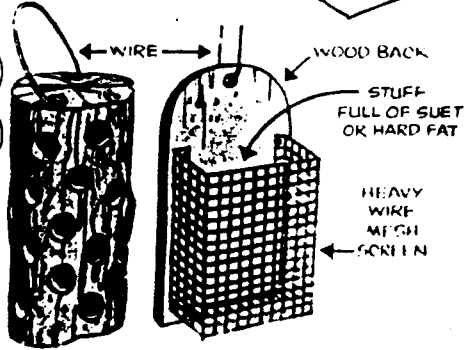
CHANGE INTO DRY CLOTHES AND PRACTICE DOING IT IN YOUR SLEEPING BAG SO YOU DON'T LOSE BODY HEAT. DRY YOUR FEET AND PUT ON FRESH SOCKS.



WE WERE BUSY KEEPING THE FIRES BURNING AND DOING OTHER CAMP CHORES. BUT WE FOUND TIME TO GET OUT BIRD FEEDERS WE HAD BROUGHT.



HOLES WERE DRILLED INTO THE SMALL LOG AND THEN FILLED WITH...



WE MADE SOME PLASTER CASTS OF TRACKS IN THE SNOW.



ALL IN ALL, PEDRO PATROL HAD A BUSY WINTER CAMP-OUT!

CLOTHING

In the outdoors, clothing is your first line of defense. It keeps you warm in the winter, cool in the summer, dry in storms, and shielded from insects, sun, and wind. To help decide what you need, learn about the materials from which clothing is made.

Wool

The long, red underwear of miners and settlers was made of wool, and for good reason. Wool is durable and water resistant, and even when soaked it can keep you warm.

Wool clothing is ideal in cold weather, and a wool shirt or sweater will ward off the chill of summer evenings, too. Wool makes excellent blankets, hiking socks, hats, and mittens. If wool irritates your skin, you may be able to wear wool blends or wear it over clothing made of other fabrics.

Cotton

Cotton is cool, comfortable, and sturdy, but unlike wool it will not keep you warm when it is wet. Of course, in hot weather that may be an advantage. Underwear and liner socks often are made of cotton, as are caps, shirts, and bandanas.

Synthetics

Manufactured fabrics such as nylon, orlon, and polypropylene have plenty of outdoor uses. Many are waterproof, and some are good insulation. Strong, lightweight, and easy to clean, they are used in rain gear, windbreakers, tents, packs, parkas, and sleeping bags.

Blends

Blended fabrics combine the advantages of several materials in a single piece of cloth. For example, a blend of synthetics and cotton makes shirts and shorts that are neat in appearance, yet tough enough for any wilderness adventure. A mixture of synthetics and wool goes into long-wearing socks, shrink-resistant shirts, and warm jackets.

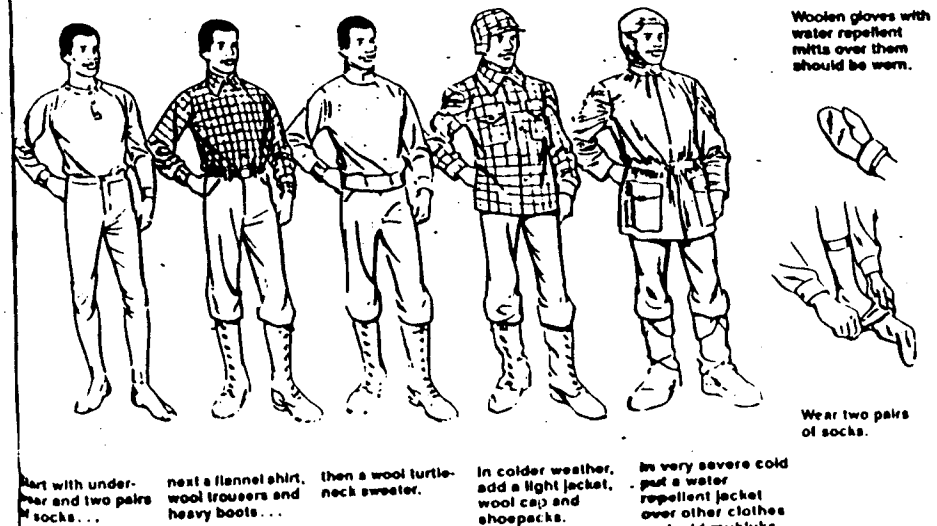
LAYERING SYSTEM

For the most comfort in the outdoors use the layering system. Choose loose-fitting clothing that will meet the most extreme weather you expect to encounter, and be sure you can put it on and take it off a layer at a time. For example, on a chilly autumn day you might leave home wearing a long-sleeve Scout shirt, long pants, a wool shirt, a sweater, mittens, and a stocking hat. As you hike, exercise will cause your body to generate more heat than it needs. Peel off the sweater and stuff it into your pack. If you're still too warm, unbutton the wool shirt or slip off the mittens and hat.

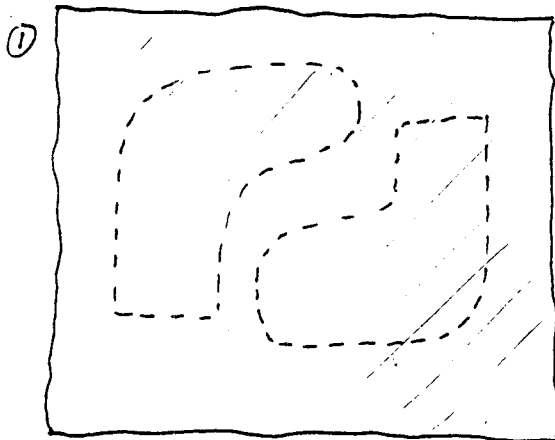
When you reach your campsite and are no longer exerting yourself, stay warm by reversing the procedure, pulling on just enough layers of clothing to stay comfortable. After the sun goes down, you may want to add an insulated parka and wool trousers or long underwear.

You can also use the layering system to keep cool in the summer by stripping down to hiking shorts, a T-shirt, and a brimmed cap. Despite the heat, always carry long pants and a long-sleeve shirt for protection against sunburn, bugs, and brush.

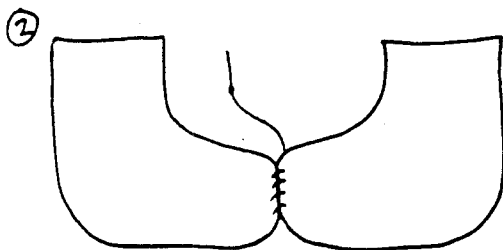
Versatility in your clothing is the key to a successful layering system. Several shirts, a sweater, and a jacket will allow you to adjust your garb in many more ways than will a single heavy coat.



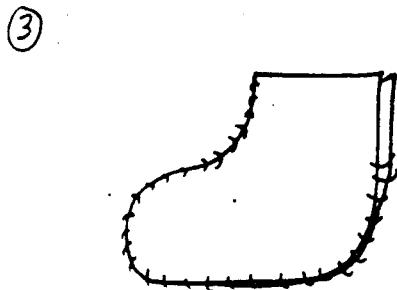
SLEEPING BAG BOOTIES



① Purchase a yard of quilted material from a fabric store. Cut out 2 foot shapes 2" larger around than your own foot.

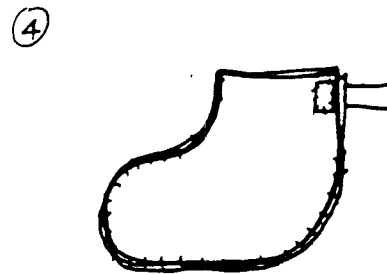


② Begin stitching around the shapes with outside of material together. (Inside out). Continue stitching until 3" from top of foot back.



③ Turn completed foot shape inside out so stitch marks are on the inside.

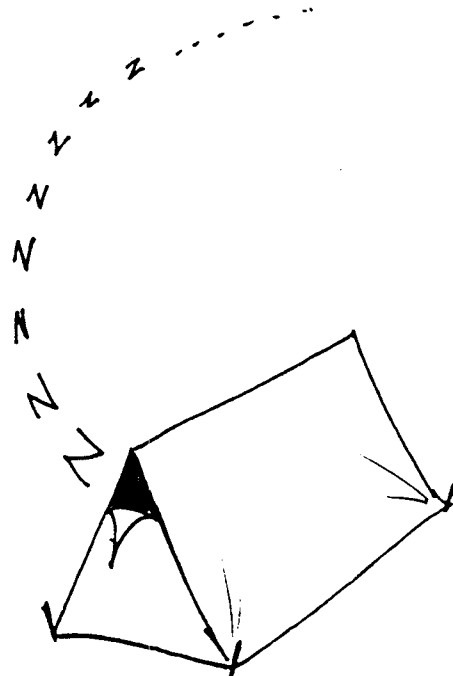
You may also wish to stitch up the edge of the bootie top to keep it from coming apart.



④ To one side of bootie, stitch a velcro sticker. To the opposite side, stitch a velcro tab. Now you have a closure and this makes the bootie easier to put on and take off.

You should have enough room inside the bootie for a couple pair of socks.

ENJOY YOUR WINTER CAMPING !!!



Nutrition

While you'll need to eat more food for some activities and conditions than for others, your basic nutritional needs will always be met if you prepare meals that include a good mix of protein, carbohydrates, fruits and vegetables, dairy products, fats, and water.

Protein. Protein is one of your body's primary building blocks, essential for developing muscles and repairing injuries. Beef, poultry, fish, and eggs are all good sources of protein. If you would rather not eat animal protein, various combinations of grains and legumes or grains and dairy products provide the complete proteins necessary for healthy growth. (Corn and beans are a good example, as are whole-wheat bread and peanut butter, macaroni and cheese, and oatmeal with milk.)

Dairy products are a source of protein. Milk and dairy products supply essential calcium and many important vitamins. Powdered milk is easy to carry, and in addition to drinking it you can add it to puddings, omelets, cereals, biscuit mixes, and soups. Hot cocoa is a winter favorite, morning, noon, and night, and hard cheeses will stay fresh for several days of campout lunches.

Carbohydrates. Whole-grain bread, cereals, rice, and pastas such as noodles, macaroni, and spaghetti provide lots of energy and help fill the empty corners of your stomach. Bake biscuits, muffins, pancakes, and dumplings in camp, or bring crackers and breads from home. (To save space, you can open a bread wrapper and carefully squeeze the air out of the loaf as if it were an accordion. The slices will be thin, but the taste and food value will be unchanged.) Whenever possible, choose products made of unprocessed grains as close as possible to their original forms. The heavy processing necessary to make flour white also removes many important nutrients and much of the roughage essential for good health.

Sugar also is a carbohydrate, one that creates quick rather than lasting energy. Don't rely on sugar for much of your diet, especially in the winter when your body needs plenty of slow-burning fuel.

Vegetables and fruits are complex carbohydrates. Full of vitamins and minerals, vegetables and fruits are essential menu components. Make supper special by wrapping potatoes or apples in foil and baking them in the coals. Dried fruits taste great alone or in pudding and cereal. Many vegetables are dried or canned for convenient transport and storage.

Fats. While many people concerned with controlling their weight may think of them as taboo, fats are an important part of outdoor menus.

Fatty foods such as butter, margarine, nuts, cheese, salami, and bacon slowly release their energy over a long period of time, keeping you warm and energized for hours. You'll want to include more fats in your winter menus than those you use in the summer. Eating a chunk of cheese before you go to bed or drinking a cup of cocoa in which you've melted a pat of butter or margarine will help keep you warm throughout the night.

Water. Water is as essential for good health as any of the food groups. Before you leave home, find out if there will be abundant sources of water near your camps or if you'll need to carry your water with you. Purify water collected in the backcountry by boiling it or treating it with water purification tablets.



LOW

**IMPACT
CAMPING**



Wilderness Policy of the Boy Scouts of America

All private or publicly owned backcountry land and designated wilderness are included in the term "wilderness areas". The Outdoor Code of the Boy Scouts of America applies to outdoor behavior generally, but for the treks into wilderness areas minimum impact camping methods must be used. Within the outdoor program of the Boy Scouts of America, there are many different camping skill levels. Camping practices that are appropriate for day outings, long-term Scout camp, or short-term unit camping do not apply to wilderness areas. Scouts and Explorers need to adopt attitudes and patterns of behavior, wherever they go, that respect the rights of others, including future generations, to enjoy the outdoors.

In wilderness areas, it is crucial to minimize our impact on particularly fragile ecosystems such as mountains, lakes, deserts, and seashores. Since our impact varies from one season of the year to the next, it becomes important for us to adjust these changing conditions as well, to avoid damaging the environment.

The Boy Scouts of America emphasizes these practices for all troops, teams, and posts planning to use wilderness areas:

- * Contact the landowner or land managing agency (Forest Service, National Park Service, Bureau of Land Management, U.S. Fish & Wildlife Service, State, private, etc.) well in advance of the outing to learn the regulations for that area and to obtain required permits and current maps.
- * Always obtain a tour permit, available through council Scout service centers, meet all conditions specified, and carry it on the trip.
- * Limit the size of groups generally to no more than 8 to 11 persons, including at least two adult leaders (maximum: 10 persons per leader). Do not exceed the group size if one has been established for the wilderness area. Organize each group (patrol, team, or crew) to function independently by planning their own trips on different dates, serving their own food, providing their own transportation to trailhead, securing individual permits, and camping in a separate and distinct group. When necessary to combine transportation and planning or buying, small groups should still camp and travel on the trail separately from other groups of the same unit.
- * Match the ruggedness of high adventure experiences to the skills, physical ability and maturity of those taking part. Save more rugged treks for older youth members who are more proficient and experienced in outdoor skills.
- * Participate in training for adult leaders in low impact camping or be proficient and experienced in the leadership and skills required for treks into wilderness areas.
- * Conduct pre-trip training for the group that stresses proper wilderness behavior, rules, and skills for all of the potential conditions that may be encountered.
- * Use backpacking stoves, particularly where the fuel supply is limited or open fires are restricted. Supervision by an adult knowledgeable in the use of the stoves must be provided. If a fire is necessary, keep it as small as possible and use established fire lays where available if in a safe area. After use, erase all signs.

- * Emphasize the need for minimizing impact on the land through proper camping practices and preserving the solitude and quietness of remote areas. Camp at low use areas -- avoid popular sites that show signs of heavy use.
- * Leave dogs, radios, and tape players at home.
- * Use biodegradable (not metal or glass) or plastic food containers. Carry out unburnable trash of your own and any left by others.
- * Dig shallow holes for latrines and locate them at least 200 feet from the nearest water source. Cover the latrines completely before leaving.
- * Wash clothes, dishes, and bodies at least 200 feet from any source of natural water.
- * Where choice is available, select equipment of muted colors which blend with natural surroundings.
- * Look at and photograph: never pick or collect.
- * Follow trail switchbacks and stay on established trails.
- * Treat wildlife with respect and take precautions to avoid dangerous encounters with wildlife. Leave snakes, bears, ground squirrels, and other wildlife alone.

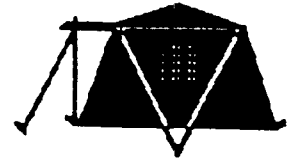
LOW-IMPACT CAMPING QUIZ

1. In wilderness areas it's a good idea to use brightly colored tents so your campsite can be spotted in case of emergency.
 True False
2. Low-impact camping standards suggest that cans and other metal containers be burned and then buried.
 True False
3. The maximum size of a party in wilderness areas should be 10 to 12 persons.
 True False
4. Meadows and grassy areas are usually the preferred place to camp in a wilderness or primitive area.
 True False
5. Boy Scouts of America national policy prohibits the use of gasoline or other chemical fueled stoves.
 True False
6. To avoid damage to the environment, you should stay no more than a week at one campsite.
 True False
7. It's always a good idea to build a circle of stones to contain your cooking fire.
 True False
8. Your low-impact campsite should be at least 200 feet from trails, lakes, streams, or meadows.
 True False
9. A cathole latrine should be dug in dry, sandy, or gravel soil, at least 50 feet from water, camp, or trails.
 True False
10. Fish entrails should be tossed back into the lake or stream as food for other fish.
 True False

ANSWERS TO LOW-IMPACT CAMPING QUIZ

1. Generally false. Tents, clothing, and other equipment should be of a color that will blend into the environment. Earth tones, rust and green are preferred. Red, yellow, orange and blue are too conspicuous. The idea is for a hiker to pass your camp and not notice it. In some wilderness areas--the Adirondacks, for example--brightly colored tents are not discouraged as campers are monitored by aircraft and bright gear is easy to spot. Check the local standards for the area visited.

Note: One or two bright colored ponchos in the party are a good idea as they can be used as signaling devices and for air rescue panels.
2. False. If fires are permitted, it's a good idea to burn flattened cans to remove food scraps, but they must always be packed out.
3. Generally true. In some wilderness areas the maximum size of the party is limited to as few as six persons. A small group will allow cross-country trails to recover, reduce trampling in the campsite area, produce minimum impact on the land, and be less obvious to other campers and disruptive of wildlife.
4. False. Meadows and grassy areas are fragile environments easily damaged. Small forested ridges are preferred campsites. The camp will be warmer, less subject to insect pests, and less obvious to other campers.
5. False. The Boy Scouts of America policy on chemical fuels states that lighting and refueling of gasoline and liquid fuel lanterns and stoves must be done under the supervision of, or by, a responsible adult who is knowledgeable in safety precautions and their use. The key words are "adult supervision."
6. False. The recommended maximum stay in one campsite is 4 days--less is even better. This will assure grasses and plants are not trampled beyond recovery and that the soil is not compacted.
7. False. Rocks are not needed to contain a fire if the ground has been suitably prepared. Smoke stained rocks are unsightly. If a fire pit is dug, carefully preserve the sod and subsoil. When moving camp, drench the coals with water, remove them from the pit, and scatter them in woods or high grass where they will not be seen. Fill the pit with it's original subsoil and replant the sod. Scatter ground litter over the area to further disguise its location.
8. True. Camping at least 200 feet from trails, lakes, streams, or meadows will assure that fragile environments are protected, wildlife have access to the water, and the campsite is not obvious to others.
9. False. Latrines should be dug 6 to 8 inches deep in biologically active soil at least 200 feet from water, camp, or trails. Biologically active soil will assure the speedy decomposition of human waste.
10. False. Fish entrails should be buried in the latrine or burned in the fire. If returned to the lake or stream, they are more likely to befoul the water than to serve as food for other fish.



Outdoor Code

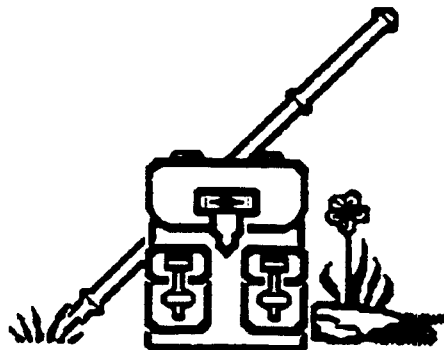
As an American, I will do my best to--

BE CLEAN IN MY OUTDOOR MANNERS-- I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

BE CAREFUL WITH FIRE --I will prevent wildfire. I will build fire in a safe place and be sure it is out before I leave.

BE CONSIDERATE IN THE OUTDOORS -- I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

BE CONSERVATION MINDED --I will learn how to practice good conservation of soil, waters, forests, minerals, energy, grasslands, and wildlife; and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.



VEN. / VAR.

The Venture Program

You are about to embark on a unique adventure that will challenge your mental and physical abilities.

Preparation for the ultimate adventure will require applying many skills you have learned in **Scouting**, plus developing new abilities. In order to be successful, it will take a **team effort** by you and your crew members.

As a Venture crew member you are still a member of a Scout troop. You may currently have a position of leadership or responsibility in your troop, such as patrol leader, quartermaster, senior patrol leader, etc. You are expected to fulfill these obligations. In addition, the Venture crew participates in troop functions such as courts of honor, outings, campouts, etc. You should continue to work on **advancement** if you have not achieved the Eagle rank.

Coeducational activities are encouraged. Young women may not register as crew members, but can be guests and participate in some of the Venture events. They cannot take part in the advancement program.

Your first task is to elect a crew chief to represent the crew on the patrol leaders' council. Then you and your crew will review the Venture outlines and begin securing the necessary resources and personnel needed to prepare the crew for the ultimate adventure. The assistant Scoutmaster will be your adviser and can assist you in gathering resources.

The activity outlines in the Venture pamphlets are designed to develop skills that are necessary to achieve the ultimate adventure. It is important that each member of your crew be comfortable with these skills before moving on to the next outline. Additional resources will be needed to conduct your Venture activities. Consult your local library, parents, and organizations that specialize in these skills.

As you near completion of your Venture activities, you should select what you wish to pursue as your next ultimate adventure. This will give you time to begin gathering the necessary resources.



The Varsity Program

You are about to embark on a unique adventure that will challenge your mental and physical abilities.

Preparation for the Varsity program will require applying many skills you have learned in **Scouting**, plus developing new abilities. In order to be successful, it will take a **team effort** by you and your team members.

As a Varsity team member you are still a member of a Scout troop. You may currently have a position of leadership or responsibility in your troop, such as patrol leader, quartermaster, senior patrol leader, etc. You are expected to fulfill these obligations. In addition, the Varsity team participates in troop functions such as courts of honor, outings, and campouts. You should continue to work on advancement if you have not achieved the Eagle rank.

Coeducational activities are encouraged. Young women may not register as team members, but can be guests and participate in some of the Varsity events. They cannot take part in the advancement program.

Your first task is to elect a team captain who will work with the assistant Scoutmaster on the Varsity program and represent the team on the patrol leaders' council. Then the team will review the Varsity outlines and begin securing the resources and personnel needed to prepare the team for the Varsity activity. Your assistant Scoutmaster will be your adviser and can assist you in gathering resources.

The activities outlined in the Varsity pamphlets are designed to develop skills that are necessary to participate in a sports league. It is important that each member of your team be comfortable with these skills before the season starts. Additional resources will be needed to conduct your Varsity activity. Consult your local library, parents, and organizations that specialize in these skills. Your team consultant will assist you in learning the sport.

For at least one meeting a month, the team should conduct a business type meeting to review special events and related activities. Merit badge work might also be done as part of this meeting.



VENTURE - VARSITY PROGRAM DESCRIPTION

VENTURE PROGRAM

The Venture program emphasizes high-adventure activities. Scouts are organized into crews. Crews are responsible for selecting and implementing their Venture activity. Each Venture activity consists of 11 sessions, although a session may take more than one meeting to complete, depending on the skill level of the crew members. Each session brings the crew closer to their "ultimate adventure," which tests the skills they have developed.

Venture activities for 1989 are:

Fishing	Cycling
Survival	Orienteering
Snow Camping	

A Venture crew chief is elected by the crew for the duration of the Venture activity. The crew chief serves on the patrol leaders' council.

VARSITY PROGRAM

The Varsity program emphasizes sports. Scouts are organized into teams. Teams are responsible for selecting and implementing a particular sports activity. Competition can take place between teams, or they can join existing community sports leagues.

Varsity activities to be released in 1989 include:

Basketball	Volleyball
Softball	Soccer

A Varsity team captain is elected by the team for the duration of that Varsity sport. The team captain serves on the patrol leaders' council.

Young men in Varsity or Venture programs are encouraged to serve in troop leadership roles, participate in troop activities, and work on advancement. Coeducational activities are encouraged in both programs, but girls *cannot* be registered in the troop or work on advancement. They can, however, participate in some of the Venture/Varsity activities as guests.

ACTIVITIES UNIFORM

An optional activities uniform has been designed for troop use. Warm weather attire includes khaki shorts, short white socks and a knit shirt representing the particular part of the troop with which the Scouts are associated. The knit shirt can be worn with the Scout trousers in cool weather. Knit shirt colors are:

Red—standard troop wear for all Scouts

Burgundy—for Scouts and leaders in the Venture program

Tan—for Scouts and leaders in the Varsity program

UNIFORM MODIFICATIONS

All rank emblems, patrol medallions, and troop leadership recognitions will gradually be replaced by insignia with a khaki background to blend with the uniform shirt color.

A **Venture** or Varsity identification strip will be worn above the Boy Scouts of America strip, above the right shirt pocket of the uniform.

More than 89 percent of Boy Scout membership is age 13 and older. Most of these young men fulfill positions of responsibility in the troop. These Scouts may be working on ranks or instructing younger Scouts, but they can get bored easily. Let's be frank: There are only so many fires they can build and so many knots they can tie before they lose interest.

Assistant Scoutmasters:
Venture/Varsity

We have given these Scouts titles, responsibilities, leadership roles, and training, but no organized program. These Scouts need physically and mentally challenging programs that can be done in conjunction with the troop program.

The new Venture and Varsity programs offer just such an opportunity. As an optional part of your troop operation, either or both of these programs will give your older Scouts a chance to test their Scouting skills and enhance their abilities.

The assistant Scoutmasters for the Venture crew and the Varsity team act as advisers to these groups. They are not necessarily expected to be instructors for the programs that are selected. It is the responsibility of the crew or team members to secure their own resource material. The assistant Scoutmasters should help the crew/team members in getting resources, keeping track of advancement, and recruiting consultants who have expertise for the ultimate adventure or sport. Make sure these older Scouts continue to interact with the troop and fulfill troop positions of responsibility.

Venture program

The Venture program is based on high-adventure activities. Each program has a series of activity sessions that culminate in an "ultimate adventure." Venture crews work on activities that are physically and mentally challenging.

Five Venture programs are currently available, with plans to add more over the next two years. Currently, snow camping, fishing, survival, cycling, and orienteering are available.

Each Venture program has a pamphlet that gives a basic outline for each session. A session may take more than one meeting to finish, depending on the skill level of your Scouts. The pamphlet also contains some basic resource material that supports the topic. These programs will require outside "experts." This is an excellent opportunity for parents or community organizations to share their "expertise" with the Scouts.

When a crew is organized, a crew chief is elected to represent the crew on the PLC. A crew elects a new chief for each of the Venture programs.

Assistant Scoutmaster—
Venture

Position Description

- Be responsible to the Scoutmaster for the Venture crew.
- Work with the Venture crew chief and counsel him on the performance of his duties.
- Advise the crew on where to locate resources for the program they are pursuing. Assist when needed to coordinate resources for outings.
- Assist when needed in recruiting "consultants."
- Keep the Scoutmaster apprised of Venture crew activities.
- Hold advancement conferences as needed with crew members.
- See that crew members fulfill their troop responsibilities.
- Meet with the parents of new crew members who have not been Scouts to orient them about the crew and what the troop does.

Varsity program

Varsity teams can also be organized within a troop. The team functions much like a crew. They elect a team captain, who is a member of the PLC.

The Varsity program centers around a sports theme. Four sports programs are currently available—volleyball, basketball, softball, and soccer. Others are under consideration. The Varsity team may organize intertroop leagues or participate in community leagues.

Assistant Scoutmaster—
Varsity (team Coach)

Position Description

- Be responsible to the Scoutmaster for the Varsity team.
- Work with the team captain and counsel him on the performance of his duties.
- Advise team on athletic leagues they might join.
- Assist when needed to coordinate resources for outings.

- Assist when needed in recruiting coaches for specific sports.
- Keep Scoutmaster apprised of Varsity team activities.
- Hold advancement conferences as needed with team members.
- See that team members fulfill troop responsibilities.
- Meet with the parents of any new Scouts on the team to orient them about the team and what the troop does.

The Venture and Varsity programs share some common ground. Both require an assistant Scoutmaster who acts as an adviser. The Scouts should organize and plan the program and secure the necessary instructors.

Activity letters and pins

A letter "V" can be earned in either program. This "V" is worn on the red or blaze jacket and/or the bottom of the merit badge sash. At the completion of a sports program or "ultimate adventure," a special pin representative of that particular activity can be attached to the letter.

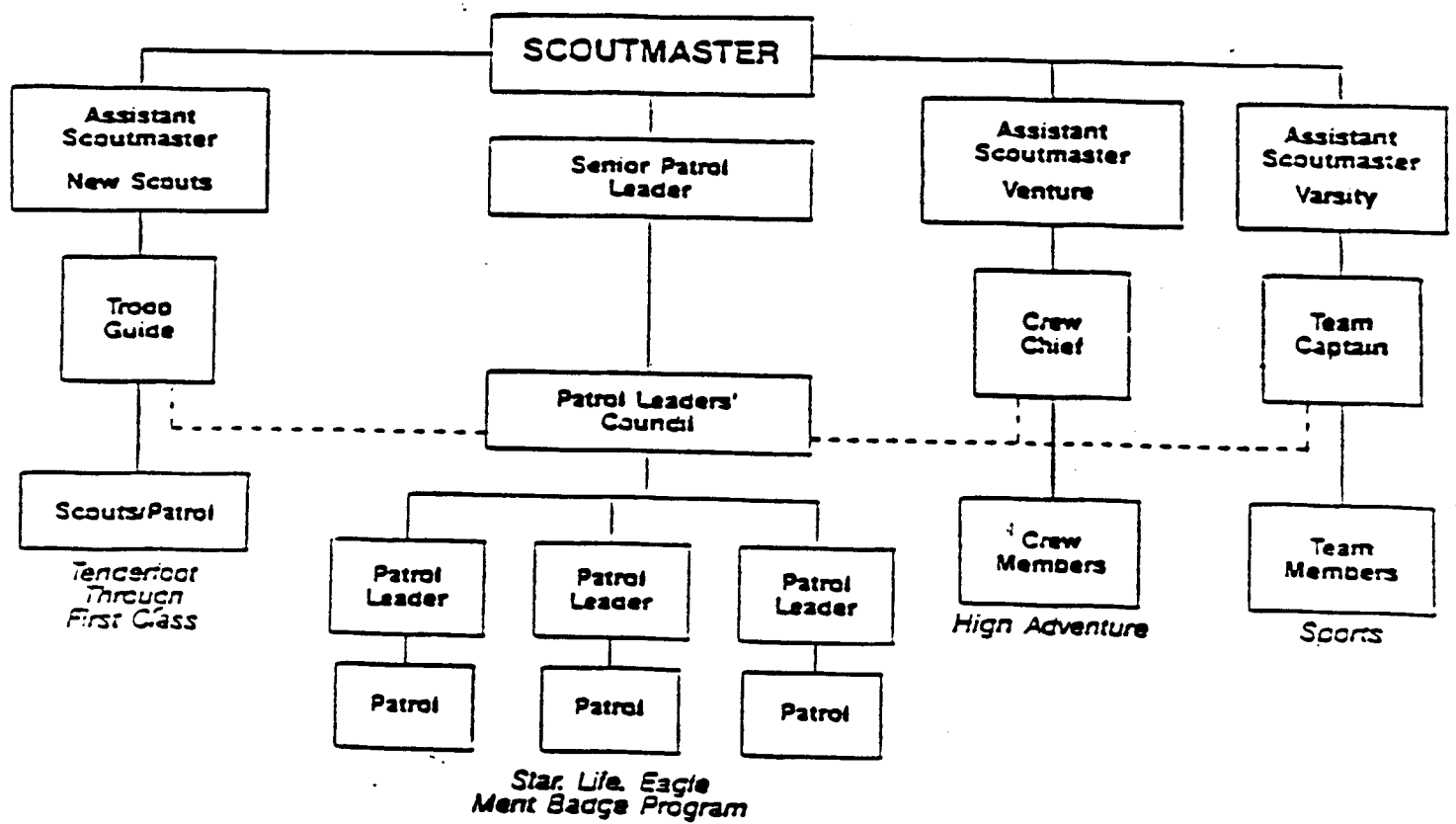
The Venture/Varsity activities are not designed to take boy leadership away from your troop, but rather to strongly encourage the participants to fulfill leadership roles in the troop and continue work toward Eagle.

The crew/team should participate in troop campouts, service projects, camporees, etc. It is important that the crew/team members continually interact with the rest of the troop.

Coeducational activities can be a part of these programs. Girls may not register in the troop, but can participate as guests in some of the Venture/Varsity activities. Proper chaperoning is required for all coed activities. Since they are not members of a troop, they may not wear the uniform or earn any recognition.

Older boys may also be recruited to participate in these programs. They must register in the troop.

TROOP ORGANIZATION



REQUIREMENTS

You must remember that you set an example for the younger Scouts in your troop. By living the Scout Oath and Law, you demonstrate the values that are stated. This provides a goal for each younger Scout to attain.

By participating actively in all phases of the Varsity program, you can qualify for the Varsity letter. When you have qualified, you will be presented with a certificate. This certificate entitles you to receive the official Varsity letter and wear it on the Scout jacket and/or merit badge sash. Requirements for earning the letter are:

- | | Date/Assistant
Scoutmaster's initials |
|----------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|
| 1. Be a registered Varsity team member. | _____ |
| 2. While a team member, actively participate in or accomplish at least one recognized Varsity sport (to the satisfaction of your assistant Scoutmaster). | _____ |
| 3. Have an attendance record at team meetings and practice sessions of at least 75 percent for 3 consecutive months. | _____ |
| 4. Satisfy the assistant Scoutmaster that you know and live by the Scout Oath and Law. | _____ |

After you complete each Varsity sport, you are eligible to wear a medallion attached to your letter that represents your completion of that sport. Medallions earned in a Venture activity may also be worn on this letter.

VENTURE REQUIREMENTS

You must remember that you set an example for the younger Scouts in your troop. By living the Scout Oath and Law, you demonstrate the values that are stated. This provides a goal for each younger Scout to attain.

By participating actively in all phases of the venture, you can qualify for the Venture letter. When you have qualified, you will be presented with a certificate. This certificate entitles you to receive the official Venture letter and wear it on the Scout jacket and/or merit badge sash. Requirements for earning the letter are:

- | | Date/assistant
Scoutmaster's initials |
|----------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------|
| 1. Be a registered Venture crew member. | _____ |
| 2. While a crew member, actively participate in or accomplish at least one ultimate adventure (to the satisfaction of your assistant Scoutmaster). | _____ |
| 3. Have an attendance record at crew meetings and activity meetings of at least 75 percent for 3 consecutive months. | _____ |
| 4. Demonstrate to the assistant Scoutmaster that you know and live by the Scout Oath and Law. | _____ |

After you complete each ultimate adventure, you are eligible to wear a medallion attached to your letter. Medallions earned in a Varsity program sport may also be worn on this letter.

Resources

- Surviving the Unexpected Wilderness Emergency*, rev. ed., by Gene Fear. Survival Education Association, 1975.
- Handbook for Emergencies*, by Anthony Greenbank. Doubleday, 1976.
- How to Survive*, by Brian Hildreth. Penguin, 1982.
- Backpacking*, by Randy Larson. Harvey, 1980.
- Outdoor Survival Skills*, by Larry Olsen. Brigham Young University Press, 1967.
- Outdoor Survival*, by Charles Platt. Watts, 1976.
- Survival in the Wilds*, by Robert Schockley. Barnes, 1970.
- You Can Survive*, by Howard Smith. McGraw, 1982.

ACTIVITY PLAN

Survival—Session 1

Activity	Description	Run by	Time
Opening Ceremony — minutes	<ul style="list-style-type: none"> Repeat the Pledge of Allegiance Repeat the Scout Oath or participate in troop opening ceremony 		
Skills Instruction — minutes	<p>Review and Plan</p> <p>Talk with each member of the crew to see what skills they already have and what skills they need to learn. Find out how many have already been awarded the Wilderness Survival merit badge. Those who have will need to be instructors for those Scouts who have not yet earned this badge. By the time you complete this Venture activity, you will have earned the Wilderness Survival merit badge.</p> <p>As in all programs of the Boy Scouts of America, physical fitness is very important. You will need to start some sort of training program to get into good physical condition.</p> <p>The bottom line is that you need to get into top physical condition in order to execute an ultimate adventure in the survival activity.</p>		
Special Activity — minutes	<p>Brainstorm locations that you would like to use for an overnight experience, just to see what your abilities are. Decide who will go on this campout and what skills you want to test.</p> <p>You will need to brush up on your camping skills if you haven't been camping for a while. Work on building some shelters out of natural material, and play at least four initiative games.</p> <p>Elect a crew chief to represent you on the PLC and keep you and the troop informed of activities.</p>		
Closing — minutes	<ul style="list-style-type: none"> Repeat Outdoor Code Retire colors or participate in troop closing ceremony 		
Total 90 minutes			
Equipment Needed	Flip chart, writing pens		
Resources	<ul style="list-style-type: none"> Library Universities Sporting goods store <i>Wilderness Survival</i> merit badge pamphlet Resource section of the Venture pamphlet Military units (reserves, national guard, active duty) Experiential education centers 		

ACTIVITY PLAN

Survival—Session 2

Activity	Description	Run by	Time
Opening Ceremony ___ minutes	<ul style="list-style-type: none"> Repeat Scout Law Repeat Scout Oath or participate in troop opening ceremony 		
Skills Instruction ___ minutes	<p>Map and Compass</p> <p>Review your map and compass skills. Review the map symbols and learn how to identify them. If you have already done the orienteering Venture activity, you don't need this review, unless you have people in the crew who have not worked with these skills for a while. Keep in mind that those who don't have some of the necessary skills need to work on them to keep up with the crew.</p> <p>Some of your group will still have leadership roles in the troop and will be working on advancement.</p> <p>Finalize your training schedule. Assign someone to type it and distribute copies to everyone who will be embarking on the ultimate adventure with you.</p>		
Special Activity ___ minutes	Do the <i>Foggy Harbor</i> initiative exercise. Finalize the plans for the overnight experience to test your skill levels. Make sure you have the necessary supplies for this outing.		
Closing ___ minutes	<ul style="list-style-type: none"> Sing Scout Vespers Retire colors or participate in troop closing ceremony 		
Total 90 minutes			
Equipment Needed	Flip chart, marking pens, map, compass		
Resources	<ul style="list-style-type: none"> Library Universities Sporting goods store <i>Wilderness Survival</i> merit badge pamphlet Resource section of the Venture pamphlet Military units (reserves, national guard, active duty) Experiential education centers 		

ACTIVITY PLAN

Survival—Session 3

Activity	Description	Run by	Time
Opening Ceremony ___ minutes	<ul style="list-style-type: none"> Repeat national anthem Repeat Scout Law or participate in troop opening ceremony 		
Skills Instruction ___ minutes	<p>Signaling</p> <p>Familiarize yourself with the priorities of survival and what is necessary to survive for a reasonable length of time.</p> <p>Practice signaling techniques using mirrors or a shiny object. Learn how to signal using body semaphore. Also learn the standard ground to air symbols and make them on paper or out of natural material.</p> <p>Do <i>The Shelter</i> initiative exercise.</p>		
Special Activity ___ minutes	<p>Review your outing weekend to see who will need special instruction on basic camping skills, and schedule a time to work with them. Plan your second campout such that it is a "problem exercise."</p> <p>For example, you are in a private plane and it develops engine trouble and has to land in a densely wooded area. During your landing, the pilot suffers compound fractures in both legs, and a severe cut in his forehead. You have only a small first aid kit and some snack food, and one gallon of water with you. It will be 2 days before help can arrive, but they know where you are. You and another passenger are unhurt.</p> <p>When you have campouts through this Venture activity, plan exercises like this to test your skills. This will give you an opportunity to simulate experiences. Make them up based on the skill level you feel you have achieved so far.</p>		
Closing ___ minutes	<ul style="list-style-type: none"> Scoutmaster Benediction Retire colors or participate in troop closing ceremony 		
Total 90 minutes			
Equipment Needed	Flip chart, writing pens		
Resources	<ul style="list-style-type: none"> Library Universities Sporting goods store <i>Wilderness Survival</i> merit badge pamphlet Resource section of the Venture pamphlet Military units (reserves, national guard, active duty) Experiential education centers 		

Activity	Description	Run by	Time
Opening Ceremony ___ minutes	<ul style="list-style-type: none"> Repeat The American Creed (<i>Boy Scout Handbook</i>) Repeat the Pledge of Allegiance or participate in troop opening ceremony 		
Skills Instruction ___ minutes	<p>Fires</p> <p>Build and start fires from materials other than matches and lighters. Try things like fire by friction, flint and steel, magnification, batteries, etc.</p> <p>Learn how to make a paper pan for boiling water. Investigate ways for finding water and learn how to make a solar still.</p> <p>Demonstrate your ability to perform all of these things on your next campout.</p>		
Special Activity ___ minutes	<p>Finalize plans for your next outing and prepare the materials you will need for it. Make plans for a leader to take pictures of your activities so that you can keep a log of what you are doing.</p> <p>Do the <i>Nitro</i> initiative exercise.</p> <p>How is your training program coming along?</p>		
Closing ___ minutes	<ul style="list-style-type: none"> Moment of silent prayer Retire colors or participate in troop closing ceremony 		
Total 90 minutes			
Equipment Needed	Flip chart, writing pens, fire-building materials, paper		
Resources	<ul style="list-style-type: none"> Library Universities Sporting goods store <i>Wilderness Survival</i> merit badge pamphlet Resource section of the <i>Venture</i> pamphlet Military units (reserves, national guard, active duty) Experiential education centers 		

Activity	Description	Run by	Time
Opening Ceremony ___ minutes	<ul style="list-style-type: none"> Repeat the Pledge of Allegiance Recite first six points of the Scout Law, and tell what they mean, or participate in troop opening ceremony 		
Skills Instruction ___ minutes	<p>Clothing</p> <p>Analyze the types of clothing you would need for different climates such as cold weather, hot weather, etc. What types of natural resources are there that can keep you cool or warm, and how do you utilize them to your advantage? Again set up a fictional situation and study the resources available to protect you from the elements.</p>		
Special Activity ___ minutes	<p>Review your campout and discuss any problems you had and what skills you need to work on.</p> <p>Begin work on your next campout. Develop an exercise that creates a situation you must deal with based on the skills you have worked on so far.</p> <p>Do the <i>Chemical Stream</i> initiative exercise.</p> <p>Plan a time when you can work with the younger Scouts and instruct them on camping techniques.</p>		
Closing ___ minutes	<ul style="list-style-type: none"> Repeat Scout Oath Retire colors or participate in troop closing ceremony 		
Total 90 minutes			
Equipment Needed	Flip chart, writing pens		
Resources	<ul style="list-style-type: none"> Library Universities Sporting goods store <i>Wilderness Survival</i> merit badge pamphlet Resource section of the <i>Venture</i> pamphlet Military units (reserves, national guard, active duty). Experiential education centers 		

ACTIVITY PLAN

Survival—Session 6

Activity	Description	Run by	Time
Opening Ceremony ___ minutes	<ul style="list-style-type: none"> Repeat the Pledge of Allegiance Recite the first six points of the Scout Law, and tell what they mean, or participate in troop opening ceremony 		
Skills Instruction ___ minutes	<p>Shelters</p> <p>Depending on what part of the country you are in, your shelter needs will vary. Research and develop plans for various types of shelters that can be constructed from natural materials or resources that might be available. Do this for at least three regions, such as heavy snow area, desert, wooded area, mountainous area, swampy area, etc.</p> <p>On your next outing, plan to make, or closely simulate, these types of shelters.</p> <p>At the same time, become familiar with wildlife that could be life-threatening in the areas you are developing shelters for; things like snakes, bears, spiders, insects, etc.</p>		
Special Activity ___ minutes	<p>Have a party with families and show slides of your last campout.</p> <p>If you have this party, do one or two initiative exercises in which the guests can participate.</p> <p>Don't forget necessary Scoutmaster conferences and other rank requirements that you should be working on, plus troop leadership roles and functions that you need to support.</p>		
Closing ___ minutes	<ul style="list-style-type: none"> Repeat Outdoor Code Retire colors or participate in troop closing ceremony 		
Total 90 minutes			
Equipment Needed	Slide projector, screen		
Resources	<ul style="list-style-type: none"> Library Universities Sporting goods store Wilderness Survival merit badge pamphlet Resource section of the Venture pamphlet Military units (reserves, national guard, active duty) Experiential education centers 		

ACTIVITY PLAN

Survival—Session 7

Activity	Description	Run by	Time
Opening Ceremony ___ minutes	<ul style="list-style-type: none"> Develop your own opening ceremony or participate in troop opening ceremony 		
Skills Instruction ___ minutes	<p>Food</p> <p>Study and make several types of fishing instruments, including hooks, spears, and nets. Also become familiar with other ways to catch fish.</p> <p>Learn about different types of snares that can be built to catch food.</p> <p>On your next outing, use these fishing items to catch and cook fish. Set up the snares, but do not use them to trap any animals. Since there is no need to kill an animal to survive on this outing, it is best to only become familiar with the techniques necessary to do so. The fish you catch may be a normal part of your meal planning.</p>		
Special Activity ___ minutes	<p>Begin work on finding a location for your ultimate adventure, and determine the length of time you'll need for the adventure. At the same time, figure out the exact skills you want to put to the test. You still have several preparatory sessions ahead of you before that experience.</p> <p>Plan another weekend outing to practice your skills, and make up another survival situation. Test your signaling skills again on this outing.</p>		
Closing ___ minutes	<ul style="list-style-type: none"> Repeat Scout Oath Retire colors or participate in troop closing ceremony 		
Total 90 minutes			
Equipment Needed	Flip chart, pens		
Resources	<ul style="list-style-type: none"> Library Universities Sporting goods store Wilderness Survival merit badge pamphlet Resource section of the Venture pamphlet Military units (reserves, national guard, active duty) Experiential education centers 		

Activity	Description	Run by	Time
Opening Ceremony ___ minutes	<ul style="list-style-type: none"> Repeat Scout Oath, and have simple flag ceremony or participate in troop opening ceremony 		
Skills Instruction ___ minutes	<p>Demonstration</p> <p>Demonstrate for the rest of the troop what you have been doing and share the plans for your next outing.</p> <p>Demonstrate some basic survival techniques, the equipment you use, and share some highlights of the outings you took.</p> <p>Do one or two of the initiative exercises with the troop.</p> <p>Brush up on first aid techniques, especially for heat stroke, shock, blisters, hypothermia, frostbite, and snakebite.</p>		
Special Activity ___ minutes	<p>Familiarize yourself with weather signs. Study and become familiar with types of clouds, cloud formations, and nature's signs for weather change.</p> <p>Finalize plans for the outing and the exercise you will be doing.</p> <p>Don't forget necessary Scoutmaster conferences and other rank requirements that you should be working on, plus troop leadership roles and functions that you need to support.</p>		
Closing ___ minutes	<ul style="list-style-type: none"> Sing "Taps" Retire colors or participate in troop closing ceremony 		
Total 90 minutes			
Equipment Needed	First aid kit		
Resources	<ul style="list-style-type: none"> Library Universities Sporting goods store <i>Wilderness Survival</i> merit badge pamphlet Resource section of the Venture pamphlet Military units (reserves, national guard, active duty) Experiential education centers 		

Activity	Description	Run by	Time
Opening Ceremony ___ minutes	<ul style="list-style-type: none"> Develop your own opening ceremony or participate in troop opening ceremony 		
Skills Instruction ___ minutes	<p>Finding Your Way</p> <p>Concentrate on your directional skills. Make sure you know how to find true north. Using sticks and shadows, make a compass to show how to determine direction.</p>		
Special Activity ___ minutes	<p>Work on the pioneering skill of lashing, and prepare a list of items that you would use to make a raft.</p> <p>If you have access to poles, you could actually make a raft. If not, make one with staves and demonstrate how to lash them together to make a raft.</p> <p>Research other materials that could be used if you needed to stay afloat for several days on a large lake or ocean.</p> <p>Do the <i>Traffic Jam</i> initiative exercise.</p>		
Closing ___ minutes	<ul style="list-style-type: none"> Develop your own closing ceremony Retire colors or participate in troop closing ceremony 		
Total 90 minutes			
Equipment Needed	Staves, ropes, sticks		
Resources	<ul style="list-style-type: none"> Library Universities Sporting goods store <i>Wilderness Survival</i> merit badge pamphlet Resource section of the Venture pamphlet Military units (reserves, national guard, active duty) Experiential education centers 		

ACTIVITY PLAN

Survival—Session 10

Activity	Description	Run by	Time
Opening Ceremony __ minutes	<ul style="list-style-type: none"> • Pledge of Allegiance • Recite the Scout Law or participate in troop opening ceremony 		
Skills Instruction __ minutes	Edible Wild Plants Become familiar with the edible plants in your area. Make sure that you have an expert work with you on this. Some plants can harm you. If they are edible, have the instructor prepare several of them to sample.		
Special Activity __ minutes	Finalize the plans for your ultimate adventure. Make sure that everyone has the skills needed to deal with this. Determine whether you will do this in pairs, or as a group, etc. You could all be doing a different kind of survival experience, or have several experiences and rotate them on different time periods. If there are members of your crew who haven't earned the Wilderness Survival merit badge yet, they should have met all the requirements for it during this Venture activity. Check with the merit badge counselor.		
Closing __ minutes	<ul style="list-style-type: none"> • Develop your own closing ceremony • Retire colors or participate in troop closing ceremony 		
Total 90 minutes			
Equipment Needed	Flip charts, pens		
Resources	<ul style="list-style-type: none"> • Library • Universities • Sporting goods store • Wilderness Survival merit badge pamphlet • Resource section of the Venture pamphlet • Military units (reserves, national guard, active duty) • Experiential education centers 		

ACTIVITY PLAN

Survival—Session 11

Activity	Description	Run by	Time
Opening Ceremony __ minutes			
Skills Instruction __ minutes			
Special Activity __ minutes	ULTIMATE ADVENTURE		
Closing __ minutes			
Total 90 minutes			
Equipment Needed			
Resources			

Activity	Description	Run by	Time
Opening Ceremony ___ minutes	<ul style="list-style-type: none"> • Repeat Scout Oath • Repeat Pledge of Allegiance or participate in troop opening ceremony 		
Skills Instruction ___ minutes	<p>Troop Potluck Supper</p> <p>Have a family potluck supper to share slides of the survival activities you have been doing for the past few months.</p> <p>Show slides of highlights of the activities, but keep it to no longer than 30 minutes. People don't want to be bored. Edit your slides and write a script to narrate them with.</p> <p>Invite the people who helped you in preparing for your survival adventure and all the members of the troop and their families.</p>		
Special Activity ___ minutes			
Closing ___ minutes	<ul style="list-style-type: none"> • Scoutmaster Benediction • Retire colors or participate in troop closing ceremony 		
Total 90 minutes			
Equipment Needed	Slide projector, screen, some taped music, anything that you would like to show off to the families, some recognition items to thank the people who helped you		
Resources			

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**Varsity Team
Meeting Plan Work Sheet**

(Developed in advance by the assistant Scoutmaster and the team.)

Meeting location _____

Meeting date _____ Time _____

Warmup (preopening) _____

Early arrival activity _____

Set up meeting room _____

Opening Time _____ Leader _____

Ceremony _____

Welcome _____

Announcements _____

Team Business (general strategy session)

Reports and Assignments:

Advancement _____

High adventure _____

Service _____

Troop-related activities _____

Personal development opportunities _____

District/council events _____

Practice time/date _____

Other reports (finance, equipment, etc.) _____

Elective Event Time _____ Leader _____

Guest consultant _____

Contest or game _____

Merit badge work _____

Family activity _____

Special activity _____

Closing Time _____ Leader _____

Closing ceremony _____

Coach's Corner _____

Wrapup (evaluation)

Evaluated meeting _____

Clear meeting room _____

VARSITY PROGRAM
Practice Worksheet

Date _____ Time _____

Equipment needed _____

Warmup (specific exercises and why) _____

Skill development (specific skill; teaching plan drills to be used) _____

Team talk (specific "strategy" to be used; most effective grouping of players to stimulate discussion) _____ ; _____

Practice (scrimmage) game (what the players should be most aware of; how to set up teams to accomplish goals) _____

MENU

bread

milk

eggs

PLANNING

BAKING

Background: Reflector ovens and double-pan Dutch ovens are traditional for backcountry baking. However, both require a good hot fire or glowing coals. Modern campers rely almost exclusively on stoves for all their cooking so the oven should reflect this change in style. Here are some untraditional baking ideas:

The Jello Mold Oven: You'll need a wide ring aluminum Jello mold and a cover of some sort.

1. Grease the mold and put your batter into the outside ring. Decrease the suggested amount of water by up to one-fourth for faster baking.

2. "Large-Burner" stoves like the Coleman Peak 1 and double burner models, may burn the edges of the bakestuff. Place the Jello mold over the burner head, top it with a high cover (necessary to allow sufficient room for the bake good to rise) and relax. Cooking times are nearly identical to those suggested in the baking directions.

3. Cool the mold by setting it in a shallow pan of water for 5-10 minutes, then pop out your entree

Tips

1. Wind reduces the efficiency of the Jello mold, so use a good windshield around the stove.
2. "Large-burner" stoves like the Coleman Peak 1 and double burner models, may burn the edges of the bakestuff.

Other uses of the Jello Mold

Your Jello mold may also be used as a steamer to rehydrate dried fruits and vegetables. Here's how: (a) Place dried fruit or beans in the Jello mold ring with about 2-3 tablespoons of water; (b) Fill a stainless cup (sierra cup) with water and set it on the chimney of the mold; (c) Cover the mold and cup turn the stove to medium-high. Boiling water from the sierra cup will vaporize and steam your fruit or vegetable to tenderness in a fraction of the time of simple soaking. It's the steam that does the trick!

You can also fire the Jello mold with a small (2-5/8 ounce) can of Sterno (don't use the large size cans of Sterno; they put out too much heat) or an aluminum 35 mm film can (good luck finding one) with rubbing alcohol. To ensure ample draft, use a pair of 1/2 inch diameter sticks to prop the ring above the Sterno. You must ventilate the high cover with a match stick or the Sterno (or alcohol) will go out.

You may also use the Jello mold as a "pot support" on your stove. To heat a single cup of water on your trail stove, set a water-fill sierra cup into the Jello mold chimney. A cover will speed heating and save stove fuel.

Triple-pan method of baking on your stove: Use this method if you don't have a Jello mold. You'll need two nesting skillets, a high cover and a half dozen small stones.

1. Evenly scatter the stones onto the surface of the large (bottom) frying pan.
2. Place your bakestuff into the small frying pan and set it on top of the stones (the two pans must be separated by stones to prevent burning).

3. Cover the unit and place it on the stove. Use the lowest possible blue-flame setting.

Warning: Don't use this method with a thin aluminum skillet on the bottom; you'll burn a hole right through it!

COOKWARE: Prepackaged "Trail King" cooksets are a waste of money. Post sizes are usually awkward and the frying pans are awful. Experienced campers usually assemble their cookware, buying only those items which they need. For a crew of eight you'll need:

(a) *Three nesting aluminum pots*, the largest of which is approx. 20 cups (Mirro is a good brand). Choose low sided broad posts rather than high narrow ones. A low center of gravity is important if you're cooking on a less than rock-stable trail stove.

(b) *Coffee pot:* An eight cup aluminum pot is ideal for a crew of four. A 20 cup model is more suitable for groups of eight or more. Coffee pots are originally left on the fire as a major supply of boiling water, so consider the merits of an oversize (20 cup) pot, even for small groups. A large coffee pot will speed heating of dishwater.

(c) *Skillet:* A ten inch diameter teflon-lined skillet is all you need. Remove the bakelite handle and substitute a captive screw and wing-nut for the wrench-tightened system provided. Or, leave off the handle and use an aluminum pliers or "pot lifter". The handle must be removable so your skillet will nest with your cookset. For large groups, include a twelve inch square teflon griddle.

Utensils: Experienced campers carry only an insulated plastic cup, metal spoon, and sturdy plastic bowl. The individual pocket knife performs all cutting chores. Forks - useful for vehicle camping - are considered a luxury. It's best to have identical colored, nesting bowls. Keep bowls stored inside your smallest cookpot.

You'll need these cooking utensils:

- a) Plastic pancake turner
- b) rubber spatula, for scraping uneaten food from pots and bowls.
- c) Wood stirring spoon.
- d) aluminum pliers or "pot grabber".
- e) small wire whip for reconstituting instant mixes.
- f) salt, pepper and other spices are best stored in plastic 35 mm film cans.



Fabric utensil roll to store tools and spices snaps or Velcro tabs at the top so you can hang the roll from a tight rope under your rain tarp, everything will remain dry in the rain.

Coffee pots are commonly used on open fires and so get quite black outside (you might try putting liquid dish soap [Ivory and Dawn work the best] on the outside before you put it on the fire, this makes cleanup a bit easier.

For a gourmet treat drop chunks of raw fish into boiling soup (vegetable) and cook for approximately 5-7 minutes. Sounds terrible but tastes superb and is the logical solution to preparing fish when stove fuel is in short supply.

Making biscuits and cakes: Mix batter in a plastic zip-lock bag. Add the water you need, knead the bag with your hands until the consistency of the mix is correct, then punch or cut a hole in the bag bottom and force the gooey mess into your awaiting oven. No mess or fuss.

Quick 'n easy trail suppers can be prepared by adding any or all of these items to boiling soup mix: instant rice, dry noodles, elbow macaroni, Bisquick dumplings (use a plastic bag to mix).

Breads for lunch, Bagels are ideal trail bread. Buy the frozen kind, they will keep nicely for about a week after thawing. Pile the bagels with anything (i.e., peanut butter and jelly, cheese, lunch meats). Bagels are tasty, tough and they pack well. Pita is another alternative to trail crackers. Pita contains preservatives (bagels do not) and will remain fresh and tasty for at least two weeks. One pita bread per person is substantial lunch fare and make up into great sandwiches.

Cheese in Soup, sprinkle dried Parmesan cheese on soup for a great treat. Chunks of cheese (any kind) add spark, flavor or calories to trail spaghetti and chili.

Pre-packing saves time! Pre-pack everything you need to prepare a given meal, in a zip-lock plastic bag. Everything should be premeasured and mixed so that you don't have to fuss with this on the trail. (Be sure to label each package, with what ingredients and amounts needed to complete that particular project, with the new freezer zip-lock bags, you can label them very easily.) I might find it easy on your nerves and patients if you have the boys put the zip-lock bags in different color grub bags for meals (i.e., blue for breakfast, red for lunch, green for dinner).

Cold weather cooking tips

Pot covers are essential for winter cooking. Open pots lose too much heat; in sub zero temperatures, water may not reach boiling unless it is placed in a covered pot.

Snow provides a natural windscreen. Dig in your stove so its completely protected from wind. Sub-zero temps and a good wind will lengthen cooking times considerably.

Insulate your water bottles so they won't freeze: Carry water bottles in an inside parka pocket so they won't freeze. In camp, store them upside down in the snow. The frozen interface will then be at the bottom and you'll be able to pour the liquid from the capped end. Snow is a marvelous insulator. Water bottles stored overnight this way will be "pourable" come morning.

How to wash dishes in sub-freezing temperatures: Heavy rubber gloves will protect hands from the wet chilling effects of cold. Dish water should be near boiling. A nylon sponge pad is all you need to remove food particles from pots and bowls. Detergents aren't necessary as there is no bacterial growth in sub-freezing temperatures. In fact, dishes need not be washed at all. Some authorities recommend that you clean dishes with snow - a particularly inefficient practice. Boiling water and rubber gloves work much better.

MENU PLANNING

1. TIME OF YEAR

- A) **WINTER** - you want fast, easy, quick 1 pot meals with little or no clean up.
 - i.e., (breakfast) - instant oatmeal, hot chocolate, warm tang.
 - (Lunch) - instant soup, hot chocolate, sandwich
 - (Dinner) - stew (pre-packaged cooked in freezer bag), hot chocolate, bread

- B) **SUMMER** - you will have longer hours, fix a big meal, be creative.

- C) **FALL, SPRING** - use a combination of both Winter and Summer meals - (i.e, early Spring, late Fall, follow more along the lines for Winter cooking, and late Spring, early Fall, follow along the lines of Summer cooking).

2. PRE-PLAN Take your troop on a trip to the grocery store and compare prices, food value, costs, and the like.

- A) **Time of Year** - how will you prepare your meals, what kind of meals will they have (i.e, quick, one pot, gourmet, roast or hot dogs).

- B) **What is in Season** - have the boys plan their meals around products that are in season (i.e, late Fall, you don't want strawberry short cake with fresh strawberries, you might want apples instead).

- C) **What can be Prepared at Home** - i.e., stews, soups, precook meats, et cetera.

3. TYPE OF OUTING -

- A) **Backpacking (overnight camping)** - prepackaged food, quick easy meals.
- B) **Short Term Camping (Tailgating)** - more involved menus can utilize coolers and Coleman type stove, basically, follow along with late Spring and early Fall and Summer Camping.
- C) **Long Term Camping - i.e., summer camp,** - get creative and go wild. Utilize everything at your disposal.

4. PLAN

- A) **Food Value**
- B) **Taste**
- C) **Ease of Preparation**
- D) **Breakfast**
- E) **Lunch**
- F) **Dinner**

4. RE-PACKAGE i.e, dry goods

5. CLEAN UP



OVERHEAD PROJECTOR TECHNIQUES

The overhead projector combines the advantages of the slide projector, flip chart, and chalkboard, all rolled into one.

1. Most overhead projectors are designed for the projection of transparencies up to 10" x 10" in size. In addition, opaque objects may be silhouetted on a screen very effectively for a shadow-picture effect.
2. Projection can be done in a normally lighted room. A darkened room is not necessary.
3. The trainer faces the audience. By keeping eye contact with the participants, the trainer is able to maintain control of the group while at the same time serving as projectionist.
4. A large image is projected at a short distance. If the projector is 12 feet from the screen, the projected image is approximately 8 feet square.
5. Transparencies are easily prepared and economic. They can be prepared in advance.
6. Or a roll of clear acetate can be used on the overhead projector with felt-tip pens to create the presentation as you go. Write or create pictures as you speak. Simply roll up the film for the next frame.
7. It is possible to write or draw on prepared transparencies with grease pencil to emphasize a point. Marking can be erased with a soft cloth.
8. Strips of opaque paper or cardboard can be used to cover sections of the transparency to progressively disclose information.
9. Overlays can be used for a step-by-step buildup or breakdown of a layout.
10. The trainer can use a pointer to call attention to details or important points on the transparencies.
11. Using a Thermofax copying machine, excellent transparencies of typewritten copy, or pages, or books can be prepared in seconds.
12. Caution. Lettering on an overhead projector transparency should be no smaller than 1/8 inch.

Note: Many council services centers, churches, and schools have overhead projectors.

HOW TO GIVE A DEMONSTRATION

There is a difference between just using a skill or method and demonstrating it so others can learn. A few suggestions are outlined here.

PREPARE FOR THE DEMONSTRATION

1. Plan in advance the steps you will use in giving the demonstration.
2. For a long demonstration, make a written outline of these steps.
3. Collect and prepare the necessary materials or equipment.
4. Practice the demonstration from beginning to end until you do it smoothly and with ease.
5. Plan it to appear as natural as possible, even if you can't perform the skill exactly as you would in use.
6. Size up your audience to determine their present knowledge and learn how much detail you will need to give them.

GIVE THE DEMONSTRATION

1. Briefly tell your audience the major points to watch for during the demonstration.
2. Adjust the speed of your demonstration to the difficulty in learning the various steps.
3. Watch for the participants' reactions. Fit the amount of detail and pace the action to your audience.
4. If necessary, repeat any difficult or important steps, either as you go along, or after all steps are completed, to assure that everyone understands.
5. If you warn against the wrong way by showing it, always demonstrate the right way both before and after you show the wrong way.

SUMMARIZE THE DEMONSTRATION

1. Briefly review the important steps in order. Use a chalkboard or poster as a visual aid in summary.
2. Give the participants a chance to ask questions, or better still, give them a chance to practice while you coach.

HOW TO USE CHARTS AND POSTERS

Charts and posters are used to:

1. Attract and hold attention.
2. Develop an idea.
3. Present information to small groups.
4. Highlight key points.
5. Review and preview.
6. Add variety to discussion.
7. Speed up learning.
8. Increase retention.

HOW TO MAKE A FLIP CHART

1. Although excellent flip chart pads are available commercially, you can make your own with a tablet of newsprint, an artist's pad, or even sheets of construction paper, newsprint, or brown wrapping paper.
 - a. If paper is not in pad form, reinforce the top of the sheets with a double fold of paper or cardboard. Staple sheets together or fasten with lightweight bolts and thumbscrews.
 - b. If the flip chart is not self-supporting, tie it to the top of a stand, an easel, or movable chalkboard. You can improvise a stand by using the back of a chair or an upended table.

2. Contents of the chart.

It's a good idea to write out the flip chart in miniature while you are planning it. Changes or corrections can be easily made before you make the actual chart.

- a. The first page should be the title page.
 - b. The second page should define the subject.
 - c. The following pages should explain the subject.
 - d. Then offer proof that your explanation is sound.
 - e. And finally, summarize and ask for action on the last page.
3. Use large lettering that can be easily seen.
 - a. Use wide-line marking pens.
 - b. Use plastic stick-on letters.
 - c. Use lettering patterns or stencils to trace letters.
 - d. Emphasize or underline key words.

4. Use some color.

Use colored marking pens or water colors to emphasize key points.

5. Don't try to crowd too much on one page. Only one idea per page.
6. To provide the presenter with a cue sheet, duplicate in miniature on the back of the preceding page what the audience is seeing. Then you can stand slightly behind the flip chart, face the audience, and explain what they see.

HOW TO USE CHARTS AND POSTERS (continued)

HOW TO MAKE POSTERS

You don't have to be a sign painter or artist. Just follow these simple rules and your posters will carry a terrific punch:

1. Select the main idea. Jot down a few simple words that explain it.
2. Decide on the effect you want to create funny, dramatic, serious, or factual.
3. Try out different ideas. Put them all down on scratch paper.
4. Lettering.
 - a. Block out the chart using lightly penciled guidelines.
 - b. If you aren't an artist, use plastic stick-on letters, pressure-sensitive letters, trace lettering patterns, or use letter stencils. This saves a lot of time.
 - c. Use plain block letters. Make them a little taller than they are wide.
 - d. Don't squeeze the letters together or place them too far apart.
 - e. Avoid fancy or difficult-to-read lettering.
 - f. Letter Sizes. Follow this guide:

10-15 people	(10 ft. away)	Use letters	1/2" high	1/8" thick
15-30 "	(25 ft. away)	" "	1" high	1/8" thick
30-60 "	(45 ft. away)	" "	1 1/2" high	1/4" thick
60-100 "	(75 ft. away)	" "	3" high	1/2" thick

5. Color and Illustrations.
 - a. Color adds interest to posters. Use colored ink or poster paint to fill in letters.
 - b. Select colors that contrast sharply to the background color.
 - c. Cut out pictures from Boys' Life or Scouting magazine.
 - d. Trace pictures from magazines.
 - e. Pictures or diagrams from magazines can be enlarged by using an opaque projector.
 - f. Make the main idea the largest and brightest. Use lots of white space. It makes the main idea stand out.

OTHER TYPES OF CHARTS

Pinboard Chart--Word strips or sentence strips rest on pins stuck in a pin-up board.

Sentence Holder Chart--Word strips rest in a shallow pocket made from cardboard and fastened to board.

Folded Word Chart--Word strips are folded in center, then opened during the presentation.

Strip Chart--Strips of paper are used to hide the points until time to show them.

WHAT IS A FLANNEL BOARD?

It is a living chart that grows one idea at a time. It is used as a demonstrative method of teaching. By controlling the display, the participants' attention can be directed to specific key points. It is especially useful in building up, visually, the principal parts of a concept. It is also possible to rearrange ideas during group discussion.

Use the flannel board during training sessions to get across key points, to demonstrate steps in making a craft, to help show relationships of one set of things to another, to help make announcements of coming events.

MAKING A FLANNEL BOARD

1. The background
 - a. Use plywood, masonite, stiff cardboard, or wallboard for backing. Or a large chalkboard or upended table can be used.
 - b. Cover the backing with tightly stretched rough-napped flannel or felt. In an emergency, a blanket can be used.
 - c. Dark blue, green, or black (or other dark colors) are best.
 - d. The size of the board will need to be proportioned to the size of the display. Don't squeeze everything together.
2. The display
 - a. Use lightweight cardboard or construction paper for single-use displays. A heavier poster board should be used for displays which will be used repeatedly.
 - b. Use light, bright colors. Make sure the color does not dominate the board or the visual effect will be lost. Display color should be a good contrast to background color of board.
 - c. Generally speaking, use only one idea or word to a card.
 - d. Consider the size and type of lettering, as well as group size and room size. Letters should be a minimum of 1 inch tall. Be sure letters are large enough for everyone to see.
 - e. The best backing for the cards or cutouts is a hook-and-loop material such as velcro. Medium to coarse sandpaper, felt, or flannel all work well. Use as much as needed to support the weight of the card when it is placed on the flannel board. The hook-and-loop materials can be purchased in various widths, with or without adhesive on the back.

(continued)

HOW TO USE THE FLANNEL BOARD (continued)

PREPARING THE PRESENTATION

1. Outline your talk. Plan your key points and words.
2. Make a checklist of needed supplies.
3. Divide presentation into sections. Only one section should be used on the board at a time.
4. Keep the presentation simple. The flannel board itself will help add a dramatic effect.
5. Use big cutouts and big letters. Consider the room size and group size. Flannel boards are best used with small groups.
6. Check visual effect. Use contrasting colors.
7. Practice putting the presentation on the board until you are able to place each item in the right location at the right time. Place cutouts or cards against the board and press down firmly. Avoid touching it again, as this may cause it to fall off.
8. Check for spacing, color, and readability. Were any key points omitted?

MAKING THE PRESENTATION

1. Arrange the display strips in the order you plan to use them. No last-minute scrambles to find the right card.
2. For identification, number and title the cards on the back also. Then if you happen to drop them all on the floor, they will be easy enough to put back in order.
3. If the audience is not familiar with the flannel board technique, take a few minutes to explain how it works. Otherwise, they may miss points while they are trying to figure out what makes items stay on the board.
4. Face the audience as much as possible, standing to one side of the board.
5. Balance what you say with what you do. The flannel board cannot carry the entire weight of the presentation. It is only an aid.
6. Ideas can be "tied" together with strips of colorful yarn, or use arrows from one point to another.
7. Remove the items from the board in reverse order so you have them in the right sequence to use again.

COLOR ON COLOR

(Ranked from most visible to least visible.)

- | | |
|--------------------|--------------------|
| 1. Black on yellow | 7. White on red |
| 2. Green on white | 8. White on orange |
| 3. Blue on white | 9. White on black |
| 4. White on blue | 10. Red on yellow |
| 5. Black on white | 11. Green on red |
| 6. Yellow on black | 12. Red on green |

HOW TO USE THE CHALKBOARD

Chalkboard work should be simple and brief. Copying lengthy outlines or lists of subject matter is a waste of time to the trainer and the participants. If it is important for the participants to have a copy of this material, it should be duplicated and distributed.

The chalkboard is similar to a store window. Everyone knows that an overcrowded, dirty, or untidy window has little appeal as compared to one that is clean, neat, and displays a few well-chosen items.

Use chalkboards:

1. Often! They are the workhorses of training aids.
2. When the group is recording ideas.
3. When a permanent record is not needed.
4. To secure learner participation.
5. To attract and hold attention.
6. To add interest to a presentation.
7. To increase retention.
8. To speed up learning.

Advantages of Chalkboards

Cost minimal.
Are usually available.
May be used in a variety of ways.
Are simple to use.
Attract and hold attention.
Deepen interest.
Increase retention.
Speed up learning.
May be used to secure participation from the audience.

Limitations of Chalkboards

Do not provide a permanent record.
Can become commonplace.
Are usually stationary.
Cannot be used with large groups.
Few people use chalkboards creatively.

A few rules for using the chalkboard will increase its effectiveness as a visual aid:

1. Words should be printed instead of written. Draw a pair of light guidelines to make the top and bottom row of letters. Form the letters in a clear, simple Gothic style. Avoid fancy scripts or print that is difficult to read.
2. Use chalk sharpened with a knife or sandpaper pad. It is easier to control the printing with pointed chalk. To keep chalk from breaking, grip the chalk so that your forefinger extends over the tip of the chalk.
3. Put the chalkboard where it can be seen by everyone, or use a section of a permanently located board that is similarly easy to see.
4. Don't crowd the chalkboard. A few important points make a vivid impression.

(continued)

HOW TO USE THE CHALKBOARD (continued)

5. Make the material simple. Brief, concise statements are more effective than lengthy ones.
6. Plan chalkboards ahead. Keep the layouts in your training manual.
7. Get together everything you need for the chalkboard before the group meets--chalk, ruler, eraser, and other items.
8. Use color for emphasis. Yellow and pale green chalk are more effective than white chalk.
9. Print all captions and drawings on a large scale. The material must be clearly visible to all participants.
10. Erase all unrelated material. Other work on the chalkboard distracts attention. Use a chalkboard eraser or cloth, and not your fingers.
11. Keep the chalkboard clean. A dirty chalkboard has the same effect as a dirty window.
12. Prepare complicated chalkboard layouts before the group meets. Work can be covered with poster board until you are ready to show it.
13. Check for glare and eliminate it by tilting the board or by removing or blocking off the offending light.
14. Keep erasers clean. Learn to erase with straight up-and-down strokes rather than swishing the eraser in circles.
15. Templates can be used to trace a reproduction of an object.
16. Strips of paper can be fastened over printed material on a chalkboard so that information can be revealed step by step.
17. Stick figures and designs can be traced on a chalkboard by using an opaque projector.
18. Chalkboards are readily available and one of the easiest training aids to use.



SAFE SWIM DEFENSE



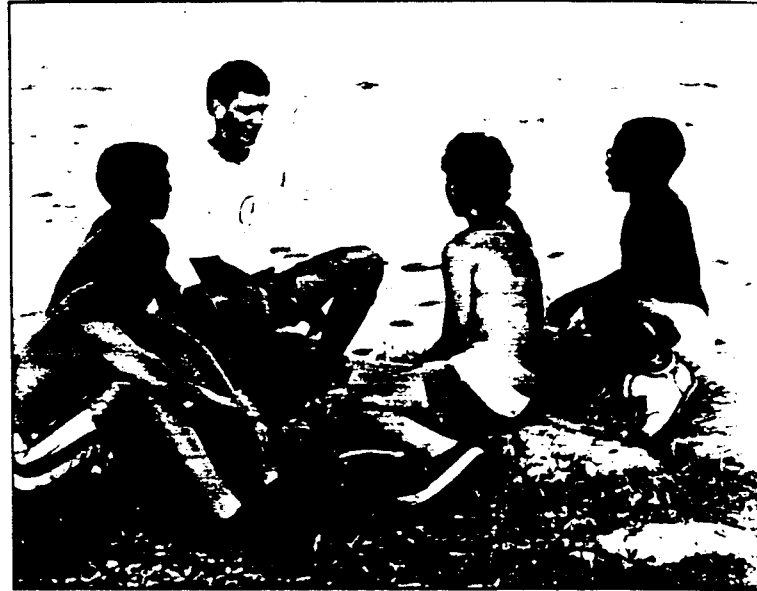
BOY SCOUTS OF AMERICA

SAFE SWIM DEFENSE

Safe Swim Defense is the recommended procedure for conducting group swims at the beach, private or public pool, wilderness pond, stream, or wherever the water looks inviting enough to take a dip.

ATTENTION! LOOKOUTS AND LIFEGUARDS

Lifeguards and lookouts must not take their eyes off the water and the swimmers. Keep all swimmers clearly in view and avoid talking to others when on duty. The time may come when your attention and alertness will save a life. Be alert. Be serious about your responsibility.



QUALIFIED SUPERVISOR

Have a responsible adult (at least 21 years old) supervise all swimming. This person must be qualified in watersafety training (BSA Lifeguard; Red Cross Advanced Life Saving; or YMCA Senior Lifesaver) or must use assistants so qualified. Preferably have more than one adult qualified to supervise. Be sure everyone involved in supervision thoroughly understands the Safe Swim Defense and is firmly committed to its use.



PHYSICAL FITNESS

Require evidence of fitness for swimming activity with a complete health history from physician, parent, or legal guardian. Adjust all supervision, discipline, and protection to anticipate any potential risks associated with individual health conditions. In the event of any significant health conditions, an examination by a physician should be required by the unit leader.



SAFE AREA

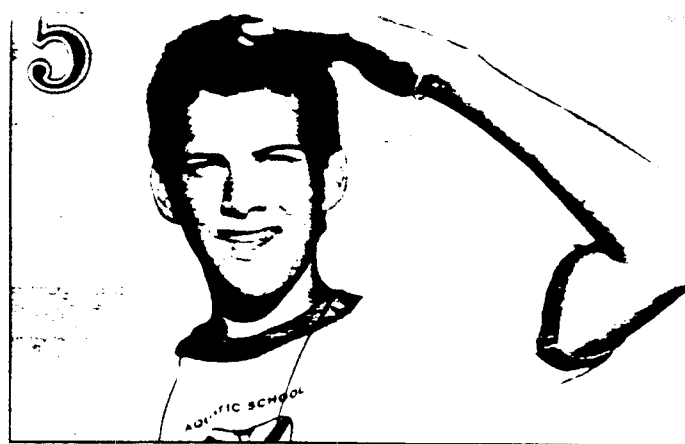
Have lifeguards and swimmers crisscross the entire bottom of the swimming area to determine varying depths, deep holes, rocks, and stumps. Mark off the area for three groups: not more than 1 meter (3½ feet) deep for nonswimmers; from shallow water

to just over the head for beginners; deep water not over 3.5 meters (12 feet) for swimmers. For boundary markers use poles stuck in the bottom, or plastic bottles or balloons attached to rock anchors with twine. Enclose nonswimmer and beginner areas with buoy lines (twine and floats) between markers. Put plastic jugs or balloons at outer corners of swimmer area.



LIFEGUARDS ON DUTY

Appoint two capable swimmers as lifeguards. Station them ashore, equipped with lifeline (100-foot length of $\frac{1}{2}$ " nylon rope). In an emergency, one carries out the line and the other feeds it out from shore, then pulls his partner and the person being assisted. In addition, if a boat is available, man it with two capable swimmers, one rowing and the other equipped with a 10-foot pole or extra oar. Provide one guard for every 10 persons.



LOOKOUT

Station a lookout on the shore where everything can be seen and heard in all areas. This person may be the adult in charge of the swim and may give the buddy signals.



ABILITY GROUPS

Divide into three ability groups: Nonswimmers, beginners, and swimmers. Keep each group in its own area. *Nonswimmers* have not passed a swimming test. *Beginners* must pass this test: jump feet-first into water over the head in depth, level off, swim 7.5 meters (25 feet) on the surface. Stop, turn sharply, resume swimming as before and return to the starting palce. *Swimmers* pass this test: jump feet-first into water over the head in depth, level off and begin swimming. Swim 75 yards/meters in a strong manner using one or more of the following strokes: sidestroke, breaststroke, trudgen, or crawl; then swim 25 yards/meters using an easy resting backstroke. The 100 yards/meters must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating. *These qualification tests should be renewed annually, preferably at the beginning of the season.*



BUDDY SYSTEM

Pair everyone with another in his/her own ability group. Buddies check in and out of the swimming area together. Emphasize that each buddy lifeguards his buddy. Check everyone in the water about every 10 minutes. The adult in charge signals for a buddy check with a single blast of a whistle or a ring of a bell; calls "Buddies!" and counts slowly to 10 while buddies join and raise hands and remain still and silent. Guards check all areas, count the pairs, and compare the total with the number known to be in the water. Signal two blasts or bells to resume swimming. At the end of the swim make a final buddy check and account for everyone. Signal three blasts or bells for checkout.



DISCIPLINE

Be sure everyone understands and agrees that swimming is allowed only with proper supervision and use of the complete Safe Swim Defense. Advise parents of this policy. When everyone knows the reason for rules and procedures, they are more likely to follow them. Be strict and fair, showing no favoritism.

ESSENTIAL DEFENSES

For guaranteed fun, nothing tops swimming. All surveys of boys' most popular interests at camp and for year-round activities rank swimming at the top of the list. It is also a good physical conditioner.

But whether for fun or fitness—do your swimming safely! It is tragic that the greatest number of Scouting fatalities are connected with water activity. Since most of them occur on unit outings, it is vital that adult leaders combat the danger with an effective plan for Safe Swim Defense. Scout swimming must always be properly organized and supervised.

The Safe Swim Defense is a time-tested method of setting up defenses essential to the safety of swimmers. The clear and simple procedures outlined below can be easily understood and

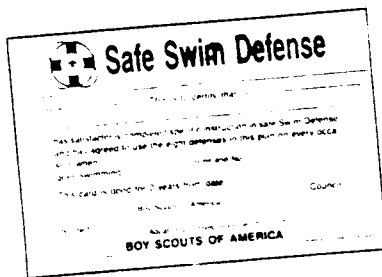
applied to almost any swimming site. These essentials are also included in requirements for Lifesaving merit badge and BSA Lifeguard. BSA Lifeguard is an acceptable qualification required to support Safe Swim Defense.

Lack of qualified supervision is the contributing cause to most water accidents. To remedy this, a training plan in Safe Swim Defense is provided. Any unit-related adult—leader, assistant, committee member, parent—is eligible for training to become a qualified supervisor.

Those leaders who are coached in and committed to using these methods receive the special Safe Swim Defense pocket card, No. 4243.

Most councils give this training at summer camps. Some also provide it as part of the leaders' roundtables, show-and-tell events, or at separate meetings or demonstrations at pools and beaches. Other methods can be adopted to make this training available with the help of qualified aquatics counselors.

Only simple coaching is involved—enough to give leaders an understanding of the Safe Swim Defense and to gain their commitment to use it at all times when their units are swimming.



Coaching and commitment card, No. 4243

You can set up a Safe Swim Area

Here is an easy, quick way to make a swimming area safe. Take with you most of the equipment and material needed to conduct a swim during a day hike, overnight, or short-term camp. The rest of you can pick up at the campsite. Minimum equipment includes: 100 feet of $\frac{1}{8}$ " nylon line, 2 dozen balloons, 200 feet of binder twine, a hand ax, a pocketknife, and a pencil.

Organize the swimmers in the line holding hands to check the bottom of the area—less than 6 feet in depth—to be used. Use a strong swimmer to scout the area, up to 12 feet, by looking for deep holes, rocks, stumps, or dangerous debris. He should work at the end of a lifeline—bowline around shoulder, with a buddy tending line at shoreline.

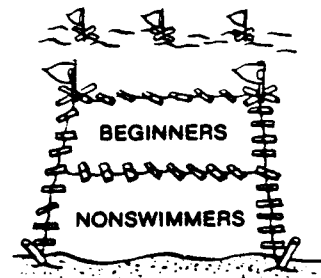
Use binder twine to mark off and enclose the areas for non-swimmers, maximum depth 1 meter (3½ feet), and for beginners, maximum depth 1.8 meters (6 feet). Support the line with dead-wood floats cut by hand ax. Large rocks tied with twine make good anchors at the outside corners where buoys (plastic jugs or balloons) should be placed. Do not use glass bottles because of possible breakage.

Swimmers use deep water beyond these areas, maximum depth 3.5 meters (12 feet). Mark other outside limits with buoys only. To improvise these buoys, use yellow, orange, or white balloons tied to a rock anchor on the bottom.

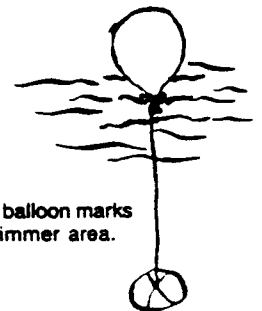
Many units that swim regularly carry some type of portable checkboard and use camp-type buddy tags, No. 1945. This is a great idea, but protection is equally effective with an improvised buddy check system: For each participant, whittle a short, pointed peg, flat on one side. Write the person's name with a pencil on the flat part. Buddies stick their pegs into the ground at a marked place as they check in by buddy pairs. When a buddy pair checks out of swimming, they remove their pegs.

Safe Swim Defense

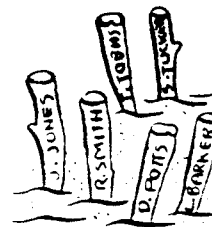
Customarily, a qualified adult supervises swimming, also serves as lookout, and gives buddy calls. This person should be located at a vantage point where everything in all areas can be seen and heard. At water's edge a two-person lifeguard team keeps close watch on all swimmers and stands ready with 100 feet of rescue line to help anyone in trouble. The rescuer ties a bowline on his end of the line and places it over his shoulder and around his chest. As he swims to a rescue, his buddy pays out the line from a handheld coil, a chain-knotted line, or a "pineapple ball." The rescuer grasps the person being rescued in a standard towing method with the crosschest tow being preferred. His other hand holds the line while the teammate pulls them both back to shore.



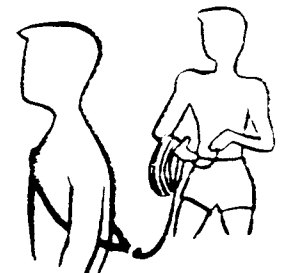
Swim areas using binder twine, sticks, jugs or balloons.



Plastic jug or balloon marks corner of swimmer area.



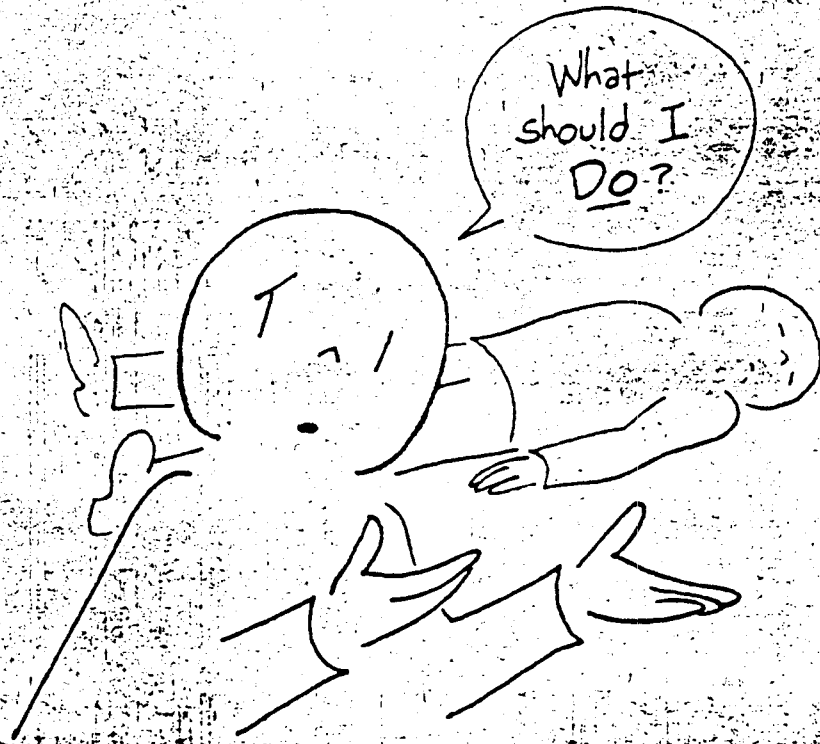
Whittled pegs are used for buddy "tags."



Lifeguards stand by with a "ready line."

What everyone should know

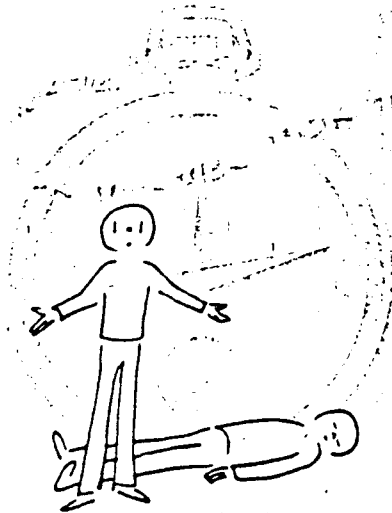
ABOUT FIRST AID



What
is
**FIRST
AID**
?

It's **IMMEDIATE ACTION
TAKEN** to treat a person
who has been injured or has
become suddenly ill.

TIME
can be a
CRITICAL
factor...



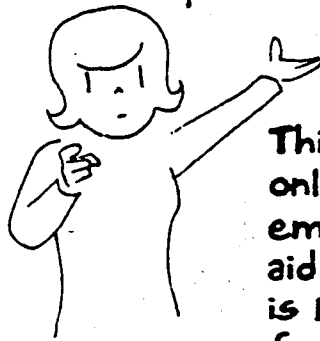
Minutes--
even seconds can
mean the difference
between **LIFE** and
DEATH!

FIRST AID fills the "**TIME GAP**"
until medical help arrives.

Knowing **WHAT***
to **DO** can

- save someone's life
- prevent further injury
- relieve pain.

***BUT** -- do know your
limits -- do only what
you're competent to do.

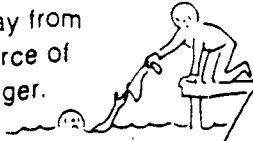


This booklet is
only a guide to
emergency first
aid procedures. It
is **NOT** a substitute
for qualified medical
treatment. In an
emergency, get
medical help as
soon as possible.

First give **URGENT CARE**

① RESCUE

Get victim away from source of danger.



② CHECK BREATHING

Give artificial respiration if necessary. See p. 4



③ CONTROL BLEEDING

See pp. 5 & 6



④ TREAT FOR POISON

See p. 7



**THEN--
CALL FOR
HELP**
or let others call while you give urgent care.



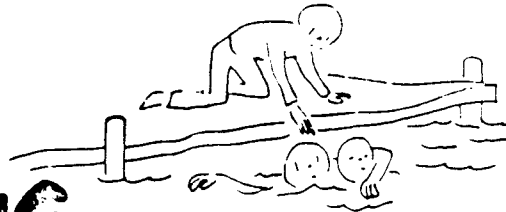
CALL ambulance, fire department, poison control center, police, utility company, doctor, etc.

GIVE accurate information (location, age, sex and what happened to victim). Don't hang up until other party does.

ALSO...

<p>IDENTIFY victim. Look for emergency medical I.D.</p>	<p>KEEP victim still to avoid further injury.</p>	<p>LOOSEN or remove clothing carefully. Check for hidden injuries.</p>	<p>DETERMINE injury or probable cause of illness. ASK witnesses.</p>
<p>NOTE victim's general appearance and behavior -- skin color, eyes.</p>	<p>CHECK for stains or burns around mouth, breath odor (alcohol or drug overdose).</p>	<p>INSPECT throat to see if victim is laryngectomee (see p. 4). If so, air inlet must be clear.</p>	<p>PROTECT victim from disturbance and exposure.</p>

First aid to RESTORE BREATHING



- in such cases as
- ✓ NEAR DROWNING
 - ✓ GAS POISONING
 - ✓ ELECTRIC SHOCK
 - ✓ HEART FAILURE
 - ✓ SUFFOCATION



Every second counts when breathing has stopped. Six minutes without oxygen may mean death.

MOVE FAST!

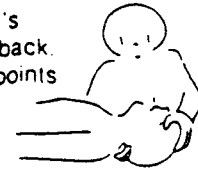
TO PERFORM MOUTH-TO-MOUTH RESPIRATION . . .

1 REMOVE obvious foreign matter from victim's mouth including dentures which can't be held in place.

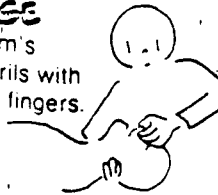
2 PLACE hand under victim's neck and lift.



3 TILT victim's head back. Chin points up.



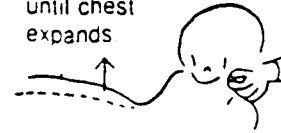
4 CLOSE victim's nostrils with your fingers.



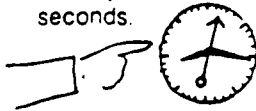
5 INHALE Place your mouth tightly over victim's



6 EXHALE into victim's mouth until chest expands



7 START with 4 quick breaths - then 1 every 5 seconds.



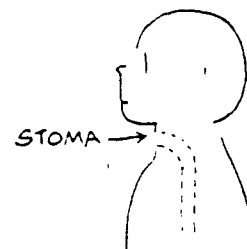
8 BLOW into nose and mouth of small victim. For victim whose denture removal prevents good mouth seal, blow into nose or mouth.

9 USE less pressure, faster frequency for children.

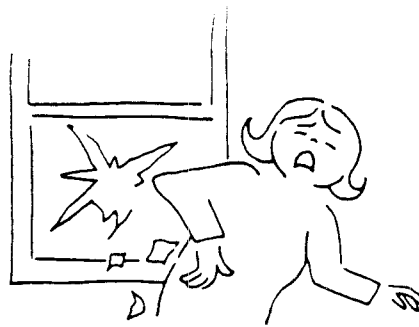


IF victim's lungs don't inflate easily, check for obstruction in airway (see p.14).

WHEN victim is a laryngectomee (larynx is removed by surgery) follow steps 5-6 but blow into stoma (air inlet) in front of the neck. Do not tilt head or lift neck.



First aid to **CONTROL BLEEDING**



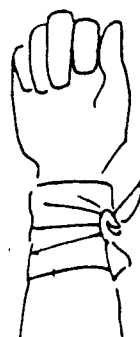
OPEN WOUNDS--



--usually cause **VISIBLE BLEEDING**--immediate concern is to stop bleeding.



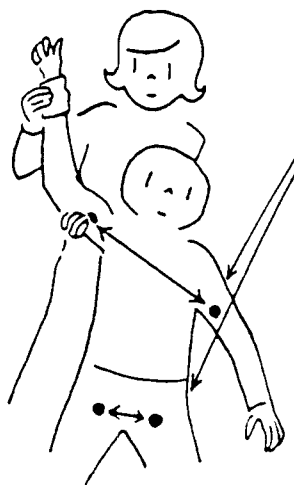
Cover wound with cleanest cloth available or with bare hand and **APPLY DIRECT PRESSURE** on the wound. Add bandage if blood soaks through. Keep firm pressure until physician arrives.



If other emergency care is necessary apply **PRESSURE BANDAGE** to hold cloth in place. Apply tight enough to hold but not so tight as to restrict the blood flow beyond the wound.

ELEVATE wounded limb above heart if there is no bone fracture.

If direct pressure and elevation do not stop bleeding, continue both and apply pressure to the **PRESSURE POINT** between heart and wound. Release pressure point when bleeding stops.



PRESSURE POINTS

ARM - inside of arm halfway between shoulder and elbow.

LEG - midpoint of crease between thigh and body (pressing artery against bone slows blood flow).

NOTE:

TOURNIQUET should be used **ONLY AS A LAST RESORT** for critical emergencies (e.g., severed limb). Apply cloth 2" wide just above wound and tighten with stick until bleeding stops. Mark the time you placed the tourniquet on the victim (lipstick on victim's forehead). **DO NOT REMOVE TOURNIQUET.**

MORE ABOUT WOUNDS



WHAT TO DO FOR...

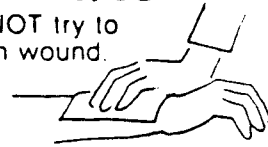
SURFACE INJURIES

Wash injury with soap and water. Rinse by flushing with clean water, blot dry. Apply clean, sterile bandage.



DEEP WOUNDS

Do NOT try to clean wound.



Apply direct pressure. Keep area immobilized; if possible ELEVATE.

PUNCTURES

Clean skin surface, apply light bandage. Send victim to physician for tetanus booster shot.



TORN AWAY TISSUE

Severed body part might be reattached by a surgeon. Send it to hospital with victim. Place part in cloth moistened with cold water.



WATCH FOR INFECTION

REDNESS, TENDERNESS, SWELLING may mean INFECTION (invasion and growth of bacteria in body). If symptoms persist SEE YOUR PHYSICIAN.

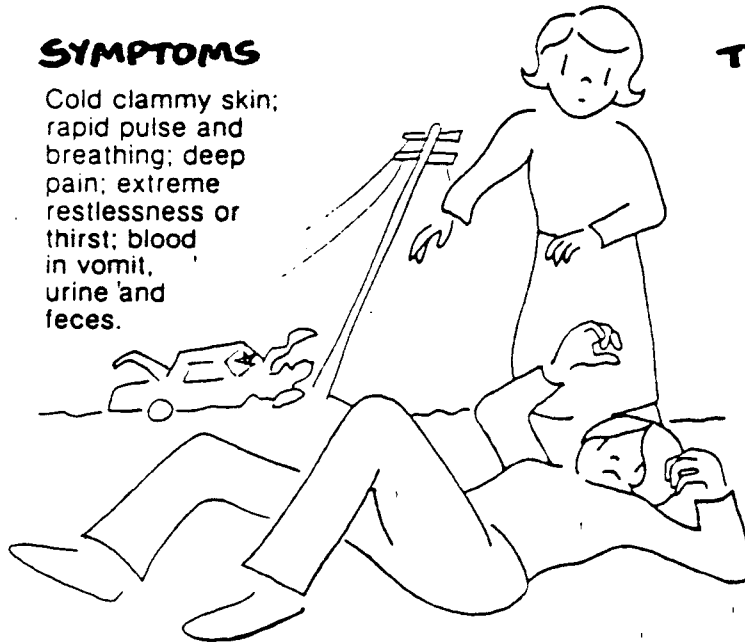
CLOSED WOUNDS

(injury to underlying tissue)

May cause INTERNAL BLEEDING without visible sign of injury.

SYMPTOMS

Cold clammy skin; rapid pulse and breathing; deep pain; extreme restlessness or thirst; blood in vomit, urine and feces.



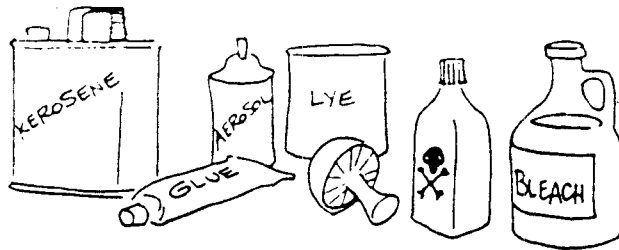
TREATMENT

Maintain open breathing passage; give artificial respiration if needed. Keep victim still and watch for signs of shock.

DO NOT GIVE DRINK OR MEDICATION.

GET MEDICAL CARE AS SOON AS POSSIBLE.

First aid for **POISONING**



FIRST: If victim can drink, give him or her a glass of water or milk to dilute the poison.

CALL POISON CONTROL CENTER OR HOSPITAL IMMEDIATELY!

FIND OUT WHAT CAUSED POISONING

-- how much was taken and how long ago.

Check for nearby containers, telltale breath odor, acid or alkali burns around the mouth.



If poison is
CORROSIVE

(lye, acid, drain cleaner)

or

PETROLEUM-BASED

1. Dilute stomach contents
2. Do NOT induce vomiting

For other substances

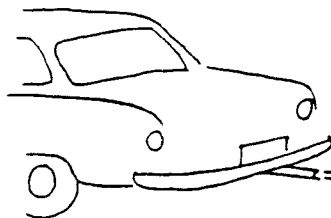
(medicines, cosmetics, poisonous plants)

1. Antidotes on poison containers may be out-of-date. Check first with physician or poison control center.
2. After diluting stomach contents, if instructed by physician or poison control center, **INDUCE VOMITING** by giving syrup of ipecac per label instructions. Or, if ipecac is not available, tickle back of victim's throat.
3. If you cannot make victim vomit after 5 minutes, take him/her immediately to hospital or physician.

IN ALL CASES OF POISONING



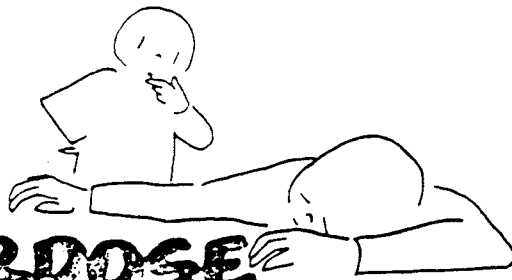
- ① **KEEP VICTIM WARM, QUIET, CALM**
- ② **SAVE POISON CONTAINER AND VOMITED MATERIAL.**



FOR FUME POISONING FROM INHALED GASES

1. REMOVE victim to fresh air.
2. START artificial respiration if needed.
3. ASK medical help to bring oxygen.

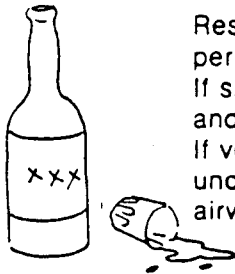
First aid for **ALCOHOL or DRUG OVERDOSE**



DETERMINE what substances are involved and how overdose was taken (mouth, injection, inhalation). Prompt expert help is vital as effects may be delayed.

ALCOHOL

... is a depressant which affects the central nervous system.



Restrain intoxicated person from driving. If shock occurs, treat and call a physician. If vomiting and unconscious, keep airway clear.

"PILLS"

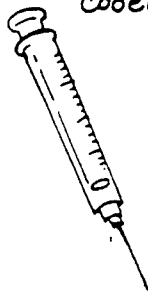
... stimulants, amphetamines, sleeping pills, tranquilizers have a broad range of effects.



If victim recently swallowed pills and is conscious, induce vomiting. Rouse sleeping victim and keep him/her moving. Be ready to give artificial respiration.

NARCOTICS

... heroin, morphine, opium, codeine, Demerol, methodone



Rouse unconscious victim and keep him/her moving.

Keep airway open; you may have to give artificial respiration.

If victim has withdrawal symptoms, take to nearest drug detoxification center or hospital.

HALLUCINOGENS

... L.S.D., mescaline, peyote, morning glory seeds, psilocybin.



Someone on a "bad trip" may be anxious, frightened.

Give reassurance and constant supervision.

Get medical and psychiatric help.

**IN ANY
DRUG CRISIS--**



- ✓ Use caution -- victim may become violent.
- ✓ Be reassuring, sympathetic.
- ✓ Maintain victim's breathing.
- ✓ Call for expert help.

First aid for SHOCK

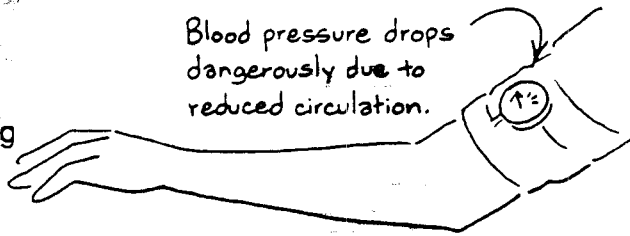


Shock is a failure of body systems to work. It is brought on by reduced blood circulation after sudden illness or accident.

SIGNS OF SHOCK

1. Cold, clammy, pale skin
2. Rapid, faint pulse
3. Quick, irregular breathing
4. Weakness, nausea.

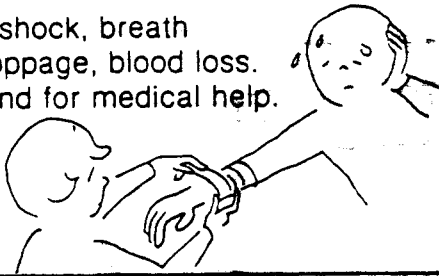
Blood pressure drops dangerously due to reduced circulation.



IN CASE OF SHOCK...

① TREAT CAUSES

of shock, breath stoppage, blood loss. Send for medical help.



② KEEP VICTIM QUIET

... lying down and lightly covered to conserve body heat. (Blanket under victim if on ground.)



③ IF VICTIM IS UNCONSCIOUS

place victim on side to allow drainage of fluids.

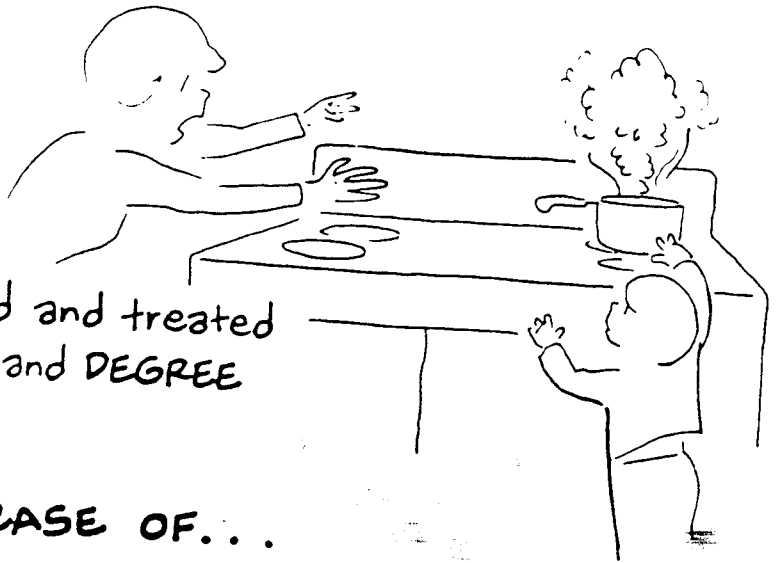


GET HELP AS SOON AS POSSIBLE!

Shock can be fatal even though injuries associated with it may not be critical in themselves.

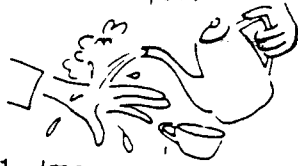
First aid for **BURNS**

Burns are classified and treated according to **DEPTH** and **DEGREE** of skin damage.

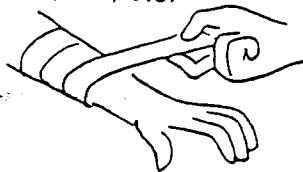


IN CASE OF...

FIRST
degree burns
(redness, mild swelling)
and pain.



1. Immerse quickly in cold water to relieve pain until pain subsides.
2. Cover lightly with dry, sterile cloth bandage.
3. Do NOT apply butter, liquids, etc.



SECOND
degree burns
(mottled appearance,
blisters, great pain)



1. Cut away loose clothing.
2. If burn is mild, immerse in cold water.
3. Apply clean, cold, moist cloths.
4. Cover with sterile cloth. Don't disturb blisters or use ointment.
5. Treat for shock.

THIRD
degree burns
(skin destroyed,
white or charred)



1. Do not remove clothing or apply wet packs. Cover with a thick sterile dressing.
2. Keep victim quiet. Elevate burned limbs.
3. Treat for shock.

GET MEDICAL HELP



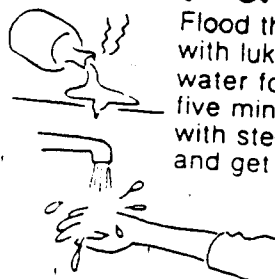
SUNBURN

To relieve mild soreness, use non-medicated oil or cream. When blisters, fever or chills occur, seek medical attention.

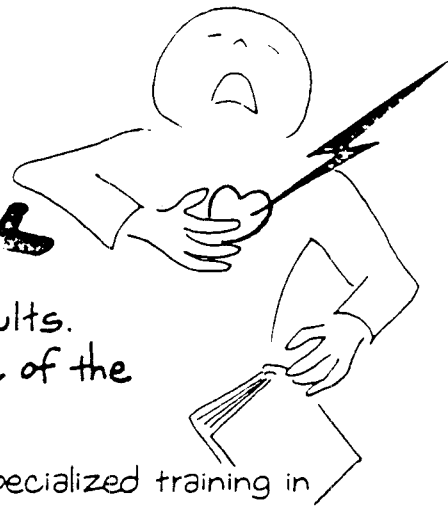


CHEMICAL BURNS

Flood the affected area with lukewarm running water for at least five minutes. Cover with sterile dressing and get medical care.



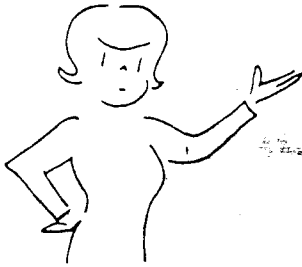
First aid for **HEART ATTACK**



--the leading cause of death in adults.
Usually involves a blood clot in one of the vessels that supplies the heart.

CPR (cardiopulmonary resuscitation) is specialized training in aiding heart attack victims. It is offered in most communities.
YOU SHOULD LEARN CPR!

SIGNS OF HEART ATTACK



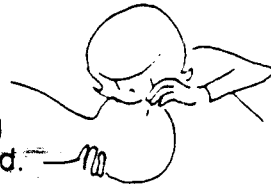
1. Persistent CHEST PAIN, usually under breast bone or abdomen. Sometimes in left shoulder and arm, too.
2. Extreme shortness of breath, gasping, fear, sweating.
3. Paleness, bluish tinge to lips, skin, nail beds.
4. Unexplained nausea, indigestion, vomiting.

IN CASE OF HEART ATTACK...

1 HELP victim to comfortable position... usually sitting. Call for ambulance with oxygen. If unconscious keep victim lying down.



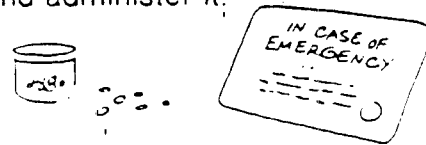
2 PERFORM CPR if properly trained; otherwise administer artificial respiration if breathing has stopped.



3 PROVIDE adequate ventilation and covering for normal warmth.



4 LOOK for emergency medical identification. Ask victim if he/she has prescribed medication and administer it.



AVOID transporting victim unless expert assistance is not available within a reasonable time.

First aid for **BONE and JOINT INJURIES**



FRACTURES

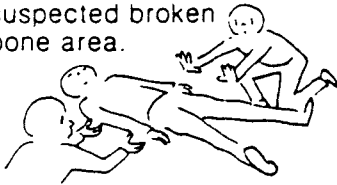
(broken or cracked bones) are either simple (no open wound) or compound (associated directly with open wound; bone may protrude).

SUSPECT A FRACTURE if there is pain, swelling, tenderness or deformity.

TO TREAT A FRACTURE...

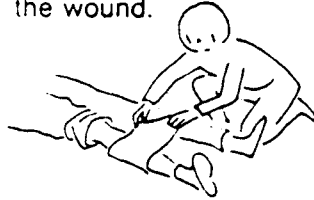
① DON'T MOVE VICTIM

If absolutely necessary, move as little and as gently as possible. Support suspected broken bone area.



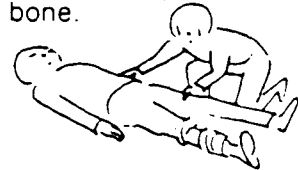
② STOP BLEEDING

with a clean dressing. Do NOT wash or probe the wound.

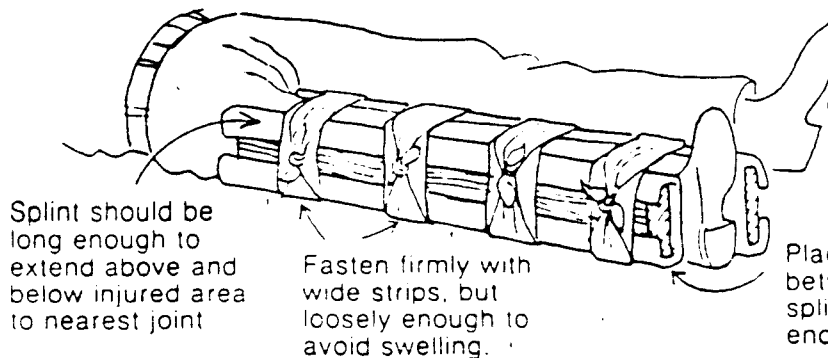


③ PLACE LIMB

in as normal and comfortable a position as possible without manipulating broken bone.



④ APPLY A SPLINT to support and protect wounded area (use board, oar, ski - rigid material).

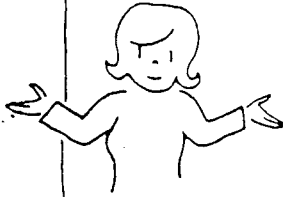
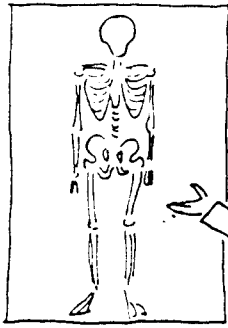


Splint should be long enough to extend above and below injured area to nearest joint

Fasten firmly with wide strips, but loosely enough to avoid swelling.

Place pad between skin and splint, and around end of board splint.

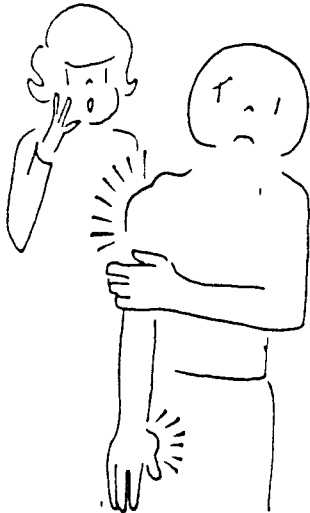
If victim is unconscious, assume spine injury.



Injuries to the **SKELETAL SYSTEM**, including the bones, joints and ligaments, and to the adjacent soft tissues, are common in all types of major accidents.

DISLOCATIONS

(displacement of the bone from joint, commonly at shoulder, elbows or fingers)

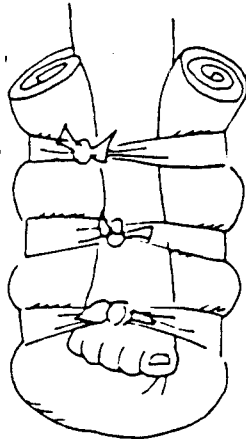


TREAT like a simple fracture – splint and immobilize the affected part.

DON'T try to replace dislocated bones . . . this may cause further injury. Get medical help and x-ray promptly. Apply cold pack until help arrives. (Do not apply ice directly to skin.)

SPRAINS

(injury to tissue around the joint. Ankles, wrists, fingers, knees are most vulnerable.)



KEEP INJURED AREA IMMOBILE – get victim's weight off it. Apply pillow, towel or blanket as "soft splint."

Elevate injured limb.

Use cold wet packs to reduce swelling and pain. (Don't apply ice directly to skin.) Have injury x-rayed; it may be a fracture.

STRAINS

(muscle injuries resulting from overexertion, improper lifting, etc.)



Rest, elevate injured area, and apply cold wet packs to reduce swelling and pain. Resume exercise gradually after injury has healed.

If back is affected, place victim flat on a firm support and consult physician.

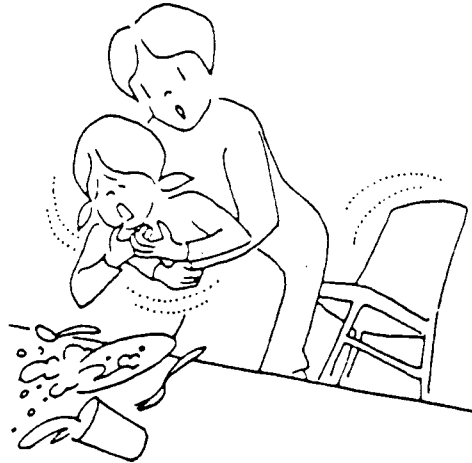
If victim must be moved, move with extreme caution.

FIRST AID FOR:

CHOKING

victim can't breathe or speak due to object in airway.

Administer 4 quick blows between the shoulder blades. If this fails, wrap arms just below victim's ribs and give 4 sharp upward thrusts. If this fails, probe throat/airway with index finger.



HEAT STROKE

Victim has very high temperature; hot, red skin; rapid, strong pulse.

REDUCE temperature with cool water or alcohol rubs or cold packs.

DON'T overchill victim or give stimulants.



HEAT EXHAUSTION

Victim has normal temperature, pale clammy skin, sweating, weakness, nausea.

Help victim to lie down; apply cool, wet cloths.

Give SIPS of salt water for an hour (1 tsp. salt per glass).

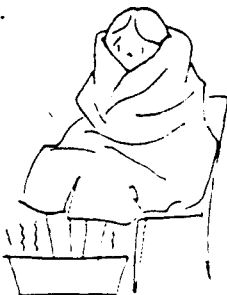


FROSTBITE (ice crystals in the skin tissue)
Victim has flushed skin turning white or yellowish.

WRAP him/her up in blankets.

IMMERSE chilled tissue in warm (not hot) water.

GIVE warm, non-alcoholic drinks.



COLD EXPOSURE

(excessive loss of body heat)
Victim has shivering, numbness, drowsiness.

WRAP him/her up in blankets or place in tub of warm water.

GIVE victim hot non-alcoholic drinks.



ALWAYS SEEK MEDICAL HELP AFTER ADMINISTERING FIRST AID.

So...

It's up to you to be prepared when sudden illness or injury strikes!

- ① **KNOW** the basic life-saving procedures in this booklet.
- ② **BE AWARE** of your limitations. Get professional help as soon as possible.
- ③ **KEEP** basic first aid supplies in your home, car, camper.



SIGN UP for an American Red Cross first aid course!



The knowledge you gain is the best (and cheapest) "HEALTH and LIFE INSURANCE" your family can have!