



# **NUGGETS OF GOLD**

**DENVER AREA COUNCIL**





## BOY SCOUTS OF AMERICA

Denver Area Council  
2901 W. 19th Ave.  
Denver, Colorado 80204  
303-455-5522

October 26, 1991

Dear Pow Wow Participant:

The 1991 Denver Area Council Pow Wow is now upon us. It is with deep sincerity and pride that I welcome each and everyone of you to this year's program, "THE GOLD RUSH OF '91". Today is the culmination of months of planning, rejecting, planning again, and preparing a supplemental program of Fun and Information for everyone here.

You are the "Miners" of some very unusual "GOLD". The ore you work with can only be used once. If you fail to do your part, if you fail to process your claim correctly, if you fail to "mine" and "refine" the ore in your keeping, the world of tomorrow will be what suffers.

A boy passes through your life once on his journey to manhood. The values and ideals you help to establish in him are the very foundation on which others have to build. Refine your "ore" into quality metal, and there will be a strong foundation. Pollute that ore with any impurities, and the final product will also be defective.

I hope today will be a fun, rewarding, learning experience for you and that the skills made available to you here can be of some help to you in your "mining operations." The staff and support personnel working on your behalf today have spent countless hours preparing for your arrival. We all hope you enjoy yourselves and encourage you to ask questions, take notes, gather facts, and learn new ideas to make our program the quality program it can be.

Yours in Scouting,

Rose Shipley  
1991 Pow Wow Chairman



Denver Area Council  
October 26, 1991

Dear Cub Scout Miners:

I hope this book will be a Gold Mine of information for you to use while refining the gold in your Cub Scouts! For you old-timers, there is very little original material, just a new look at some old favorites. Some have been modified to either simplify them or make them relate to a theme. For you new leaders, this book is full of tried and true ideas to help spice up your program.

This book has truly been a Labor of Love. (The nine-month pregnancy was exciting, but the last two months of hard labor and delivery nearly killed me!) In spite of the technical nightmares and a hungry computer that kept eating everything I put into it, I HAD TO keep on plugging along because of LOVE... Love for the Scouting program that has done so much for my family. I have taken so many ideas from Pow Wow books in the past, it's only fair that I give some back!

There are a whole LOT of people I need to thank for their role in putting this book together. Unfortunately, space doesn't permit me to list every one of them, so I'll just say a great big **THANK YOU** to all of those on my committee who sent me materials to use. You're TERRIFIC!!! Special THANKS go to (excuse me while I get down on my knees!): Peace With Christ Lutheran Church for letting me turn the office into "Pow Wow Book Central Station"; Judy Hickman for holding my hand all the way through this nightmare and for pinch-hitting for some who backed out on me; Rose and Rich Shipley for rescuing me from my own workaholism; Brian Franzen for scanning many graphics and saving me from days of cutting and pasting (and for tattling to Rose!); Diana Wilcox for typing the whole Webelos section onto a disk for me; Deb Kulczewski for digging through her abundance of resources and her Tiger Cub expertise; Rich Faris (the Printer) for being so patient with me (I know, Rich... you need this letter before you can collate the book!); and finally, my family for living without a "Mom" for months now. I promise I'll do some laundry now!

Yours for successful mining!

Joyce Rogers

Joyce Rogers  
Pow Wow Book Chairman



### **BLAME**

*I wrote such a beautiful book for you  
'Bout rainbows and sunshine  
And dreams that come true.  
But the goat went and ate it  
(You knew that he would),  
So I wrote you another one  
Fast as I could.  
Of course it could never be  
Nearly as great  
As that beautiful book  
That the silly goat ate.  
So if you don't like  
This new book I just wrote -  
Blame the goat.*

*- Shel Silverstein*



## 1991 POW WOW STAFF DENVER AREA COUNCIL

*Thanks to all who worked so hard to make this event so special!*

Terry Alsop	Ted Gould	Steve Powell
Greg Andersen	Ken Guthrie	Wayne Radford
Carissa Anderson	Paula Hancock	Joyce Randall
Charlie Arbogast	Tim Hancock	Gary Reed
Brett Ballentyne	Leslie Harclerode	Belva Ricks
Paulette Ballentyne	Lisa Harris	Wendy Ricks
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E.C. Gaffney	Jennifer Pettinger	Jim Yashinski
Jodie Ginther	Bill Pollack	

*Due to the deadline necessary to get this list into our Pow Wow book, some staff members may have been omitted. We apologize for this and wish to thank everyone who contributed time and energy to insuring this year's program is a success.*







# WHAT HAVE I DONE NOW?????

*A Guide for New Leaders*

# WHAT HAVE I DONE NOW?

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## WHAT HAVE I DONE NOW?

Congratulations! You're a Cub Scout Leader! Welcome to the Wonderful World of Cub Scouting! You have just entered a wonderful adventure in the life of a little boy.

You may be wondering, "What have I done now? Where do I go from here?" Well, Scouting has provided us with over 75 years of resources to guide us on our adventures. This book along with The Cub Scout Leader Book, The How To Book and Basic Training will serve as our guide along our journey.

Don't forget to consult experienced Scouters along the way. Trained leaders are great sources of ideas and wisdom. You are not alone on this journey and lots of people have been where you are and will be glad to help you along your way. **JUST ASK!!!**

This section will serve as an introduction and overview of the Cub Scout program. First, a little history...

### HOW CUB SCOUTING BEGAN

The Scout Movement was started by Robert Baden-Powell. He was often known as B-P and was born on February 22, 1857. At school he was not very good at his lessons but he did enjoy drawing, acting and rifle shooting. He often went hiking and sailing with his brothers. When B-P left school he joined the army.



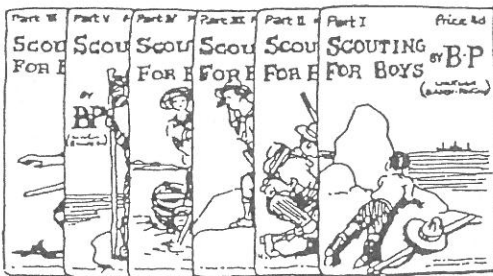
He was a very good soldier and was promoted quickly. He trained his men with competitions and games. In 1889, B-P and his men were surrounded by the enemy in a town called Mafeking in South Africa. By using clever tricks and by allowing the boys of the town to carry messages and take on responsible jobs, they survived the siege, which lasted seven months. When B-P came back to England, he found he was a national hero.



B-P wrote a book called *Aids to Scouting* about training the army. Many people were interested in his book and B-P began to think that the same ideas might be used to train boys as well as soldiers. To try out these ideas, he held a camp for 20 boys on Brownsea Island, Dorset, in 1907. They swam, signalled, hiked and played games. Scouting had begun.



Baden-Powell wrote down his ideas in a book called *Scouting for Boys*, which came out as a magazine in six parts. All over the country, boys formed themselves into Patrols of Scouts and asked adults to lead them. Scouting began to grow. In 1909, 11,000 Scouts met at the Crystal Palace to display their Scouting skills. B-P became known as Chief Scout.



Scouting was seen to be so much fun that before long younger boys were asking to become Scouts. So in 1916 B-P started the Wolf Cubs to provide fun and adventure for boys aged between eight and eleven. Wolf Cubs learned to light fires, use a compass, give first aid and keep themselves fit and healthy as well as many other things. They played games and went on outings.. Cubbing had begun and soon it began to grow and grow.

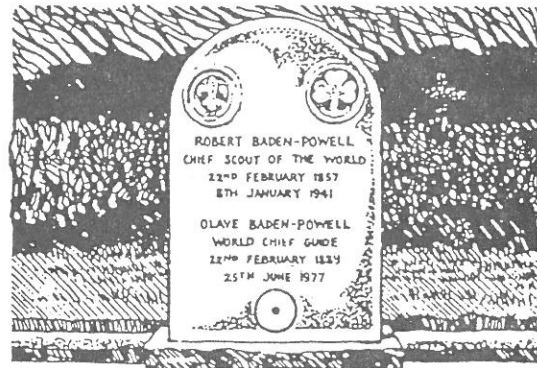


By 1920, Scout Troops had been formed in many countries, including Australia, Canada, France, South Africa and the United States of America. A huge meeting of Scouts, 8,000 from 34 different countries, was held in London in 1920 - the first World Jamboree.

At the closing ceremony, Baden-Powell was acclaimed Chief Scout of the World.



In 1929, B-P became Lord Baden-Powell of Gilwell. He traveled all over the world visiting Scouts but when he was eighty years old he went to live quietly in Kenya, where he died in 1941. The Movement he started went on from strength the strength providing adventure for boys of all ages.



In 1967, Wolf Cubs had their name changed to Cub Scouts, and the Silver and Gold Arrows were introduced. In 1982, the Tiger Cub program was introduced so that first graders could prepare to join the Cub Scout Pack. Cub Scouting is now over seventy years old and is as popular as ever.



**CUB SCOUT DICTIONARY**

If Scouting terminology is Greek to you, this dictionary is for you!



**Achievement** - The name given to a major requirement in the Cub Scout program. There are 12 achievements for each of the Wolf and Bear ranks.

**Activity Badge** - One of 20 specialize recognitions earned by Webelos Scouts.

**Advancement** - The process by which a member meets certain requirements and earns recognition.

**Akela** - A title of respect used in Cub Scouting - any good leader is Akela. The name comes from Rudyard Kipling's Jungle Book.

**Arrow of Light Award** - Highest rank in Cub Scouting.



**Arrow Point** - An award given to a Cub Scout who has completed 10 elective projects beyond the rank for his grade. A Gold Arrow Point is given for the first 10 projects and a Silver Arrow Point is given for each additional 10 projects thereafter. He may earn any number of silver Arrow Points for his rank.



**Assistant Cubmaster (CA)** - A person 18 years or older holding this position in a Cub Scout pack.

**Assistant Den Leader (DA)** - A person appointed to help the Cub Scout Den Leader.

**Assistant District Commissioner (ADC)** - A volunteer Scouter who helps the District Commissioner. An ADC is in charge of all Unit Commissioners in an assigned area of the District.



**Baden-Powell, Robert Stephenson Smyth** - Founder of the worldwide Scouting movement. Born in London, February 22, 1857. He is referred to as Lord Baden-Powell of Gilwell, Chief Scout of the World. Died January 8, 1941. Abbreviated, B-P.

**Basic Training** - Formal introduction to the program, purpose, ideals and procedures of the Cub Scout program necessary for a volunteer to function with the ease and confidence that comes with knowledge.

**Bear** - Rank awarded to the third grade Cub Scout for completing 12 of the 24 achievements.



**Blue and Gold Banquet** - A birthday dinner for Scouting held by Cub packs in February.



**Bobcat** - The first rank for all Cub Scouts.

**Boy's Life** - The magazine published by the Boy Scouts of America to help boys broaden their horizons in Scouting.

**Buddy System** - A part of Safe Swim Defense. Swimmers of like ability are paired, check in and out of the water together, and stay within 10 feet of each other during the swim. Buddy system is used also in other activities such as hiking and field trips for safety reasons.



**Camporee** - A Council or District event where Boy Scout troops come together for one or two nights of joint camping. Usually involves competition between troops in Scoutcraft skills. Cub Scouts (especially Webelos) are sometimes invited to attend.

**Charter** - Formal permission from the Boy Scouts of America allowing a pack to organize.

**Chartered Organization** - The sponsoring organization of the pack. This organization may be a religious, civic, fraternal, educational or other community-based group. Monthly pack meetings are usually held in a building owned by that organization.

**Chartered Organization Representative** - Adult who serves as liaison between the pack and the chartered organization and between the chartered organization and the council and who is a member of the local council and district committees.

**Commissioner** - A volunteer Scouter who works with packs and/or troops to help units succeed.

**Committee Chairman (CC)** - An adult, 21 years of age or older, the executive officer of the committee, who works with the Cubmaster to assure that the pack provides the Cub Scout phase of the Scouting program.

**Compass Point Patch** - Award earned by Webelos Scouts as they advance in the Webelos program. This cloth patch is hung by a loop from a button on the boy's right shirt pocket. Metal pins are added to the patch and attached at compass points (North, East, South, West) as the boy advances by earning activity badges.



**Council** - Headquarters for Scouting in a specific geographic area. The country is divided into more than 400 local councils. We are part of the Denver Area Council.

**Cubmaster (CM)** - An adult, 21 years of age or older, who holds this commission in a Cub Scout pack. The pack leader and Akela for the pack. Serves as Master of Ceremonies during monthly pack meetings.

**Cubmaster Award** - A blue square knot on a gold field awarded to Cubmasters who have completed training and performance and served for 3 years.

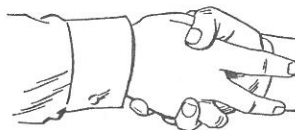
**Cub Scout** - A boy who is registered with a Cub Scout pack. Also, THE REASON WHY WE'RE ALL HERE!!!



**Cub Scouter** - A registered adult leader of a Cub Scout pack.

**Cub Scouter Award** - A blue and gold square knot on a blue field awarded to Cub Scouters who have completed training and performance and served for 2 years at the pack level and/or in a district or Council Cub Scout position.

**Cub Scout Handshake** - Used by Cub Scouts and Scouters with the right hand. It is given like an ordinary handshake except the index and middle fingers are extended toward the other person, touching his wrist.



**Cub Scout Motto** - "Do Your Best."

**Cub Scout Promise** -

*I, (name), 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.*

**Cub Scout Salute** - A hand salute made by Cub Scouts and Scouters with the fingers of the right hand held in position as for Cub Scout sign, except that the index and middle fingers are held together. The tips of the fingers touch the right eyebrow or the Cub Scout hat.

**Cub Scout Sign** - A sign made by raising the right hand straight up high over the head with the palm forward. The first two fingers are wide apart and pointing up as in a V. The thumb covers the nails of the ring and little fingers. This sign symbolizes the ears of Akela, and when held up, the group should become silent.



**Day Camp** - Summertime fun for all registered Cub Scouts. This daytime program allows boys to interact with boys from other packs and keeps boys and adults active in the Cub Scout movement.

**Den** - Small group of Cub Scouts who meet once a week in the home of a den leader to work on projects, learn games, songs, tricks and skits to be presented at monthly pack meetings.

**Den Chief** - A Boy Scout who has been appointed to help direct the activities of a Cub Scout den.

**Den Doodle** - Advancement record using beads, spools or markers hung on string, lacing or yarn by each boy to represent his advancement. It is displayed at monthly pack meetings.

**Den Leader (DL)** - The adult on-the-scene supervisor of a Cub Scout den. A registered member of the pack who attends basic training.

**Den Leader Award** - A gold square knot on a blue field awarded to den leaders who have completed training and performance and served for 2 years.

**Den Leader Coach** - A Cub Scouter who is responsible for working with and helping den leaders in the pack.

**Den Leader Coach Award** - A blue square knot on a blue field awarded to den leader coaches who have completed training and performance and served for 2 years.

**Denner** - Cub Scout who helps the den leader with den and pack meetings. This is generally a rotating position so each Cub Scout may serve and learn a little about helping and leadership.

**District** - Level of the Cub Scout organization directly under the council. Each Cub Scout belongs to a den, each den belongs to a pack, each pack belongs to a district, each district belongs to a council, each council belongs to a region and all regions belong to the national organization of the Boy Scouts of America.

**District Award of Merit** - A silver knot on a dark blue field awarded for outstanding service by a volunteer on the district level.

**District Commissioner (DC)** - A volunteer Scouter who is in charge of all Commissioners within the District.

**District Committee** - A group of registered adult scouters responsible for carrying out the council program within their district.

**District Executive (DE)** - A professional paid Scouter who works with the volunteers under the direction of the Scout executive.

**"Do Your Best"** - The Cub Scout motto.



**Do Your Best !**



**Elective** - A part of the Cub Scout advancement program. There are electives in both the Wolf and Bear books. For every 10 electives completed a Cub Scout earns an arrow point.

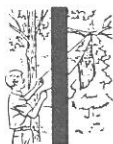


**Fast Start** - Supplemental training program for new leaders designed to help them until they can attend basic training.



**Good-Of Days** - A term used in Scouting to define activities or events that took place at least two years ago.

**Good Turn** - A distinctive feature of Scouting is its emphasis upon service to others. The Good Turn habit is one that all Scouts endeavor to acquire.



**In-School Scouting** - Cub Scouting or Boy Scouting taking place during school hours or as part of the school curriculum. Usually takes place in inner-city areas.

**Instant Recognition Patch/Progress Towards Ranks Patch** - Diamond shaped patch to which a plastic thong and beads are attached for instant recognition of achievements. Each time a boy completes 3 achievements he will receive one bead. Wolf earns yellow and Bear earns red beads awarded in the den.



**Low-Impact Camping** - Using camping techniques that minimize impact on the environment and other people. This can also be applied to Cub Scout hiking.



**National BSA** - Headquarters for the Boy Scouts of America, located in Irving, Texas, where the Cub Scout program is developed and literature is developed and printed.

**National Summertime Pack Award** - An award earned by the pack for conducting a summer program.



**Outdoor Code** - A pledge for proper outdoor conduct which should be followed by all Cub Scouts and leaders.

**Outdoor Program** - The total scope of outdoor programs offered by the Boy Scouts of America, including unit outings, camporees, Cub Scout day camps, long-term Scout camps, council and national jamborees.



**Pack** - The unit that conducts Cub Scouting for the chartered organization. Usually consists of 2 or more dens and conducts monthly meetings.

**Pack Committee** - A committee of concerned parents and leaders, approved by the chartered organization to administer the affairs of the pack.

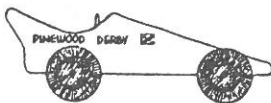


**Pack Meeting** - Monthly meeting of Cub Scouts, adult leaders, committee members and parents, where Cub Scouts and adults receive recognition for their advancement in rank or service to Scouting. Skits, songs and other entertainment should be performed by dens.

**Patches/Badges** - Worn on the uniform to designate rank or training awards. Refer to the Wolf, Bear, or Webelos books, Den Leader book, or Insignia Control Guide for specific placement information.

**Peaceful Valley** - Denver Area Council's camp located near Elbert, Colorado.

**Pinewood Derby** - A pack activity that involves making and racing model cars on a track.



**Pow Wow** - All-day learning experience for Cub Scout leaders covering a wide variety of subjects with some hands-on experiences.

**Program Helps** - An annual publication of the BSA to help den and pack leaders plan their meetings by using monthly themes.



**Quality Unit Award** - Recognition given each charter year to units that commit to and meet six of eight national standards (three are required) pertaining to leadership training, service, advancement, camping and membership growth.



**Region** - One of six large geographical administrative units of the BSA. The Denver Area Council is located in the North Central Region.

**Registration** - The payment of an annual registration fee. This is one of the requirements for membership in the BSA.

**Religious Awards** - An award presented by individual faiths to Cub and Boy Scouts for completion of a rigorous set of requirements within their respective faiths. Adults may also receive a religious award for service to youth within their own faith.

**Roundtable** - A monthly district level meeting where den and pack leaders learn new ideas on monthly themes, receive information on district and council activities and a general exchange of ideas.



**School Night for Scouting** - A one night event in a neighborhood school where boys and parents gather to hear how Cub Scouting operates and how they can join.

**Scout Benediction** - "May the Great Master of all Scouts be with us until we meet again."

**Scouter** - A registered adult member of the Boy Scouts of America.

**Scouter's Key** - A recognition given to a unit leader or commissioner for completing training, tenure, and performance requirements.

**Scout Executive** - The professional staff leader of a Council.

**Scouting Magazine** - The official magazine sent to all registered Scouters.

**Service Center** - Scout Headquarters - it contains the professionals' offices and the Scout Shop (where you can buy uniforms and all of your Scouting needs). Denver Area Council's Service Center is located at 2901 W. 19th Ave., Denver, CO 80204. Phone number is (303) 455-5522.

**Service Star** - Worn on the uniform above the left pocket to denote years of service in the Scouting program.

**Silver Beaver** - A recognition given by the National Court of Honor for distinguished service to youth within the local council. The similar regional award is the Silver Antelope and the national award is the Silver Buffalo.

**Sustaining Membership Enrollment (SME)** - An annual campaign in which Scouters, and other interested people in the community, can provide financial support to the local council to assist it in meeting its objectives.



**Tiger Cub** - A first grade boy registered with an adult partner in the Tiger Cub Program.



**Tiger Cub Motto** - "Search, Discover, Share."

**Tiger Cub Organizer** - An adult who assists in planning the first gathering, coordinates Tiger Cubs' participation in the pack's blue and gold banquet and makes arrangements for the Tiger Cub's graduation into Cub Scouting.

**Tiger Cub Program** - A one year introduction to Scouting for first grade boys. Adult partner must join with boy, uniform is a T-shirt and hat and meetings are round-robin in parents' homes.

**Tiger Cub Promise** - "I promise to love God, my family, and my country and learn about the world."

**Tour Permit** - Permit approved by the council for any outing that is to be taken by a group of Cub Scouts if traveling is involved. Check with the Service Center.

**Two-Deep Leadership** - The concept of having at least two adult registered leaders at every pack meeting or den outing for the safety and welfare of the Cubs.



**Uniform** - The distinctive feature of Scouting that quickly identifies its members.

**Uniform Inspection** - A feature of a unit meeting when members of the registered unit are given an opportunity to demonstrate their uniformed appearance.



**Unit** - A term used to designate any one of the following: pack, troop, team, post, or ship.

**Unit Commissioner** - A commissioner assigned to a unit to lend support and help when needed. He/She can be the unit's best friend.



**Volunteer** - Individual who donates services, time, and/or funds to support the program of the Boy Scouts of America.

**Volunteer Service** - The work of a great body of men and women who make Scouting available to youth by their leadership of units - all done without pay.



**Webelos Badge** - A rank earned by a fourth or fifth grade boy which is part of the requirements for the Arrow of Light.



**Webelos Den** - A group of Webelos Scouts who meet weekly under the supervision of a Webelos den leader.

**Webelos Den Chief** - A Boy Scout who has been appointed to help direct the activities of a Webelos den.

**Webelos Den Leader** - The adult on-the-scene supervisor of a Webelos Scout den. A registered member of the pack who attends basic training to learn how to fulfill the job of a Webelos den leader.

**Webelos Resource Person** - A registered member of the troop committee or an assistant Scoutmaster who serves as liaison between the troop and the Webelos den.

**Webelos Scout** - A Cub Scout who has completed the third grade and belongs to a Webelos den. He works on activities in the Webelos book which are suited to his age. He will be exposed to more challenging outdoor experiences including camping.

**Webelos-to-Scout Transition** - The preparation and graduation of a boy from Cub Scouting to Boy Scouting.

**Wolf** - A rank earned by a second grade Cub Scout when he completes 12 achievements in the Wolf book.



**Wood Badge** - Advanced training session (open by invitation only) for qualified Cub Scout trainers.



**World Conservation Award** - An award for Cub Scouts emphasizing the importance of our natural resources and our interdependence with other countries in fulfilling our mutual needs.

**World Crest** - A badge worn by Scouts and Scouters as a symbol of commitment to the World Association of Scouting. A portion from the sale of this patch goes to support this association.



**World Friendship Fund** - A fund to which Scouts and Scouters in the United States of America may contribute to provide material help to Scouts and Scouting around the world.



**HOW MANY, HOW MUCH**

*How many slams in an old screen door?*

*Depends how loud you shut it.*

*How many slices in a bread?*

*Depends how thin you cut it.*

*How much good inside a day?*

*Depends how good you live 'em.*

*How much love inside a friend?*

*Depends how much you give 'em.*

- Shel Silverstein

**ABOUT THIS BOOK**

Now that you know the language involved, let me explain this book to you. This is NOT a substitute for Basic Training! This book is only meant to give you ideas to spark up your program. It is divided into sections to make it easier to find what you're looking for.

- \* Cubmasters and Committee Members will find the "Pack Stuff" section helpful.
- \* The "Den Stuff" section is for Den Leaders and Den Leader Coaches.
- \* Webelo Leaders have a large section to help them with a more involved program.
- \* Tiger Cub Leaders and Coordinators will find the "Tiger Stuff" section filled with ideas to add to their "Big Idea" book.
- \* The "Special Programs" section has suggestions for Blue & Gold Banquets, Sports Programs, Derbies, and Summertime programs.
- \* The "God and Country" section explains our "Duty to God" (with sample ceremonies and the religious emblem program) and "Duty to Country" (such as flag etiquette).
- \* The rest of the sections (Games, Skits, Crafts, Songs, Ceremonies) are arranged by the themes recommended by National Council for January - December of 1992. These themes are reinforced by attending your District Roundtable. You will find it easier to plan your program if you arrange it around a theme.

If you can't find what you are looking for in the section designated for your position, check out some of the others. A lot of the information overlaps from one section to the other.

It is my sincere hope that this book will help you to squeeze all of the enjoyment out of the Scouting program that it has to offer to you and your son. If you're not having fun, you're doing it wrong!!!

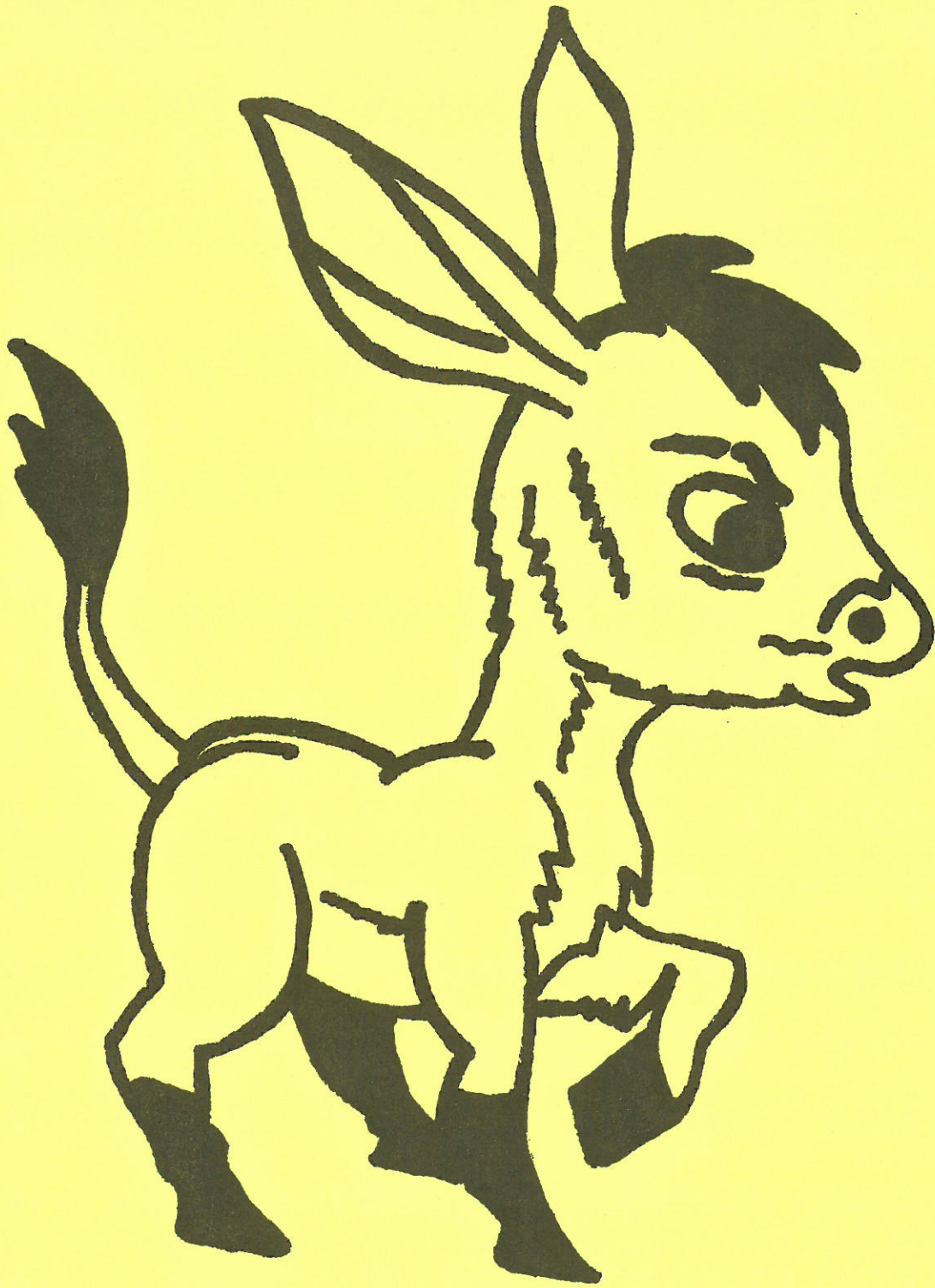
**REMEMBER:  
IT'S FOR THE BOYS!!!**

*A hundred years from now it will not matter what my bank account was, the sort of house I lived in, or the kind of car I drove. But the world may be different, because I was important in the life of a Boy.*

*"I shall pass through this world but once. Any good, therefore, that I can do or any kindness that I can show to any human being let me do it now. Let me not defer it or neglect it for I shall not pass this way again."*



discovery . . . survival . . . service . . . example . . .



**TIGER STUFF**

# TIGER STUFF

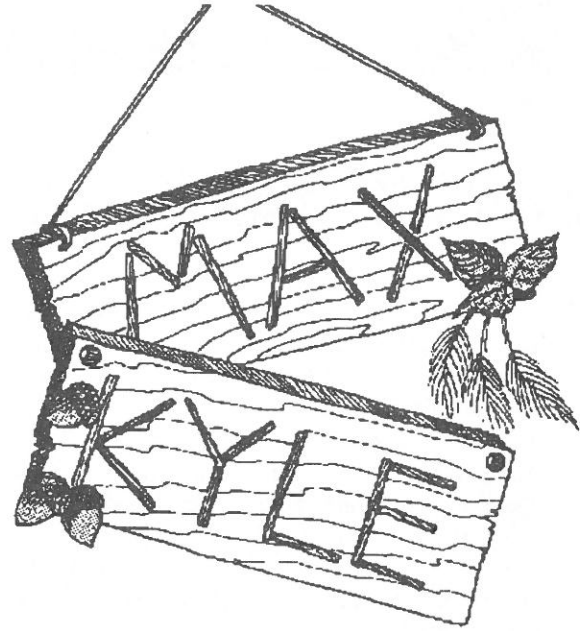
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## GETTING TO KNOW YOU

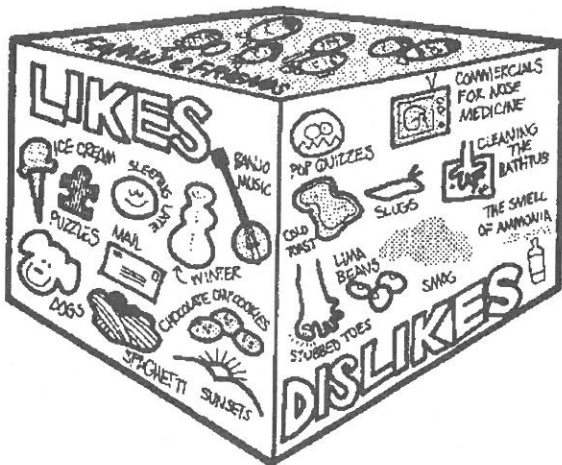
### NATURE'S NAME PLAQUES



### PERSONALITY CUBES

Cover an empty cardboard box with colored paper. Decorate the box with pictures and words cut from magazines, or draw sketches and write words that tell about you. Use one side of the box for each of the following topics:

- \* Likes
- \* Dislikes
- \* Family and Friends
- \* Hobbies and Interests
- \* Strengths and Weaknesses
- \* Plans for the future



1. Drill two holes in the top corners of wood scraps (about 4"x10").
2. Have each boy write his name on the wood scrap in big, bold letters (capital letters are easier to work with).
3. Use twigs to form the letters to cover each boy's name. You may be able to find twigs with curves, or just make block letters. Glue the twigs in place.
4. Foliage, nuts or rocks may be glued around the edge of the plaque for added decoration.
5. Allow the project to dry thoroughly.
6. Insert heavy string in holes for hanging.



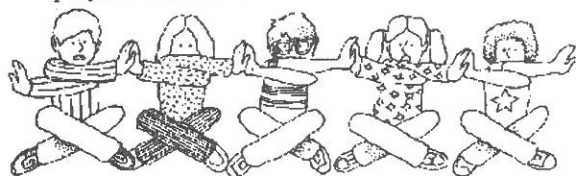
**DUM DUM DA DA**

This is a simple rhythm game that can be added to by those playing it. The instructions may appear complicated, but don't let that scare you.

1. Have everyone sit on the floor in a circle with their legs crossed, knee touching the knee of the next person. "Dum dum da da" is sung to the tune of "Old Man River."
2. Add some movements to the song... On "dum dum," players slap their own knees twice. On "da da," each player slaps the knees of the person on the right. The next "dum dum," players slap their own knees twice again, and on "da da," each slaps the knees of the person on the left.



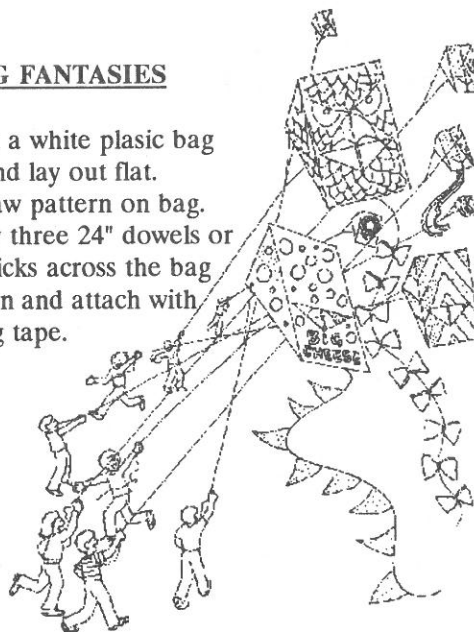
3. After mastering this, add other movements. Again on "dum dum," players slap their own knees twice. On "da da," players cross right arm over left and slap the right knee with the left hand and the left knee with the right hand. Then on "dum dum" again, players slap their knees the regular way. On "da da," players slap the knees of the people on each side. (Always right over left.)
4. Try inventing some of your own movements, Such as: "Dum dum," clap hands twice; "da da," reverse palms and clap the hands of the players on either side.



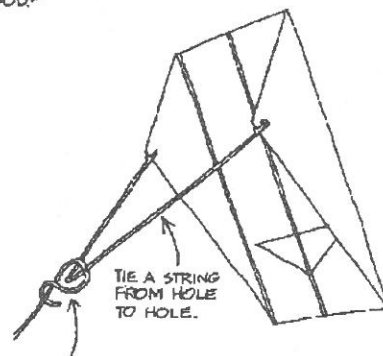
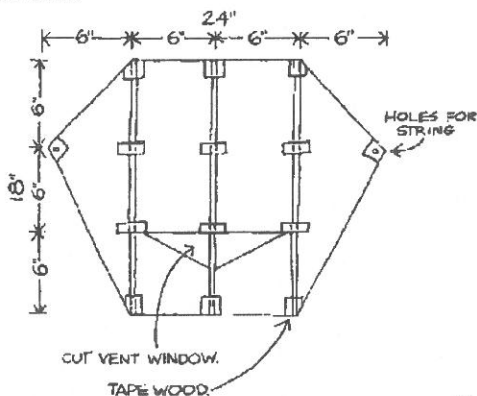
***FAMILY ENTERTAINMENT***

**FLYING FANTASIES**

1. Cut a white plastic bag apart and lay out flat.
2. Draw pattern on bag.
3. Lay three 24" dowels or balsa sticks across the bag as shown and attach with masking tape.



4. Fold tape around the corners to be tied. Punch a hole to tie the string and loop a long piece, about 80 inches, from hole to hole.
5. Attach a flying string to the looped string.
6. Decorate kite with felt markers.
7. To launch, face the wind and run slowly until the wind catches the kite. Let the kite up a little at a time.



ATTACH FLYING STRING.





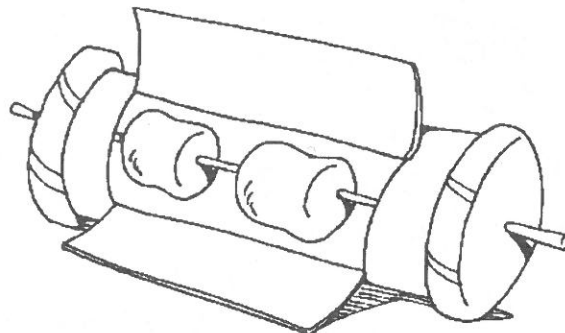
### ANT FARMIN'

1. Dig up an ant hill. You will need about 100 ants.
2. Fill an 8" soup bowl and a quart-sized glass jar 2/3 full of dirt.
3. Set the jar in the soup bowl and then set the bowl on a 10" pie plate.
4. Put about 1" water into the pie plate that will serve as a moat and keep the ants contained.
5. To feed your ants, hang a piece of food (sliced fruit dipped in sugar water, a piece of meat, cheese, or bread) on a string tied to a pencil.
6. Add a tsp. of water to the jar every 3 days making sure you don't get the soil too wet.
7. Look at the bottom of the jar after a couple of days, and you will see ant tunnels.
8. Your ant house will last about four to six weeks (unless you have a queen). This is the life span of worker ants.
9. To make this project even more fun, look up some interesting ant trivia. Find out about the many different kinds of ants and their elaborate social structure. (If there are ants from two different colonies in your jar, they will fight and eventually kill each other.)

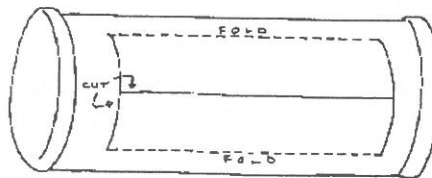


## DISCOVER NATURE AND ENERGY

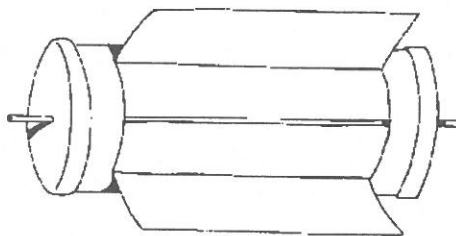
### SOLAR OVEN



Cut a Potato Chip can as shown with a sharp knife. Fold back the flaps to reveal the reflective inside of the can. Do not cut off the flaps.



Punch a hole with an ice pick in the center of the plastic lid. Put the lid on the bottom of the can and use it as a pattern to poke the second hole. Replace the lid on the top of the can.



Cut a straight section of a hanger and put it through the two holes.

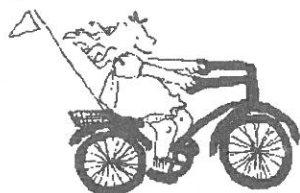
To use: Remove the lid and section of wire together and put a marshmallow or hot dog on the wire. Replace the hanger and lid on the cylinder and open flaps. Direct the solar oven toward the sun and hold it in place with rocks.



## PREPARE FOR EMERGENCIES

### BIKE SAFETY RULES

- Always wear shoes. Don't ride barefoot.
- It's best to wear long pants and a shirt with long sleeves.
- Loose fitting clothing can get caught in the spokes.
- Wear a helmet if you have one.
- Know what all the traffic signs mean.
- Follow the same traffic rules as the driver of a car does.
- Ride in the bike lane wherever you can.
- If you must ride on a sidewalk, watch out for people walking.



- Always ride in the same direction as traffic, never against it.
- Watch carefully when crossing driveways and alleys.
- If you have to be out after dark, be sure your bike has good reflectors and a light. Wear light colored clothing, too.
- Have a basket on your bike so your hands can be free for the handlebars.
- Always keep your hands on the handlebars.
- Be cautious - jumping with your bike can be dangerous.
- Don't ride with more than one person on the bike.
- If you see a "No Bikes Allowed" sign, don't ride there.



### BICYCLE SAFETY CHECK

It's important to observe safety precautions when participating in any sport or exercise. Part of bicycle safety is making sure your bike is working properly. Make a bicycle safety check on your bicycle. If you don't have a bicycle, help a friend!

Part	OK	Things That Need To Be Done
Brakes		
Chain Tension		
Handlebar Grips		
Tire Pressure		
Tire Treads		
Seat Height		
Light		
Horn		
Reflectors		
Pump/Tools		
Other:		
Other:		



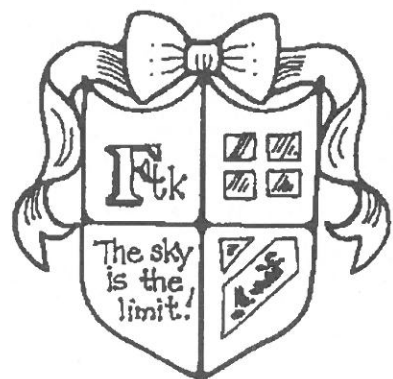
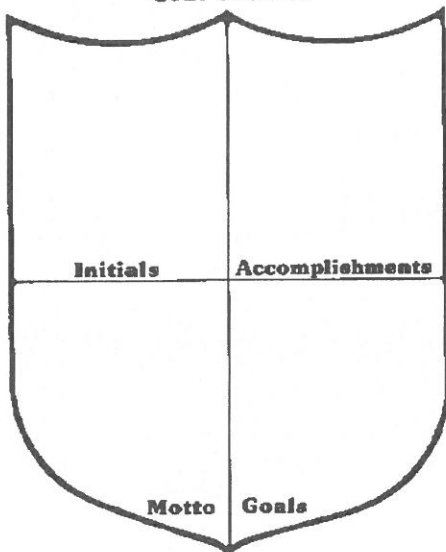
## KNOW YOUR FAMILY

### COAT OF ARMS

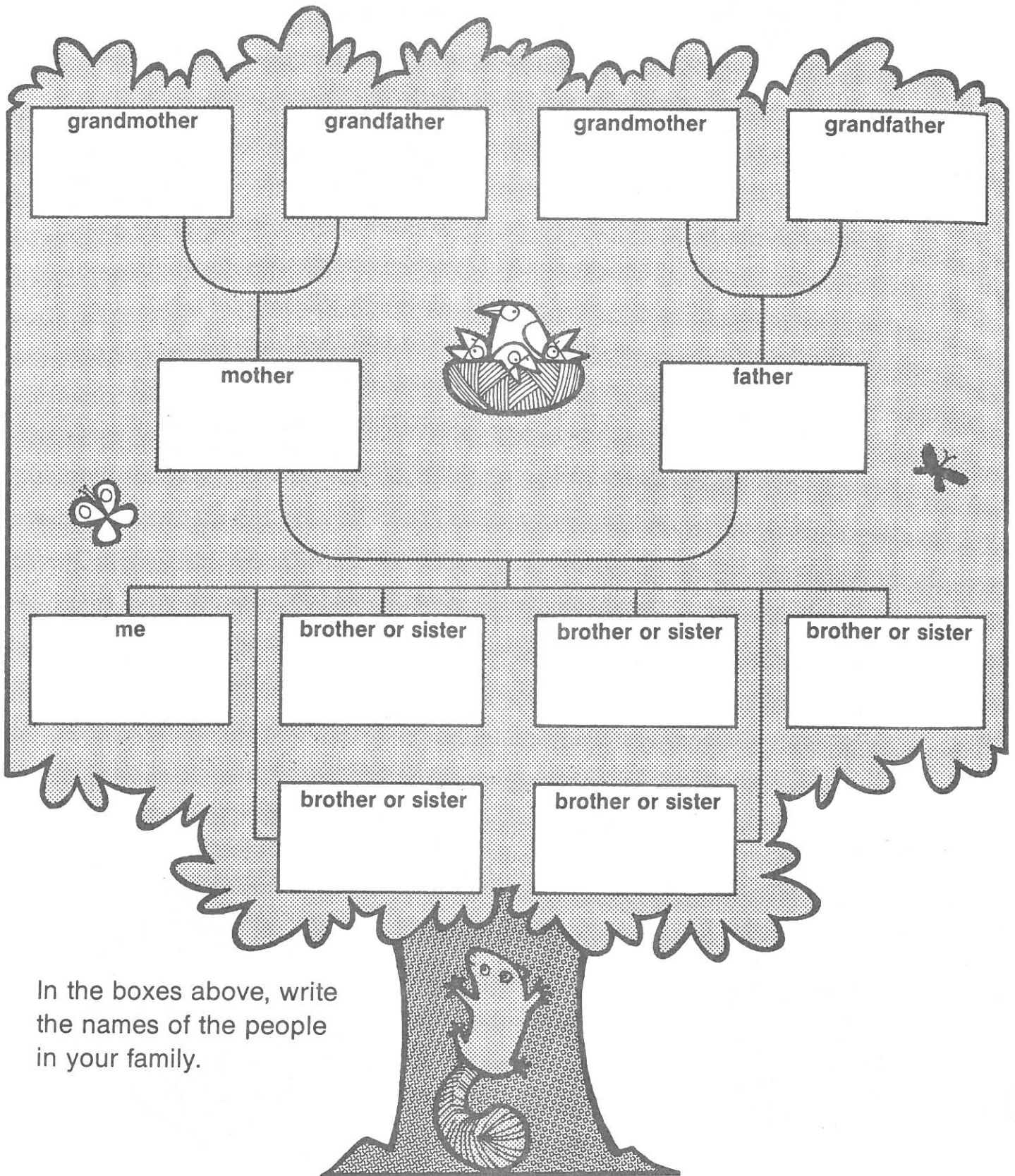
Enlarge and make copies of the shield pattern from colored construction paper and have each boy illustrate the four areas of the shield.

- \* **INITIALS** - Boys can design their own family initial and draw it in the appropriate space. They may like to use fluorescent colors or glitter on the letters.
- \* **ACCOMPLISHMENTS** - Boys can draw pictures or cut out pictures from magazines illustrating their many accomplishments or they may simply want to list them.
- \* **MOTTO** - Ask the boys to think of different values that mean a great deal to their family. Help them formulate these thoughts into short statements.
- \* **GOALS** - Have the boys think of goals they would like their families to accomplish. Ask them to illustrate these ideals.

Coat of Arms



# MY FAMILY TREE



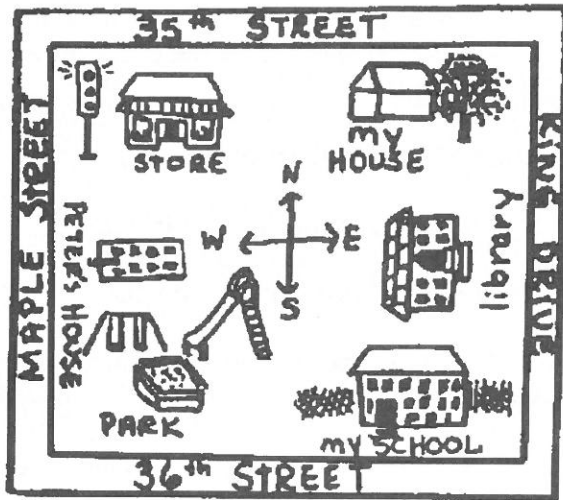
In the boxes above, write the names of the people in your family.



## KNOW YOUR COMMUNITY

### DRAW YOUR BLOCK

1. Take a walk around your block noticing the important things along the way.
2. Draw a "picture map" of what you remember, first putting in the 4 streets and your own house.



3. What else might you add? Other houses, addresses? ...a mail box? ...fire hydrant, stop sign, or street lights? ...trees or a park? Are there tall apartment buildings or stores on your block?
4. Now mark North, South, East & West. (If you're not sure, watch the sun set on the West side of your house.)

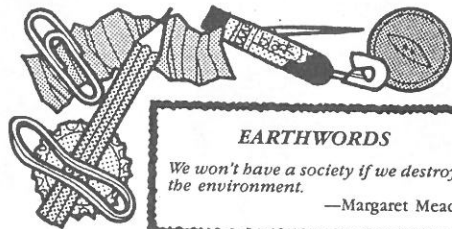
### CLEAN-UP TREASURE HUNT

Conduct a clean-up treasure hunt on your school grounds or in your neighborhood. Not only will you have fun looking for the items listed, but you will pick up litter as well!

#### Wanted

a ballpoint pen	a pencil
a bottle cap	a blue object
a broken crayon	a red object
a candy wrapper	a yellow object
a lunch bag	something lost
a paper clip	something glass
a pencil	something metal
a piece of clothing	something plastic
notebook paper	something round
a rubber band	something square
a paper clip	a leaf or twig

1. Divide the group into teams of two or more.
2. Give each team two trash bags, gloves, and a copy of the Wanted list.
3. Set a time limit.
4. Spread out and search for the items on the list.
5. As you find items, check them off the list, and carefully pick them up and place them in one of the bags.
6. Put any unlisted litter you find in the other bag.
7. When time us up, see which team has found the largest number of listed items and declare this team the winner.
8. Sort all of the litter into boxes labeled **glass, metal, paper, plastic, and organic.**
9. Dispose of this litter properly. Return, reuse, or recycle what you can. Discard the rest by placing it in a garbage can or trash bin.

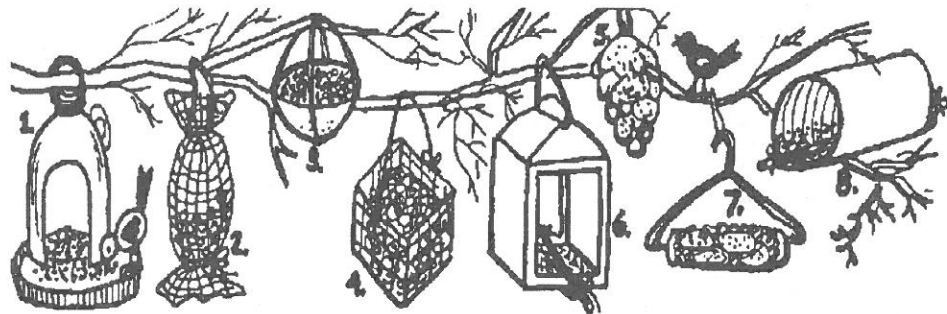


#### EARTHWORDS

*We won't have a society if we destroy the environment.*

—Margaret Mead

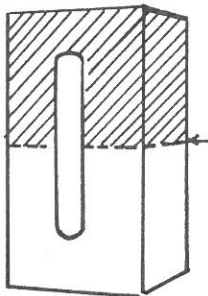
## HELPING OTHERS



### FACIAL TISSUE TRASH BOX

1. Have an adult cut tissue box as shown (figs. A and B) with an X-acto knife.

Figure A



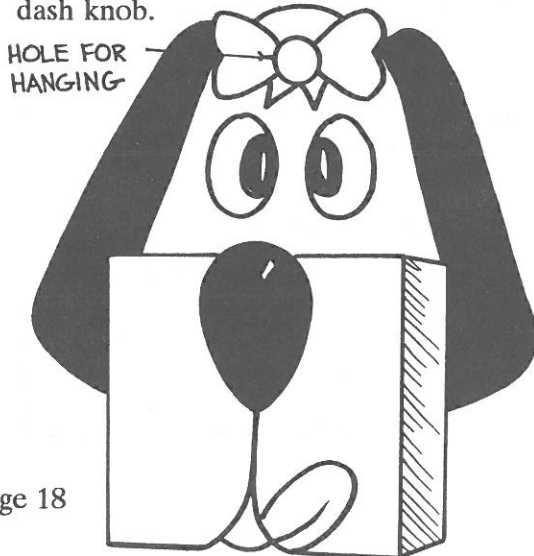
DO NOT CUT OFF  
BACK PANEL

Figure B



CUT OFF CORNERS

2. Cover box with brown paper and glue in place.
3. Cut out ears, nose, eyes, etc. out of construction paper and glue in place.
4. Draw details with black marker.
5. Cut hole in forehead for hanging on car dash knob.



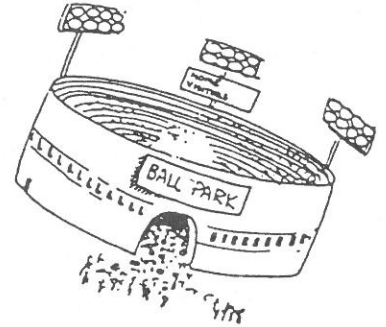
HOLE FOR  
HANGING

### MAKE A BIRD FEEDER

You can make a bird-feeder from a variety of scrap items. Fill your completed feeder with seeds, suet, raisins, crumbs, etc., and tie it to a tree with heavy string or cord.

1. Cut a hole in the lower side of a plastic bleach bottle. Then glue the bottle to an aluminum tin.
2. Use a mesh bag from onions or potatoes.
3. Scoop out an orange or a grapefruit.
4. Fill a plastic berry basket with suet.
5. Roll a pinecone in peanut butter and seeds.
6. Cut a large square hole through two opposite sides of a milk carton, leaving a border on all four sides. Lay a dowel across the bottom and secure it with string.
7. Remove the cardboard tube from a coat hanger. Insert the open ends of the wire into a corn cob.
8. Remove both ends of a tin can. Lay a dowel through the can and secure it by running a string under the can and tying it to both ends of the dowel.

GO SEE IT



GOVERNOR'S MANSION

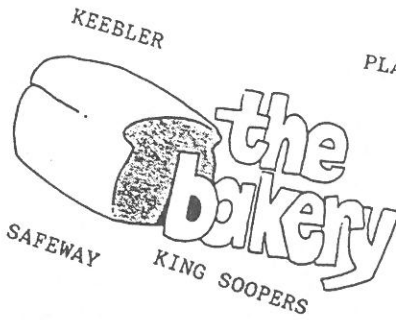


RED ROCKS NEAR MORRISON

DENVER BOTANIC GARDENS

GARDEN OF THE GODS - COLORADO SPRINGS

KARL'S FARM DAIRY



KEEBLER

SAFEWAY

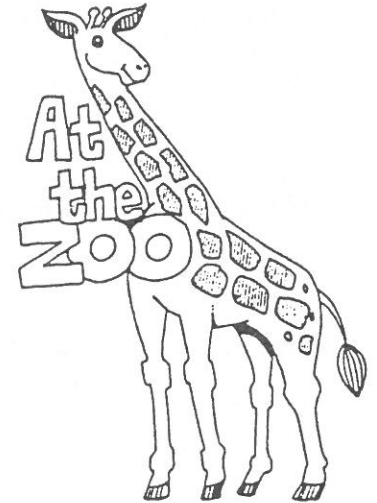
KING SOOPERS

PLAINS CONSERVATION CENTER - AURORA

AURORA HISTORY MUSEUM



LITTLETON HISTORICAL MUSEUM



GOLDEN GATE CANYON STATE PARK

CHILDREN'S MUSEUM

NATIONAL EARTHQUAKE INFORMATION CENTER - GOLDEN

DENVER MINT

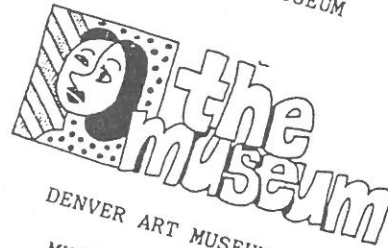


COLORADO CAPITOL

IMAX

GATES PLATERIUM

FISKE PLANETERIUM - BOULDER



DENVER ART MUSEUM

MUSEUM OF NATIONAL HISTORY

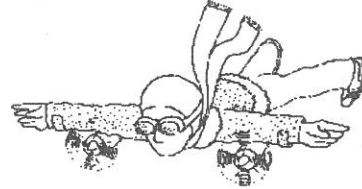
LOWRY HERITAGE MUSEUM



## GETTING THERE

### AIRPORT

When large airliners land, they use radar and complicated instruments rather than relying only on the vision of the pilot. In this activity, players rely on senses other than sight.

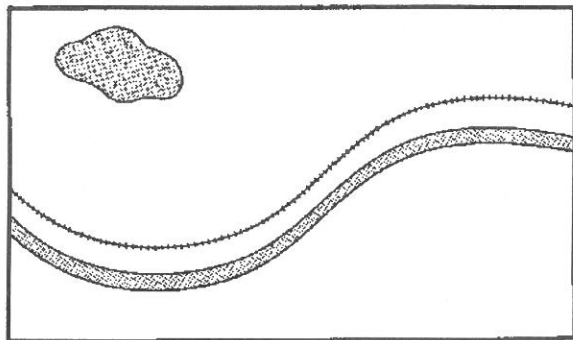


### MAKE A MAP

**Symbols** are simple shapes or pictures that stand for other things. Symbols are used on maps to mark special places and to stand for special buildings. Here are some symbols that you may find on a map.

airport		hospital		railroad	
bridge		island		river	
church		lake		school	
city		library		street	
hills		mountains		tunnel	

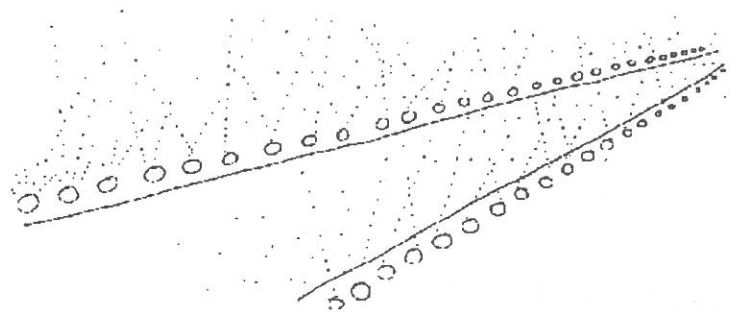
Using these symbols create your own town on the map below.



1. Divide the group into pairs. One person becomes the "pilot" while the other partner is the "air traffic controller." One pair runs the course. The rest of the players become the runway by forming two lines about eight feet apart with the lines facing each other.
2. Obstacles, such as chairs, books, boxes, shoes, and so on, are placed on the runway. Be careful not to use objects that will be harmful if stepped on or bumped into.
3. The air traffic controller stands at one end of the runway. The pilot is blindfolded and stands at the opposite end. The controller verbally guides the pilot down the runway so that the pilot avoids obstacles and the people on either side.

#### Variation:

Try the same game but have two pilots and two controllers working simultaneously.





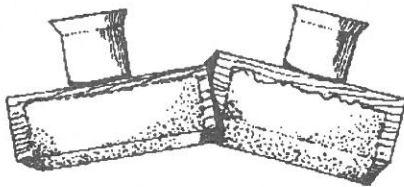


## SOMETHING SPECIAL, ALL YOUR OWN

### HOMEMADE BAND

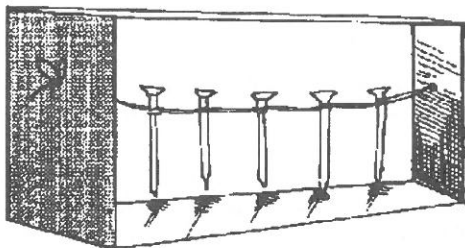
#### TAMBOURINE -

#### SANDPAPER BLOCKS -



1. Find two pieces of wood about the same size.
2. Sand any rough edges.
3. Glue a spool on one side of each wood piece for a handle.
4. Glue or staple a piece of sandpaper to cover the bottom and at least two sides of each block.
5. By rubbing the blocks together you will achieve a shuffling sound.

#### CHIMES -



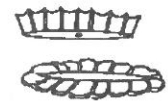
1. Remove the lid and the bottom from a shoe box.
2. Tie large nails or spikes onto a sturdy string.
3. Suspend the string between the two sides of the shoe box.
4. Play your chimes by tapping them with another nail or spike.



1. With a paper punch, equally space six holes in a sturdy paper plate or cardboard circle about 1/2" from the edge of the plate.

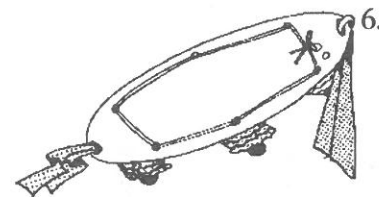
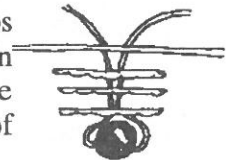
2. Now decorate the plate with bright colors.

3. Use a hammer to flatten several bottle caps.



4. With a nail, punch a hole in the center of each cap.

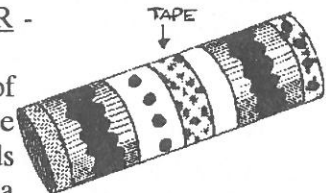
5. Fasten the bottle caps and a bead as shown in the illustration. Use one continuous piece of string or yarn.



6. Ribbon or yarn can be used as streamers for a added decoration.

#### TIN CAN SHAKER -

- Find two tin cans of the same size (empty, but with lids still attached). Put a handful of rice or sand into one tin can and seal lid closed with duct tape. Place several paper clips or pebbles into the second can and seal lid closed with tape. Use duct tape to attach the two cans together. Decorate the can. Play by shaking or tapping with fingers.





## MAKING YOUR FAMILY SPECIAL

### HAVE AN ICE CREAM SOCIAL!

Make your favorite recipe or try one of these:

#### STRAWBERRY CHEESECAKE ICE CREAM

- 3 Cups strawberries, rinsed, drained and mashed
- 1 Cup sugar
- 12 ounces cream cheese, softened
- 3 eggs
- 1 1/4 cups dairy sour cream
- 2/3 cup half-and-half
- 2 teaspoons vanilla extract
- 1 cup broken vanilla wafers (optional)



Place strawberries and 1/4 cup of the sugar into bowl; set aside til sugar dissolves; stir several times.

Beat cream cheese at high speed til smooth and fluffy. Beat in eggs, one at a time. Beat in remaining 3/4 cup sugar. At low speed, beat in sour cream, half-and-half and vanilla til blended. By hand, stir in sweetened strawberries until well blended.

Pour into a chilled 2-quart ice cream freezer container. Freeze according to manufacturer's directions. Remove dasher. Stir in vanilla wafers. Makes 2 quarts.

#### PINK WATERMELON ICE

- 1 envelope unflavored gelatin
- 1/2 cup milk
- 3 cups seeded watermelon cubes
- 1 cup light corn syrup



In a small saucepan, sprinkle gelatin over milk; let stand for 1 minute. Cook and stir over low heat until gelatin is dissolved.

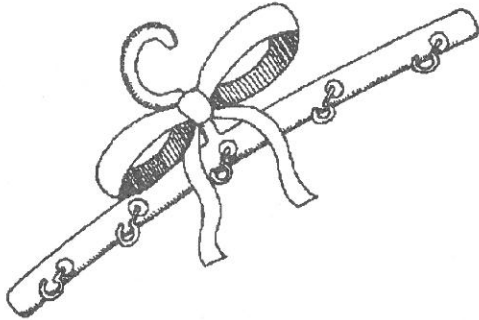
Place watermelon, corn syrup and gelatin mixture in a blender container. cover and blend at high speed for 30 seconds or until thoroughly blended, scraping sides of container as needed. Pour into an 8x8x2-inch baking pan. Cover and freeze overnight.

Remove from freezer; let stand at room temperature for 10 to 15 minutes to soften. Break into pieces. Transfer to a chilled large mixer bowl. With chilled beaters, beat at low speed until smooth but not melted. Pour into a freezer container; cover and freeze for 4 hours or overnight.

Remove from freezer 10 to 15 minutes before serving. Makes about 4 cups.

### MAKE GIFTS FOR SOMEONE SPECIAL

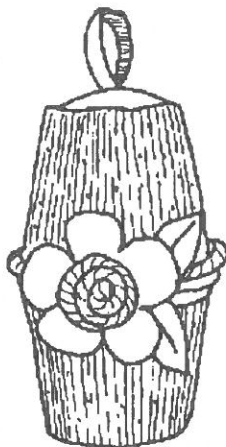
#### BELT OR TIE RACK



1. Sand a heavy wood hanger until smooth. Paint with designs. Spray with varnish.
2. Screw in three to five cup hooks.
3. Tie the top with a bow.

#### CLOSET FRESHENER

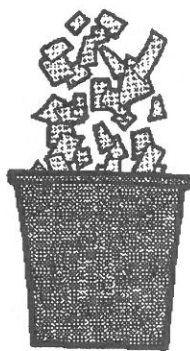
1. Start with two small plain paper cups. Use a nail to poke holes all over both cups.
2. Fill one cup with potpourri or cloves. Invert the second cup and glue them together around the lip.
3. "Gift wrap" with yarn or ribbon, creating a loop at the top for hanging.
4. Decorate with felt scraps.





**MAKE YOUR OWN PAPER**

To understand clearly how paper is recycled and reused, make some of your own...



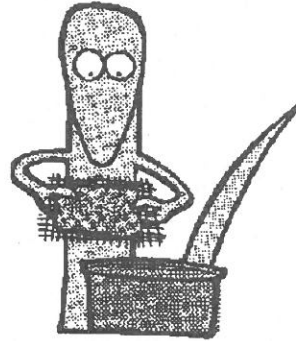
1. Tear some newspaper into small pieces and put them into a bucket until it is half full.
2. Add enough water to wet the paper pieces thoroughly.
3. Let the paper-and-water mixture stand for several hours.

4. Using a wire whisk, beat the mixture into a creamy pulp.



**MAKE YOUR OWN**

5. Dissolve 3 tablespoons of cornstarch in one cup of water. Add to the pulp and stir to mix thoroughly.



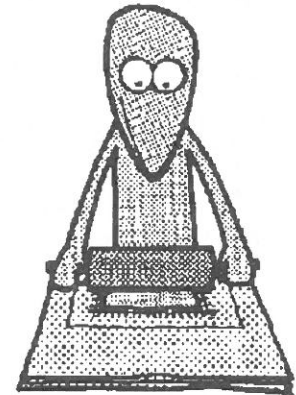
6. Submerge a piece of screen (about 6" across) in the pulp and pull it out.
7. Repeat step 6 until the screen is covered with about a 1/8-inch layer of paper pulp.

8. Spread out some sheets of newspaper and lay the pulp-covered screen on it.

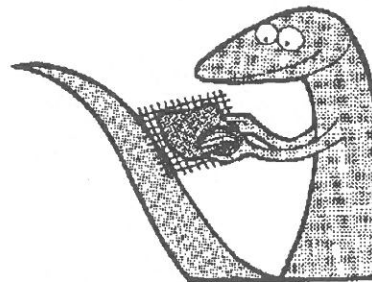
9. Cover the screen with a sheet of plastic wrap.

10. Use a rolling pin to press out the excess moisture.

11. Prop the pulp-covered screen up so that air can circulate through it.

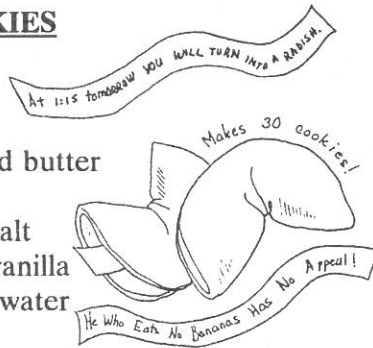


12. When the pulp is dry, gently peel this sheet of recycled paper from the screen.



**FORTUNE COOKIES**

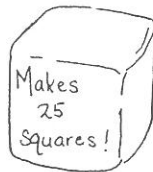
- \* 4 egg whites
- \* 1 Cup sugar
- \* 1/2 Cup melted butter
- \* 1/2 Cup flour
- \* 1/4 teaspoon salt
- \* 1/2 teaspoon vanilla
- \* 2 tablespoons water



1. Write fortunes or messages on strips of paper. Fold them.
2. Mix sugar into the egg whites and blend until fluffy.
3. Melt the butter and cool it so it's not too hot.
4. Add flour, salt, vanilla, water and butter to the sugar mixture. Beat until the batter is smooth.
5. Grease a cookie sheet very well. Pour batter from a spoon to form circles (about 3" diameter).
6. Bake at 375° for about 8 minutes.
7. Lay a message on each circle, fold it in thirds, then bend it gently in the center. If the cookies get too hard to bend, put them back in the oven for a minute.

**HOME-MADE MARSHMALLOWS**

- \* 1 large package of Jello
- \* 1 1/2 Cups of boiling water
- \* 1/2 Cup of corn syrup
- \* a bowl of white sugar



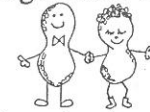
1. Empty the package of Jello (any flavor) into a bowl.
2. Pour in the boiling water and stir until the Jello is completely dissolved.
3. Add the corn syrup and stir well. Let the mixture sit (or refrigerate it for a while).
4. When the mixture begins to thicken, whip it with a mixer or beater until it is fluffy.
5. Pour it into a 9"x9" baking pan and let it set until the marshmallows are firm.
6. Cut it into small cubes, and roll each cube in sugar.
7. You can get a pretty assortment of colored marshmallows if you make several flavors!

**CORN DOGS**

- \* 6 Hot Dogs
- \* 2 Cups cooking oil
- \* 3/4 Cup flour
- \* 3/4 Cup cornmeal
- \* 1 egg
- \* 3/4 Cup milk
- \* 2 tablespoons shortening
- \* 1 teaspoon salt
- \* 1 tablespoon sugar
- \* 1 tablespoon baking powder
- \* 2 teaspoons dry mustard
- \* Ketchup and mustard in squeeze bottles



1. Put oil into frying pan and heat it to 400°.
2. In bowl or blender, beat egg, milk, sugar, shortening, salt and dry mustard.
3. Add flour, cornmeal, and baking powder. Mix well.
4. Pour the mixture into a tall glass or can.
5. Put each hot dog on a stick. Dip it into the corn mixture.
6. Fry the corn dogs in oil until they're brown (about 10 minutes).
7. Drain them on paper towels.
8. "Decorate" your corn dog with mustard and ketchup before you gobble it down!

**PEANUT BUTTER**

1. Shell and skin a whole bunch of peanuts.
2. Put them through a food grinder 4 or 5 times **OR** Spin them in a blender at low speed until the peanut butter gets smooth.

\* NOTE \* If you're using a blender put in a tablespoon of oil or soft margarine before you begin and stop the blender often to scrape the peanut butter off the sides. If you use a grinder, add oil or margarine later.

3. Add about 1/2 teaspoon of salt (or more or less - depending on your taste).
4. Personalize your peanut butter by mixing in things that you like....Such as: chocolate syrup, raisins, honey, maple syrup, molasses, applesauce, cinnamon, nuts, apple butter, jelly, marshmallows.

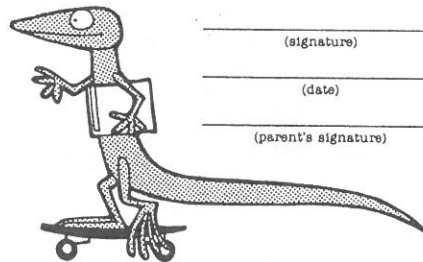


## CARING FOR YOUR HOME AND HOUSEHOLD

### Energy Contract

I, \_\_\_\_\_, do promise that I shall help to conserve energy for a period of two weeks by

1. \_\_\_\_\_
2. \_\_\_\_\_
3. \_\_\_\_\_



### Ideas

- Turn off the lights when you are the last person to walk out of a room.
- Walk or ride a bicycle to school instead of being driven in a car.
- If you cannot walk or ride a bicycle to school, join a carpool or take a bus.
- Use a manual pencil sharpener instead of an electric one.
- Use a manual can opener instead of an electric one.

### PACKAGING

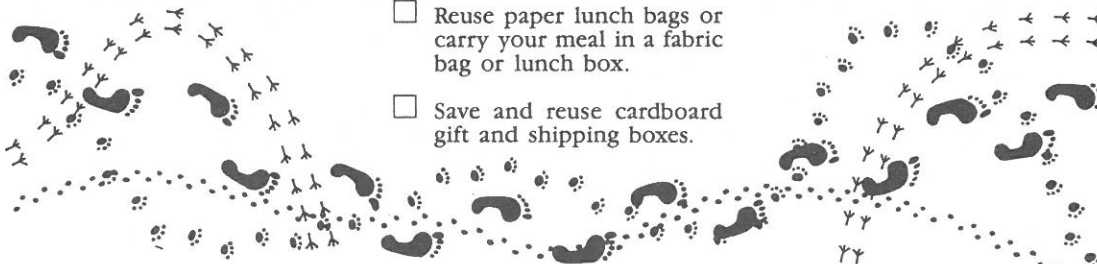
- Select products that come in biodegradable packages whenever possible.
- Buy products in returnable bottles, and return them.
- Wash and reuse glass jars.
- Rinse and reuse aluminum foil.
- Recycle aluminum cans.

### PAPER PRODUCTS

- Use cloth napkins instead of paper ones.
- Buy greeting cards that have been printed on recycled paper.
- Reuse gift wrap.
- Recycle newspapers.
- Write on the *back* of a sheet of notebook paper, not just on the front.
- Reuse paper lunch bags or carry your meal in a fabric bag or lunch box.
- Save and reuse cardboard gift and shipping boxes.

### PLASTIC PRODUCTS

- Select nonplastic products whenever possible.
- When you shop in grocery stores or supermarkets, avoid putting fruits and vegetables in plastic bags.
- Rinse out and reuse plastic produce and grocery bags.
- Encourage your local recycling center to begin accepting plastic.





## FAMILY GAMES, TRICKS, & PUZZLES

### KNOT ME!!!

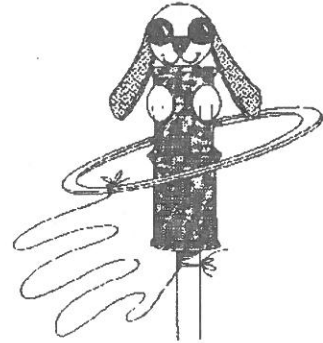
1. Everyone stands in a circle. With right hands, reach across the circle and join hands with someone not standing next to you.
2. With left hands, reach across the circle and join hands with someone not standing next to you (**NOT** the same person that has your right hand).



3. Working as a group, try to unknot yourselves without breaking any grips. Hands may be rotated, but never lose contact.
4. If group is hopelessly tangled, leader may break apart one set of hands and join somewhere else.
5. If successful, you will end up in a circle with every-other person facing in and the others out!

### CATCH THE RING

1. Thread a 1/4" dowel rod with a combination of spools and beads to make a figurine.
2. Glue or paint on the details.
3. Glue the spools or beads in place, leaving about 3" at the top to help catch the ring.
4. Tie a 20" string to the dowel and attach it to a 3" ring (like a plastic bracelet).
5. Play by holding dowel at the bottom, flip the ring up and try to catch it on the figure at the top.



### RIPPED PUZZLES

What a delight! It's OK to tear the paper!!!



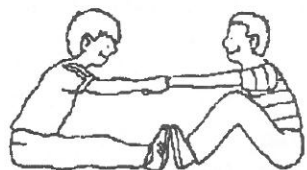
1. Give each player a piece of paper and crayons.
2. Each person must make a drawing, keeping it hidden from the other players. Have players make their pictures as complicated as possibly can, with lots of details covering the entire surface.
3. When all are finished drawing, have them tear their pictures into an agreed upon number of pieces. The number depends on the size of the paper, but don't make the pieces unreasonably small.
4. Everyone passes his puzzle to another player who tries to reassemble it.



## FITNESS & SPORTS

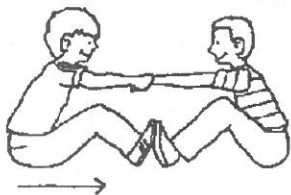
### ROW RACE

Divide the group into pairs. Mark a short course with the start and finish lines about 15 or 20 feet apart.



Pairs line up. Partner A sits on the starting line with knees together and legs extended straight out. Partner B sits facing Partner A with soles of shoes together, knees bent, and hands clasped.

To move, Partner B pulls Partner A into a bent-knee position.



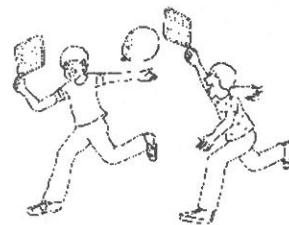
Partner B then pushes back to straighten his legs.

Next, Partner A straightens his legs and pushes Partner B's legs into a bent position. This pushing and pulling motion resembles rowing and moves players along at about a yard at a time.



The first pair to completely row across the finish line is the winner.

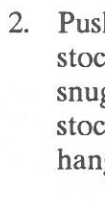
### BALLOON TENNIS



### MAKE A RACKET!



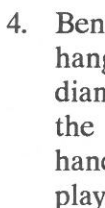
1. Pull a wire coat hanger into a diamond shape and straighten the hook.



2. Push the hanger into a nylon stocking, making sure it fits snugly into the toe. Pull the stocking tightly over the hanger to form a taut net.



3. Gather the loose end by twisting it around the handle and taping it to the handle.



4. Bend half the hook of the hanger back to the base of the diamond. Twist tape around the entire wire to form a handle, and you are ready to play!



### HAVE A BALLOON TENNIS RACE!

1. Mark start and finish lines about 10 yards apart.
2. Divide the group into pairs. Each should have two rackets and a balloon.
3. When the leader says "Go," partners begin walking, hitting the balloon back and forth while trying to maneuver to the finish line. Players have to direct their balloons while avoiding other balloon batters.
4. The first pair of players to cross the finish line is the winner.



## TELL IT LIKE IT IS

### International Morse Code

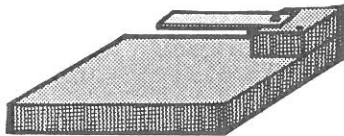
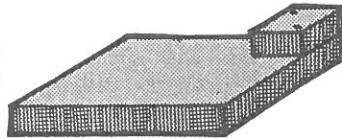
A ·—	G —··	N —·	U ··—
B —···	H ····	O ———	V ···—
C —·—·	I ··	P ·—··	W —·—
D —··	J ·—---	Q —·—·	X —··—
E ·	K —·—	R ···	Y —·—·
F ····	L ·—··	S ···	Z —···
	M ——	T —	
Comma —·—·—		Period ·—·—·	

Because it can be difficult to tell where one Morse code letter ends and another begins, people writing in this code often place a single slash (/) between letters and a double slash (//) between words.

### BUILD YOUR OWN TELEGRAPH SET

#### FOR THE SOUNDER:

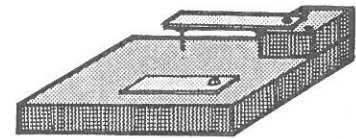
1. To form the base, use two long nails to attach a small block of wood to a 6" square plywood.



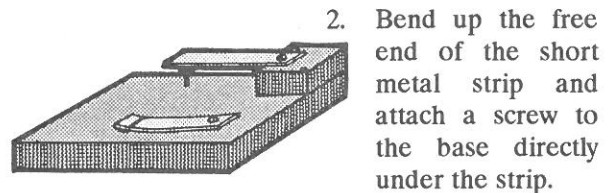
2. Use a nail to punch a hole in one end of a 1/2"x4" strip of heavy tin or heavy aluminum. (The center bottom of a pie pan is perfect.) Then attach this strip to the small piece of wood with a screw.

3. Have someone hold up the free end of the metal strip while you hammer one medium-long nail into the base directly under this strip. The space between the strip and the nail head should not be any wider than the thickness of a quarter.

#### FOR THE KEY:

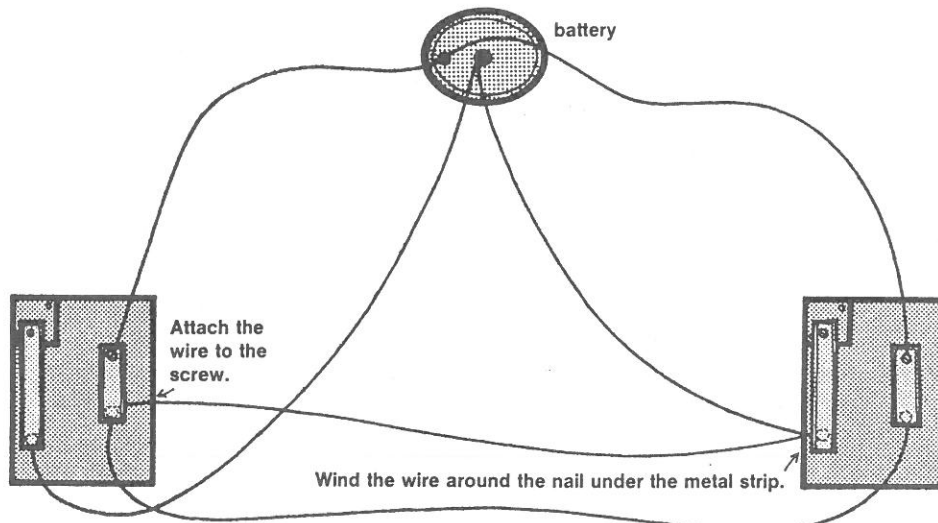


1. Use a nail to punch a hole in one end of a 1/2"x 3" metal strip (same material as other). Then fasten this strip to the plywood base with a screw.



2. Bend up the free end of the short metal strip and attach a screw to the base directly under the strip.

3. Attach thin, insulated wires (you'll need about 40 yards) *under the strips* to the screws and nails as shown. Wind the wire clockwise around the nail under each sounder about thirty times, forming a tight coil. Be sure that the winding is from bottom to top, ending near the nail head, and that the wire is bare where it is in contact with the nail. Attach the wire to a 12-volt battery as shown.





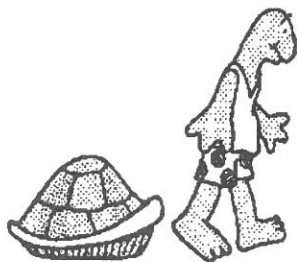


### What is needed before ceremony:

1. All new Cubs to be in uniform with all shoulder patches sewed on.
2. Neckerchiefs purchased by parents but folded at the presentation table.
3. Turtle neckerchief slide for each boy - leaders, too.
4. New Wolf book for each boy.
5. Tiger Graduate patch.
6. Turkey feathers to look like eagle feathers.
7. Small piece of pizza for each boy.

### Props:

1. Turtle candle holder and one green candle.
2. Green face paint and water.



## CUB SCOUTING, HERE WE COME

### THE TURTLE CEREMONY

#### Narrative:

We come now to the last very important ceremony this evening. The theme for this Tiger Graduation ceremony is The sign of the Turtle.

The turtle has many meanings and traditions in Scouting.

First, 75 years ago the first honor campers society within the Boy Scouts chose as their lodge symbol the turtle. This society later became known as the Order of the Arrow. That first lodge was in Treasure Island, N.Y.

Second, the turtle is green. (*Paint the boys' cheeks green.*) This signifies YOGO... "You're Only Green Once." i.e. you're just starting out in Scouting.

Third, the turtle is small and low to the ground signifying your size and in contrast to the Eagle which one day you may become. (*Give each boy an "eagle" feather.*)

During the course of this Pack Meeting we have lighted several candles to represent advancement in Cub Scouting. We also have a candle for your crossover from Tigers to Cubs in this turtle candle holder to represent your starting point in Cub Scouting. (*Light candle.*)

In order for you to advance to Bobcat and follow in the footsteps of Akela (The Wolf), you will need a book to guide you. (*Pass out Wolf books.*)

To show that you have completed your work as a Tiger Cub, we give you this patch. (*Pass out Tiger graduate patch.*) This patch is worn on your right pocket.

To show you are a Cub Scout and a member of the Pack you may now wear this gold neckerchief. (*Roll neckerchief and place on each boy.*)

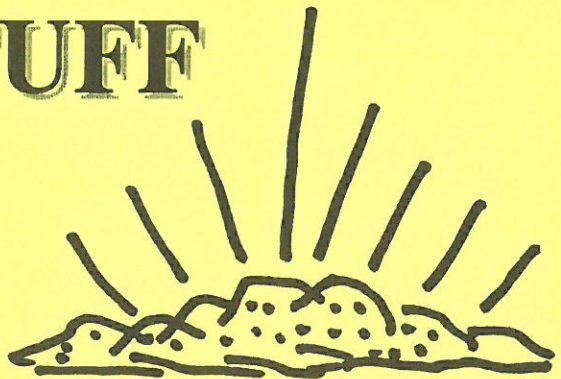
And to hold your neckerchief on and to remind you of this ceremony, we have this special turtle neckerchief slide for you.

One more thing you must do to be a member of this pack. You new turtles should have a ceremonial meal. What do you think turtles eat? PIZZA!!!! (*Pass out slice to each.*)

**NOTES...**



# DEN STUFF



# DEN STUFF

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## DEN STUFF



### BE PREPARED

As a Den Leader, the first and most important thing you can do to maintain order in your den is to prepare yourself. Take advantage of all the resources available to you--the Cub Scout Leader Book, the Den Leader How to Book and any other Scout literature you can get your hands on. Attend Basic Training, Roundtables, Pow Wow, and any workshops that may be offered. Scouting has more than 75 years of resources to draw upon--take advantage of them! These sources will provide valuable information about what to expect from Cub Scout aged boys. The more you know and understand the Cub Scout Program, the more confidence will be communicated to the boys. They will know that you are really in charge.

Be prepared for your den meetings, too. Plan your meetings in advance and make sure you have all the materials ready and waiting for the boys. They will find something to do while you are off looking for the scissors, and it may not be what you had in mind! Have an extra song or game planned, just in case things move along faster than you expected. Spare time can be a disaster! If you have something for the boys to do every minute they will be less likely to get into trouble.

Don't forget to make use of your Assistant Den Leader and/or Den Chief. They are valuable resources. They can occupy the boys with a game or a song while you record dues and advancement. An extra pair of helping hands are always welcome at the craft table, too.

### DEN ACTIVITIES

**HIKES:** Boys can have fun in the outdoors any season of the year and hiking is one of the activities which can be done year round with loads of fun and learning. Some types of hikes are:

**Nature Hike:** Backyard or playground. Take along guidebooks and identify plants and what they become or animals and what they eat.

**Nature Field Trip:** Visit Nature Center, Preserve, Zoo or Game Sanctuary.

**Early Signs of Spring:** Look for signs of new life of vegetation and animals. (Return a few weeks later to compare)

**Baby Hike:** Look for Natures babies. Plants and animals. Look but don't touch.

**Track or Sign Hike:** Look for all types of animal signs and make plaster casts.

**Caterpillar Hike:** Have a line of boys blindfolded with hands on shoulders move very slowly and listen, smell, and touch nature while they try to explain what they hear, smell, and feel.

**Micro Hike:** Lay out several areas 6 by 6 feet with strings and have the boys lay on the ground and look very closely to what goes on 6 inches from the ground. Discuss what they saw.

**Undercover Hike:** Try this with home made camouflage and have the boys move very slowly through the woods stalking what they can, maybe blacken their faces also while they test the wind and listen to the sound of the forest.

**Big Game Hunt Hike:** Sight as many animals as they can and make a list of what they saw and what it was doing. (Probably nothing since boys are so QUIET!)

**Obstacle Hike:** Some boys have never climbed a tree, walked a log, or chinned themselves on a tree branch. To give them this experience, pick a trail which will provide such an obstacle course.



**CAMPING:** Since Cub Scouting is home and family centered, Camping for Cub Scouts is also. There are many kinds of camping for Cubs. Supervision is paramount when dealing with Cubs.

**Backyard Camping:** Keep the outdoor activities of the Cub Scout dens limited to the ability and desire of the 2nd and 3rd grade boy. Cub Scouts should camp in their own back yard and work on electives related to outdooring.

**Family Camping:** Family camping is encouraged since the Cub program is centered around the family. This should bring new and fun experiences to the boys as well as the parents.

**Webelos and Partner Camping:** Webelos are encouraged to have partner-and-boy overnight camping experiences away from home. This is an important step in the transitional phase between Cubs and Boy Scouts. If a Boy Scout Troop is willing to help with this overnight it is highly recommended. Unsupervised camping is not allowed for Cub Scouts, the parents or adult partners of the boys must be present.



**Campfires:** Campfires should be the highlight event of every campout. Campfires should be planned and not just started or the boys will end it for you. Fun, songs, skits, and maybe a safe game might be part of our campfire. Write the campfire program down on a Planner Sheet and check all the preparations for the campfire in advance. Open the campfire with a lot of flare and have a very special segment for the boys to remember. Close the campfire with a solemn thought and exit quietly. Campfires usually mark the end of the day and the end of the campfire should help quiet the boys down for bedtime.

**Day Camp:** This is a week of fun in the outdoors for every Cub Scout and Parent and Den Leader. Activities are planned to help the Cub Scout with achievements and electives in such areas as Field Sports, Crafts, Games, and Nature. Every Den Leader wonders by Wednesday why they are there and by Friday they're glad they came, and planning next year's calendar.



**Webelos Camp:** This is as close as a Webelos Scout will get to Boy Scouts on the camping experience. This is three days and two nights in an organized Boy Scout Camp. Living just like the Boy Scouts do and even eating out of the same mess hall. Parents or partners are encouraged to come.



**Cookouts:** Cooking in the outdoors for a Cub Scout can work right into his heart as well as his stomach. Keep it simple and make it fun. A good reference for this activity is the Cub Scout How to Book.

**Star Gazing:** Did you ever lay on your back on a clear moonless night and admire the view. What did you see? Stars... Most people would say, but there is so much more up there than stars. Pick a clear moonless night away from city lights with a map of the constellations as your guide. A flashlight covered with red cellophane would not destroy your night vision as a white light will. This will enable you to read your star guide. Try to find as many constellations as you can and imagine the size and distance of the universe.

**Spider Sniffing:** Believe it or not, this will find spiders! Spiders have complex eyes with excellent light reflection. Take a flashlight and look down the beam at a location where you think the spiders will be. A small bright green glint will signal the presence of a spider. Follow this glint as close as you can and try to see or identify the spider. Don't try this when the ground is wet for this will reflect light and confuse you. If you're really lucky you might see a deer or a raccoon or other animal out at night prowling around.

## THE GAME CHEST

A Game Chest can come in assorted sizes, shapes, colors and result in various expense....a Game Chest may cost you nothing but time and determination and may ultimately save your sanity! If you've never had a Game Chest, give it a try. It's not only a Game Chest, it's a Treasure Chest!

It may be a cardboard box, old footlocker, a cast off toy chest or any other container that you have handy that can be spared for Cub Game and/or Craft supplies.

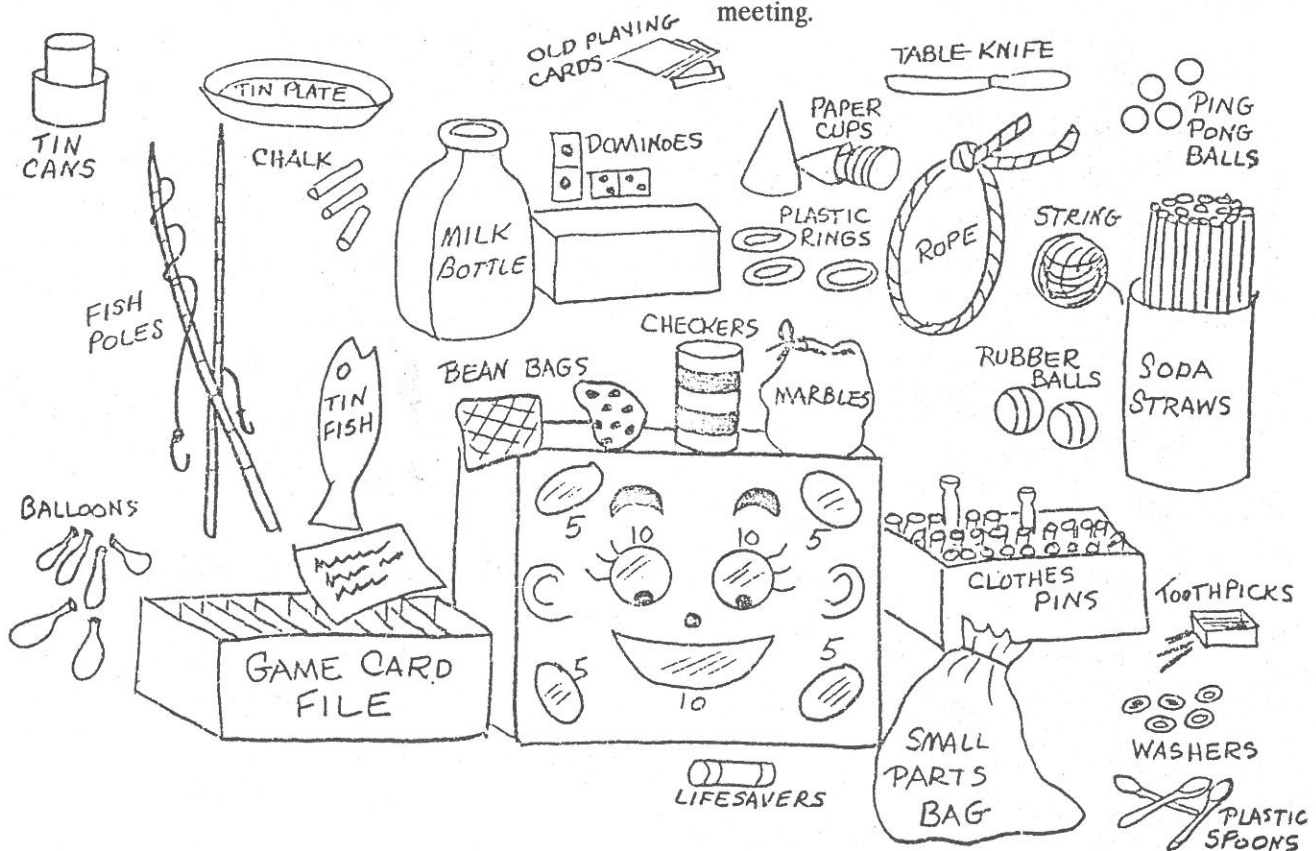
Involve your boys in preparing your Den's Game Chest. A little paint, a few decals, lots of imagination and perhaps their own signatures will personalize its exterior so that all the world will know where Den 4 keeps its game supplies.

It's what is inside that counts, however. Here again, a leader can fill a Game Chest with his or her own household supplies or have each Cub bring several items for Game supplies, that will individualize its contents as "Boy Made."

Here is a list of possible items found in your home or at the local store to stock your Game Chest.

Clothes Pins	Clothes Line	Playing Cards
Washers	Tin Cans	Marbles
Ping Pong Balls	Balloons	Straws
Pie Pans	Feathers	String
Pencil & Paper	Bottle Caps	Masking Tape
Whistle	Rubber Rings	Plastic Spoons
Old Work Gloves		
Large Handkerchief (For Blindfold)		
Small Paper Sacks		

These items may be used in a variety of ways. Clothes Pins and Washers may be tossed into pie pans and cans, as well as playing cards. Feathers can be blown across room in relays. Ping Pong balls can be rolled, tossed or blown with a straw into containers. Old Work Gloves are most helpful in playing Fumble Fingers. Handkerchiefs make good team flags or blindfolds. Rubber rings may be tossed over bottle necks and the list goes on and on...Your Game Chest will be your silent helper when planned activities are over too quickly. It can help your Denner when it's his turn to help at meeting.



## DEN YELLS

Why Den Yells?

- 1) Gives every boy a chance to participate at the Pack Meeting.
- 2) Builds Den spirit and morale.
- 3) Gives the boys a chance to let off steam in an organized fashion.
- 4) Affords a chance for cooperative teamwork.

When Den Yells?

- 1) You can give a Den Yell any time someone in the Den is recognized for an award.
- 2) During a Pack yell-off. This is a fun activity for Pack Meetings. One at a time, the Dens give their Den Yell and compete to see who's the loudest.
- 3) When the Den Leader deems it appropriate.

Here are some sample Den Yells to get you started. Some of them are "generic", which means you can use them for any Den by substituting your Den number for the one written. Some are custom made for specific Dens and can't be changed because the rhyming word is the Den number.

One, two, three, four,  
Who are we for?  
Den \_\_\_, Den \_\_\_  
Yeah!

Tutti-fruitti!  
Punch and Judy!  
Den \_\_\_ will do its duty!

Don't you worry!  
Don't you fret!  
Den \_\_\_ will get you yet!

Rah-rah-rah! Mud or Dust!  
We're Den \_\_\_  
Shout we must!

Look out!  
Here we come!  
Den \_\_\_  
Is on the run!

North, South,  
East, or West!  
Den \_\_\_  
Is the best!

United we stand.  
Divided we fall.  
Den \_\_\_ is best of all!

Show us some action!  
Show us some spark!  
All for Den \_\_\_  
Stand up and bark!

Rah, rah! Hey, hey!  
Blue and Gold are here to stay.  
Rah, rah! Hey, hey!  
Den \_\_\_ is best in every way!

We've done fine!  
We've done well!  
Now for an eardrum splitting yell!  
Den \_\_\_, Den \_\_\_, Den \_\_\_!

Clap your hands,  
Slap your Thigh!  
Den \_\_\_ is flyin' high!

Clap your hands!  
Stomp your feet!  
Den number \_\_\_  
Can't be beat!

Run 'em down the alley!  
Run 'em down the street!  
Den \_\_\_! Den \_\_\_!  
Can't be beat!

We're from Den \_\_\_  
Couldn't be prouder,  
If you can't hear us,  
We'll yell a little louder.

We're the best,  
Under the sun.  
Den 1!

We are Cub Scouts  
Strong and true!  
We are Cub Scouts  
of Den 2!

Who's as good as they can be?  
We are!  
Den 3!

Listen to us scream!  
Listen to us roar!  
We are the best Den!  
Number 4!

We are the best den!  
That's no jive!  
We are the best den!  
Number 5!

We take hikes,  
To get our kicks!  
We are the mighty Cubs,  
Of Den 6!

We are so good,  
We're goin' to heaven!  
We are the best den,  
Number 7.

We are mighty!  
We are great!  
We are the Cub Scouts  
Of Den 8.

We love Cub Scouts!  
We think it's really fine!  
We are happy campers,  
From Den 9!

Today, we are Cub Scouts,  
Someday we'll be men!  
We are the best Den,  
Number 10!



## DISCIPLINE

If a boy wants to be noticed and receives a lot of attention from you when he misbehaves, his need to be noticed is fulfilled. He will probably continue his inappropriate behavior because it best fulfills his need. Well then, what's a Den Leader to do? Boys will be boys and will probably get into trouble. How can you deal with misbehavior, build up their self-esteem and still maintain some kind of order in your den? You need a plan of discipline.

Discipline is not punishment. Discipline is setting boundaries and sticking to them. Discipline is making the child responsible for his own behavior--telling him that if he chooses a certain course of action, what the specific consequences of that action will be. Discipline is training given to a child to mold or correct his behavior.

Children need to realize they have choices. If they act one way, this will be the result. If they choose a different action, the result may be different, too. They can choose how things will go for them.

As a Den Leader, you need to spell out for the boys what is acceptable behavior and what is not. Also, let them know the consequences for acceptable and unacceptable behavior.

### DEN CODE OF CONDUCT



At your first Den Meeting sit down with the boys and discuss what a den meeting will be like and what you hope to accomplish. Introduce the Cubs to the Cub Scout Sign. Let them know that you have no intention of wasting your time screaming and hollering at them (the boys will appreciate that, too!) and you will be using the Cub Scout sign to get their attention. (A whistle is nice to use for rowdy outdoor games.)

Have the boys tell you what rules they think would be appropriate for Den Meetings. You'll be surprised--the boys will be harder on themselves than you would be. They'll be delighted when you decide to throw a rule or two out. Here's a sample Den Code of Conduct written by boys:

*-Don't interrupt*  
*-No nasty jokes*  
*-No punching or kicking*  
*-Listen to Akela and don't talk back*  
*-No cussing*  
*-Don't stick your tongue out or spit*  
*-No name calling*

You might add a few things, like:

- Wipe your feet at the door.
- No running or yelling in the house.

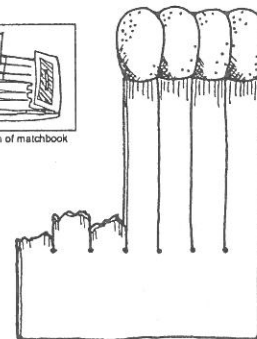
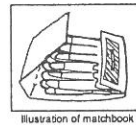
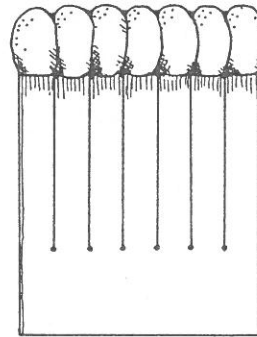
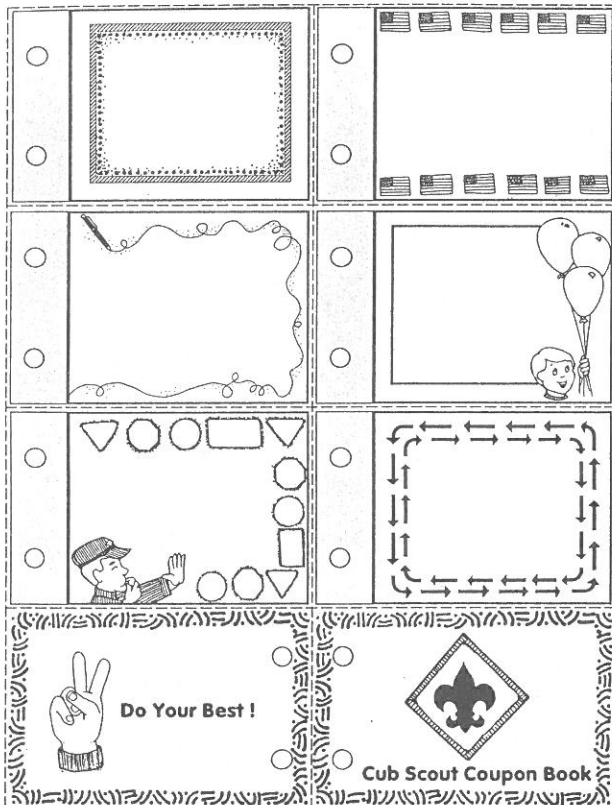
Write all the rules on a poster board and display them at every meeting. You might find you need to add something later. You may also wish to review them from time to time.

Once you have your Den rules established, you need to find a system to enforce it that will work for you. One system that works well is "THREE STRIKES--YOU'RE OUT." The first time a boy breaks a rule, he gets a warning. The second time, the boy spends 5 minutes in Time Out. (Time Out is an interruption of a child's unacceptable behavior, by removing him from the scene of the action.) A chair off to the side, out of the activity of the den meeting, can serve as the Time Out area. After 5 minutes the boy is asked if he is ready to return to the group. If a boy doesn't control himself in Time Out, he moves on to his third strike. When a Cub commits his third infraction of the Code of Conduct, he is excused from the meeting and must call a parent to come and get him. Have a conference with the boy and at least one parent before he can return to the next Den Meeting. Be sure to explain the Den's Code of Conduct and the consequences of breaking the rules to the parents of boys in your Den at each of your Den Parents' meetings.

There are a variety of ways to keep track of each boy's conduct. The best are the ones which will accentuate the boy's positive behavior instead of punishing the negative.

**MARBLES JAR** - Give each boy 3 marbles at the beginning of each meeting. Take marbles away for unacceptable behavior. At the meeting's end, the boys put their remaining marbles in a jar. When the jar is full, take a Den field trip as a reward. Don't make the jar too big. The goal will be too hard and the boys will lose interest. A month is about the right amount of time to work toward a field trip. Adjust the size of the jar accordingly.

**COUPONS** - Enlarge and photocopy the coupons below (consisting of a front and back cover, and six various pages of coupons). Use as awards for the Cubs. As the boy achieves goals (good behavior) he is awarded "coupons" which are compiled by the Den Leader. At the end of the month, he receives his assembled coupon book. Coupons may be redeemed for such things as treats, special privileges, or used as tokens to "purchase" incentive items. Assemble cut out pages, fastening with a staple and threading yarn through punched holes.



**THE PERFECT MATCH** - Photocopy the matchbook and matches above on card stock. Cut out and cut between matches. Fold the cover at the small designated marks like a real matchbook cover. Insert the matches with the partial set as the top layer. Staple at lower edge, but leave room for the cover to slip under. Give one matchbook to each Cub in Den. If a Cub misbehaves at the Den meeting, tear off one "match." The boy with the most matches left at the end of the month receives a special award.

**COUP AND BEADS** - An Indian coup and beads can be used in conjunction with any of the above methods. The boys can make their own coups out of leather or vinyl. They could be worn on their belts or around their necks. The boys can earn beads for:

- Attending a den meeting
- Coming in uniform with their books
- Advancement
- Pack meeting attendance
- Participation in pack events (Pinewood Derby, fund raisers, summertime activities, etc.)
- Participation in District or Council events
- Having no "strikes" at the end of a den meeting

## DEN METHODS

Here are some proven methods that you may want to try with your Den:

-Use the Cub Scout sign. Don't raise your voice! If you use the sign consistently, the boys will respond. See who will respond to the sign first by becoming quiet and holding up their own sign. You could give a special treat at the end of the meeting to the boy who was first the most times.

-Make Den awards really special. Have a ceremony for Instant Recognition, Passing of the Denner Cord, etc. Just because these awards are made at a Den meeting doesn't mean they aren't special.

-Have a special opening and closing ceremony for each Den meeting. The opening can set the tone for the meeting as well as signal the boys that the meeting is officially open. Your closing can reinforce the encouragement you have been trying to give them throughout the week and can give them something to look forward to for the next meeting. The ceremonies can be very simple, but be sure to give them dignity and respect.

-Know your boys! Knowing him will help you understand him better. Remember, every boy is different!

-Let boys be boys! Let them be rowdy when appropriate. Be sure to give them a chance to let off some steam through songs and games (especially if you meet right after school).

-Use a TALKING FEATHER. A talking feather is a large feather that the boys can pass around. Only the person with the feather may speak. The boys really respect this because they all want a turn uninterrupted.

-Make sure your projects are well suited to the age and ability of the boys in your Den. Don't make it so easy that they could become bored. On the other hand, if you had trouble making your sample, you can be sure it will be too hard for the boys. In conjunction with this, it might be a good idea to have some extra puzzles or pencil games on hand for the boy or boys who are the first to finish. This will keep them occupied and out of trouble while you are helping the others to finish.

-Supervise ALL activities. Don't just send the boys outside to play. Utilize your assistant Den Leader and/or den chief.

-Deal calmly and reasonably with any problems that may arise. Give the boys a chance to tell their side of the story. Your example of fairness will carry over into other aspects of their lives.

-Explain the reasons for your rules. Let the boys know there are choices that are made by the leaders and choices made by the boys.

-Be aware of your limitations. As a Den Leader you may never know what a profound impact you could have in a boy's life. However, some things are beyond your control. Do whatever you can do to help a boy but realize that you can't do everything. He will be aware of and remember your kindness and caring.

-Give the boys LOTS of positive feedback! (Don't forget your Assistant and Den Chief, either.) Make it a point to say at least one good thing about each boy at every meeting. Don't give undeserved compliments, but genuine praise. Build your Cubs up every chance you get. Remember:

*"It's better to build boys than to repair men"*

Hopefully, by using some of these techniques, you'll make your Den a fun and enjoyable place to be. The boys just might have more fun being rewarded for their good behavior than getting into trouble for their bad behavior. You'll enjoy it more, too.

*"A child is the only known substance from which a responsible adult can be made."*

**NOTES...**

## DEN CHIEF UTILIZATION

### MY DEN CHIEF AND I

*My heart sank at the sight of him,  
With his slim form, khaki clad;  
It's true he had a pleasing smile--  
He just couldn't be TOO bad.*

*But I'd pictured broader shoulders--  
A big chest with badges dressed;  
Here was another "little boy"  
Not much older than the rest.*

*We'd talked about plans for the den,  
The ideas were all mine;  
"I wanted this--and I'd have that--"  
And he'd say, "Yes ma'am, that's fine".*

*Now one day I was feeling low,  
I disliked everyone;  
Especially active, noisy boys  
Who should shout, laugh and run.*

*I was going to send them home  
When my chief stepped up to say,  
"If it's all right, I'll take over",  
Weakly I agreed, "O.K."*

*While one group played a game of ball,  
He taught knots to another,  
I sat entranced and gradually  
I saw him as a "Big Brother".*

*I'd been the one at fault, not he--  
I'd pushed instead of guided;  
And all my den chief's talents,  
I'd succeeded well in hiding.*

*At long last we'd become partners,  
Through fair and stormy weather;  
My slim, young, smiling chief and I  
Have learned to work together.*

### HOW TO USE YOUR DEN CHIEF

There are four clues to use with Den Chiefs: OBTAIN, TRAIN, USE, PRAISE. Once the Den Chief is obtained (through the cooperation of the Cubmaster and Scoutmaster), the next step is to see that he is properly trained and receives the Den Chief cord and patch. If a Den Chief training conference is not scheduled in the near future, the Den Leader or Cubmaster may give him temporary training. These are some of the things he needs to know.

Relationships: How he works with the Den Leader and other leaders.

Discipline: How he can help the Den Leader maintain discipline by leading and not pushing.

Patience: Important in dealing with Cub Scouts.

Boy Nature: How the viewpoint of an 8 year old differs from that of an older boy.

Skills: How to lead songs, games yells and other activities.

### WAYS TO KEEP YOUR DEN CHIEF HAPPY

- Recognize him at the first pack meeting after he becomes a Den Chief.
- See that your Cubmaster trains him or arranges for him to attend a Den Chief's conference.
- Congratulate him before your Den or Pack each time he receives a Scout advancement
- Recognize him on his birthday and other special occasions.
- Give him an important job, then let him do it.
- Be PATIENT with him - he is just a boy.
- PRAISE him during Den meetings.
- Build him up in every way you can.
- Understand his limitations and his abilities.
- Let him know there are some things he can do that you can't do.
- Let him feel that he is successful.
- DO NOT leave discipline problems up to him.

## HOW THE DEN CHIEF FITS INTO CUB SCOUTING

1. He is a leader and friend to the Cub Scouts. He is EARNEST about his job and doesn't horseplay. He is fair to all and does not show favoritism.
2. He knows his stuff and is prepared for meetings. He is willing to learn more .
3. He is ready to be of assistance to the Den Leader and help him or her in planning meetings.
4. He maintains an active relationship with the Den and attends meetings regularly.
5. He is the guardian of Scouting and keeps the Den from trespassing on Scouting. But he helps prepare the Cub Scouts for Scouting.
6. He expects every Cub to "to His Best" and encourages them by his knowledge and example.

There are five elements which the Den Chief should provide in his relationship with his den:

1. Make the Den meetings interesting, in advancement as well as games .
2. He helps the Cub Scouts work on advancement and encourages them .
3. He sees there is fun in every meeting.
4. He lets the Cub Scouts show initiative and push ahead, while encouraging them to do their best.
5. He provides a light touch of inspiration to the meetings.

The Den Chief's entire relationship with the den is one of guidance towards Cub Scouting ideals, assistance in games, crafts and stunts, and as a planning advisor to the Den Leader.

Let him take an active part in planning the Den meetings. The Den Leader may meet with him monthly to make these plans, then meet briefly with him before and after each Den meeting. Assign him specific responsibilities for the Den and Pack meetings. This boy will become a valuable aid in livening up the meetings and keeping them moving.

## THE DEN CHIEF HELPS AT DEN MEETINGS

Gathering Period: Helps teach boys tricks, puzzles and games while the Den Leader is busy checking attendance and collecting dues.

Opening: Helps the Den Leader organize boys and get them ready for the den meetings. He could hold a uniform inspection during this time.

Business: He will have some good ideas for theme projects, service projects, trips, etc. Give him a chance to voice his ideas.

Activities: This is the time when the Den Chief can be of the most help. He is your activities assistant. He can help the Cubs with craft projects.

Closing: Helps restore order and quiet for the closing ceremony.

After the Meeting: Ask him to help evaluate the meeting just completed and review the next one.

Den Chiefs are busy people. Each week they attend their Troop and Patrol meetings. They are doing their best to advance in the Scouting program. Chances are they won't be very interested in spending more time learning to be Den Chiefs unless you make it fun.

To make the extra learning happen more easily, leaders must see that the job really rates. Scoutmasters should recognize the importance of Den Chiefs before the whole Troop and let the Scouts know that it is a Troop Leadership position. Cubmasters! Don't leave the training to your Den Leaders. The show of interest, public recognition and expression of appreciation for the job Den Chiefs are doing encourages them to do their best.

## THE DEN CHIEF HELPS AT PACK MEETINGS

- Helps Den Leader set up displays.
- Helps Den Leader during stunts or skits.
- Helps Den Leader maintain good behavior.
- Helps get the boys seated and organized.
- Helps with Den yell or song.
- Helps return meetings to order.

## DEN LEADER COACH

What is a Den Leader Coach? Unfortunately, too many of our Cub Scout Packs don't know!

A Den Leader Coach is someone who:

1. Helps ensure stable, active, enthusiastic Den Leaders for all Cub Dens.
2. Has been through Cub Leader Basic Training, attends monthly Roundtables, Pow Wows, and has been through the Den Leader Coach Training Seminar.
3. Helps Cub Scout leaders understand the policies, purposes, and procedures of the Boy Scouts of America.
4. Gives immediate help and training to new Den Leaders, and helps them plan and conduct their first few meetings.
5. Encourages leaders to be trained and attend the meetings that will make their jobs easier, such as Roundtables, Pow Wows, and Scout Shows.
6. Holds regular meetings with Den Leaders to share ideas and themes, and help with problems that arise during Den meetings.
7. Gives continuing support and aid where needed.
8. With the Cubmaster, sees that boys who are interested in joining Cub Scouts have Dens and qualified leaders for the Dens.
9. Shows new leaders how to maintain proper Den records.
10. Is the communication link between the Cubmaster and the Cub Scout Den Leaders.
11. Participates in the annual Pack Planning meeting and monthly Pack Leaders' meeting.
12. Supports the policies of the Boy Scouts of America.

Now, if we haven't frightened you away with the "official" responsibilities, let's talk about the FUN you can have as a Den Leader Coach (DLC). A DLC is someone who works at every level of the Pack program. The DLC is a key leader and is most effective when working "behind the scene." Although the DLC doesn't "run" the Pack, the Pack Meeting, or the Den meetings, the behind the scene work done by the DLC is vital, necessary, and important to the success of the pack. When there is teamwork among all Den and Pack leaders, the result is unity, Pack spirit, and a quality program for the boys and their families. The DLC should be a person who works well with both

adults and boys because in the commission of their job, they will be working with both groups.

The DLC may help plan a Den activity with a Den Leader, such as a Raingutter Regatta, and then be asked to help run the event during a Den meeting. A DLC could help weigh in Pinewood Derby cars before the "big race", and perhaps work to make ribbons and trophies for the event.

A primary responsibility of a DLC is recruiting and seeing that new leaders are trained and have the help they need to be good Den Leaders. A DLC should be a resource person for Den Leaders; that is, they should have ideas for field trips, crafts, songs, skits, and related activities. These ideas can be obtained from former Den Leaders, old Pow Wow books, Program Helps, Roundtables, and even training sessions. The point is, if a Den Leader needs help, the DLC should be able to provide it.

The DLC should hold regular meetings for Den Leaders. These meetings may be monthly (that is preferred), but could be held semi-monthly. During the DLC-DL meetings, information should be given on current monthly themes, Pack information that affects the Den (this would be Den responsibilities during the Pack meeting such as skits, songs, or demonstrations), and a time should be set aside to discuss any concerns or problems that Den Leaders may have.

Den leader coaches should be enthusiastic. They employ the magic of enthusiasm to inspire Den Leaders to believe in themselves. DLC's walk with a spring in their step, work with a sparkle in their eyes, and speak with a note of confidence in their voices. They know that Den Leaders are in the same boat with Emerson, who wrote: "What I need most is something to make me do what I can." That something which will motivate Den Leaders to do what they can is a Den Leader Coach with one of the most contagious qualities in the world... enthusiasm!

If you are a new DLC and didn't attend the Den Leader Coach Seminar during Pow Wow, please contact your local District Training Chairman for dates, times, and location of the next training session. Let's practice what we preach - training is essential to a successful program.

### DEN LEADER COACH... YOUR "HELPING HAND"

Ask your Den Leader Coach to help you fill in the blanks. Keep this near your phone and USE IT!!!

Cub Roundtable Commissioner  
Name \_\_\_\_\_ Phone \_\_\_\_\_

Den Chief  
Name \_\_\_\_\_ Phone \_\_\_\_\_

Assistant Den Leader  
Name \_\_\_\_\_ Phone \_\_\_\_\_

Cubmaster  
Name \_\_\_\_\_ Phone \_\_\_\_\_

CUB LEADERS ROUNDTABLE MEETS

\_\_\_\_\_ Place

\_\_\_\_\_ Day

\_\_\_\_\_ Time

Den Leader Coach  
Name \_\_\_\_\_ Phone \_\_\_\_\_

I am a Den Leader of Den # \_\_\_\_\_.

We belong to Pack # \_\_\_\_\_.

We are part of \_\_\_\_\_ District.

Our District is part of DENVER AREA COUNCIL.

Pack Meetings are held on the \_\_\_\_\_ of every month.

Pack Committee meetings are held on the \_\_\_\_\_ of every month.





**WEBELOS STUFF**

# WEBELOS STUFF

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Webelos Scouting is a brand-new adventure, tailor-made for the fourth and fifth grader. It is full of new things to do. Webelos Scouts have their own advancement program. The Webelos den can enjoy overnight camping trips and get a taste of the activities they will find when they join a Boy Scout Troop.

Baden Powell, the founder of Scouting, said "A fisherman does not bait his hooks with food he likes - he uses food the fish likes. So it is with boys."

The fun and fellowship of your Webelos den program is the bait to catch and hold boys while you work with them to accomplish the objective of Scouting. Boys won't come to your house to have their characters developed. They come for fun so that must be, but, so too, must be the objectives of Scouting.

## THE WEBELOS SCOUT

The two years spent in the Webelos den will do much to determine the future of the boy in the Scouting program. This is a time of change . . . change from working on a short range project to a longer range one; change from a home oriented handicraft program to one which requires observation, analysis and points the boy towards the outdoors. Rather than looking at the Webelos program as a continuation of Cub Scouts, it should be considered a step towards Scouts. You, the

Webelos leader, have the responsibility, fun and satisfaction of being able to watch your boys mature in their handling of new problems and increase their ability to expand into new areas of activity.

The Webelos Scout is older, bigger in stature and more advanced in knowledge and experience than the other boys in the pack. He definitely doesn't want to continue to do the things which the younger boys are doing in their dens.

These boys are real testers. They size up their leaders, teachers and even parents to see what they can get away with. They want a line drawn telling them how far then can go, but will constantly try to bend or move the line once it's there. This means you must stand firm once the line is drawn. Your discipline should be consistent, impartial and fair. Because they still lack adult judgement, they also need reminders when it comes to responsibility for property - theirs and others.

Like every living person, the Webelos Scout thrives on praise and sulks at criticism. He is eager to please those he likes. Your demonstration of interest, sincerity, and genuine liking will result in intense loyalty to you and the Webelos den. As long as you are fair in all dealings and make reasonable requests, your Webelos Scouts will follow your leadership and participate in the program.



## THE WEBELOS DEN LEADER

The main requirement for a good Webelos leader is a person with an interest in helping boys learn and develop their character. To be a successful leader, you must first enjoy working with children. To really know them you need to get down to their level emotionally, intellectually, as well as physically. Let your hair down, get involved and have fun. Some of their activities may seem silly to you, but remember the boys' intellectual level, and you will begin to understand them better.

Emotionally, children are really quite similar to you or me--they thrive on praise and resent criticism. Walk into almost any executive office and you will see certificates, plaques or medals on display. The award usually offers an emotional degree of satisfaction. Thus, you will be doing the same in Scouting. Cub Scouts, Webelos, and Boy Scouts all work to earn badges of rank and achievement. These badges offer a great feeling of accomplishment.

If you are a new Leader, you may be feeling a little overwhelmed. There are many resources available to help you this task ahead of you. Cub Scout Leader Basic Training is your first step (ask your Cubmaster or call the Council Office for more information). Roundtables and Pow Wows (like this one) will give you resources and ideas. You are not expected to know (or learn) all the activity badge areas so that you can teach them! Most experienced Scouters are more than willing to answer questions, offer suggestions and even provide moral support. To make your program more successful and to reduce your work load, recruit help within your pack, church, school or community--anywhere you can. Don't be bashful.

A very good way to get acquainted with other leaders is to attend your District Roundtable. Here, leaders meet monthly to discuss problems, offer solutions and plan coming events. It is strongly recommended that you attend these meetings.

A Webelos leader is a link between two completely different social structures--Cub Scouting and Boy Scouting. The transitional breach between these two groups is great and the success rate for Cub Scouts advancing into Boy Scouts is about 40%, less than half. You are charged with the task of making this transition as smooth as possible. To help you understand the unique position of the Webelos Scout and his leader, let's look at some of the characteristics of the three groups.

**CUB SCOUTS:** are 2nd, 3rd and 4th graders. Their meetings are usually held in the den leader's home. Den meetings revolve around game, song and craft type activities. Dens usually meet weekly and join other dens for pack meetings on a monthly basis.

**BOY SCOUTS:** hold troop and patrol meetings. Troop meetings are usually held weekly and the individual patrols meet irregularly to work on special projects or problems. The Troop will hold a Court of Honor three or four times a year to recognize the boys' accomplishments in front of their parents and friends. Many adult Scouters continue to be active long after their own boys have graduated out of the program. With this kind of commitment and experience from the leaders, most Boy Scout activities are much more involved. Overnight camping is routine and is used to keep interest up and improve camping skills. Most of the skills and advancements are related to survival, nature studies and natural sciences. These skills teach the boys to take care of themselves--to work things out without Mom or Dad doing it for them.

**WEBELOS SCOUTS:** The Webelos Scout Program is designed to bridge the gap between Cub Scouts and Boy Scouts--it is the link. (Note: The English version of the American Webelos Badge is the Link Badge.) The primary objective of the program is to prepare the Cub Scouts to enter the Boy Scout Program with a minimum of adjustment.

## THE WEBELOS DEN CHIEF

A Webelos Den Chief is a Boy Scout of at least First Class Rank who has been appointed by his Scoutmaster to assist you in providing a quality program to your Webelos Den. A good, trained, utilized Den Chief can be one of the most valuable assets in your Webelos program. He can give you program ideas, greatly assist with Webelos to Scout transition, and strike up a rapport with the Webelos that is often difficult for an adult to achieve. Ideally, he has been through the Webelos program quite recently and in many instances will be a handy living encyclopedia in that respect. To obtain a Den Chief, contact the service center for the contact person in a Scout Troop in your area.

## WEBELOS TO SCOUT TRANSITION

This involves the familiarization and orientation of your Webelos Scouts to the Boy Scout Program. Much of this transition is attained through earning the Webelos award and the Arrow of Light award, however, there are a number of other resources available to you in this respect. Your Den Chief will be able to provide much information about Boy Scout activities, advancement, awards, skills, and uniforming. Outings with a Boy Scout troop are perhaps the most effective resources for Webelos to Scout transition. Hopefully, you are in a pack that is already affiliated with a Boy Scout Troop; if not, find one that will adopt you. Your unit commissioner will assist you in this task. Troops are always eager for new recruits and adopting a Webelos Den is as satisfying to them as it will be to you. As mentioned before, you can arrange joint outings with the Webelos and Boy Scouts, but it is also possible to have Boy Scouts teach skill classes and other Boy Scout related activities to your Webelos.

This subject will be explained in detail at the end of the Webelos section of this book.



## THE OUTDOOR PROGRAM

Outdoor activities, especially camping, are encouraged in the Webelos program. If Webelos Dens would like to camp out, it is perfectly alright. The camp should be in warm weather and not too far from home. As a Webelos leader, you will want to recruit as many parents as possible to accompany you. Remember, the policy is one adult per 4 Webelos, and NEVER less than 2 adults. (Otherwise known as Two-Deep Leadership.) Other outdoor experiences can include hikes, nature study, and of course, workshops in outdoor skills, such as proper fire building, knots, and cooking. Additionally, contact your local Boy Scout Troop to see if they would be interested in inviting your Webelos Den to accompany them on one of their campouts, Camporees, or Klondikes.

Most Webelos do not have equipment to enter into advanced outdoor activities. Most of this equipment is quite expensive and should not be purchased immediately. One solution is to borrow equipment from a Boy Scout Troop. Most troops will be glad to help you, as long as they know you will return the equipment in good condition.

When Baden Powell started the scouting movement 76 years ago, the boys did not have official boy scout knives, tents, mess kits, etc. They had to improvise. Army Surplus was, and still is, an excellent source for some items. Another source was to improvise or construct what they needed. This is an excellent project for den meetings. Learning to make their own sleeping bags and tents is a sure method of holding everyone's attention.

## THE BOY SCOUT HANDBOOK

This will come into play much more in the second year Webelos program. It is a great item to pass around and wet the Webelos appetite for Boy Scouting. In addition to Scout basics, it can be a resource for activities involving tracking, knot-tying, map reading and stargazing. It is an excellent all-purpose reference also.

### ACTIVITY BADGES

Activity badges are short term incentives to keep the Webelos working toward their long term goals: the Webelos Badge and the Arrow of Light.

As you examine the Webelos handbook, you will notice in each activity badge section, a list of requirements to earn the badge. When a Webelos has done the specified number of requirements for each badge, he is awarded the badge at the next Pack Meeting. Read the requirements for each badge carefully so that you can explain them to your Webelos. Remember also to remind parents that only you can sign off requirements for an activity badge. As you consider whether a Webelos Scout deserves a particular badge, remember that the Webelos program is still part of Cub Scouts and that "DO YOUR BEST" prevails.



### THE WEBELOS BADGE & ARROW OF LIGHT AWARD

As activity badges meet short term goals, the Webelos Badge and the Arrow of Light keep Webelos focused on their long term goals. Each of these awards requires the accomplishment of a number of goals such as months of service in the den, completing Boy Scout skills, and earning a certain number of activity badges. The requirements for each are listed in the Webelos handbook and you should read them carefully as they are quite particular and should be clearly understood by the Webelos scout and his parents.



### 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 three compass points, plus the emblem, may be earned, representing 16 activity badges beyond the Webelos badge.

## ACTIVITY AREAS

The 20 activity badges are arranged into five groups, each containing four 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: To develop and improve water skills.
- \* Athlete: Emphasis on physical fitness and successful completion of physical fitness test.
- \* Fitness: Emphasizes good diet and avoiding harmful substances such as drugs, tobacco, and alcohol.
- \* Sportsman: To develop participation in individual and team sports and learn their rules.

### MENTAL SKILLS:

- \* Artist: To develop skills in the graphic arts.
- \* Scholar: To develop study skills and encourage scholastic achievement.
- \* Showman: To develop skills in the performing arts.
- \* Traveler: To develop an awareness of public transportation, timetable and road map reading, travel preparation.

### COMMUNITY:

- \* Citizen: Citizenship, government study, flag courtesy.
- \* Communicator: To develop communications skills.
- \* Family Member: To develop family awareness and appreciation.
- \* Readyman: To develop basic first aid skills.

### TECHNOLOGY:

- \* Craftsman: Using tools to work with wood, leather and clay.
- \* Engineer: Studies the methods and varieties of engineering.
- \* Handyman: To develop skills in simple household repairs.
- \* Scientist: Studies simple physics through experiments.

### OUTDOOR:

- \* Forester: Studies trees and their uses.
- \* Geologist: Basic studies in rocks and earth science.
- \* Naturalist: Basic studies in plants and animals.
- \* Outdoorsman: Studies on camping and other outdoor living skills.

These activities are grouped for the purpose of classification, but you probably won't want to teach them in that arrangement. The time of year and availability of your resources and Activity Badge counselors will determine much of your scheduling. A recommended course for teaching your activity badges is shown below.

For the First Year Webelos program, you are encouraged to utilize the simpler activities that involve a larger amount of fun and energy. Good badges for the first year are:

Communicator    Craftsman    Showman  
Sportsman    Scholar    Handyman    Fitness  
Naturalist    Aquanaut    Traveler

Suggested badges for the Second Year Webelos are:

Scientist    Citizen    Artist    Readyman  
Athlete    Engineer    Family Member  
Geologist    Forester    Outdoorsman

This second group of badges requires more concentration and discipline that may be difficult to obtain from the younger first year Webelos.

NOTES...



## AQUANAUT

What is an aquanaut? An aquanaut is a person who is comfortable in and around water, who respects, masters and enjoys water. The aquanaut knows the water can be dangerous, develops water skills and helps others be safe in water. As Webelos Leaders we have the opportunity to help develop self-confidence in every Scout in your den. Through learning to swim, each Scout will gain a sense of self-achievement as well as gain a skill which may some day save his or another person's life. Every Webelos Scout should strive to earn the Aquanaut Activity Badge. The requirements are well within the capabilities of Webelos-age Scouts and the safety rules and familiarity with water learned will increase their enjoyment of future aquatic activities.

### DEN ACTIVITIES

1. Discuss and stress the importance of the buddy system. Demand adherence to the system.
2. Take the den swimming. Try to pass optional Badge requirements. Remember--15 to 20 minutes in one session is about as long as the Scouts' interests will be maintained. Include water games, but keep them short.
3. Teach the four basic rescue methods. Let the Scouts practice throwing a lifeline or inner tube for rescue.
4. Practice rescue breathing on a dummy.
5. Invite an expert to explain how to handle emergencies in the water: swim instructor, YMCA or YWCA, Coast Guard, State Water Patrol, local BSA certified aquatics instructor, BSA lifeguard.
6. Have a family splash party where Scouts can demonstrate proficiency in swimming, snorkeling, boating and water rescue.
7. Have an expert demonstrate masks, fins and snorkels.
8. Go to a swim meet.
9. Study the Safe Swim Defense Plan. (It's in your Webelos book...\_



### SWIMMING STUNTS TO GAIN CONFIDENCE

#### For those not yet able to propel themselves:

1. Sit in water breast deep
2. Recline in shallow water face up
3. Roll over to a face-down position
4. "Animal walk" on hands and knees
5. Reach/recover stones and shells
6. With hands full of water, wash face
7. Blow water out of hands by mouth
8. Blow water out of hands by nose
9. With hands full of water, wash eyes
10. Blow small sail boats across water
11. Pull water to you by alternate hands to attract boat
12. Ride horseback on swimmer on all fours in shallow water

#### For those at the beginner level:

1. With face in water, touch toes
2. Sit on bottom, exhale under water
3. Float prone to count of 10, 15, & 20
4. Prone glide - 10, 20, & 30 feet
5. Spread-eagle float on back
6. Glide for distance on back
7. Fin on back, 15 feet straight ahead
8. Fin on back, 15-foot circle
9. Flutter-kick glide race, face up
10. Flutter-kick glide race, face down
11. Fin on back and flutter-kick race
12. Swim 10 yards on face, roll over, float, and 10 yards on back
13. Bob under the water 10 times
14. Jump into deep water, come ashore on back stroke
15. Jump into deep water, swim out on face and return
16. Float on back (with or without finning) for 5 minutes
17. Plain-font dive and distance glide
18. Push off on back glide and roll into prone float

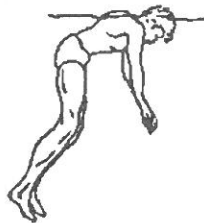
**DROWNPROOFING**

Capable and experienced swimmers are obviously skilled in the water, yet the possibility of a cramp or tiredness is always present. This possibility requires learning to stay afloat while using a minimum of effort.

Knowing how to float is important. In an emergency it could mean the difference between surviving until help arrives and drowning.

Drownproofing is based on the principle that a person who is relaxed in the water will float at, or just below, the surface of the water. No effort is required when floating. But, regular renewals of air are a must and drownproofing includes simple movements so that a regular breathing pattern can be maintained.

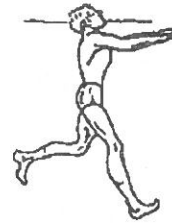
Remember, don't let the boy try to be a superman! This isn't a test to see how long he can hold his breath underwater. Holding your breath longer than 10 seconds will tire you. The purpose of this float is rest, not exercise.



1. With lungs full, float face down, with back of neck on surface.



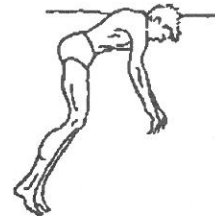
2. Slowly lift arms and cross them in front of forehead, as if to ward off a blow, get ready for downward thrust.



3. Exhale through nose while raising head until mouth is in the air, shoulders under water.



4. With head vertical, thrust downward, gently, with arms while inhaling through mouth.



5. With lungs full, drop head forward and return to position #1, with arms to sides, RELAX! If necessary, use gentle scissors kick to return to surface. Learners rest 3 seconds here, experts 10 seconds.

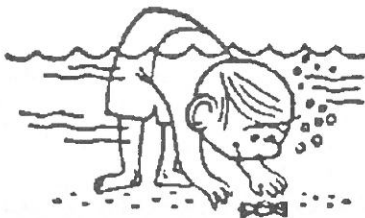
As you perfect the bobbing technique, practice tilting your body, aiming towards shore and giving frog or scissors kicks, continuing the bobbing actions until you reach safety. If you get tired, go back to the vertical position until you feel rested. **BOBBING IS DROWNPROOF!**

## WATER GAMES

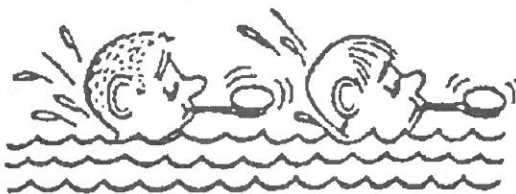
*These games can be used to teach swimming skills, as well as having fun.*



**WATER VOLLEYBALL:** Using a beach ball and a net, follow volleyball rules. It is tougher to move around in the water than in the gym.



**CANDY HUNT:** Place hard candies in zip-lock bags and remove all air. Scatter along the bottom of pool. Have players duck and dive to retrieve the candies. Winner is the player who retrieves the most candies. (Players share candies with other players for a treat.)



**EGG AND SPOON RACE:** This race will test swimming skills, balance and patience, not to mention teeth.



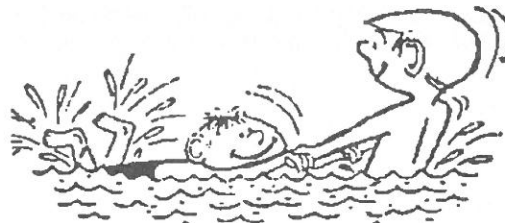
**DIVE FOR APPLES:** This is a free for all. Throw a large bag of apples in and watch the fun.



**WHEELBARROW RACE:** Just pick a buddy who looks like a winner and wheel him away.



**HORSE AND RIDER:** Choose up teams and make this a royal free-for-all. It takes good balance to stay aboard when one opponent is determined to upset the other. The fellow underneath has to be rugged too, and be able to outmaneuver the other horse.



**TWO-HAND PULL AND GLIDE RACE:** It takes two to make the winning team. The one in back gets quite a kick while his buddy does all the pulling.

**THAR SHE BLOWS:** For this game you need a whistle that will sink to the bottom. One player is given the whistle while the rest turn their backs. The whistle is then thrown into the water. When it has sunk to the bottom, all players are allowed to turn around the start looking for the whistle. The winner is the player that can find the whistle and dive and retrieve it. The diver retrieving the whistle must blow it three times. The other players try to keep him from blowing the whistle by dunking him. If they are able to, the game starts over again. If the boy is able to blow the whistle, he gets to take a turn tossing the whistle.

**GREASED WATERMELON PUSHBALL:** Divide into two teams. Deposit a greased watermelon in the water midway between the two teams. When the referee blows his whistle, the opposing teams dive into the water and swim for the watermelon. Each team tries to get the watermelon to their side of the pool. The melon must be completely out of the water to count as a goal. After two out of three victories, the winners may cut open the melon and feast on it. They will probably share with the losers, and the losers clean up.

**DROP THE PUCK:** This game is played like the old game "drop the handkerchief" except that a puck or other weighted object is used. The players form a circle around which IT swims with the puck in his hand. He drops it behind one of the players who must recover it and give chase around the circle, trying to catch IT before he can succeed in taking his place.

**RETRIEVING:** Twenty or more bright tin plates or other objects are thrown into the water. Teams line up on shore. On signal, teams dive in. Team recovering the greatest number of objects wins.

**PUNCH BALL:** Stretch a heavy wire across the pool above the surface. Suspend a punch bag from the cable with a sliding ring. The playing group is divided into two teams, each of which remains on its side of the wire. The team batting the bag to its end of the pool scores a goal.

**WATER BASEBALL:** "Diamond" may be all deep water, all shallow water, or outfielders only in deep water. Use a plastic ball and bat.

**WATER BASKETBALL:** Played the same as regular basketball. (May use a beach ball and a trash can for the goal)

**NEPTUNE'S CALL:** The players are lined up on one side of the pool. The one who is IT stands or treads water in the center of the pool. When he shouts "Neptune's call, come one and all," the players must swim to the opposite side, and he tries to tag as many as he can. All the players tagged must remain in the center and help in capturing the others until all are caught.

**LEAPFROG:** Players line up in water. Last in line puts hands on shoulders of one before him, pushing latter under water while he leaps over with feet wide spread. Continue until former first in line becomes last. Repeat till all have played.

**POISON:** Form a ring by joining hands or grasping endless rope. "Poison" is some floating object anchored in center of group. Object is to pull others so that they touch poison but keep from touching it yourself. Anyone touching Poison is eliminated from the ring until only one person is left.

**WATER TACTICS:** Group executes movements at command of leader who orders facings, marchings, and salutes for individuals. In rows of two or four, groups execute marching, kicking, jumping, etc.

**STUNT TAG:** IT calls out certain parts of the body which must be out of water, such as "one foot out," "both hands out," "both feet out," etc. IT may tag any player not obeying and they become IT.

**WILL-O-THE-WISP:** Players are blindfolded; one person with a bell, who is not blindfolded, porpoises, and swims under water. Each time he comes to the surface he must ring the bell, and those blindfolded try to get him. If you have no bell, use a whistle, but a bell is much better. When the bellman is caught he joins the blindfolded group and the captor becomes "will-o-the-wisp."

**OBSTACLE RELAY:** Teams line up on shore. At signal, first swimmer in each team races to a log (or other obstacle) anchored in the water; climbs over it, turns and swims under it, returns to start, and next swimmer follows suit.

**T-SHIRT PAJAMA RELAY:** Put on pajamas, dive in, swim to the other side of the pool, get out, take off pajamas, then return. Next person has to swim to other side of pool, put on wet pajamas or gown and swim back, repeating until whole team has a turn.

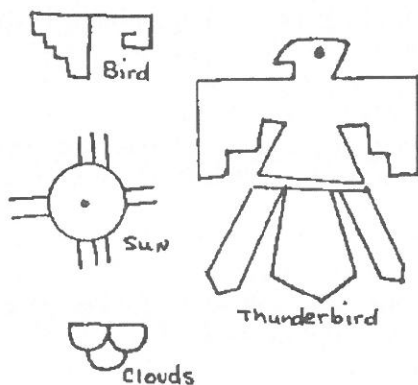
**CARRYING RACES:** Each contestant carries a lighted candle and swims to a goal. Another variation is to have each swimmer hold in his hand a tin plate on which there is a stone. Swimmers may also push balloons or balls to goal.

**TUNNEL BALL RELAY:** Teams stand in lines. Pass a beach ball under the legs. The first team to get the ball to the back of the line wins. Variation: Pass the ball over the first person and under the next, then over, under etc. When the ball reaches the end of the line, it goes back to the front just the opposite.

## ARTIST

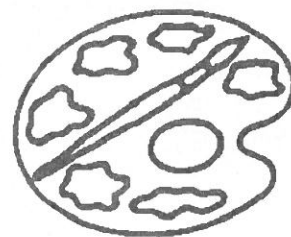
The Artist Activity Badge isn't expected to make an artist of every Webelos Scout, but rather to help him better understand how the artist works and what he is trying to express. For many people, art is a vocation, the way they make their living. For others it is a recreational activity which may develop into a lifelong hobby.

Not everyone is an artist, nor is it expected that you be an artist to work with the boys on this badge. There will be a parent in the den who has artistic talents. To teach design, you can use many objects found around the house. Plates, cups, bowls, glasses, lids, and tinker toys are just a few of the items you can use. Another way, and one in which most boys have fun making designs, is to use Indian symbols such as these to make a picture.



### DEN ACTIVITIES

1. Invite a school art instructor or an artist to your den meeting to discuss basic art and to answer any technical questions on the requirements which may come up.
2. Let the boys study the color wheel and practice combining paints making shades and tints with tempera or watercolor.
3. Have modeling clay and material on hand for making models. See Webelos Scout book for instructions on modeling a head.
4. Make mobiles.
5. Make constructions - simple designs in space.
6. Visit an art museum or visit a museum and look at the design ideas put into each display.
7. Make drawings from nature - birds, animals, plants, flowers, etc.



Webelos Scouts will learn to be more observant in this activity badge area as they learn to differentiate between colors, tints and shades. They should appreciate and be more aware of design and color in nature as they learn about these elements of art. They can develop creativity as they practice design and work on sculpturing, mobiles, and constructions.

### ARTIST GAMES

**EYES-SHUT DRAWINGS:** Have the boys draw a picture of a pig with their eyes shut. The curly tail of the pig makes this game funny.

**OUTLINES OR WIGGLES:** Give everyone a pencil and paper and have him draw a wavy or zigzag line. Then tell the boys to exchange papers and make their line into a picture. The one with the funniest or the best picture is the winner.

**CRAZY ARTIST:** Form teams for a relay drawing contest. Provide each team with a piece of chalk. The object of the game is for the entire team to draw a house, with each player drawing no more than two straight lines. One player from each team runs forward about 30 feet, draw his two lines, then returns and hands the chalk to the next player in line. The team with the best looking house wins.

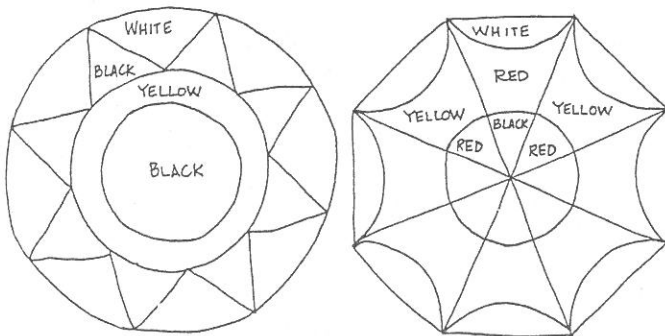
**MOTION PICTURES:** Everyone stands in one long row. Give a piece of paper and a marker to each player. The player holds his paper on the back of the person in front of him. Explain that they are to draw a picture as soon as the music starts. Have everyone draw the same thing (such as a horse, elephant, pig, etc). A leader stands at the front of the row and when music starts, he leads the group "Conga" style dancing around the room. (Drawing begins.) When the music stops, compare pictures. The one most recognizable wins.

### SAND PAINTING

Sand painting is a very old Southwest Indian art in which the medicine man "paints upon the ground by skillfully letting the colored sands flow from his hands, through his fingers." The sand paintings played an important role in the Navajo religion. They are designed to heal, bless, and to worship the Great Spirits. The sand paintings are made and destroyed the same day.

Sand painting may be a new concept for your Webelos. Begin with a piece of cardboard and draw a design. Since the American Indians are the foremost exponents of sand painting, an Indian scene or design could be used. Indicate on the design the colors which are to be used. Show the boys examples or pictures of sand paintings and then let them design their own.

Make colored sand by adding watercolors, dry tempera, undiluted ink, food coloring, Easter egg dye, or acrylic paint to clean sand. Put liquid coloring into a container: add the sand until all color is absorbed. Spread sand on cookie sheets or newspapers to dry. Store in glass jars. Cover the area to be "painted" with white glue and then pour on the proper color of sand. Shake off excess. Work with only one color at a time and if the area is large, do it in several pourings. The painting can then be framed if you like.



Or, you might like to try a free-hand sand painting. Cover entire cardboard with white glue. Then add colored sand here and there, forming an abstract design. The cardboard should be small, so the glue won't dry before you're through. This is an interesting technique and can turn out some unusual designs. Sandpaper makes an excellent background.

### SAND CASTING

Sand casting is also fun and fits in with sculpture. Boys sculpt a design in damp sand, using hands, tools, and any shapes available (plastic animals, letters, cars, etc.). Then pour plaster into the mold. Casting will have sand sticking to plaster. Mount on a velvet, burlap or varnished board.

### MAKE GREETING CARDS

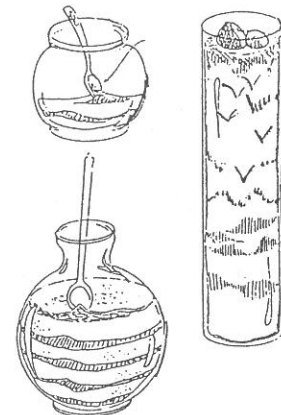
Here's a way to make holiday greeting cards that are decidedly different. They are both interesting to work on and inexpensive.

Cut blueprint paper to size of cards and put in a covered box to keep our light. (It is not necessary to work in total darkness, but room should have only enough light to see what is being done. Work quickly!) Take one of the cut sheets and lay it face (curl side) up, on cardboard or tray. On top of it lay lettering that has been cut out of thick paper, or an object you wish to have imprinted. (Such as leaves, twigs, bells, cookie cutter shapes.) Place a piece of glass (like out of a picture frame) on top to hold them in place. Hold it firmly, and step out into the sunlight. Let the sun shine directly on the glass and items beneath it for three minutes.

Cover it with a dark cloth and hurry back to the darkened room. Wash the paper in cold water. Slowly it will turn a light blue, with the space where the lettering or object was remaining white. If the background is to be a darker blue, next time lengthen the period in the sun. To get a very dark blue, use just enough peroxide to color the water slightly - then put the prints in it after they have been washed in the clear water. Leave them in each of the water containers for only a few seconds. Lay face up or hang with clothes-pins to dry.

### SALT SCENES

1. Pour salt on paper.
2. Add colored chalk.
3. Pour salt in bottle.
4. Poke holes in layers to make design.
5. Seal with wax.



### SPIN-IT ART WHEEL

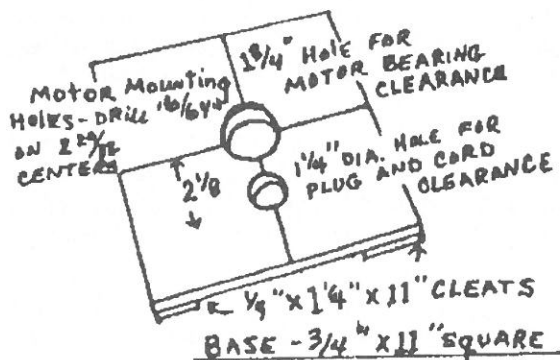
Need:

- File cards
- Assorted watercolors or enamels or silk-screen printing ink
- Plastic squeeze bottles
- 3/4" pine 1/4" plywood
- Two 3/16" x 1" RH stove bolts
- Four 16/24 RH x 3/4" machine screws and hex nuts
- Cardboard box 10" x 12" x 15"
- Kitchen fan motor (1/100hp, 1500rpm 115 volt) available at electrical supply houses

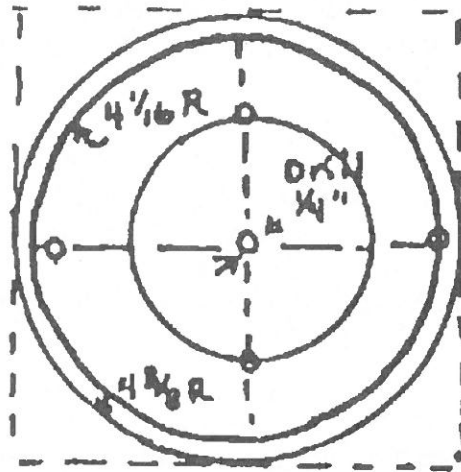
To make the art wheel use pine for the base and motor block. Use plywood for the base cleats and faceplate. Use the stove bolts to set screws. The machine screws and hex nuts are used for paper guides, and the cardboard box is used to enclose the wheel unit and prevent splattering during use.

#### MOTOR BLOCK

Lay out 2" dia. circle on a 3" square pine block. Drill shaft hole and the two 9/64" holes for set screws while square. Then cut out round. Set screws are 3/16" x 1". R. H. stove bolts thread directly into wood.



Lay out circles on a 9" square piece of 1/4" plywood. Drill four 1/16" holes for 10/24 R.H. machine screws.



Glue faceplate to motor block use 1/4" drill shank to line up shaft holes.

#### MOUNT

Mount an unlined 5 x 8 file card on the faceplate of this Spin-it Art Wheel. Add three or four different color paints or enamels to the file card. Turn on the switch, and in less than a minute, you can create one of the most fantastic designs you've ever seen. You can make hundreds of paintings and no two will ever be exactly alike. But you will have some control of the designs if you vary the number and location of the colors you put on the wheel.

\* Silk-screen inks give the most brilliant flat colors and dry flat without sheen. Enamels dry glossy.

### COLOR CHART FOR BLENDING COLORS

Number of drops of coloring to achieve desired color

	Red	Yellow	Green	Blue		Red	Yellow	Green	Blue
Orange	1	3			Turquoise			1	3
Coral	3	1			Orchid	5			1
Lime Green		3	1		Purple	3			1
Chartreuse		12	1		Violet	1			2
Aqua			2	4	Toast	3	4	1	

## MAKE A PANTOGRAPH

When an artist needs to trace a design in a different size he uses a pantograph. A pantograph will trace the basic shape of a design in either smaller or larger proportions. It's good for making posters or mobiles.

You will need:

**Four bars** (Base, Pencil, Left Pivot, and Right Pivot) - four 18 inch lengths of 1/4 inch hardwood, either 3/4 inch or 1 inch wide.

**Drawing board** - one Masonite sheet, about 18 inches by 30 inches.

**One pencil.**

**Scriber** - one 2 inch concrete nail, the same thickness (1/4 inch) as the pencil.

**Two roundheaded bolts**, 1 1/2 inches long, and five nuts to fit.

**Two 1/2 inch shank screweyes.**

**One rubber band.**

**Electric drill** with bits the same size as your bolts, pencil, and screweyes.

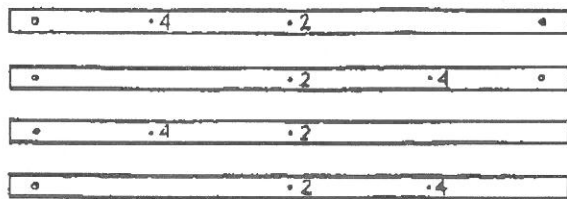
Start by drilling all the holes.

**Bolt holes:** One should be in the bottom left corner of the drawings board. Also drill them in both ends of the base bar and the top end of the pencil bar, all 3/4 inch from the ends.

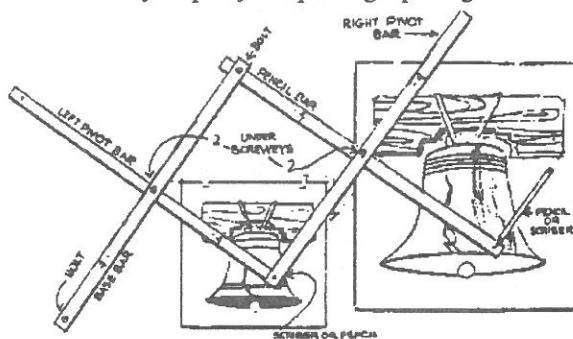
**Pencil holes:** Drill them in the bottom ends of the pencil bar and both pivot bars, all 3/4 inch from the ends.

**Screweye holes to be marked "2"** should be drilled in the exact centers of all four bars.

**Screweye holes to be marked "4"** should be drilled in the base bar, centered between the "2" and the bottom bolt hole. In the pencil bar, center the hole between the "2" and the bolt hole (at top). In the left pivot bar, center it between the "2" and the pencil hole. In the right pivot bar, locate it exactly 8 1/2 inches above the "2" (toward the end with no hole).



Here's how you put your pantograph together:



1. Thread a nut one inch down on a bolt. Place the base bar with its top bolt hole over the top bolt hole in the pencil bar. Insert the bolt up from the bottom. Thread a second nut tight on the bolt, then loosen it one quarter-turn.
2. Place the left pivot bar under the base bar. Insert a screweye through the "2" holes in both.
3. Place bottom of the right pivot bar over bottom of the left pivot bar. Push scriber down through both pencil holes.
4. Center the right pivot bar over the pencil bar. Insert a screweye through the "2" holes in both.
5. Push the pencil into the holes in the pencil bar until the point is down as far as the scriber point. Wrap a rubber band around the pencil above and below the pencil bar.
6. Insert a bolt up through the hole in the Masonite. Thread one nut on tight. Thread on a second nut down 1/2 inch. Fit the bolt hole of the base bar onto the bolt. Thread on the third nut, tighten, then loosen the nut one quarter turn.

To make a drawing larger, place the original drawing under the scriber and clean paper under the pencil. Hold the pencil down on the paper. With your other hand trace the lines of the original drawing with the scriber. To make a tracing smaller than the original, put the pencil in the scriber hole (with clean paper under it) and the scriber in the pencil hole (with the original drawing under it).





## ATHLETE

Webelos Scouts are bursting with energy and eager to impress their Webelos leader with their physical prowess. The Athlete Activity Badge is the one badge that most Webelos are anxious to earn. Most boys can complete the requirements in fifteen minutes at a meeting.

Most of the requirements for the Athlete Activity Badge can be done before den meetings as a preopening activity. If you spread these out over several meetings, you can be working on other badges at the same time. For example; requirement #5 can be worked on along with the Aquanaut badge; requirement #6 can be worked on along with the Outdoorsman badge. Combining badges simplifies your planning and gives the boys a chance to fulfill several requirements at the same time.



\* If you have two bike tubes, loop both of them around an upright pole, then lie face down and slip each foot through the loops of rubber. Pull against the tube, one leg at a time, with the tubes resting just around the heels. A half-dozen tries at this exercise will do as a start. You can increase the number of "pulls" after a week or so.

## DEN ACTIVITIES

1. Make your own physical fitness equipment.
2. Watch a high school track meet.
3. Have a Physical Education instructor talk to your den concerning fitness.
4. Attend a gymnastics exhibition or meet.
5. Plan a physical fitness demonstration for Pack meeting.
6. Assist the boys in setting up a regular exercise schedule by keeping a chart showing their records for different activities and encouraging them to realize the areas they may need to try to improve.

## INNER TUBE STRENGTH

Inner tubes are great muscle-builders. It's possible to get used bike tubes; try them for these limbering-up exercises:

\* Cut the tube's circle in half, then loop it behind your hips, gripping the loose ends with both hands. Keep your elbows at your sides, then stretch the tube forward as far as you can. Do this eight or ten times.

## BROOMSTICK EXERCISE

\* Use a broomstick to develop power in your wrists, fingers and forearms. Simply hold the stick at the top - in either hand - and "walk" the stick upward with your fingers until you reach the lower end.

\* Strengthen upper arms, chest and shoulders this way: Knot a rope at the middle of the broomstick and fasten the other end of the rope to a bucket of sand on the floor. Use both hands to rotate the stick so the rope winds up, raising the bucket.

\* Use both hands to grab the ends of your broomstick, lean forward a bit and try to jump over the stick without letting loose. Broomsticks can break this way, so be careful.

\* Hold the broomstick behind you, horizontally. Keep your palms up as you grip each end. Elbows must be kept close to your body. Take a deep breath, relax a minute, then bring the broom handle over your head and down to your waist. It's simple, but you'll feel your back muscles ripple, just the same.

## ROPE GAMES

A rope is a "gym" that can be carried and used for all kinds of physical fitness activities.

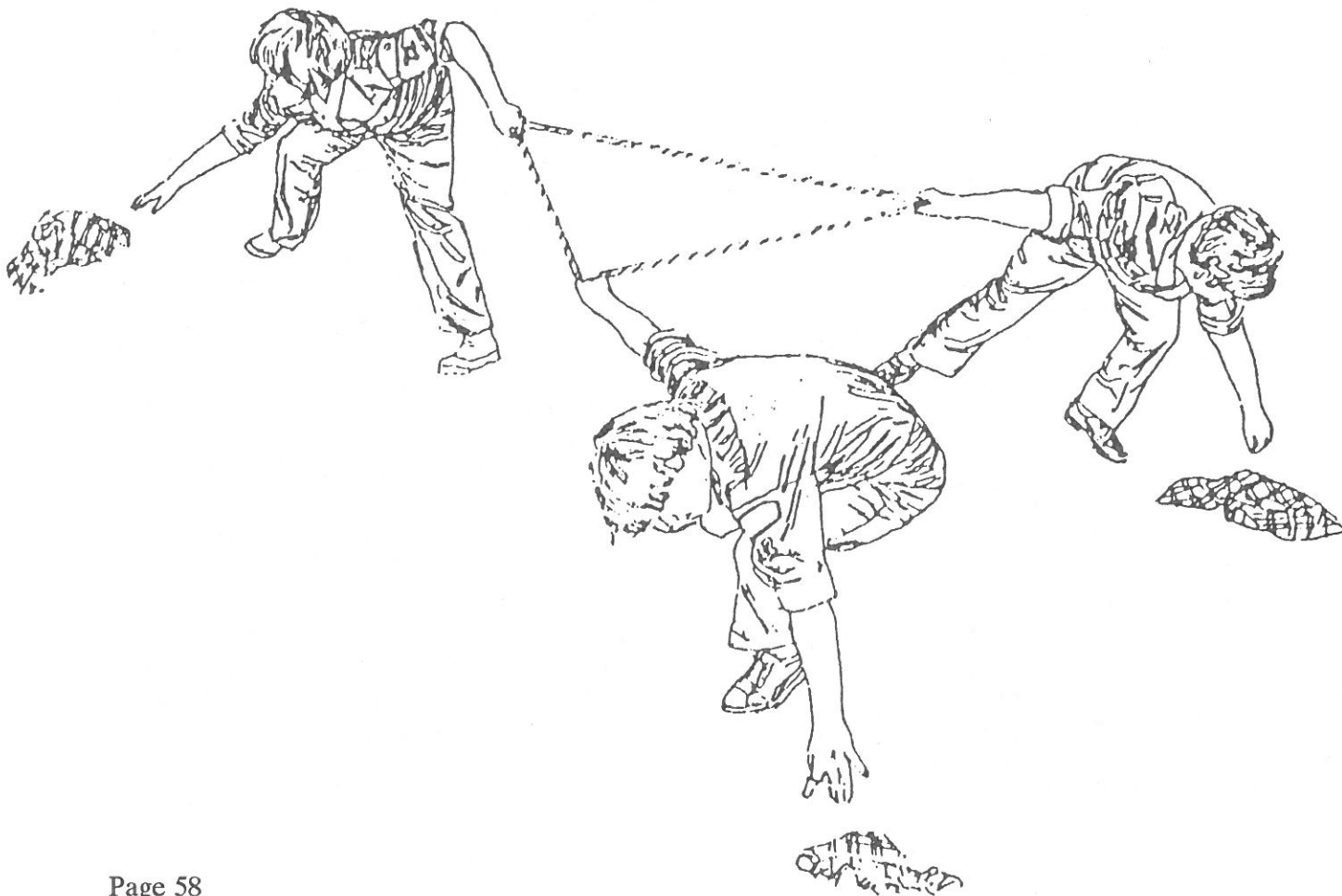
Tractor pull is a good workout. Loop rope around the back of the neck and under the armpits of two players facing in opposite directions. On all fours, they try to drag each other across a dividing line.

For rope climbing, tie a heavy rope (one inch thick or more) securely to a sturdy tree limb about 10 feet off the ground. At first, climb it any way possible, using calf and thigh pressure. Later learn to go up hand over hand from a sitting start. It builds arms, grip, shoulders and the entire upper torso. It's also a skill that's good to master for possible future emergency rescue or survival situations. Be sure to always supervise your Webelos scouts and to have someone always right there, prepared to help catch a boy if he slips.

Rope jumping develops coordination between leg and body muscles. Wrists and arms also get training in rhythm and timing.

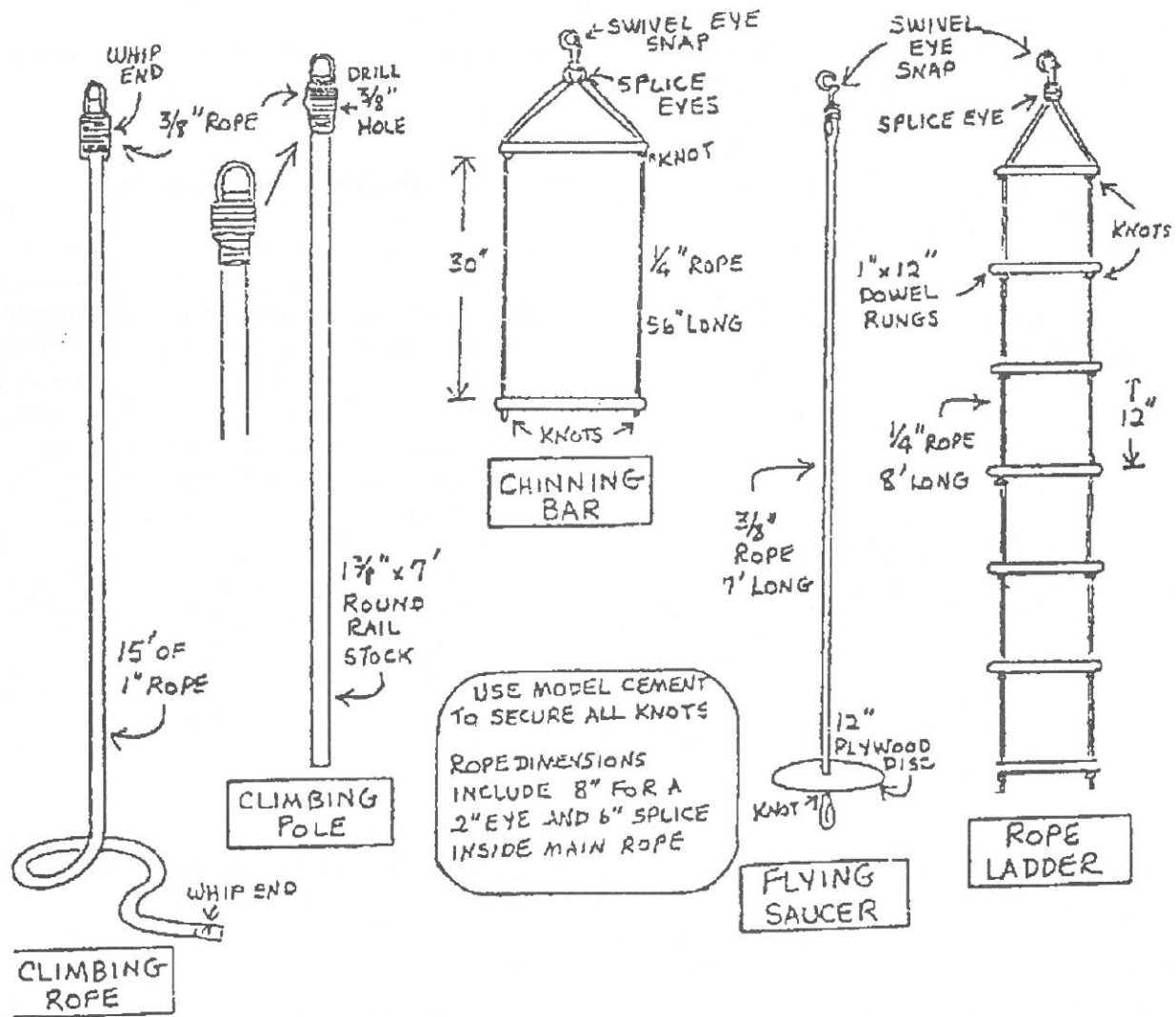
One of the toughest rope games is TUG-OF-WAR. Try one at your den meeting, with one half the den against the other half. Or one den against another den.

**3 MAN TUG-OF-WAR** - Take a rope approximately 5 feet long and tie a strong knot in the end of it. Have three boys take hold of the rope forming a triangle. Place neckerchiefs or pieces of cloth on the ground just out of the reach of each player. On the word "go" each player tries to pick up his neckerchief while preventing the other players from reaching theirs. He has to do this without letting go of the rope.



### SKY HOOK GYM

With this sky hook gym you can set up your own physical-fitness program. The apparatus can be interchanged just as fast as you can unsnap one piece of equipment and snap-fasten another of your choice in its place. The gym is designed for use indoors or outdoors. For outdoor use, all you need is a suitable tree limb from which you can hang a large pulley and suspend the sky-hook line. For indoor use you can use a garage doorway which has an eight-foot clearance. All equipment is designed to be hung from a heavy-duty overhead hook or screw eye eight feet above the ground. Remember to use a mattress or pad underneath the line if there is concrete or hard paving underneath. Braided polypropylene rope is used because it is 40 percent stronger than Manila and it is so easy to splice. Two sizes of rope are used - 3/8" and 1/4". The swivel eye snap hook is used.

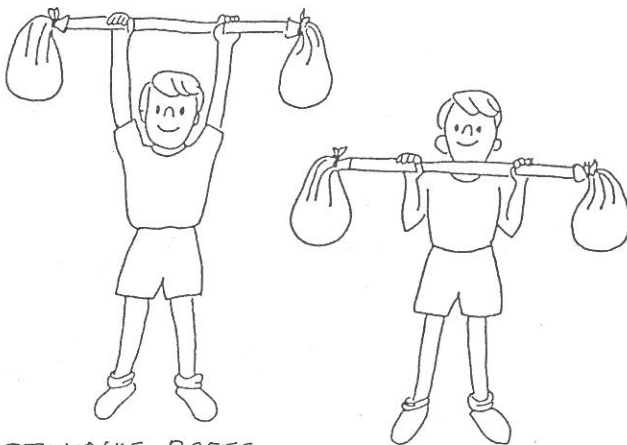


### HOME-MADE GYM EQUIPMENT

#### BARBELLS

To make homemade barbells you need a broomstick and two strong cloth sacks (or maybe an old pillowcase). Fill each sack with five pounds of sand or gravel. Wrap the mouths of the sacks around the broomstick, about four inches from the ends. Tie in place.

The prone-press exercise helps develop the chest. The standing press helps increase the strength in the arms.

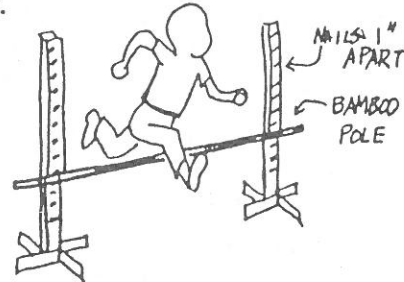


STANDING PRESS

PRONE PRESS

#### JUMPING STANDARDS

Make a simple jumping standards like shown below. Adjust height of pole to ability of jumper.

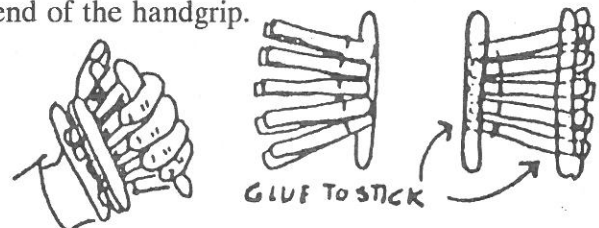


#### EXERCISE SHOES

Take an old pair of house shoes and sew weights all around. Large washers make good weights.

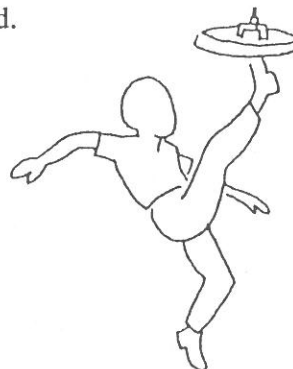
#### TENSION HANDGRIPS

Place the closed ends of five clip clothespins together, side-by-side, and glue to a popsicle stick, as shown. Allow to dry thoroughly. Glue an additional popsicle stick on top; glue a popsicle stick to each side on the other end of the handgrip. To work the handgrip, place the open end between the palm and fingers. Bending the tops of the fingers over one side of the handgrip squeeze to open the closed end of the handgrip.



#### HIGH KICK TEST

Wear rubber-soled shoes to prevent slipping. You should be able to kick higher than your head.



#### HIGH JUMP TEST

Tack a yardstick on the wall just the height you can reach with your feet flat on the floor. Jump with a piece of chalk in your hand to mark the wall at the highest part of the jump.

## CITIZEN

The Citizen Activity Badge is related directly to developing responsible citizens, one of the prime purposes of Cub Scouting and the Boy Scouts of America. This badge is one of the requirements for the Arrow of Light Award. The written requirements and readings may be done at home with parents. Remember that each boy is different and will have different ideas and opinions on this badge. Each boy's "best" should be judged individually.

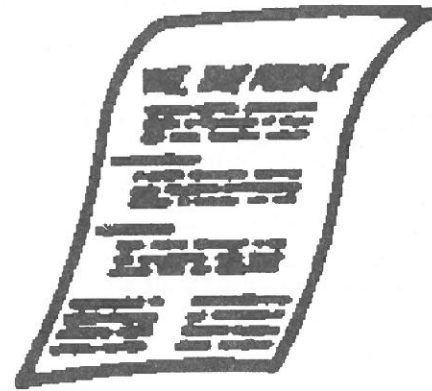
The Webelos Leader must plan carefully so that the boys get a feeling for the real meaning of citizenship without spending a lot of time in study. One of the best ways to stress the meaning of citizenship is by practicing the Good Turn.

The appeal of this badge will be determined in large part by the way the Webelos leader presents it. It can be exciting, fun and informative; or it can be just some more reports to write. Because of its importance, the leader is encouraged to make a special effort in planning it.

Just how much importance does the Scout program attach to Citizenship?

- \* One of the nine purposes of Cub Scouting is "developing habits and attitudes of good citizenship".
- \* One of the three aims of Scouting is "Citizenship - used broadly this means the boys' relationship to others".
- \* The one required Activity Badge for the Arrow of Light Award is Citizen.
- \* To become an Eagle Scout, the boy must earn a total of 21 merit badges which must include: Citizenship in the Community, Citizenship in the Nation and Citizenship in the World.

So, for a boy on the road to Eagle Scout, the Citizen Activity Badge is a very important step during his Webelos years.



### CITIZENSHIP PLEDGE

"As future citizens, we will do our best to be prepared in body and will, in spirit and skill. We accept our obligation to God and will show by our actions we are willing to serve others and be good members of the Scouting team."

### DEN ACTIVITIES

Discuss requirements of the badge with the boys. Decide on a good turn for the school, church or community and plan how to carry it out. Perhaps the den will want to involve the whole pack in their good turn, so that all the boys will be included in the excitement and rewarding feeling of doing something for others.

Make logbooks for the boys to record their work on the badge.

Visit a local government agency. Find out how it works, what services it provides, how it affects you and your family.

A campaign against litter is a "must" for good citizenship. Discuss how your den can carry on such a campaign - and do it. This could include making posters for display, litter clean-up, making litter bags, a fight against pollution, collecting items for recycling.

Attend a Naturalization Ceremony, City Council or School Board meeting.

Visit a court, police or fire department.

Help your Webelos Scouts to realize that a good citizen:

- \* is helpful
- \* takes pride in achievement
- \* practices good manners
- \* practices health and safety rules
- \* is patriotic and loyal
- \* takes care of property
- \* is honest and dependable
- \* is fair and honest
- \* is kind
- \* respects authority
- \* practices thrift
- \* has good work habits
- \* obeys the laws wherever he is
- \* respects the rights of others
- \* learns as much as possible about leaders of his Nation, State and Community

### RESOURCES FOR CITIZEN ACTIVITY BADGE

Webelos Scout Book

Scout Handbook

Merit Badge Pamphlets:

Citizenship in the Community

Citizenship in the Nation

Citizenship in the World

Your Flag (BSA literature No. 3188)

The above resources offer a wealth of information to your Webelos Scouts. Don't just give assignments and leave this badge up to the boys to do on their own. Work together and make it fun and interesting.

### YOUR DUTIES AS A CITIZEN

If you are going to have rights as a citizen and you want to keep them, then you also have certain duties that you must take care of. Your duties as a citizen are:

Obey the laws.

Respect the rights of others.

Keep informed on government issues.

To vote in elections.

To serve and defend your country.

To assist the agencies of law enforcement.

To practice and teach good citizenship in your home.



### KNOW YOUR FLAG!

While working on this badge is a good time to teach the history of the flag, how to display it, how to respect it, and the care and handling it. See the God & Country section of this Pow-Wow book. If you should need to know more information about the flag you could use as your source a good encyclopedia. The Marines have a pamphlet out about our flag and also have posters.

The word FLAG when used to describe a banner or pennant comes from an old Anglo-Saxon word, "Fleogan," meaning, "to float in the wind."

The dictionary defines FLAG as, "A light cloth bearing a device or devices to indicate nationality, party, etc. . . A standard, banner, ensign."

A flag is an honored symbol of a nation's unity, its hopes, achievements, glory, and high resolve.

The flag of the United States of America is such a symbol . . . of freedoms bravely fought for and hardily won . . . of protection under the Constitution of the rights and privileges of all Americans . . . of promises of fulfillment of all their hopes and principles and ideals. It is also a symbol of the duty of all its citizens to serve in time of need, to speak out for what each considers right, and to help correct under the law that which is honestly believed to be wrong.

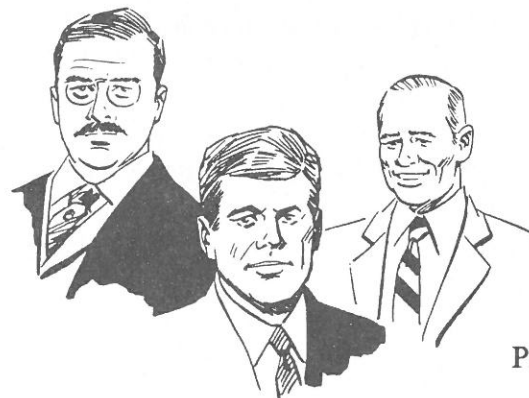
Throughout the ages, man has developed character, courage, and strength by devotion to the symbols he believed in. That is the heritage he left to us.

SCRAMBLED NAMES

Just for fun, see how many of our Presidents' names you can unscramble. Make sure the Scouts are working as a family or a den; make sure they are working quickly -- the fastest is the winner! (Remember: four sets of Presidents have had the same last name, so there are only 30 names to unscramble.)

Example: DRFO                      Ford

- |               |       |                |       |
|---------------|-------|----------------|-------|
| 1. SDMAA      | _____ | 16. NODISAM    | _____ |
| 2. VHEROO     | _____ | 17. MTURNA     | _____ |
| 3. LLNNIOC    | _____ | 18. XNNIO      | _____ |
| 4. NJHOONS    | _____ | 19. YTLOAR     | _____ |
| 5. VOOSRTEEL  | _____ | 20. WHOEEEINR  | _____ |
| 6. SFFJOEREN  | _____ | 21. EPICRE     | _____ |
| 7. RTANG      | _____ | 22. HRATUR     | _____ |
| 8. RRAIOHNS   | _____ | 23. FATT       | _____ |
| 9. KLOP       | _____ | 24. ONAWSHIGTN | _____ |
| 10. LYTRE     | _____ | 25. OOCGELID   | _____ |
| 11. VEECLLND  | _____ | 26. MOERLLIF   | _____ |
| 12. NVA NUBRE | _____ | 27. DYNNEEK    | _____ |
| 13. KAJCNSO   | _____ | 28. IGHDARN    | _____ |
| 14. EYHSA     | _____ | 29. KCMLYINE   | _____ |
| 15. NISWOL    | _____ | 30. RNOOME     | _____ |



## "THE STORY OF THE STAR-SPANGLED BANNER"

Francis Scott Key was a lawyer in Washington, D.C. In 1814, during the War of 1812, Key was asked to go on a mission with Colonel J. S. Skinner . . . they were to sail under a flag of truce to ask for the release of an American prisoner being held by the British Navy. The British agreed to free the prisoner, but would not let the Americans return immediately because the British were planning to attack Baltimore.

During the night of September 13-14, Key, Skinner and Dr. Beanes (the prisoner) stood on the deck of their flag-of-truce ship which was anchored eight miles down river, watching the attack. They were well out of the fight, but near enough to see most of the action. During the night the bombs and rockets proved that the city had not surrendered, but now there was an eerie silence, broken only by an occasional distant gun. Key found himself torn with anxiety. He did not know the fate of the city or of Fort McHenry. He hated the war, yet here he was in the middle of it. But he was first and last an American, and in these hours of suspense he fervently - desperately - prayed that the American flag was still flying over the Fort.

The rest of the night the three Americans paced the deck, scarcely daring to think what daylight might bring. Again and again they pulled out their watches, trying to judge when the dawn would come. At five o'clock the first light of day tinged the sky. But there was no sun . . . rain clouds hung low . . . and patches of mist swirled across the water. It was growing brighter all the time. Finally Key raised his spyglass . . . and he saw it! Standing out against the dull gray of the clouds and hills was the American flag, still proudly floating above the Fort. Turbulent, fervent thoughts raced through his mind . . . these thoughts began to take poetic shape. Using the back of a letter which happened to be in his pocket, Francis Scott Key began to jot down lines and phrases . . . . .

Finally on the evening of September 16, the Americans returned to Baltimore. There would be no sleep for Francis Scott Key that night. He had tried to express his feelings . . . the thrill of seeing the flag at dawn . . . in a few lines scribbled down right after the attack. Later he added more lines. He called this poem "The Defense of Fort McHenry". Almost from the start he thought of it as being sung to the tune of "To Anacreon in Heaven" a popular song of the period. It would be weeks before it would become known as "The Star Spangled Banner".

The song caught Baltimore's fancy right away. It was published in the newspaper and people were singing it. The Fort McHenry garrison adopted it . . . every man received a copy . . . and the tavern crowds took it up. The song quickly spread to other cities, as the whole nation rejoiced in the news from Baltimore. Everywhere Key's stirring lyrics struck the right chord . . . the rare sense of exultation people felt about this totally unexpected victory.

"The Star Spangled Banner" was made the official United States national anthem by an act of Congress in 1931.

"Britannica Encyclopedia"

"The Dawn's Early Light" by Walter Lord





## COMMUNICATOR

How exciting to be able to communicate by the use of secret codes! These pages provide you with several different types of codes for your den to experiment with.



### WHAT IS A CODE?

A code is a way of writing a whole word as a secret word. Many codes are really ciphers (SY-furze). A cipher is a code in which every letter of a word is written in a secret way. The Morse code is a cipher kind of code.

Codes are used all over the world. A telegram or cable is a kind of code that is written in a short way to keep costs down. Codes are an important way of sending secrets during wartime. Brands marked on cattle and markings on planes and ships are also kinds of codes.

Codes usually have two parts. The first part is for making the code. This is known as ENCODING the message. You need to know how to make your message a secret one.

The second part is called DECODING the message. This will tell the person who gets the code how to read and understand the code. Then the person will know exactly what the message means.

The more you know about codes, the more fun they are. Many people like secret codes, and so will your Webelos Scouts!

Some of the easiest codes use numbers for letters. There are many different ways to make this code. Here are some samples; try making your own den code using this concept.

### NUMBER CODE

Print the letters of the alphabet. Then start with the number 1 and write the number in order below the letters.

A B C D E F G H I J K L M  
1 2 3 4 5 6 7 8 9 10 11 12 13

N O P Q R S T U V W X Y Z  
14 15 16 17 18 19 20 21 22 23 24 25 26

Each letter of the alphabet will now have a number that means the same as the letter.

Copy this message and let your Webelos decode it. The dashes keep the words apart.

13 25 - 14 1 13 5 - 9 19 - 19 1 13.  
(My name is Sam.)

Webelos Scouts will undoubtedly accomplish the above code very quickly, so assign the numbers backwards; that is, assign 26 to the letter A, 25 to the letter B, and so on.

Another example of a number code is to use even numbers, beginning with A being #2, B being #4, C being #6, etc.

Codes can be set up in the same fashion, using only odd numbers, skipping by 5's, etc. Let your Webelos experiment and develop their own code and write out a message for another scout to decipher.

Many codes were devised by the early Greeks, who frequently used arithmetical figures. One of their methods of substituting mathematical figures for letters was to block the alphabet into a square, as shown below, and to number each vertical and horizontal row from one to five. Divide the square into 25 smaller squares. You can fit the 26 letters of the alphabet into the 25 squares by putting two letters in one of the squares. W and X would be good ones to put in one square.

		ROW				
		1	2	3	4	5
C O L U M N	1	A	B	C	D	E
	2	F	G	H	I	J
	3	K	L	M	N	O
	4	P	Q	R	S	T
	5	U	V	W X	Y	Z

This code uses numbers in place of letters. The code for A is 11, because A is the first (1) column and first (1) row. The code for M would be 33, because it is in column 3 and row 3. Always use your column number first. Read across for rows, and down for columns.

The message RUN FOR HELP would look like this:

43 51 34 - 21 35 43 - 23 15 32 41

### SYMBOL CODES

The following code is a SYMBOL CODE. It uses symbols in the place of letters or numbers. It's easy to make but hard to decode, unless you know the symbol for each letter. Be careful! Some of the symbols look alike, but they are not the same.

A □	B □	C □	D ⊞	E ⊞	F ▽
G △	H △	I △	J △	K ▽	
L ▽	M ▽	N ○	O ⊖	P ⊕	
Q ⊕	R ⊙	S	T □	U ⊞	
V ⊞	W □	X ×	Y ⊞	Z ⊞	

Using this symbol code, have your boys code certain messages such as:

Communicator or Scouting is fun or Arrow of Light

Perhaps the method most commonly used before the Renaissance was the improvised alphabet below. It was a favorite among the free masons as late as the sixteenth century and is probably quite as popular among school children today.

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

Cub Scout would be written as follows:



### THE SECRET CODE WHEEL

Here is a code wheel that your Cubs can use to keep their messages absolutely secret. No one will ever figure out the coded messages unless they have the code wheel.

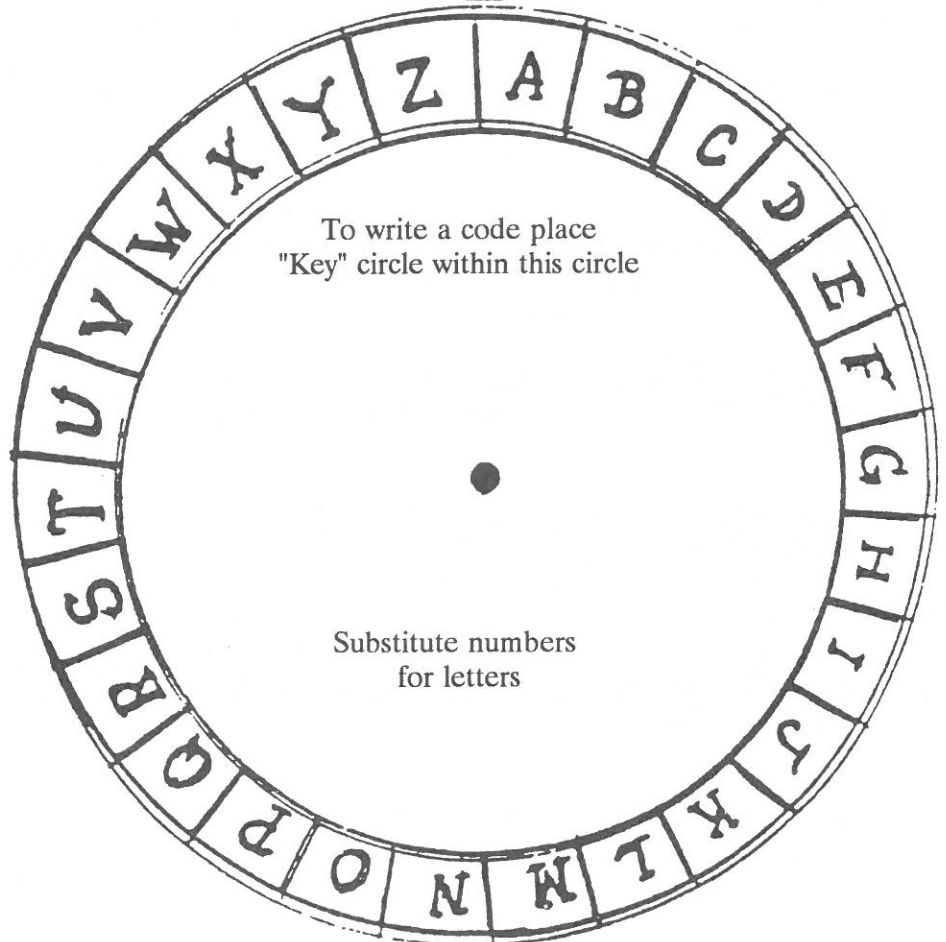
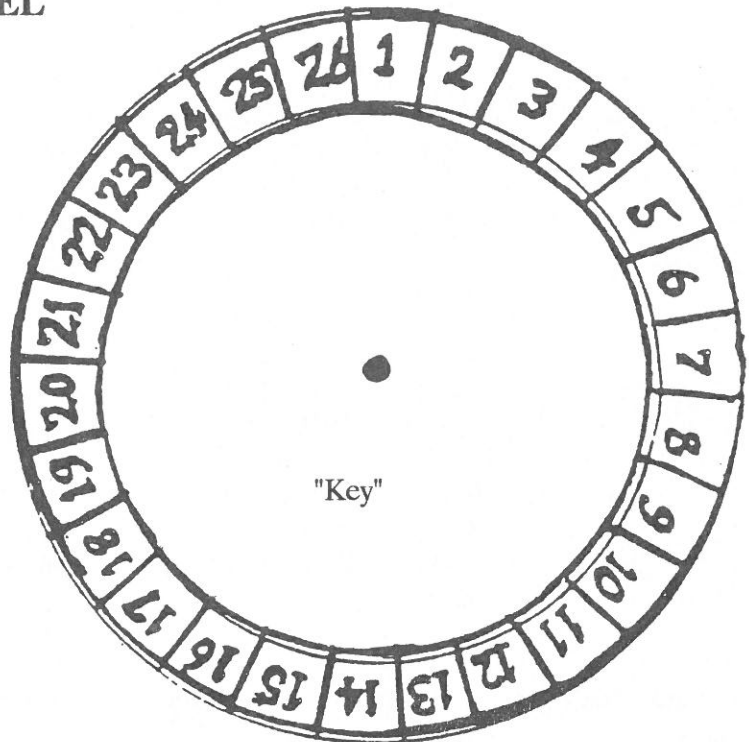
Trace the code wheels on paper, cut out and paste on cardboard. Place under a heavy book to dry. If you prefer, draw the code wheels directly on cardboard.

Cut out the circles and place the smaller circle marked "Key" on top of the larger circle. Punch a hole in the center of both sections and fasten with a paper fastener.

For your first message, turn the "Key" circle so that the number 15 is directly under the letter "A". At the top of the message write "A-15" which explains the key to the code. Now write the message, using corresponding numbers instead of letters. "How are you?" would be written "22-3-11 15-6-19 13-3-9?"

On receiving your message, your buddy sets his code wheel to "A-15" which is written on the top of your message. He then has the key for reading the coded message.

Twenty-six different codes can be written by using the code wheel in various combinations of letters and numbers.



## COMPUTER GAMES

**COMPUTERS** cannot understand the same numbers and letters that we do. They must be changed into a code. Most computers use the binary number code. It uses only 0's and 1's to stand for letters and numbers. Here is an example:

A=110001	J=100001	S=010010
B=110010	K=100010	T=010011
C=110011	L=100011	U=010100
D=110100	M=100100	V=010101
E=110101	N=100101	W=010110
F=110110	O=100110	X=010111
G=110111	P=100111	Y=011000
H=111000	Q=101000	Z=011001
I=111001	R=101001	

Can you write your name in the binary number code? Now make up your own binary code.

The program below, is complete in itself and is to be run on an Apple II series computer. Many schools use the Apple II family of computers so that is why the following program was chosen. If you don't have access to a computer through one of the families in your den or pack, perhaps you can get permission from your local school to come in and let the boys use their computers.

### Typing in the Program

You must press RETURN after each program line. Type RUN when you have typed it all in. Check your typing carefully; if the program doesn't work when you try to run it, then it has a BUG. A BUG is a mistake. Go back and check each line of type. Also, be sure to type all programs with the caps lock key depressed, so that everything will be in capital letters.

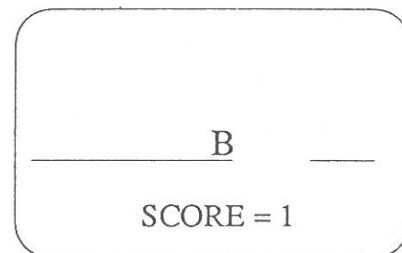
## LETTER TRAP

Enter the program and then type RUN and press RETURN. Beginning with "A" the letters will start to move across the screen. Press the SPACE BAR once when you think a letter is over the trap. The computer will keep your score.

```

10 TEXT: HOME: L = 64:S = 0
20 FOR X = 1 TO 39: VTAB 10: HTAB X: PRINT "_":NEXT
30 HTAB 19:VTAB 10:PRINT ""
40 LET L = L + 1: FOR X + 1 TO 39
50 HTAB X: VTAB 9: PRINT CHR$(L)
60 FOR D = 1 TO 150:NEXT
70 HTAB X:VTAB 9: PRINT ""
80 IF x = 19 AND PEEK (-16384) + 160 THEN GUSUB 100
90 POKE (-16368),0:NEXT:GOTO 40
100 LET X = 39:S = S + 1:HTAB 15: VTAB 20
110 PRINT "SCORE=";S:RETURN

```



## CRAFTSMAN

A craftsman is a person who performs a handicraft or trade with creativity and skill. For a Scout, this activity can develop the necessary skills to make survival items, useful items, or just plain fun items.

To earn the badge, a boy must complete ten craft projects. There is no way these can all be completed at den meetings, so this is a chance to involve parents, both in work at home with their boys and in furnishing tools to be used at den meetings.

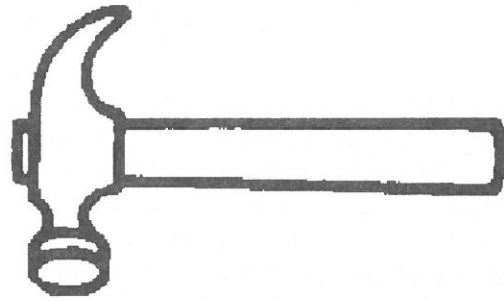
While working with boys on this activity badge, keep these things in mind:

\* **Planning:** This is one of the most expensive activity badges; collecting dues and acquiring materials takes time. Consider your resources!

\* **Patience:** Working with boys requires a LOT of patience. Stick with it; and be rewarded. Enlist the help of the Assistant Den Leader, Den Chief and parents. Do not do it alone.

\* **Preparation:** Have all tools laid out at separate work stations before the den meeting starts. Build a sample of the item before the meeting and make note of the steps that require the most coordination. Be prepared to help boys individually in these areas. Show them the sample to give an idea of what the finished product will be like.

\* **Perseverance:** Insist that the boys finish the items they begin. This is very important. If necessary, work individually with them outside den meetings or enlist the help of others. Select projects that are simple yet meaningful. Watch for signs of discouragement and help the boys who seem to be having trouble.



\* Encourage every boy to put forth his very best effort and reserve praise for projects worthy of compliments.

\* Start each meeting with a safety lesson on the tools in use. They should realize that sharp tools are a necessity and must be used with care and safety.

## DEN ACTIVITIES

\* Visit a furniture factory, lumber yard, saw mill or cabinetmaker.

\* Visit a tannery or leather goods manufacturer.

\* Invite an expert to give a demonstration on the proper care and use of tools.

\* Have someone give a demonstration of leathercraft and explain how to use leather tools.

\* Discuss finishing methods for wood projects: The importance of sanding, filling holes and scratches, the various types of finishes, such as shellac, stain, lacquer, varnish and enamel.

\* Have a nail-driving contest. Give each boy a scrap of wood, nails and a hammer. Let them practice driving nails straight.

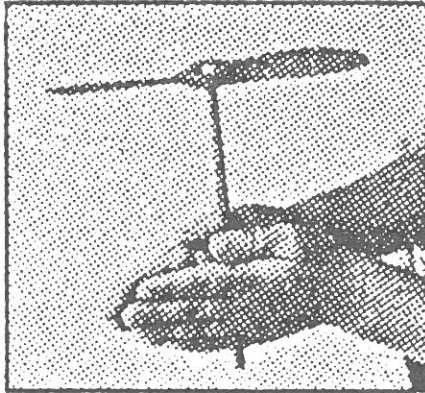
\* Make a tool chest or a bench horse for sawing.

\* Have a birdhouse building contest.

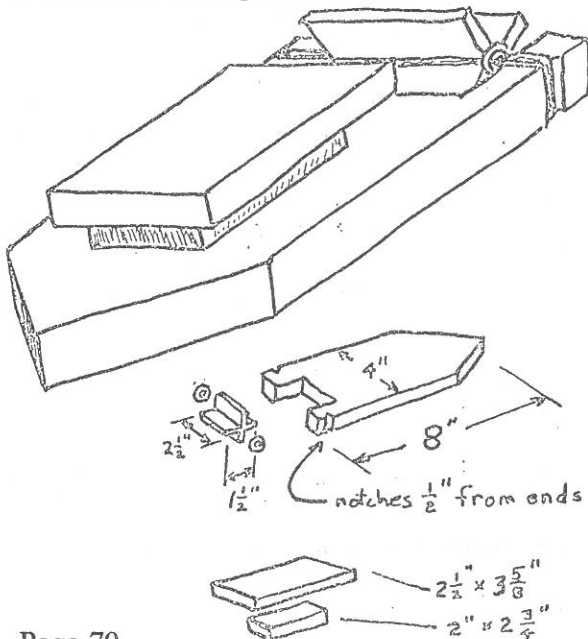
\* Build midway games for your Pack.

CRAFTSMAN PROJECTS

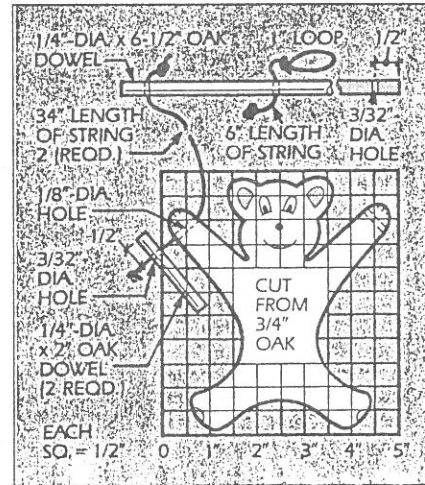
**FLYING MACHINE:** Get an airplane model propeller from a hobby shop. Cut a wooden dowel rod 1/2 inch longer than the prop. If the propeller hole is smaller than the diameter of the dowel, rebore the prop halfway through. Glue the dowel into the hole and let dry thoroughly. Hold dowel between hands and twirl. Let it fly!



**PADDLE BOAT:** Cut hull and wheelhouse from 1/2" pine. Hull is 8x4" with pointed bow and U-shaped stern. Cut a 2 3/4" x 1 1/2" hole in stern to accept the 2 1/2" x 1 1/2" paddle wheel (See diagram). Glue wood block wheel house sections to hull with waterproof glue. Place rubber band on either side of lap-jointed paddle wheel and slip washers over ends of rubber bands. Insert paddle wheel, looping rubber band ends over notches in stern "legs." Finish with waterproof varnish.

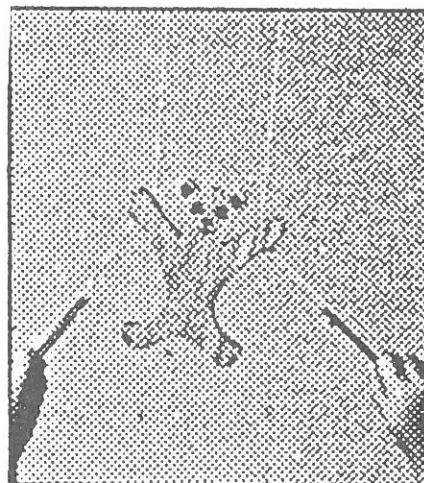


**DANCING BEAR:** Draw the bear's outline on wood using the grid below as a guide. Be sure to get the angle of the arms and the string holes through the hands properly positioned so the bear will operate smoothly.



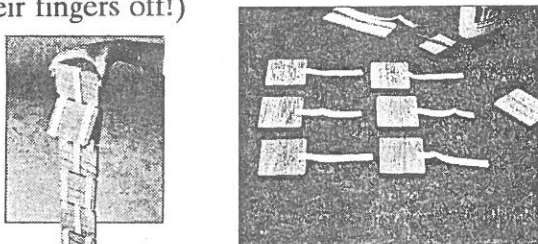
Cut the figure out with a jigsaw. Sand all of the edges smooth. Drill holes for the strings. Draw in the face and other markings with an indelible marking pen.

Thread each of the long lengths of string through a short dowel, then through one arm and one end of the long dowel. Knot each end of the strings. Knot a 6 inch length of string onto the center of the long dowel, and tie a 1 inch finger loop at the other end. To make the bear climb and dance, have someone hold it up with the finger loop, then pull the two short dowels down and outward.



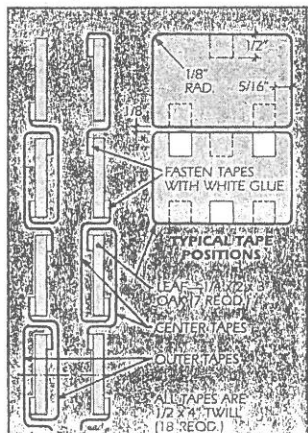
**JACOB'S LADDER:** Solving the mystery of how Jacob's ladder flip flops may seem impossible. If you assemble the toy as described, it will work; however, even after building it you may not know why.

Cut seven pieces of wood 1/4" x 2" x 3" and sand smooth. Begin assembly by gluing the center tapes, as shown in the photo, to six of the leaves. Attach just 1/2 inch of the tape using white glue. Allow the glue to set up for a few minutes, so the tapes will not slide out of place. Then place a piece of wax paper over the glued ends and weigh them down with a heavy book. (Hot glue actually works better if you can keep the boys from burning their fingers off!)

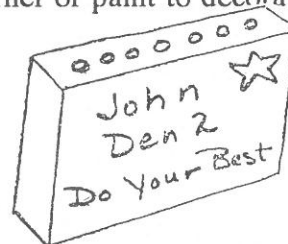


When the glue has dried, attach the opposite ends of these center tapes to adjoining leaves. Follow the layout for the center tapes as shown in the drawing. While gluing them, lay the leaves on a flat surface and place 1/8 inch thick scraps of wood between them as spacers. Keep the tapes taut. When the glue has begun to set, remove the spacers, then weigh these ends down with wax paper and a book.

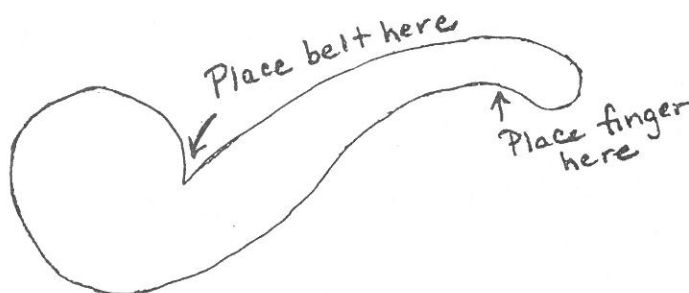
After the center tapes have been completely installed, you should attach the outer tapes using the same procedure as described above. Follow the layout that is indicated in the drawing for the outer tapes. Use the scrap spacers while gluing both sides.



**PENCIL HOLDER:** Have the boys sand smooth an 8" piece of 2x4. Mark the long narrow edge into 8 equal spaces. Under your careful supervision let the boys drill a 3/8" hole in the middle of each dividing line. Use a wood burner or paint to decorate.

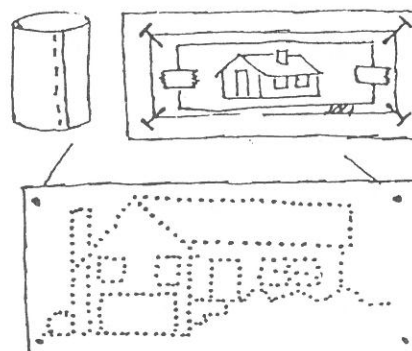


**LEPRECHAUN'S PIPE TRICK:** Using pattern below, cut a pipe from 1/4" plywood. Sand smooth and paint it green.



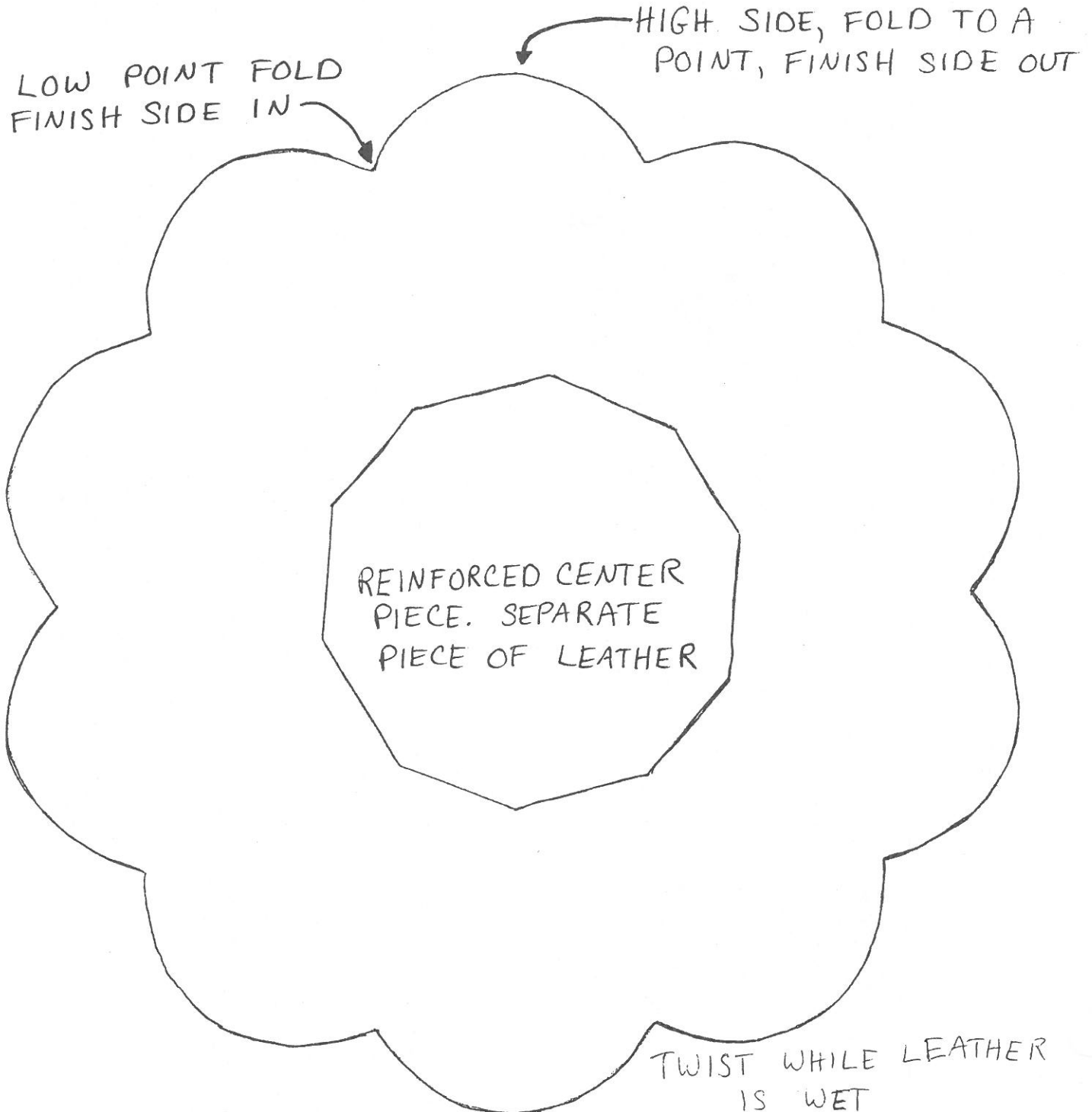
Have them try to balance the end of the pipe on the end of their finger - (It can't be done). Then have them place their belt in the groove at the rounded end of the pipe and try again. (It works).

**MY HOUSE:** Remove the top and bottom from a tin can and carefully cut down the side seam with metal cutters. Open flat and nail corners to a scrap board. Make an outline of a house on paper, cut to fit can area. Tape to can. With hammer and nail, punch dents along lines. Remove paper, remove tin from board, add string to top corner holes to hang.



### SQUASHED ROSE LEATHER COIN PURSE

Mark pattern on leather and cut out. Cut another piece of leather with the center pattern to use as reinforcement in the bottom of the coin purse. Wet large piece and twist and fold into shape with the low point of the scallops folding with finish side in and the high side of the scallops folding to a point finish side out.





## ENGINEER

One of the great things about being a Webelos den leader is the opportunity to learn many things right along with the boys. Unless you are an engineer, there may be some knowledge to pick up with this activity badge to pass along to your boys. If one of the Webelos Scout's parents is an engineer, recruit their help for this badge.

One of the purposes of Cub Scouting is "fostering a sense of personal achievement by developing new interests and skills" in boys. The Engineer Activity Badge probably does this more than any of the other activity areas. Engineering is one of the most exacting of the professions and the badge includes projects which will give a boy an insight into some types of engineering.

Keep in mind that an engineer's job is to apply the laws of physics and chemistry to the solutions of problems in construction, industry, and other areas.

### THINGS ENGINEERS DO:

- \* Design bridges, roads and cities and oversee their construction.
- \* Design water treatment plants and dams and supervise their construction.
- \* Design factory and farm machinery.
- \* Design and manage communications systems.
- \* Investigate pollution and disposal problems and propose solutions.
- \* Check old processes in chemical plants and develop new processes.
- \* Design and manage electrical plants.
- \* Design and test airplanes and rockets.
- \* Design and test cars, trucks, trains and busses.
- \* Develop processes for changing raw materials into usable substances.



### DEN ACTIVITIES

- \* Arrange for boys to visit an engineer or surveyor. Plan for the boys to look through the surveyor's transit and "read a rod," or visit a construction site and see the plans which are being followed.
- \* Make a block and tackle. Be sure to explain its purpose... to lift weights easily. If there were no friction, a 1-pound pulling force could lift 2 pounds if a block and tackle were used.
- \* Find pictures of different bridges and discuss the differences in their constructions.
- \* Discuss property lines. Have an expert show the boys how property lines are determined and how to measure one.

### ELECTRICAL TERMS

- \* A.C. (Alternating Current) - An electric current that changes its direction very rapidly.
- \* D.C. (Direct Current) - An electric current that flows only in one direction through a circuit.
- \* Circuit - Entire path along which electricity can flow from the source through wires and appliances back to the source.
- \* Fuse - A device which acts as a policeman to warn us of danger. The wire in the fuse melts when too much electricity is used in a wire. This breaks the circuit.
- \* Circuit Breakers - An automatic switch which breaks the circuit when too much electricity is flowing into a wire. It is similar to a fuse in purpose, but it can be re-used by turning it off then turning it back on, like you would a light switch.

**ELECTRICITY**

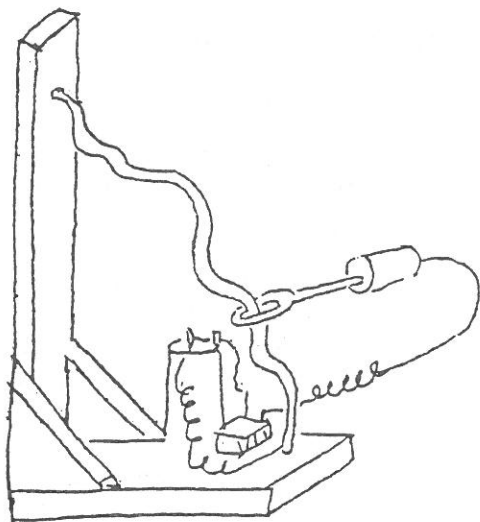
Electricity from power plants is carried through wires to homes, factories, stores, farms and schools. Transformers help in the transportation of electric current from a power plant to these places. A transformer charges electric current from a high voltage to a low voltage, step down transformer, or from a low voltage to a high voltage, a step up transformer.

The wires or cables which carry the electricity are called conductors. Conductors are the roads and avenues of electricity. These are usually made of copper or aluminium wires.

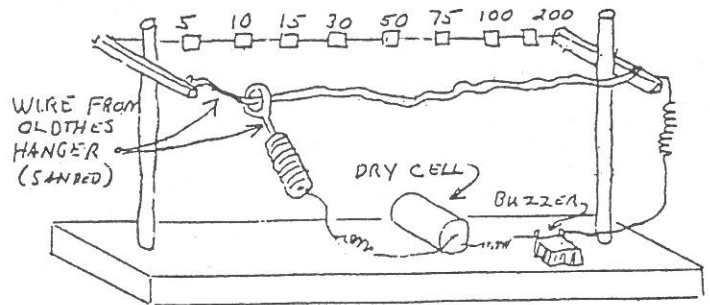
The wires must be large enough to carry the electricity without giving it too much resistance or the wire will get hot and melt. A good resistor is the light bulb. The wire inside the lightbulb, the filament, gets very hot and glows or gives off light. The filament usually lasts for about 1,000 hours before it burns up, but in a flash bulb the filament is so fine of a wire that it burns up very rapidly and this makes your flash.

**BUZZER GAMES**

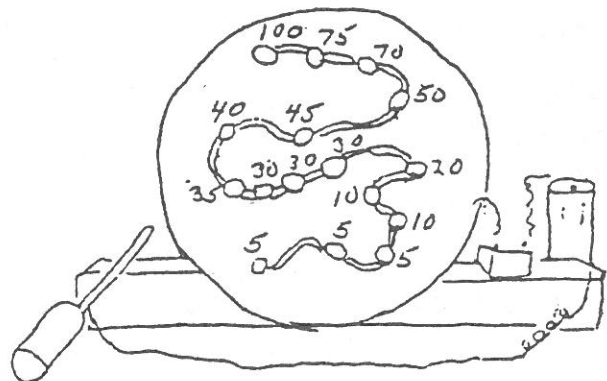
**MOUNTAIN CLIMBING:** Climb the falls and return without buzzing.



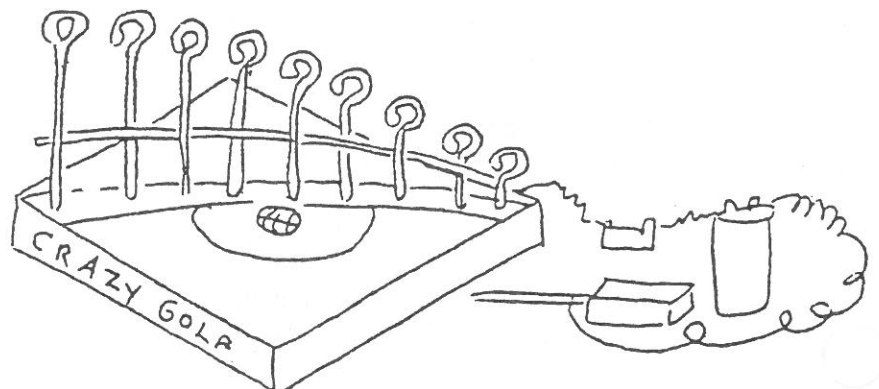
**NERVES OF STEEL:** Test steady hand... take loop across wire. Stop on buzz. High score wins.



**URANIUM MINING:** Travel on trail by inserting uranium counter in mines without explosion (buzz). High score wins.

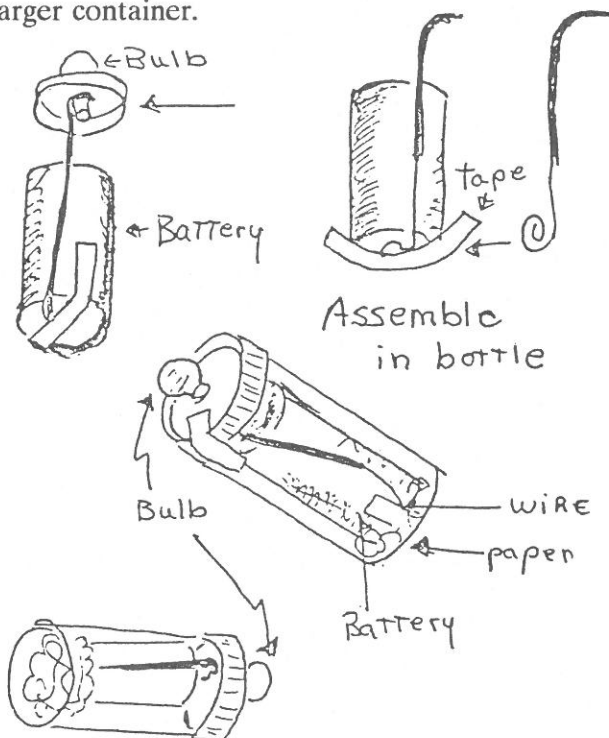


**CRAZY GOLF:** Touch ball with "putter". Place putter in first hole. Touch ball and put in second hole and so on.



## DO-IT-YOURSELF FLASHLIGHT

This flashlight can be assembled easily and provide a fun project for the boys. And better yet, it actually works! You will need a flashlight battery, a bulb, a plastic pill bottle with a flexible lid and some insulated wire. The pill bottle should be large enough for the battery and bulb base to fit inside it. The wire should be the kind that can be bent easily. Scrape the insulation from one end of your wire and form it into a flat coil. Attach the coil to the bottom of the battery with adhesive tape. Cut an opening in the center of the pill bottle lid, so that the base of the bulb will fit. Push base of bulb through hole in lid. Scrape the other end of the wire and wind it around the base of the bulb. Secure in place with some tape. Crumple small pieces of paper. Place enough of this in bottom of bottle so that when battery is inserted and the lid is tightly in place, the bottom of the bulb will just make contact with the raised center top of the battery. Hinge one side of the lid to the bottle with tape. When lid is closed, the bulb will light. To shut off your flashlight, flip the lid up. This light creates a dim glow. If you want a larger light, use two batteries in a larger container.



## BRIDGES

### WHO BUILT THE FIRST BRIDGE?

Nature herself probably provided man with his first bridge when a tree fell across a stream somewhere. Man could easily copy this. Probably such tree trunk bridges were made and used for a very long time before an engineer thought of piling up stones in the middle of a stream and laying logs from the pile to the shore.

This made a simple beam, or girder bridge, with one crude pier. It was but a step to building several of these piers in a broad, shallow stream and connecting them with logs or slabs of stone.

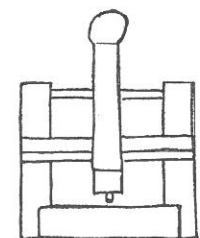
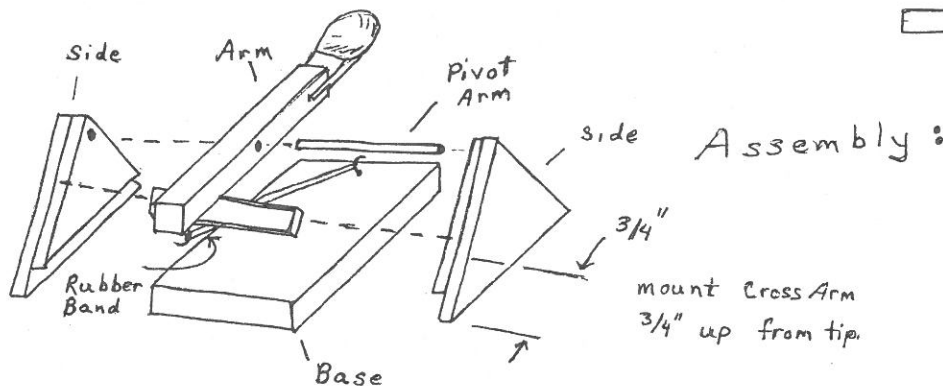
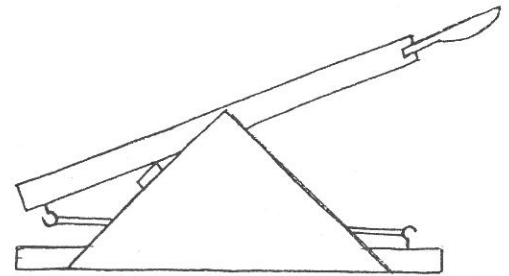
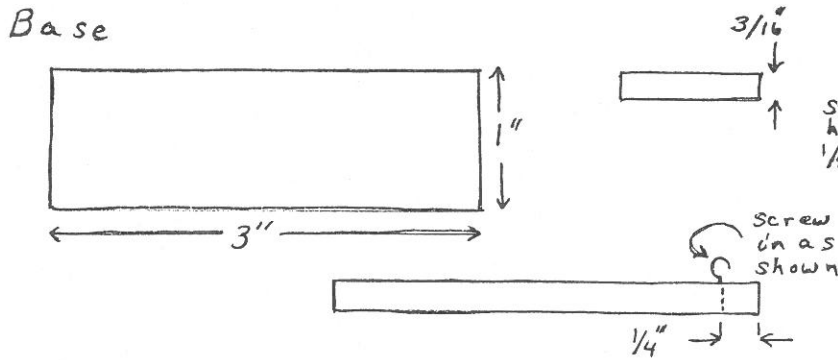
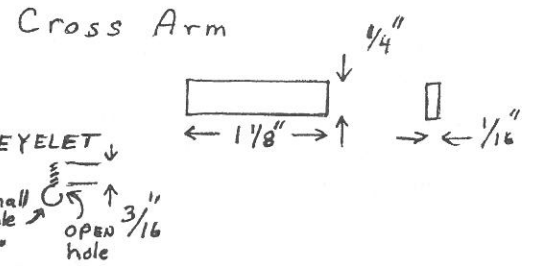
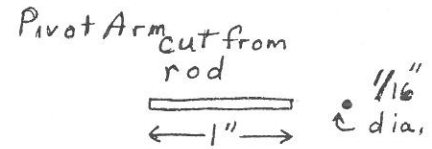
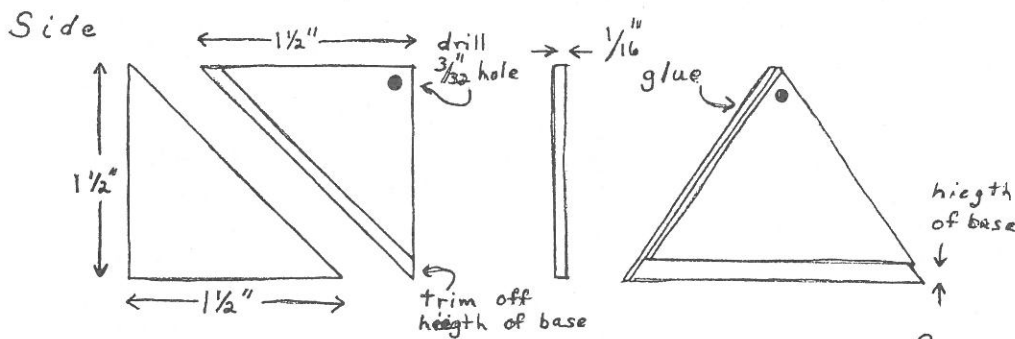
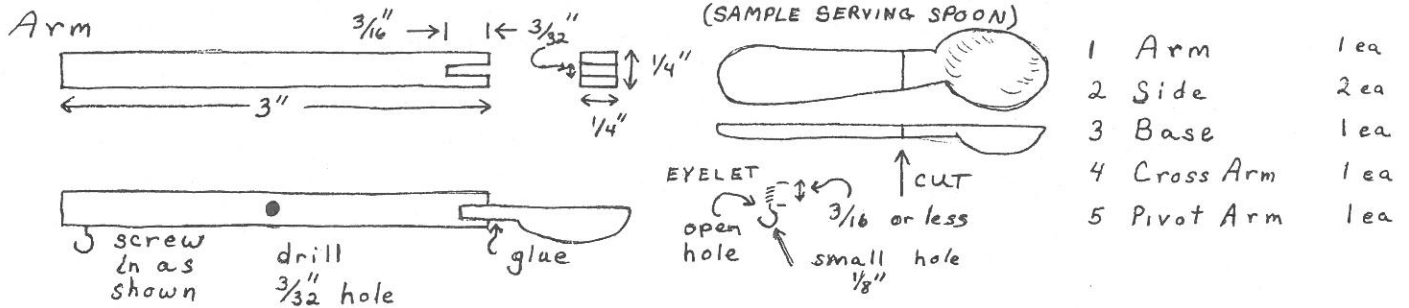
When two logs were laid side by side and cross-pieces were laid over them as a flooring, the result was a wooden bridge of girders, much like those that are still built across small streams in country districts. Stronger girder bridges now have iron or steel beams, and the strongest are built with steel trusses.

The spans of a girder bridge must not be too long, but where the required piers can be built, the total length of the bridge has no limit. Many long railroad viaducts are girder bridges.

All bridges have two chief parts - the superstructure, or the span part of the bridge, and the substructure, or the piers and foundations it rests upon. Foundations must be solid, for if they settle or are washed away, the entire bridge may collapse. Today engineers usually go down to bedrock for the foundation.

# CATAPULT

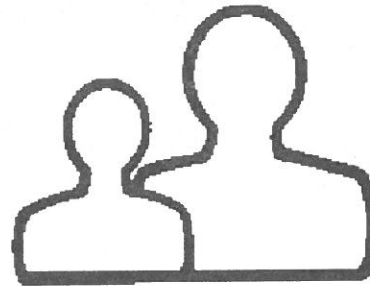
Try making the following catapult with a sample spoon from an ice cream store, then have a mini-marshmallow shooting contest!



Front View

## FAMILY MEMBER

In earning the Family Member activity badge, the Webelos Scout will discover how to show love for his family and how important his family really is. This activity badge may be signed off by a family member.



### SPECIAL FAMILY HOLIDAYS TO REMEMBER

Valentines Day - February 14th: Show your family that you love them.

Mother's Day - Second Sunday in May.

Father's Day - Second Sunday in June.

Grandparent's Day - Second Sunday in September.

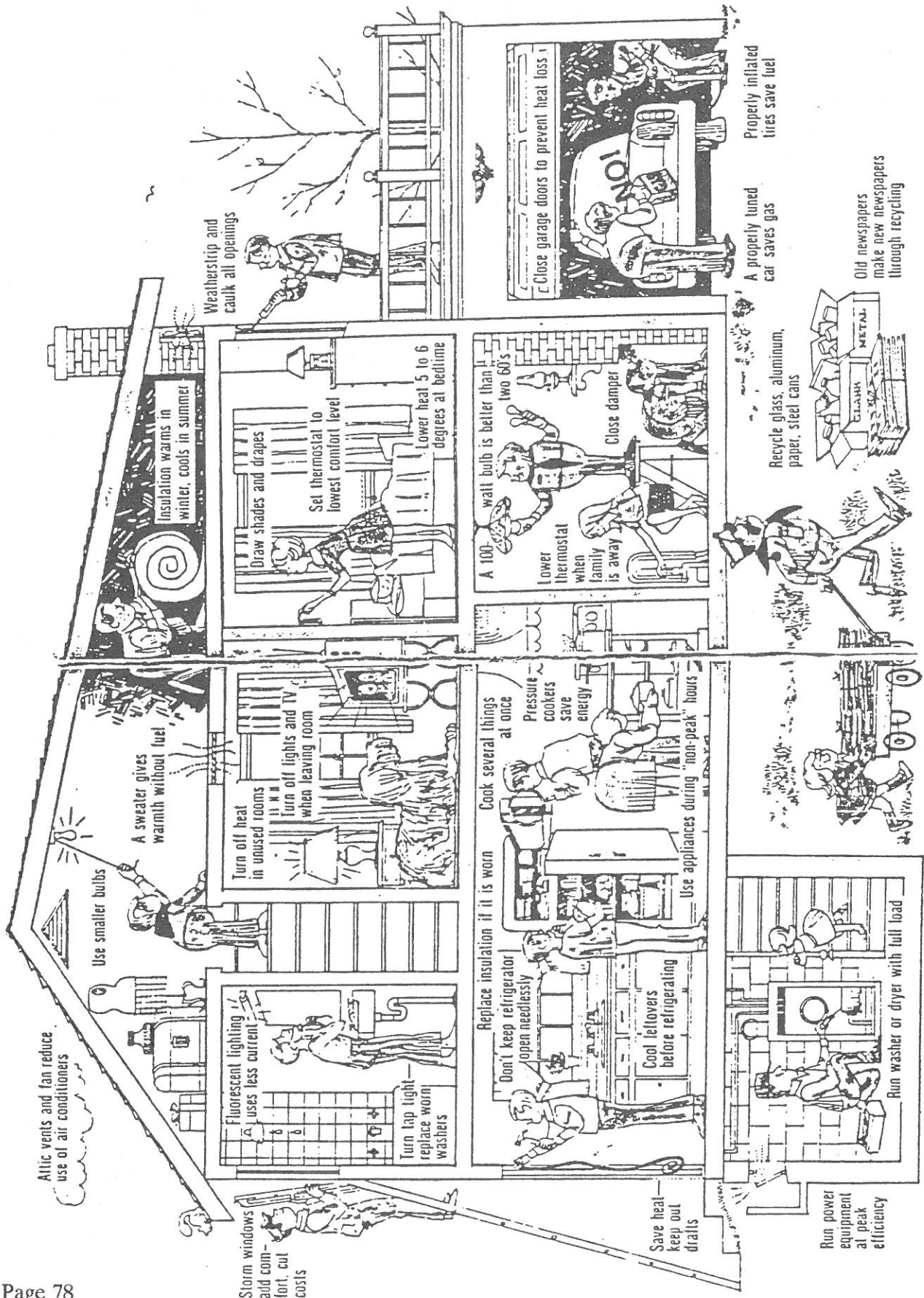
Here are some ways to be helpful to your family:

- \* Take care of your clothes and shoes.
- \* Save energy. Turn off lights when you leave your room. Keep refrigerator door closed. Do not waste hot water.
- \* Recycle glass, aluminum, and paper.
- \* Help clean the house.
- \* Help plan family meals.
- \* Help make your home safe by checking it for dangers.
- \* Practice cleanliness and neatness.
- \* Help take out the trash as needed.

WEEKLY MEAL PLAN FOR THE WEEK OF _____							
	SUNDAY	MONDAY	TUESDAY	WEDS.	THURSDAY	FRIDAY	SATURDAY
Breakfast							
Lunch							
Dinner							

CHORES TO DO AROUND THE HOUSE							

# FAMILY TIPS FOR SAVING ENERGY



**EVERYONE SHOULD KNOW****E.D.I.T.H.**

"FIRE" is a terrifying word. Heavy smoke and confusion usually follow that cry. E.D.I.T.H. (Exit Drills In The Home) means being prepared and knowing what to do in case a fire does occur. It can make the difference between life and death. Your family should be familiar with the following escape procedures:

1. Make sure everyone sleeps with their bedroom door closed at night. A closed door can delay the spread of fire and keep out deadly gases and smoke for a few minutes needed to escape.
2. Draw a floor plan of your home and mark an escape route from each room in the house. Pay particular attention to the bedrooms, since nighttime fires are usually the most serious.
3. Very young children and elderly persons should receive careful consideration when mapping out family escape plans. Both groups need special assistance in escaping from home fires.
4. Determine ways in which any member of the family can sound an alarm. It is likely that fire may block hallways and prevent you from reaching other bedrooms. Pound on a wall, yell, use a whistle, or use any other method that will awaken members of the family who are asleep.
5. Instruct family members not to waste time getting dressed or collecting prized possessions. Speed is essential in escaping fire.
6. Make sure every family member knows how to test a door. If the knob or panels are warm, keep the door closed and use an alternate escape route. If the door is not warm, brace your foot and hip against the door and open it cautiously to prevent super heated air from blowing it open. If no hot air or smoke greets you, it probably is safe to pass through.
7. If you are forced to remain in a room, stay near a slightly opened window. Place towels or clothes in the door cracks. To reach the other side of a smoke filled room, crawl with your head about 18 inches above the floor. Hang a sheet outside the window to signal for help.
8. Decide on a meeting place outside the house where everyone will assemble as soon as they are outside. Once you have made your escape, never go back inside.
9. Call the Fire Department as soon as possible. Speak clearly and plainly, making sure to give your name and address.
10. Hold a practice drill once you have set up escape routes, and then repeat drills periodically. If hitches develop in the escape plan, these can be ironed out during drills. Children find them to be fun, and it's well worth the time to know that your family has a better than average chance of surviving.

**E.D.I.T.H. :**

*Exit  
Drills  
In  
The  
Home*

**FIRE SAFETY QUIZ**

Use at a den meeting by reading the question and asking the boys to write down the letter of the correct answer.

1. What should you do to be ready if fire should strike your home?
  - a. Keep pails of water handy.
  - b. Have an escape plan and rehearse it often.
  - c. Be ready to carry out furniture.
  - d. Have a suitcase already packed.
2. In making your escape plan, why should you know two ways out of every room?
  - a. So I can see different parts of the house when I practice.
  - b. In case fire or smoke blocks one escape route.
  - c. To keep people guessing.
  - d. To make home fire drills more fun.
3. If your clothing catches fire; what do you do?
  - a. Run for help.
  - b. Look for water to throw on yourself.
  - c. Roll on the floor or ground, wrapping yourself in a coat, blanket, or rug.
  - d. Try to blow out the fire.
4. What should you use for light in a dark closet where there is no light bulb?
  - a. A match.
  - b. A candle.
  - c. A cigarette lighter.
  - d. A flashlight.
5. When you check extension cords in your home for fire hazards what should you look for? Choose two.
  - a. Frayed, broken insulation.
  - b. Whether the color matches the woodwork.
  - c. Whether they run under rugs.
  - d. Whether the plug is brown or white.
6. If there are small children in your home, you should be especially careful that they cannot play with which of these?
  - a. Pile of blankets.
  - b. Matches.
  - c. Tennis balls.
  - d. Pots and pans.
7. In checking around a furnace for fire hazards, you should remove which of these?
  - a. Fishing rods and reels.
  - b. Table.
  - c. Garden tools and aluminum folding chairs.
  - d. Gasoline can, greasy rags and newspapers.

CORRECT ANSWERS: 1-b, 2-b, 3-c, 4-d, 5-a, c, 6-b, 7-d.

**FIRE SAFETY HINTS**

- \* Escape routes. Plan and discuss with your family what to do if a fire starts. Stage fire drills to minimize confusion and fear in the event of a fire. Pick a place outside where your family can meet to be sure everyone is out and safe.
- \* Windows. If your home has bedroom windows that are more than 36 inches above the floor, they probably are not good escape windows.
- \* Smoking. The most typical smoking-related fire death scenario is someone who drops a cigarette that ignites bedding or upholstered furniture. Smoking is a leading cause of bedroom fires and is something you can control. If someone in your family smokes in bed, install a smoke detector near the bedroom.
- \* Portable space heaters. Don't put portable heaters close to flammable materials such as drapes or clothes. Make sure heaters are used according to the manufacturer's instructions, and don't knock them over.
- \* Fire retardent materials. Make sure that materials that do not burn easily are installed where fires are likely to spread. These include wall surfaces behind the stove and the walls, floors, and ceilings of heater rooms.
- \* Good maintenance. Heaters should be cleaned at least once a year by competent specialists. Since heater rooms are hotter than other parts of your home, do not store combustibles in them.
- \* Heat tape. When you are wrapping heat tape around pipes and plumbing fixtures, make sure you follow instructions provided by the heat tape manufacturer.
- \* Electrical circuits. Don't put too many appliances on one electrical circuit. If lights blink or dim, motors slow down, or the volume on your TV or radio changes, turn off some of the appliances to reduce the demand. Fires can start in fuse boxes or in the supply wires leading into it. If circuit breakers trip continuously, fuses blow, or you notice acrid smells, call an electrician to check your system.



## FITNESS

Most boys of Webelos Scout age take their health and physical fitness for granted. This activity badge will give them an awareness that we must take care of ourselves in order to stay healthy.

To keep your self physically fit, you must use plenty of exercise. You must pull, push, and swing your arms in work and play. You must lift with them, throw with them. To strengthen your legs you must walk, run and jump. If you want to have an agile body, you must bend and twist it.

**DAILY EXERCISE:** There are many ways to exercise on a daily basis without even being aware that you're exercising. Hiking, games and contests, swimming, rowing and team sports are all things your Webelos first think of as fun things to do rather than thinking of them as lots of exercising.

**GOOD POSTURE** is in itself a good exercise. You use your muscles to keep yourself upright against the pull of gravity. Get into the habit of standing tall, and sitting tall. A simple trick to be done at any time to practice good posture is to imagine that you can touch your head to the top of an imaginary ceiling just an inch above your head, your shoulders easily back, your chest up, and your stomach in.

**CLEANLINESS** may seem like a dirty word to a fourth or fifth grader but make your Webelos aware that a clean body is a good defense against disease. The skin is more than just a covering of the body. It keeps out germs and helps control your body temperature. Besides, the skin is the largest organ of the body and an important one. So keep it clean. Encourage your boys to bathe regularly - daily is recommended. Encourage them to get into the habit of washing their hands with soap and nailbrush morning and night, before each meal and after each trip to the bathroom.

\* **WASH HAIR** as often as needed to keep it and your scalp clean. Exercise your scalp daily by brushing and massaging your scalp with your fingertips.



\* **BRUSH AND FLOSS TEETH** at least twice a day - in the morning and at bedtime. Brush them also after each meal if possible. Using a fluoride toothpaste can help prevent cavities.

\* **EARS:** Keep ears as clean as the rest of your head by using a damp cloth over the end of a finger. Let nature take care of the inside. Never dig in your ear with any hard object. You may infect it or even break the eardrum. If you have any trouble with your ears, such as constant ringing in them, "running ear," or earache, see your doctor.

**EYES:** Since you only have two of them, take care of them. If eyes are often bloodshot or hurt and get watery often, this is a sign of eyestrain. If your eyes bother you in any way, have them examined by an eye specialist and follow his advice.

**SLEEP:** The Webelos Scout is nearing the age when his greatest growth occurs and when the most sleep is required. Boys of this age should be getting at least 9-10 hours of sleep each night.

**PROTECT YOURSELF AGAINST ACCIDENTS:** Learn skills to make you safe. There is a safe way of doing everything; swimming, bicycling, skateboarding, paddling a canoe, playing baseball, etc. Practice the proper use of tools. Learn the rules of sports you like. "Safety through Skill" is a Boy Scout slogan. As a leader, encourage your Webelos to understand and follow this slogan. They need to know and thoroughly understand what they are doing and the consequences of what may go wrong if directions and warnings are not adhered to.

## DRUG AWARENESS

In today's society, many of our youth are faced with the temptation of drug usage. Young people may have little interest in anything. Many get themselves into all kinds of troubles and take what they consider to be the easy way out: they turn to drugs to get a "high" for excitement, or a "low" for forgetting their problems. They often wind up being no good to themselves or to anybody else.

Webelos Scouts are at a very impressionable age. You may want to share the following with them:

*Baden Powell, the founder of Scouting, sometimes thought of adding one more point to the Scout Law. "A Scout is not a fool" but he decided against it. He figured that a boy smart enough to base his life on the Scout Oath would be smart enough to stay away from anything that was unhealthy or illegal or both.*

**WHAT IS A DRUG?** A drug is a substance other than food that has an effect on the body or the mind, or on both. Drugs are of great value to doctors. Physicians can prescribe drugs to ease pain, to fight infections, to relax muscles, to quiet nerves, to cause changes in the body. However, some drugs are abused for "kicks" without being prescribed by a doctor. All of them affect the health, one way or another, of all persons using them.

**MILD DRUGS:** Coffee, tea and colas (unless otherwise marked) contain a mild drug called caffeine. Caffeine stirs up the nervous system and speeds up the heart. Many people cannot handle very large doses of caffeine in their system.

**TOBACCO:** Doctors now agree that smoking endangers health. It causes lung cancer and weakens the heart. Tobacco smoke produces a tar - can you imagine having the inside of your lungs tarred up?

**DANGEROUS DRUGS:** Some drugs are very dangerous to have. The possession of dangerous drugs without a doctor's prescription, is illegal in all states.

**ALCOHOL:** The use of alcohol slows down the body and the brain. Alcohol can turn a strong man into a weeping child. It can change a person into a raving maniac. It destroys families, kills people outright and also kills by drunken drivers. The possession of alcohol by anyone not of legal age is against the law. Many different organizations are available to help alcoholics and as a Scout leader, you need to make your Webelos aware that there is help available for anyone who may need it. They may be worried about a family member or a friend but not know where to turn.

**MARIJUANA** smoking may distort hearing, vision, and sense of time. Heavy use may produce boredom, disinterest in things and friends, and dropping away from normal activities.

**HALLUCINOGENS** can cause extreme changes in a person. When using them, a person may lose knowledge of himself. He does not know what is real and not real. His emotions may swing quickly from happiness to horror.



**STIMULANTS** are drugs that excite or overwork the brain. Some are known as "speed" or "pep pills." They are used by persons who want to push themselves beyond their normal limits. Using these types of drugs may cause liver and kidney damage and higher blood pressure. The users of stimulants may be easily upset and act strangely.

**SEDATIVES & TRANQUILIZERS:** Sedatives are used to bring about sleep. Some of them (barbituates) make their users "goof off" or "sleepers." An overdose of sedatives can kill.

**NARCOTICS:** When correctly prescribed by a doctor, narcotics will relieve pain and bring sleep. The dangers of narcotics are extreme. A user can quickly become dependent on them. When he is hooked, he can't help himself. His body must have more and still more. He will do anything to get money needed to buy more drugs.

## THE NUTRITION CONNECTION

No program concerning physical fitness and health should leave out the subject of NUTRITION! Webelos Leaders should plan to have some discussion of the importance of good nutrition for proper growth and development. The following chart might be helpful.

<p><b>1. MILK GROUP</b></p> <ul style="list-style-type: none"> <li>• MILK &amp; MILK PRODUCTS</li> <li>• CHEESE</li> <li>• COTTAGE CHEESE</li> <li>• ICE CREAM</li> </ul> <p>BUILDS TEETH AND BONES!</p>	<p><b>2. FRUIT-VEGETABLE GROUP</b></p> <ul style="list-style-type: none"> <li>• ALL KINDS OF FRESH FRUITS AND VEGETABLES</li> <li>• RAISINS</li> </ul> <p>BUILDS ENERGY AND HELPS YOUR BODY DEFEND AGAINST DISEASE.</p> 
	<p><b>3. PROTEIN GROUP</b></p> <ul style="list-style-type: none"> <li>• BEANS</li> <li>• MEAT</li> <li>• FISH</li> <li>• PEANUT BUTTER</li> <li>• EGGS</li> </ul> <p>BUILDS MUSCLES, BONES AND BLOOD.</p> <p><b>4. BREAD-CEREAL GROUP</b></p> <ul style="list-style-type: none"> <li>• RICE</li> <li>• CEREAL &amp; GRITS</li> <li>• BREAD</li> <li>• FLOUR PRODUCTS</li> <li>• SPAGHETTI</li> </ul> <p>QUICK ENERGY BUILDERS. HELPS TO MAKE YOUR BODY WORK BETTER.</p>

### EXAMINATION

*I went to the doctor -  
He reached down my throat,  
He pulled out a shoe  
And a little toy boat,  
He pulled out a skate  
And a bicycle seat,  
And said, "Be more careful  
About what you eat."*

- Shel Silverstein

## FITNESS GAMES

**Stick Pull:** The contestants sit facing each other with the soles of their feet touching. They both grip a broomstick between them. They pull, trying to pull the other off the ground.

**Ball Flip:** Hold ball between ankles. Flip it over your head, and catch it.

**Indian Hand Wrestling:** Each contestant places the outside of his right foot against the outside of his opponent's right foot. Both step back one step with the left foot for balance. They grip each other's right hand and try to pull the opponent off balance. The loser is the first to move either foot.

**Indian Leg Wrestling:** Contestants lie on their backs, side by side in opposite directions. On command, they raise their inside legs to a vertical position three times. On the third lift they interlock legs and try to twist the opponent over.

**Indian Tug of War:** Opponents stand toe to toe, locking their hands at the wrists. On command, they try to pull the opponent over to their side.

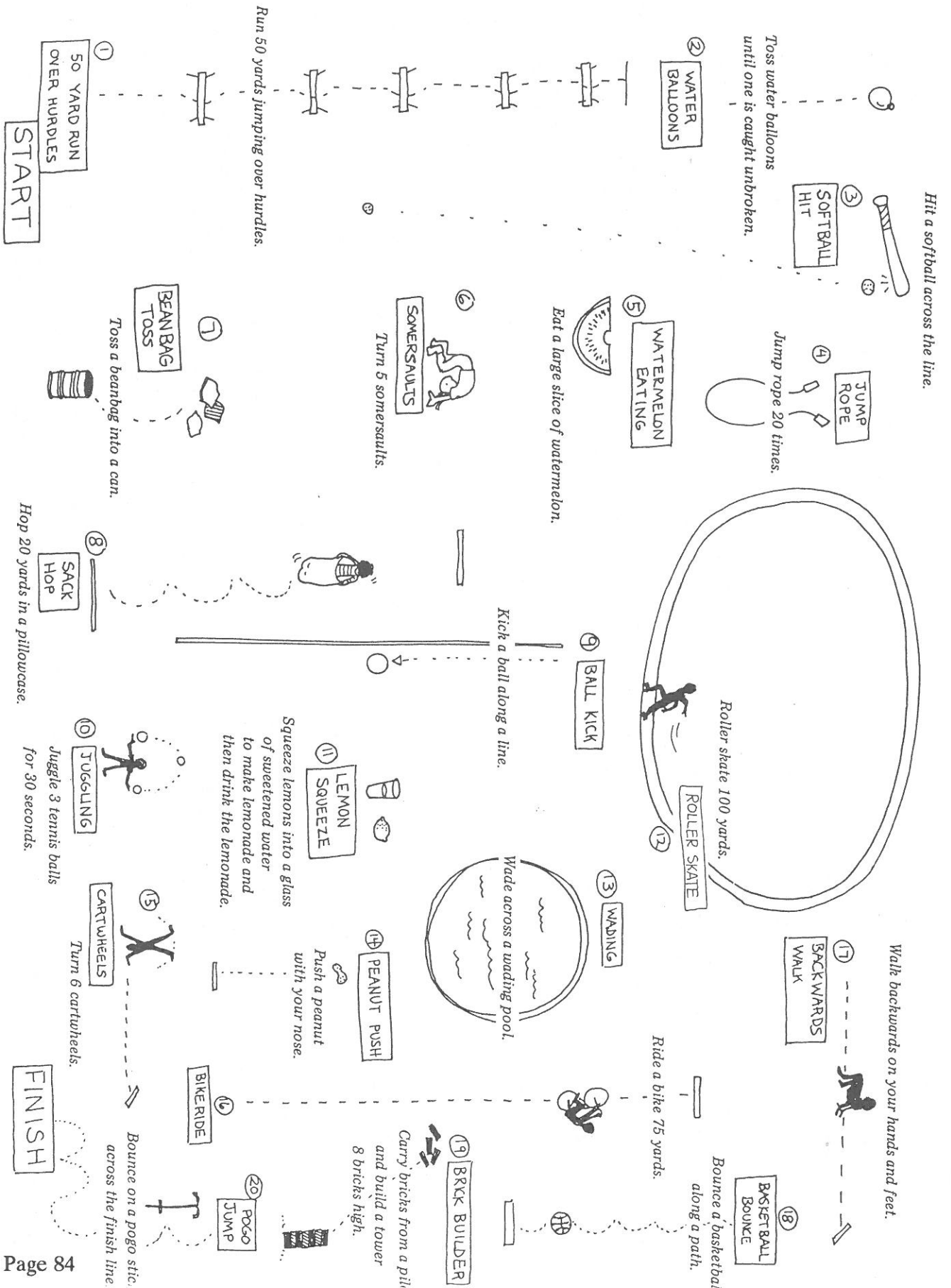
**One-Legged Hand Wrestling:** Each contestant grips his left foot or ankle behind his back with his left hand. Opponents face each other, grip right hands, and try to pull each other off balance.

## PARTS OF THE BODY QUIZ

Answer these questions with parts of the body.

1. A strong box. (chest)
2. Something made with whips. (lashes)
3. Part of a shoe. (heel, sole, tongue)
4. What the soldiers carry. (arms)
5. Part of a tree. (limb)
6. Steps of a hotel. (insteps)
7. Heard in Congress when a vote is taken. (eyes, nose)
8. Scholars. (brains)
9. Two musical instruments. (drums, windpipe)
10. Places to worship. (temples)
11. Two measures. (feet, hands)
12. Not thrifty. (waist)
13. A very "in" person. (hip)

# FUN FITNESS MARATHON



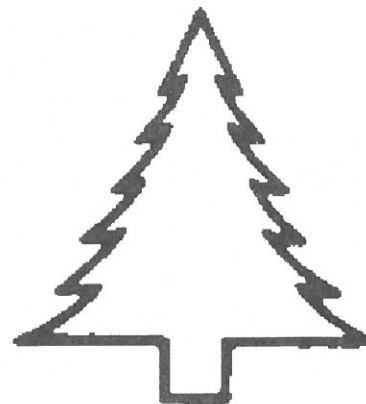
## FORESTER

A forester deals with the care and growing of trees, and a Webelos Scout working on his Forester Activity Badge will learn how to recognize different species of trees by their shape, foliage, bark and types of wood, as well as how they live and grow.

A forester must learn how to do a great variety of things as well as know many facts about trees. Some of his tasks are making tree inventories, estimating the lumber content in standing timber, surveying, logging, and making of trees for harvesting. He is interested in woodlands conservation and learns how to preserve and protect them from fire and disease. A forester must have excellent health and a love of the outdoors.

We sometimes forget just how important trees are in our lives. Trees . . .

1. Provide fuel, furniture, paper, wax, cork, oils, gums, rubber, syrup, nuts and fruits.
2. Give shade, beauty and relief from the drabness of concrete.
3. Make it cooler in the summer with their shade and warmer in the winter by serving as a wind break.
4. Provide homes and shelters for birds, who in turn help reduce insect pests.
5. Make an area more attractive and appealing and so it increases property values.
6. Screen impurities, trap the dust in the air.
7. Help prevent soil erosion.
8. Provide a barrier that helps screen out noise. Properly placed, they can reduce traffic noise up to 60%.
9. Put oxygen in the air.
10. Produce humidity and cut the smog.
11. Are our principal air conditioner. The cooling effect of a healthy tree is equivalent to 10 room-size air conditioners operating 20 hours a day.
12. In state and national forests provide recreational retreats for millions of people.



## DEN ACTIVITIES

- \* Find a tree stump or log section and count the annular rings. As you study them, can you tell what years were poor ones for growth, perhaps because of drought?
- \* Make a collection of leaf prints.
- \* Visit a lumber yard or sawmill. A local lumber dealer can help the boys by furnishing wood samples for their collections.
- \* Check with a local conservationist for advice on planting projects and seedlings.
- \* Plant a tree.
- \* For a long-term project, adopt a tree and keep a diary on it. Measure its girth, estimate its height, record when it buds, when it loses its leaves, and other interesting things.
- \* Make a tree identification kit for your den from strips of bark, leaves or needles and cones or seeds.
- \* Teach boys how to measure tree diameter and height.

## PLANT A TREE - A JOY FOREVER

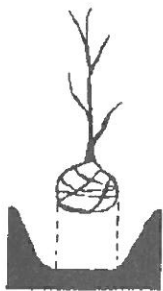
Trees not only have beauty but add much to the overall atmosphere of a community. There can be special joy in planting a tree, for it becomes something of a personal monument, one that will grow and endure. Planting a tree indicates your awareness of the need for improvement and a belief in the future. It will give beauty, shelter, comfort and joy to all who pass by for years to come.

Planting a tree can be a personal thing to beautify your own property or it can be an excellent gift to a school, church, park, retirement home, or many other worthwhile places.

Let's do our part and help solve some of our nation's conservation and ecological problems by bringing beauty to your little corner of the world.

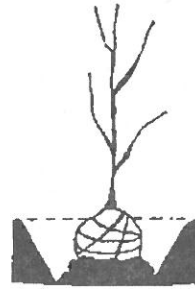
### Steps in Planting Shade Trees

1. Select the tree and decide when and where to plant it.
2. Protect the roots from drying. Unpack a bare-root tree immediately and place it in a bucket of water or thin mud. Do not plant with packing material attached to roots.



3. Dig a hole large enough to hold the entire root system without crowding.
4. Make certain that drainage from the hole is good. Planting-holes must be drained for trees to grow satisfactorily.

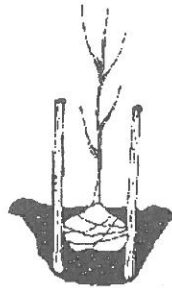
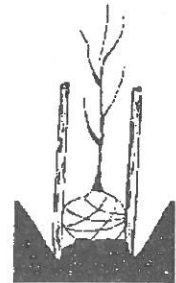
5. Cut off one-half inch of the ends of the roots to expose live root tissue. Prune the top of the tree as needed to compensate for roots lost in digging and moving. Consult a nurseryman or a good tree manual before starting to prune. This is a skill, and care should be taken to control and shape growth and to protect tree health by eliminating dead, diseased, and injured wood.



6. Put some fertile soil in the hole.

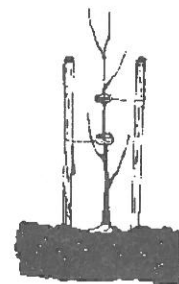
7. Set the tree in the hole no deeper than it was at its original site.

8. Install supporting stakes. One to three wooden stakes usually will support trees that have a trunk diameter of no more than 2". The wooden stakes should be 6 to 8 feet long and strong enough to hold the trunk rigidly in place.



9. Cover the roots with fertile soil, tamping it or settling it with water. Pour protective mulch, such as wood chips or peat moss around the base after water has soaked in.

10. Wrap the trunk with a protective covering such as burlap, cloth strips or paper. Don't use polyethylene plastic.



11. Fasten the trunk to the stakes with canvas tape or loops of wire passed through a section of rubber or plastic hose or similar material.

12. Care for the tree after planting. Water well & . . .

**STAND BACK AND BE PROUD!**

## HOW TREES GROW

A tree has three main parts. The roots anchor it in the ground and absorb water and minerals from the soil. The trunk and branches carry sap and lift the leaves into the sunlight. The leaves are the food factories of the tree.

A tree grows higher and wider by lengthening its twigs and branches at the tips. At the ends of the twigs, the terminal buds are continually adding new cells. Meanwhile, the twigs, branches, and trunk grow thicker.

Most trees have a section called the cambium, which is a layer of cells where the growth in diameter occurs. Every year the layer of cambium between the sapwood and the inner bark adds a layer of new cells to the older wood. Each layer forms a ring. By counting these rings you can tell the age of a tree.

Water and dissolved minerals travel up from the roots to the leaves in the new layers of wood inside the cambium. This part of the trunk is called the sapwood. Other sap carries plant food down from the leaves through a layer inside the bark.

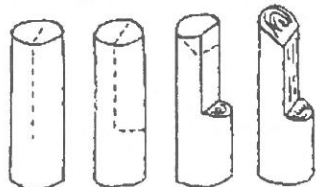
As the tree grows, the older sapwood stiffens and loses connection with the leaves. Then it just stores water, and finally, it becomes solid heartwood.

While the cambium makes the tree trunk and its branches grow in size, the leaves produce the food which builds the tissues of the tree. Using the energy from sunlight, the green coloring matter in the leaves (called chlorophyll) takes carbon dioxide out of the air. It combines the carbon dioxide with water and dissolved minerals from the roots to form sugars and starches.

## WOOD COLLECTION

Make a collection of various types of tree limbs cut in cross-sections. These will show heartwood, growth rings, cambium layer and bark. Do not cut these from live trees, but from limbs that have fallen off. If green, allow to dry in a warm place for several weeks.

Saw the ends squarely and retain the bark. Then cut them crosswise, lengthwise, and slanting to show all the features of the wood.

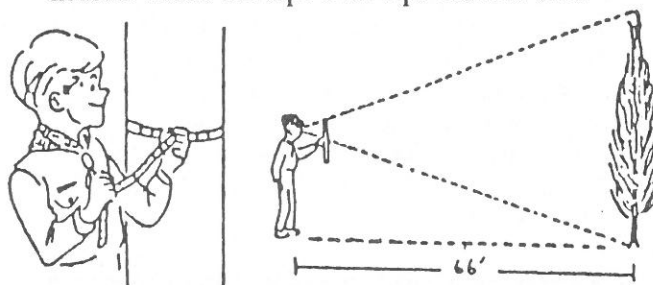


Sandpaper your specimens, then brush on shellac.

## DIAMETER TAPE AND CRUISING STICK

Foresters use cruising sticks to measure a tree's diameter and height. These facts are essential in figuring the amount of wood in a tree.

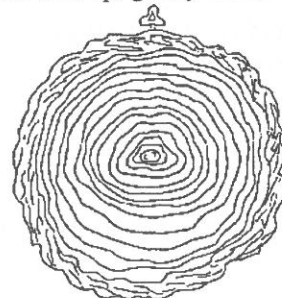
**Tree Diameter:** Cut a strip of flexible paper or cardboard about 1/2" wide and 45" long. Begin at one end of the paper strip and make ink marks 3.14" on tape equals 1" of tree diameter. To measure tree diameter, wrap tape around tree at chest height, about 4 1/2' above the ground. The diameter of tree in inches will be at the mark nearest where the tape over-laps the zero end.



**Tree Height:** Glue a strip of hard paper or cardboard on one side of a yard stick. Begin at one end and make marks 6.15" apart with ink. Label the first mark 1, the second 2, and so on. To measure tree height, stand 66 feet from it. Hold arm horizontally and the stick vertically at arm's reach - about 25" from the eyes. Slide stick up or down until top of stick is in line with the top of the tree. Without moving, sight bottom of tree (be sure stick is still vertical) and see the place on the stick where line of sight crosses it. The nearest figure is the number of 16-foot lengths in the tree. If the figure is 2, there are two 16-foot lengths, so the tree is 32' high.

## WALL PLAQUE

Make this wall plaque made from the cross section of a tree log. Sand both sides smooth, allowing the cambium rings to show clearly. Apply several coats of varnish for a deep, glossy finish.



## FOREST FIRES

WE MUST PROTECT OUR FORESTS! Life is short. Forest animals lives are in our hands. When the trees and grass grow dry as timber, don't leave burning embers at a campground.

Even contained fires can quickly get out of hand and grow like fury. A few smoldering twigs can become a rampaging blaze. A single careless toss can turn the forest world into wholesale horror. Fire destroys burrows, nests, seeds, roots, hunting territories, mating grounds and LIFE.

It takes no more than one fool to start a fire. It often takes an army of cool heads to put one out. Man is responsible for 58% of all forest fires, and about one-third of that number are set on purpose. People who use the woods for recreation are responsible for one-third of all forest fires each year. LEARN HOW TO USE FIRES SAFELY - OR STAY HOME!

Lightning causes many forest fires too, but when it strikes it often happens on top of a hill, where the temperature is cooler, the fuel supply is sparse, and the flames are more easily spotted.

Animals caught in a forest fire can't outrun the flames. Think about them on your next trip, and rake the ashes of your camp fire extra carefully. You'll be glad you did and so will the animals.

Three kinds of fires can destroy the forest:

A SURFACE FIRE burns along the floor of the forest. It is usually slow-moving and close to the ground, but it can spread fast. It kills small trees and either kills or permanently damages larger trees. Most fires are of this type.

A GROUND FIRE burns on or below the forest floor. These fires are often started by lightning. They move slowly, and often go undetected for weeks. They are hard to put out. The heat they create beneath the ground destroys the tree's roots and any chance for life.

A CROWN FIRE moves faster than most people can run! These often start as surface fires, and are blown by winds into the tree crowns. Fir forests are especially vulnerable. The needles and cones catch fire easily and quickly. A grove of trees "topping out" in this way is doomed.

A fire has to be fed, or it dies. If you want to kill one fast, cut off its supplies:

1. HEAT
2. FUEL
3. AIR

The main elements which influence the spread of fire are fuel (such as dry grass, dead leaves, brush, small trees, logs, top soil); weather (wind, moisture and temperature); and slope.

WEBELOS SCOUTS SHOULD LEARN BASIC FIRE PREVENTION RULES.

See the Boy Scout Handbook for Fire Safety. Teach your Webelos the techniques shown in the handbook to put fires out completely.

KILL IT COLD - OUT!

OUR NATURAL RESOURCES ARE PRECIOUS! THEY SHOULD BE CAREFULLY PROTECTED!

More than 180 million Americans depend on 489 million acres of forest land for their wood supply. By the year 2000, there may be more than 300 million Americans. They will look to this same (or perhaps less) amount of land for the forest products they will need.

### TREE TEST

1. What is a double tree? (*Pear*)
2. What tree is nearest the sea? (*Beech*)
3. What is the calendar tree? (*Date*)
4. What tree will keep you warm? (*Fir*)
5. What is the egyptian plague tree? (*Locust*)
6. What tree do we offer friends when meeting? (*Palm*)
7. What tree is used in kissing? (*Tulip*)
8. What tree is used in a bottle? (*Cork*)
9. What tree is used to describe pretty girls? (*Peach*)
10. What tree is an emblem of grief? (*Weeping Willow*)
11. What is the sweetest tree? (*Sugar Maple*)
12. Name the languishing tree. (*Pine*)



## GEOLOGIST

The Geology Activity Badge is oriented towards increasing the boys' awareness of the outdoors. As a Webelos leader, you can turn a slight interest into a hobby. With the help of an expert or a rock-hound, Webelos can learn how the earth is formed, how rocks and minerals are used and how a Geologist works.

Webelos Scouts won't become geologists in a month, or a year. But they can learn in a very short time a good deal about rocks and minerals and some of geology's contributions to modern life. Most boys, at one time or another, have a rock collection of some sort. Some of them may be surprised to learn that the study of geology deals with rocks, and that it can be fun. The Webelos Scout Book contains information on volcanoes, geysers and the formation of mountains so that boys will acquire a fairly good knowledge with only a little assistance.

There's a whole lot more to rocks than kicking them around on your way to school. Just casually look at a rock and you see something gray, lumpy, and ordinary. But pick it up, take a closer look, and you'll be surprised. For, under the dirt covering it, you may find all kinds of colors - reds, greens, yellows, pinks, and purples. Or you may find that your rock sparkles as if covered by thousands of tiny diamonds. It may even have a fossilized impression of a plant or animal, as much as 500 million years old.

The earth has a history written in stone. It started about 2,500,000,000 years ago. Each geological period has left its story in succeeding layers of rock. Rainy spells and droughts that have lasted for thousands of years, thick ice sheets that hooded the top part of the globe, volcanic eruptions, and seas that swamped most of our country have all left their mark.

Not only have the elements been recorded, but the different kinds of life that have passed through prehistoric ages have left their impressions written in fossil remains. Any trace of life or mark made by a living thing that has turned into stone can be called a fossil. This would include insects, plants, woolly mammoths, dinosaurs, etc.



Would you like to go fossil prospecting? Would you like to find and hold a stone with the imprint of something that lived millions of years ago? Although many fossils are exposed through erosion or excavation, fossils still are not easy to find. Knowing where to look is half the job. Get information and advice before starting. The library is a good place to start. There are hundreds of books available on geology and fossils. Many list fossil-hunting locations in every state of the union. Ask museums and universities where to look and what to take along on fossil hunts. They could help identify any fossil that may be found.

## DEN ACTIVITIES

1. Visit an industry that uses geological materials.
2. Visit a rock collector's club meeting.
3. Visit a jeweler's shop.
4. Visit a museum of natural history.
5. Have boys start a rock collection.
6. Have boys make drawings of causes of volcanoes, geysers, and earthquakes.
7. Make a volcano.
8. Identify rocks and minerals collected.
9. Ask a rockhound to demonstrate a rock tumbler.
10. Make a mineral hardness kit.
11. Make a buckskin pouch to carry rocks. This will not only help on the Geologist badge, but will complete a requirement for the Craftsman badge.
12. Invite a geologist to come to den meeting to demonstrate the use of geologist's tools.
13. Have a contractor come to talk about materials used in home building, such as slate, brick, limestone, marble, cement, gypsum, etc.

## MINERAL HARDNESS KIT

One useful clue to mineral's identity is its hardness. Refer to the Hardness Scale for Minerals in the Webelos book. In this scale each mineral is harder than the ones before it and is capable of making a scratch on their surfaces. A hardness scratch test is simple enough to be performed easily in the field. Many experienced mineral collectors carry a hardness testing kit on their "rockhounding" trips. An inexpensive kit may be put together from things found around the house:

1. Talc - tailor's chalk
2. Gypsum - a fingernail
3. Calcite - a new copper penny
4. Fluorite - a common 12 penny nail
5. Apatite - a knife blade
6. Feldspar - hard glass
7. Quartz - a good quality metal file
8. Topaz - a high-speed masonry drill
9. Corundum - a carborundum sharpening stone
10. Diamond - a diamond

When using this hardness kit in the field, it is a good idea to have each piece labeled. When finding a mineral that will barely scratch a knife blade ( 5 1/2) but will not mark hard glass (6), it may be assumed its hardness lies between 5 and 6.

When using the hardness kit, it is best to test the mineral specimen on a flat surface. After a test scratch, try to rub the mark away with the fingers. A true scratch will remain. It is best to use a magnifying glass to examine any doubtful marks. Sometimes the testing tool will leave scrapings or powder on the surface of the mineral. Hard rubbing can remove such marks.



## GEOLOGY GLOSSARY

**HARDNESS** - The resistance that a smooth surface of a mineral offers to scratching is called its hardness. The degree of hardness is determined by observing the comparative ease or difficulty of which one mineral is scratched by another, or by a file or knife.

**CLEAVAGE** - If, when the proper force is applied, a mineral breaks so that it yields definite flat surfaces, it is said to possess a cleavage. Not all minerals show cleavage and only a few show it to any degree.

**FRACTURE** - The way a mineral fractures also helps identify its properties. What is meant by the fracture of a mineral is the way in which it breaks when it does not yield a long cleavage or parting surfaces.

**TENACITY** - The resistance which a mineral offers to breaking, crushing, bundling or tearing. In short, its cohesiveness.

**LUSTRE** - The general appearance of the surface of a mineral in reflected light is called lustre. The lustre of minerals can be divided into two types; metallic and non-metallic. There is no sharp line dividing these two groups, and those minerals lying between are sometimes said to be submetallic.

**COLOR** - The color of minerals is one of their most important physical properties. For many minerals, especially those showing a metallic luster, color is a definite and constant property and will serve as an important means of identification.

**STREAK** - The color of the fine powder of a mineral is known as its streak.

**PHYSICAL GEOLOGY** - deals with the earth's composition, its structure, and the geologic processes by which the earth's surface is, or has been changed. This area includes: Mineralogy (study of minerals); Petrology (study of rocks); Structural Geology (explains arrangement of rocks within the earth); Geomorphology (explains the origin of surface features); and economic geology (study of earth's economic products and their application for commercial and industrial purposes.)

**HISTORICAL GEOLOGY** - is the study of the origin and evolution of earth and its inhabitants. It includes Stratigraphy (origin, composition, proper sequence and correlation or rock strata); Paleontology (study of ancient organisms - fossils).

## COLLECTING AND IDENTIFYING FOSSILS

Fossils are the remains of ancient plants and animals. They give us a hint of life on our earth millions of years ago. The most commonly found fossils are those of the invertebrates (creatures without backbones) - clams, snails, corals. Fossil bones of vertebrates - dinosaurs, camels, horses, elephants, are rarer. A local geologist can give you information on possible collecting sites. Get permission from the property owner before searching his land. Railroad and highway cuts, an abandoned quarry or mine, banks of streams, gullies and cliffs are rewarding places to search.

Handle fossils most carefully. Take your time chipping or digging them out. Do the final cleaning and preparation at home. Carry them all wrapped in tissue or cotton in a box. Enlist the help of an expert or encyclopedia to identify your find. Label each specimen with a number, its scientific name, the locality where found, and its geological formation, and your name as the collector.

## MAKE YOUR OWN FOSSILS

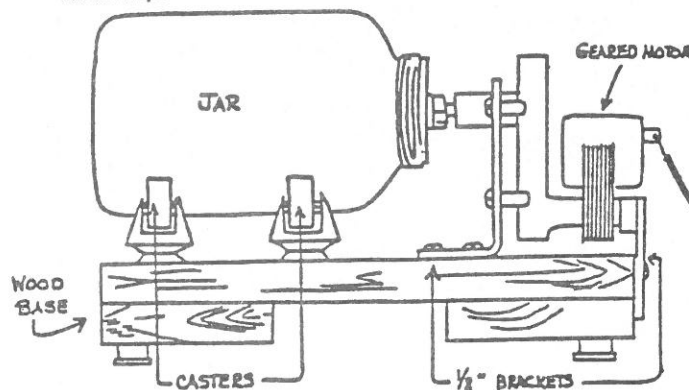
Suppose that the shell of a prehistoric clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed, the sediments turned to rock, and the shell became completely encased in stone. Then, some time later, the shell decayed or was dissolved by water. This left behind a cavity called a mold. If at some later time this mold became filled with minerals or other sediment, a cast was produced in the mold. The cast would be a reproduction of the original shell from which the mold was originally formed.

### INSTRUCTIONS:

1. Cover the bottom of a cardboard box with clay to a depth of several inches. This represents the soft mud found on the sea floor.
2. Press a shell firmly into the clay. Lift out the shell carefully so a clear imprint remains.
3. Mix a small amount of plaster with water in a paper cup. Stir it with a wood stick or spoon. When it is the consistency of thick cream, fill the mold.
4. After plaster has thoroughly hardened, carefully remove it from mold. You will now have a cast of the original shell.
5. Compare the original shell with the plaster cast. Notice that even the more delicate markings on the shell have been preserved in the plaster.

## ROCK TUMBLER

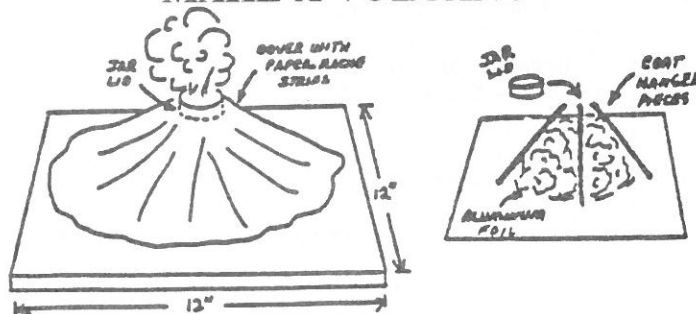
This simple tumbler will grind and polish agates or other semi-precious stones that you collected on a field trip.



The tumbler barrel is a quart glass jar. It rolls on four ordinary nylon furniture casters. The key to its simplicity is a small geared-down motor. (A rock tumbler must turn very slowly). The motor used here was a geardrive 22.8 rpm 110-volt AC.

Mount motor with metal brackets on a sufficiently large piece of scrap lumber. Attach jar lid shaft and, last, the casters, placing them where the jar rests and turns easily on them. The electrical connections of the motor should be covered and taped to prevent shocks.

## MAKE A VOLCANO



1. Cut coat hanger in half and stick ends in holes drilled in a 12" square board. Fill under wires with aluminum foil wadded to give a base for paper mache.
2. Cover with several layers of newspaper strips and glue a jar lid on peak. Put on a final layer of paper mache, using paper towel strips. Allow to dry.
3. Paint with tempera or enamel.
4. To make volcano erupt, place about 1 teaspoon ammonium dichromate (obtained from chemical house or druggist) in the jar lid. Light with a match and watch the action.
5. This is safe indoors and is very impressive when the room is darkened.

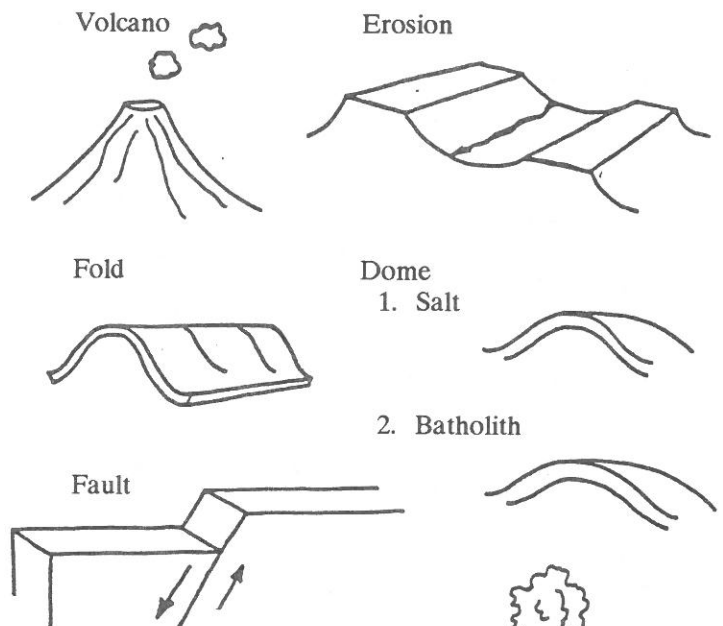
Examples of rocks and minerals used in metals, glass, jewelry, road-building products, and fertilizer:

Rock or Mineral	Product	Use
Native Sulphur	Sulphur	Fertilizer
Pyrite	Sulphuric Acid	Fertilizer
Phosphate	Phosphorus	Fertilizer
Quartz	Silica	Glass
Chalcopyrite	Copper (metal)	Pipes, Wiring
Native Gold	Gold (metal)	Jewelry, Electrical Connections
Galena	Lead (metal)	Batteries
Granite	Crushed Rock	Road Building, Concrete Aggregate
Oil	Asphalt	Road Building
Sphalerite	Zinc (metal)	Galvanized Pipe, Culvert
Diamond	Diamond	Jewelry
Topaz	Topaz	Jewelry

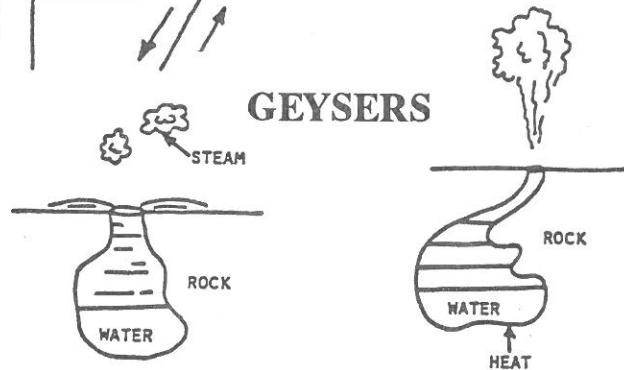
Geologic materials used in building your home:

- Limestone - Cement
- Copper - Pipes, Wiring
- Silica - Glass
- Gypsum - Sheet Rock
- Iron - Nails
- Aluminum - Siding, Window Frames
- Clay - Bricks
- Tungsten - Light Bulb Filaments
- Mercury - Thermostat
- Oil - Anything Plastic
- Gravel - Concrete Aggregate
- Sand - Brick Mortar

### TYPES OF MOUNTAINS

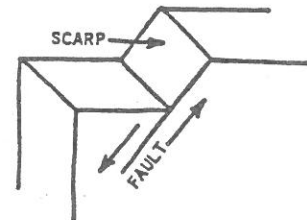


### GEYSERS

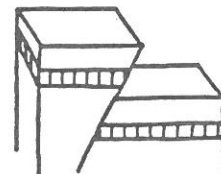


### EARTHQUAKES AND FAULTS

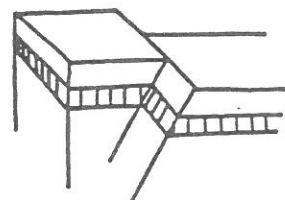
Normal - Wasatch



Reverse - Ogden, Taylor, Willard, Lewis



Horizontal - San Andreas



### TYPES OF VOLCANOES

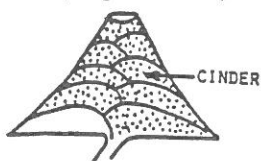
Quiet, Lava, Shield (Hawaii)



Composite, Strato Cone (Mt. Mayon, Philippines)



Explosive, Cinder (Capulin, NM)



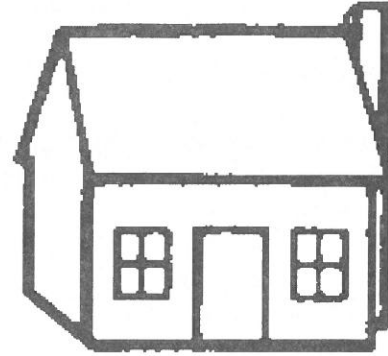
## HANDYMAN

The Handyman Activity Badge requires the boys to begin learning about simple home repairs. Remember that though these activities may seem simple to you, it may be the first time one of your Webelos has been exposed to changing a tire or learning about tools and how to use them. Be careful not to criticize and lose patience if the boys seem clumsy with a screwdriver or wrench. They will learn greatly from your patience and will be so proud of what they've accomplished in earning this badge.

### DEN ACTIVITIES

1. Have a car wash.
2. Perform a car inspection doing the following:
  - \* Show how to check oil level.
  - \* Check tire air pressure and demonstrate how to change a tire.
  - \* Show where and how to add oil.
  - \* Demonstrate how to change a tail light bulb.
3. Show safety measures for lawn mowing.
4. Build sawhorses, show their use.
5. Build a small step stool (See Webelos Book)
6. Have a bicycle inspection with the following:
  - \* Lubricate chain and crank.
  - \* Show proper way to check & inflate tires.
  - \* Show how to adjust saddle, handlebars & brakes.

Half of the Handyman Activity Badge can be earned by performing some inspections on a car and can be a whole lot of fun.



### BICYCLE RODEO

If Handyman is worked on during the spring or fall, it would be a great idea to tie in a bicycle rodeo or a bicycle safety program. (Note: the Cub Scout theme for the month of March is "Things That Go"... See the Special Programs section of this book for some ideas on this subject.) The death toll in bicycle accidents is about 1,000 a year. Boys between the ages of 5 and 14 are involved in the majority of serious bicycle accidents. Many people on bicycles do not realize that they are a driver in the same sense as being an automobile driver. Cub Scouts need to learn that when they are on bicycles, they are drivers and must obey the same traffic rules as other drivers.

At your bike rodeo, train the boys in how to keep their bicycles in good working order, how to drive them safely, and teach them of the rules of the road.

You could set up an "obstacle" course and have the boys safely maneuver their bikes along the course. A special neckerchief slide could be made up and given to all participants, or make up a certificate to hand out.

## DEN OR CLUB ACCESSORIES

### SUPPLY CABINET

"A place for everything and everything in its place." This can come true with one of these handy cabinets made from cartons with dividers or partitions of the type used for packaging bottles and jars.

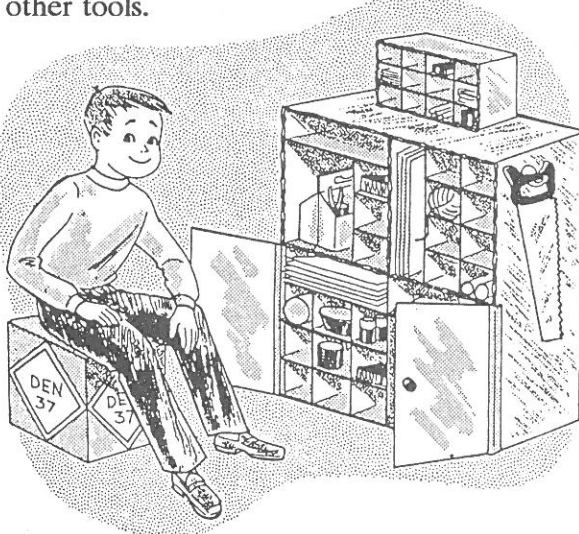
To make our cabinet, we used four cartons 11" x 15" and 11" deep, stacked as shown. To make doors on the two lower cartons, glue the flaps shut; then cut around three sides of carton, leaving one long side uncut to serve as a door hinge. Reinforce hinge with tape. Place the cartons side by side with hinges at the outer edges.

For the top open-front cartons, cut off all flaps. To give variety in the size and shape of the openings, remove some of the dividers. Reinforce remaining shelves and partitions with cardboard strip cut from the flaps. Glue cartons together.

If you wish, you can glue an additional small carton to the top.

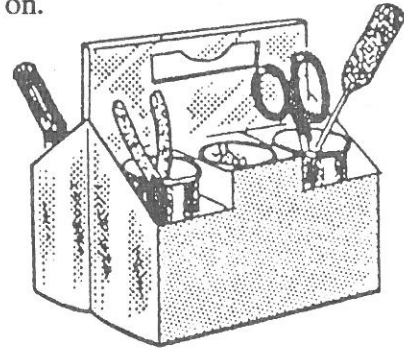
To finish cabinet, paint it inside and out, or cover with adhesive-backed paper. Apply braid or tape to cut edges and glue on plastic bottle caps for doorknobs.

Attach a glue-on type plastic hook to the side of the cabinet to use for hanging a saw or other tools.



### TOOL HOLDER

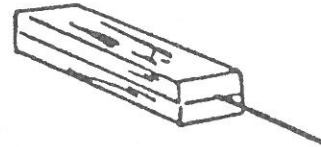
An empty soft drink handy pack carton makes a useful tool holder. Paint the carton or cover with paper. Insert painted small frozen juice cans in carton sections and use to hold and carry pliers, paper punch, screwdriver, scissors and so on.



TOOL HOLDER

### HANDY PUNCH

You will find this homemade awl very useful for many projects. You will need a nail about 3" long, plus two strips of wood about 1" wide, 4" long and 3/8" thick.



HANDY PUNCH

Place the nail lengthwise on one wood strip, with the head about 1/2" from end and point of nail extending beyond wood. Hammer edge of nail head embedding it in the wood. Apply glue to other wood strip and place it on top first strip. Hammer nail end together until nail head is embedded in top strip. Let dry. The wood handle is convenient when heating nail for punching heavy plastic.

## NATURALIST

Most Webelos-age boys are fascinated by wild creatures. Working on the Naturalist Activity Badge gives a boy a chance to develop his natural curiosity and may begin a lifelong habit of observing things all around him. We miss a great deal when we do not have some appreciation or knowledge of the wonderful world of nature all around us.

This introduction to the world of nature will prepare them for further adventures in Scouting where they may choose to work on the many nature related merit badges dealing with plants and animals such as Environmental Science and Mammal Study.

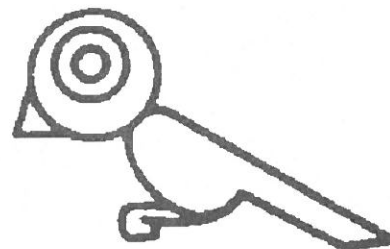
If you are not an experienced outdoorsman, bird watcher or amateur naturalist, you may welcome some expert help. Check with a high school science teacher, state conservation department or an amateur naturalist among your den's parents.

In this part of the country, it is probably best to work on the Naturalist badge during the spring, summer or fall. Most animal life is hard to find in winter and plant life is dormant. It is possible for a boy to earn this badge without ever going into the field, but that would be unfortunate. Schedule trips to areas where wildlife can be found . . . a park, the woods and fields, a country road, or even someone's farm.

### DEN ACTIVITIES

Make exhibits for Pack Meeting: Insect zoos, terrariums, nature books, casts of animal tracks, boys individual nature notebooks, bird migration maps, leaf and nut collections.

Demonstrate: Mounting insects for collections, making plaster casts, oral reports on poisonous plants and reptiles.



A Tip for Webelos Den Leaders: Plan your den meetings with lots of OUTDOOR activity but first observe these suggestions:

1. Be sure the boys can identify poisonous plants, insects and reptiles.
2. Cover outdoor activities section of Webelos Scout handbook, p. 231-249.
3. Know and practice the Outdoor Code on all field trips.

### NATURE SCAVENGER HUNT

Situation: Your poor den leader has been stricken with a strange disease while vacationing in Bora-Bora.

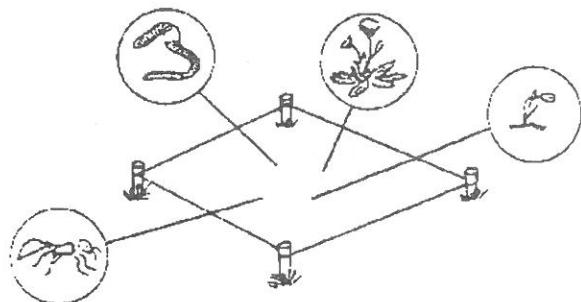
Mission: You have been called upon to gather the ingredients for a secret potion needed for the cure. Speed is important. The symptoms are becoming more acute.

The ingredients needed are as follows:

1. A Leaf
2. A Round Stone
3. Two Pieces of Trash
4. An Aluminum Can
5. A White Stone
6. An Evergreen Needle
7. A Piece of Wood
8. A Pine Cone
9. Something Broken
10. A Special Ingredient of Your Choice

When you have found all the ingredients above, run backwards to the meeting place and have them checked off.

GOOD LUCK!



## SQUARE FOOT CLAIM

Each Webelos Scout stakes a "claim" on a square foot of land. The area should be away from where other children normally play. They then study it carefully to see what it contains -- grass, weeds, adult insects, larvae, worms, etc. They should record everything they see so they can later report on it.

Throughout the month they should also make sketches of those things that are in his "square foot". These could then be displayed at the Pack meeting. Or, the boys could collect insects they find and display their Insect Zoo at the Pack meeting.

## INSECTS

Insects are found everywhere and more than 600,000 kinds have been classified. You can find a thousand species in your vicinity if you look for small insects as well as the large ones usually seen.

Only a small percent of insects are harmful, but these can destroy crops. Other insects such as mosquitoes, blackflies and ticks can annoy and even infect people and animals. Other insects are known to carry disease such as malaria and sleeping sickness.

Insects play an important part in the balance of nature. Many of our song birds eat nothing but insects. Fresh water game fish feed on many kinds of insects. Insects help make our rich plant life and wildlife possible. Although at times insects are a nuisance and we hear much of new chemicals designed to destroy them, this world could be a pretty sad place without insects. We would have no apples,

grapes or clover. Much less cotton and fewer oranges and garden vegetables, for these and many other common plants depend on insects to pollinate their flowers. Some insects help control others, and all help maintain a balance in nature.

Insects are interesting to study because they take so many forms. Although all insects start out as eggs, they become adults in different ways. Most go through four stages. Egg, caterpillar or larva, cocoon and adult. It's fun to make a pet of an insect. Granted, it's not like a dog or a cat, but it can be very interesting to watch insects in action.

Several kinds of insects can be captured alive, taken home in small cages or collection jars and kept quite easily. You can have a lot of fun and learn more from watching live insects.

An ant house is easy to make and an ant colony is easy to collect. Watching these highly developed insects can give you hours of fun.

A tin can set in the ground and baited with meat or fish makes an effective trap. Beetles fall in and cannot climb out.

Hold an umbrella under a shrub, while you beat the branches with a stick. Insects will fall into the umbrella where they are easily captured.

## COLLECTING EQUIPMENT

Net - Buy or make one from a broom handle, wire and old nylon stocking.

Killing Bottle - A wide-mouthed jar with cotton in the bottom dampened with nail polish remover or ethyl acetate.

Tweezers - for handling insects.

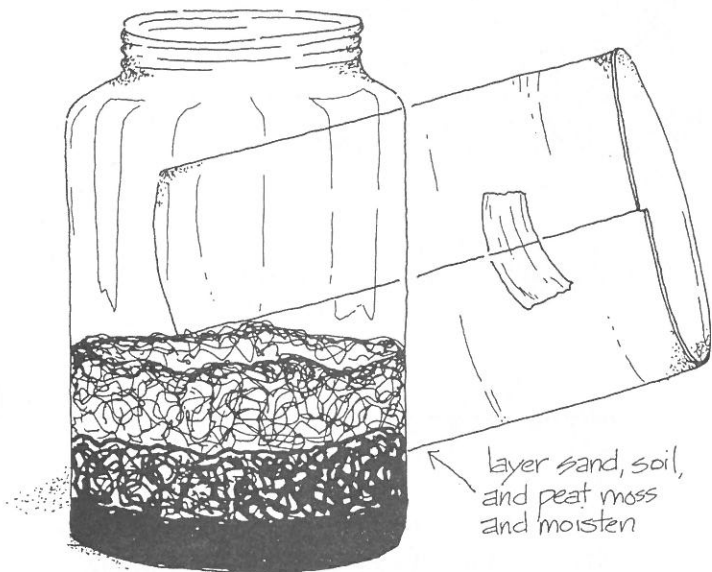
Assorted jars and bottles - for storing and carrying.

Notebook, magnifying glass, pins, dip net, reference books.



## WORM WONDERLAND

In a glass jar with a perforated lid, layer sand, soil, and peat moss. Moisten the soil, but don't let it get soggy. Put in earthworms. Put the lid on the jar and cover the glass with a dark construction paper tube. Do not let the soil dry out or get soggy. After a few days, remove the paper tube to see the worm tunnels and watch what happens to the layers of soil. Plant a seed at the edge of the jar to show how plant roots follow worm tunnels in healthy soil.



## PLASTER TRACKS:

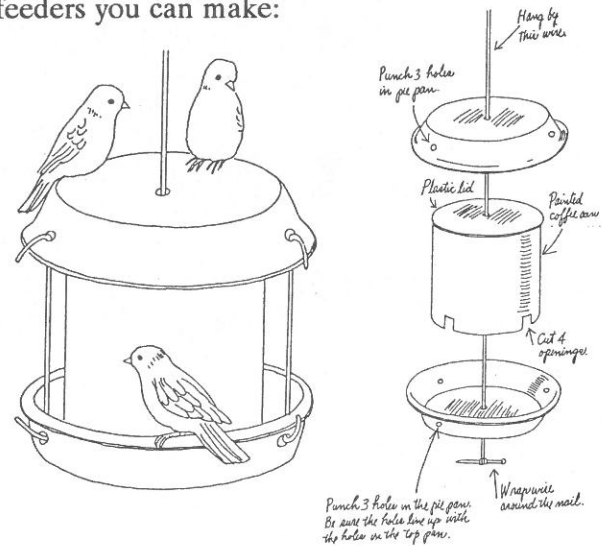
Find an animal track outside. Look after a rain or along a creek bed. Cut the bottom out of a plastic butter tub. Place the tub over the track and fill with plaster. Let dry. Remove tub from plaster and thoroughly dry. Brush away loose dirt. May be painted if desired.

## PLASTER LEAF PRINT:

Coat a leaf with vaseline and place in the bottom of a coffee can lid. Pour plaster on top of the leaf and allow to set. Remove plaster from lid and remove leaf. Let thoroughly dry.

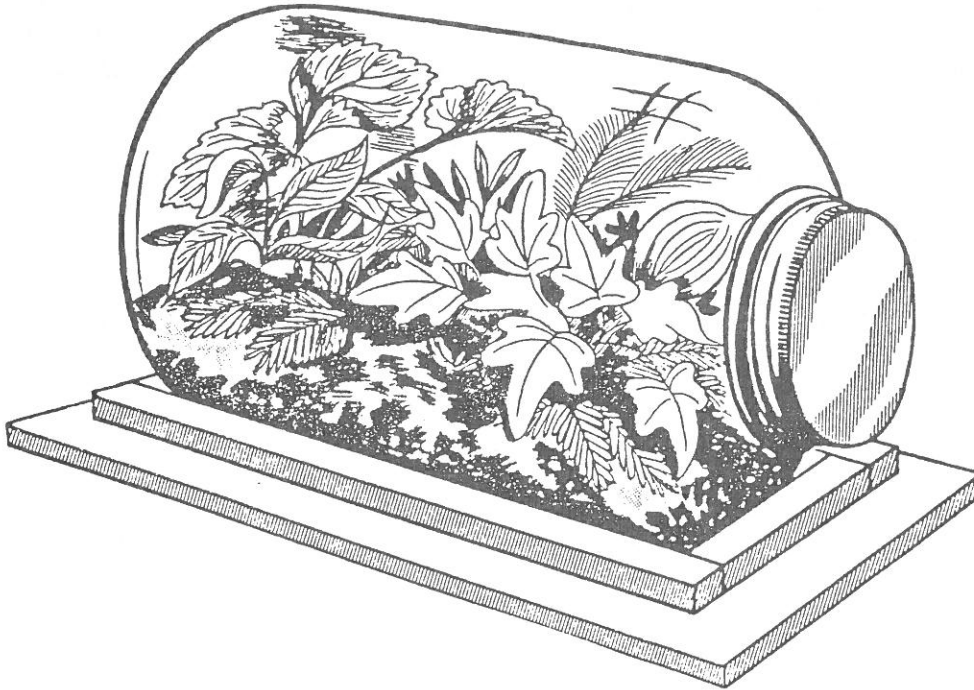
## A FEEDING STATION:

Summer or winter, you'll have more success in observing birds if you put out a feeding station that holds plain seeds or suet mixtures; gives the birds a protected place to land; and protects them from cats, squirrels, and bad weather. Here's a one of the many bird feeders you can make:



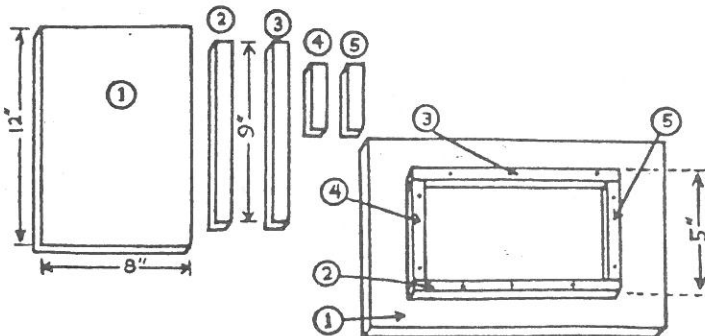
1. Cut out both ends of a coffee can with a can opener.
2. At one end of the can, use tin snips to cut four holes along the edge, each 1/2" across and 1/2" up the can. Space them evenly around the can.
3. Hold the edge of a pie pan against a piece of scrap board and drive a nail through the edge to make a hole. Make three holes in each of two pans, spaced out evenly. Make a nail hole in the middle of the pans. Poke a hole in the middle of the coffee can lid.
4. Shove the end of an 18" piece of wire up through the middle hole of the bottom pan and wind it around a nail on the other side.
5. Put the coffee can with the cutouts at the bottom into the pan.
6. Fill the can with birdseed and slide the plastic lid over the center wire.
7. Put the other pan on top of the can. Line up the three holes in the top and bottom pans, and tie them together with three pieces of wire. Don't wind the ends of the wire too much because you'll want to take them off again to refill the can.

MAKE A SMALL GREENHOUSE



BUILD THE BASE FOR THE GARDEN

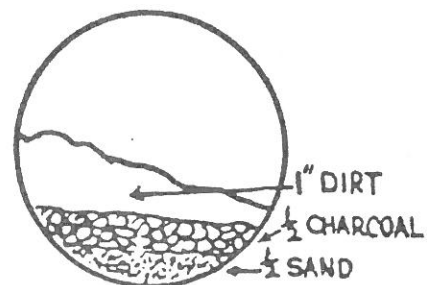
Use five pieces of wood are used to make the base, pictured below. Sandpaper the inside edges of the frame to make the jar fit snugly within it.



PLANT YOUR GARDEN

1. Thoroughly clean a wide-mouth glass jar and lid (ask at your neighborhood grocery, restaurant or delicatessen for an empty pickle jar). Place the jar on its side on the wooden base.
2. Put a half-inch layer of sand or bird gravel in the bottom of the jar as it lies on its side.

3. Crush a piece of charcoal or burned wood between newspapers, and sprinkle a layer of charcoal over the sand.
4. Add a layer of rich dirt. Garden can be higher at the back side of the jar, but be sure that the dirt is smoothed away from the mouth of the jar so it will not spill out.
5. Set your plants at least an inch deep in the soil.
6. Spray the garden with water. Do not get the dirt too wet.
7. Seal the jar with the lid and set the tiny greenhouse in a spot where it will get some sunlight each day.
8. Watch the garden carefully for a day or two. If it appears to be too wet, take off the jar lid for a day or more until the garden dries some.
9. The garden will grow for two or three months without having to be opened.



## OUTDOORSMAN

Webelos Scouts look forward to the day when they can participate in Boy Scout camping. Because it provides a taste of the outdoor adventure that awaits them in the troop, the Outdoorsman Activity Badge will be one of the most popular with the boys. It is also one of the most important because it helps prepare them for outdoor life.

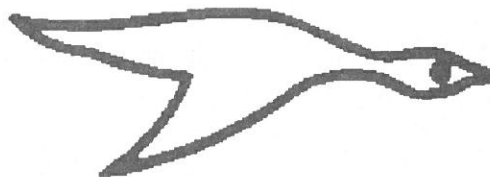
In most Webelos dens, the boys work on the Outdoorsman badge during the month before their first adult partner and Webelos Scout overnight campout. The reason is, of course, that they should be prepared for the experience of setting up camp, fixing their own meals and enjoying camp life. The activities will give each boy enough of the rudiments of outdoor living to make him comfortable on the campout, with a small amount of equipment, and have an enjoyable experience without trespassing on the Boy Scout camping program. It provides a good foundation for boys when they move into the troop.

Through camping, boys have a good opportunity to develop citizenship, character, and fitness. It can give them a sense of pride in knowing that they can take care of themselves. It is up to the Webelos leader, with the help of other adults, to make this experience and enjoyable one.

### BE A PREPARED WEBELOS LEADER

Take advantage of the Webelos leader outdoor training available through district Cub Scout training. Take as many adult partners to the outdoor training as possible.

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



### DEN ACTIVITIES

1. Show the boys how to make an improvised sleeping bag or bed.
2. Study and learn fire safety rules including no flame lights in tents and no liquid starter for charcoal fires.
3. Learn aluminum foil cooking techniques.
4. Have a den cook-out.
5. Build charcoal stoves. Vent them at top and bottom with can opener. Teach boys how to build a fire in them.
6. Make a First Aid kit.
7. Practice camping in the backyard.
8. Practice laying fires for regular wood fires or charcoal, so boys will know how to lay fires for cooking or campfires.
9. Have a tent-making project of a simple tarp tent which will provide shelter for two boys.
10. Make lists of items needed for backyard camping and adult partner and Webelos Scout camping.
11. Learn the Outdoor Code.
12. Plan and hold an adult partner and Webelos Scout overnight campout.



## PLANNING AN OVERNIGHT

Everything must be planned ahead. The original planning session should be conducted by the Webelos leader and attended by the assistant Webelos leader(s) and several adult partners who will be going on the overnight. At the start of the planning meeting, consider the following:

- \* Health and Safety - Follow the Camping Health and Safety Rules found in Chapter 8, Cub Scout Leader Book. Fill out and submit a tour permit. (Check with the Service Center as to what forms, if any are needed.)
- \* A Big Event - Point out that the Webelos adult partner - Webelos Scout overnight campout will be a big event in the life of each boy. It should be a good experience for him. A well run overnight will wet his appetite for the more advanced fun of Scouting. A poorly planned, poorly run campout could discourage him from becoming a Boy Scout.
- \* Have a WRITTEN Plan - Planning is simply being able to "see" with the mind's eye the things that are going to happen. Imagine the experience and write down the things that need to be done. A written plan is essential. Make sure everyone knows his responsibilities.
- \* Location - If a privately owned campsite is selected, arrangements should be made with the owner well in advance. If using one of the Scout camps, make arrangements through the Service Center, using the Short Term Camping Reservation form. In any event, put a reliable person in charge to be sure reservations are made and confirmed.
- \* Alternatives - Stress that the campout plan should be flexible and provide alternatives, such as what to do if first choice of sites is not available, what to do in case of bad weather, etc.

Campouts should include activities that boys enjoy. The following are good activities to schedule:

1. U.S. Flag - Explain that Boy Scouts of America camps fly the U.S. Flag. Have a ceremony as it is raised and again as it is lowered.
2. Activity Badge Work - The campout is a good time for boys to complete the requirements for several badges, especially the Outdoorsman.
3. Campfire Program - This is one of the most exciting parts of a campout. It should be planned carefully so it will be successful.
4. Outdoor Games - Games such as "Three-legged races," "Tug of War," and "Sack Races" are good. Involve both adult partners and boys in the games.
5. Worship Services - Remember, Duty to God is a big part of the Boy Scout program. The campout can be planned to end early enough to have everyone back home in time for Sunday worship. If not, be sure to include an evening vesper or Sunday worship service as part of the campout program. It does not need to be a long drawn out service; just sing a few songs, say a prayer, and read a short devotion. Since Scouting is non-sectarian, the worship service should be non-denominational and attendance optional but encouraged. When Scouts Worship, The Scout Oath in Action and The Scout Law in Action are good resources for worship.
6. Fishing - If there is a lake or stream nearby, this is a good adult partner - Webelos Scout activity. Be sure dads have fishing gear and licenses. Teach good citizenship by stressing conservation ... keep only the fish intended for a meal and release all others.
7. Swimming - If facilities are available, these are good activities which the boys will find enjoyable. Use Safe Swim Defense when in the water. See the Webelos Scout Book for the Safe Swim Defense Plan.

## PREPARING THE ADULT PARTNERS

Hold a meeting with the adult partners two or three weeks prior to the outing.

1. Attendance - All adult partners should be invited. Often not everyone is able to meet at one time so be sure that those not in attendance get all the necessary information as soon as possible after the meeting. Communications are important. Since this meeting is for the adults, more will be accomplished if the boys do not attend.
2. Particulars -
  - A. Date of outing
  - B. Location. Give detailed directions and a map. Decide on transportation, usually car pooling.
  - C. Time and place of rendezvous and estimated time of return.
  - D. Schedule of events during campout. Include the boys' suggestions with the adults ideas.
  - E. Menu for outing:
    1. Keep menu simple, remembering each team cooks, eats and cleans up together.
    2. Suggest that similar meals be planned for all involved. This avoids some eating steak while others have hot dogs.
    3. At least two meals involving group cooking should be planned. (Often Saturday evening and Sunday morning.)
3. Equipment - Each adult partner should have a personal equipment check list similar to the boys. Don't forget First Aid kits. Most camping equipment can be expensive, so ask your local Boy Scout troop if you can borrow tents, propane stoves, lanterns, etc.



## PREPARING THE BOYS

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

1. Discuss and plan the campout with the boys. This is one of the requirements for the Outdoorsman Activity Badge.
2. Discuss fire safety and its need. This is another requirement of this badge. An excellent set of fire safety rules is contained in the Webelos Scout Book and in the Forester section of this book. A review of the Outdoor Code will help prepare the boys to be good campers and will complete one of the requirements of the Webelos Badge.
3. Teach the boys the taut-line hitch. They will need to know this to set up their tents. Practice all knots and have a knot-tying relay race.
4. Include the Den Chief in the campout planning. His experience in Scouting will be helpful. He could help teach the taut-line hitch and the basic rules of fire safety. He should go along on the campout.
5. 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 the boys will return, etc.

## SAMPLE SCHEDULE FOR CAMPOUT

### Saturday -

- \* Arrive at the campsite.
- \* Erect tents, prepare bedding, check cooking area and fuel supply.
- \* Raise U.S. Flag while all salute. Repeat Pledge of Allegiance.
- \* Take a Nature hike.
- \* Fishing.
- \* Adult partner-Webelos Scout buddy teams prepare own lunch.
- \* Lunch.
- \* Clean-up and dishwashing.
- \* Adult partners and Webelos work on badge requirements or take tour.
- \* Swimming (Use Safe Swim Defense Plan).
- \* Free time.
- \* Adult partner-Webelos Scout buddy teams assist in preparing group dinner.
- \* Dinner.
- \* Clean-up and dishwashing.
- \* Games.
- \* Lower U.S. Flag while all salute.
- \* Campfire program.
- \* Lights out and camp quiet.

### Sunday -

- \* Reveille
- \* Air bedding and clean up.
- \* Raise U.S. Flag while all salute. Repeat Pledge of Allegiance.
- \* Non-denominational worship service.
- \* Adult partner-Webelos Scout buddy teams prepare group breakfast.
- \* Breakfast
- \* Clean-up and dishwashing.
- \* Strike camp. Leave campsite in good condition.

## YOUR CAMPFIRE

Your campfire should be the highlight of your overnight campout. Few, if any of your Webelos Scouts have enjoyed the fellowship of a campfire. Plan it to be something more than just a casual gathering around a sputtering fire. This doesn't mean that it's necessary to have a formal program with an

M.C. and a split-second schedule of snappy acts. Here is a suggested program which has variety and doesn't require hours of preparation.

- Assign a parent-son team or two to lay the fire an hour beforehand. A council fire lay is suggested. If there is a fire-ban on (and there usually is) use a Lantern.
- Gather the boys and their parents around before the fire is lit. Ask the Denner to light it while the Den Leader formally declares the campfire open. Be dignified and ceremonious, but keep it simple. There are more elaborate fire-lighting ceremonies which the boys will see when they become Scouts.
- Sing a song familiar to most ... something like "Comin' Round the Mountain".
- Play a campfire game.
- Ask anyone with a guitar, harmonica or other instrument for a solo. Or the musician could accompany a song.
- Tell a story or read an audience-participation tale.
- Ask a boy to lead some action songs from the Cub Scout Songbook. Parents enjoy singing too.
- Have the boys perform skits. (See the skits and run-ons in this book.)
- Sing a closing song such as "Scouting We Go" or "Scout's Good Night Song". (See Cub Scout Songbook)
- End with the Scout benediction with boys and parents standing around the fire: "And now may the great Master of all Scouts be with us till we meet again".

## CAMP COOKERY

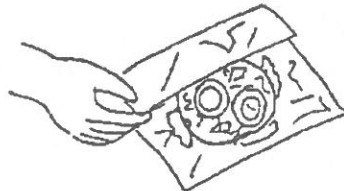
Baking With Foil - Practically everything you can do in pans, can be done in aluminum foil.

A few things to remember about foil cooking: You must have an air space; your cooking will retain its juices. Have a bed of hot coals, never a flaming fire. Start your fire well ahead of the proposed eating time and allow it to die down to glowing embers. Next in importance is the way you wrap and seal the food. The important thing is to keep the wrapping air tight to keep the moisture in. This way you cook by steam. Follow the timetable below for cooking. When food is done, use the foil as your plate.

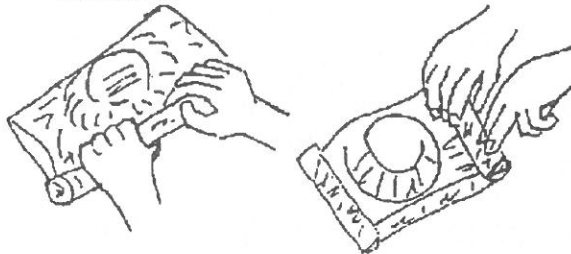
### Cooking Time

Hamburger	8-12 min.
Carrots	15-20 min.
Beef, 1" cubes	20-30 min.
Corn ears	6-10 min.
Chicken pieces	20-30 min.
Potatoes (whole)	45-60 min.
Potatoes (sliced)	10-15 min.
Frankfurters	5-10 min.
Pork chops	30-40 min.
Apples (whole)	20-30 min.
Whole fish	15-20 min.
Banana (in skin)	8-10 min.

- \* Cut foil large enough to seal food completely. If you use regular weight foil, double it.



- \* Place food in center of foil and fold foil around it.



- \* Leave some air space inside. Fold at least twice and pinch edges of foil together tightly to seal completely. A leaky package is likely to cause food inside to burn.
- \* Arrange package on coals. Watch carefully for overcooking or burning.
- \* During cooking, turn packets so all are cooked evenly. Use tongs so you don't puncture package.

Frying on Foil - For an emergency frying pan, make it out of foil. Cover a forked stick or a coat hanger shaped like a diamond with foil.

## FOIL MEAL HINTS

**POTATOES:** Wash, then peel ALL THE WAY THROUGH into water. Use handfuls (leave moisture in them) in foil meals...They will cook all the way through and not be CRUNCHY!

**MEATS:** Try using pre-cooked meats such as: ham, sausage, meatballs, canned chicken, etc. If using raw meats - make sure it is cut in SMALL pieces or patted into thin layers so it will cook all the way through.

**CARROTS:** Same as potatoes.

**GREEN ONIONS:** Try cooking a bunch of green onions with butter in foil...YUM!!

**RICE:** Try using Instant Rice in your meals... just make sure your seal is water tight and add plenty of water so the rice isn't crunchy!

FOIL MEAL RECIPES:

**WHAM-N-HAM** - Ham, Pineapple, Mixed Veggies

**HAM & POTATOES AU GRATIN** - Cubed Ham, Potato (Peels), Onions, Grated Cheese.

**FAJITAS** - Marinated Fajita Meat (Sliced Thin) Onions, Green Peppers. Serve on tortillas with all the fixins.

**MEATBALLS** - (I use Pre-cooked ones from Pace)

1. **SWEET & SOUR** - Meatballs, Onions, Green Peppers, Pineapple, Sweet & Sour Sauce (Serve on rice or in Hoagie Bun)
2. **BBQ** - Meatballs, Potato (Peels), Onions, Carrots (Peels), BBQ Sauce (Serve on Buns)
3. **MINI-BURGERS** - Same as BBQ except use Catsup and Mustard instead of BBQ Sauce
4. **MEATBALL STEW** - Same as BBQ except use a tomato-based soup (Chicken Gumbo is good)
5. **SWEDISH** - Meatballs, Onions, Mushrooms, Mushroom Soup (Serve on noodles or rice)

**STUFFED POTATOES** - Core small potatoes; insert a small pre-cooked sausage or weiner. Wrap in foil, and set in hot ashes to bake. These take 45 - 90 minutes.

**BANANA BOAT** - Slit a banana length wise twice, being careful not to cut lower skin. Peel back skin, cut out and remove fruit between slices, and replace with Peanut Butter, mini marshmallows and chocolate chips. Close by replacing skin, wrap in foil, and broil in hot coals for 8 minutes.

**HOBO POPCORN** - In center of 18" x 18" square of heavy aluminum foil, place one teaspoon of cooking oil and one tablespoon of popcorn. Bring foil corners together to make a pouch. Seal the edges by folding, but allow room for the popcorn to pop. Tie each pouch to a long stick with a string and hold the pouch over hot coals. Shake constantly until all corn has popped. Season with margarine and salt.

**BAKED APPLES** - Core an apple and place it on a square of aluminum foil. Fill the core with raisins, brown sugar and a dash of cinnamon. Or fill with cinnamon candies. Wrap and bake for 10 minutes in hot coals.

**THE WHOLE IDEA IS TO BE CREATIVE!  
MAKE UP A FUNNY NAME FOR IT... IT WILL  
TASTE BETTER!!**

OTHER FUN RECIPES:

**HOT DOG PLUS** - Slit side of a weiner, insert wedge of cheese, and wrap with bacon. Broil over coals until cheese melts and bacon is crisp. Serve in a toasted weiner bun.

**KABOBS** - On sharply pointed sticks screw cubes of meat, alternated with quartered onions and thinly sliced potatoes. Broil over coals until meat is browned and potatoes tender.

**EGGS IN ORANGE CUP** - Slice top off an orange, eat the pulp with spoon and save empty rind. Toast slice of bacon on a stick, curl it in bottom of orange cup and gently break an egg on top. Put off top of orange back on. Set in ashes to cook for 8 - 10 minutes. Peel & eat!

**FRUIT COBBLER** - Use two large cans of peaches (drain only one can) or 3 cans of cherry pie filling; 1 box of white or yellow cake mix. Place peaches or cherries in dutch oven. Set on coals. When fruit bubbles, sprinkle cake mix on top of fruit. Do not stir. Place lid on dutch oven. Shovel some coals onto the lid. Bake about 30 minutes.

**CORN ON THE COB** - Select a good ear of corn and soak it in water for a hour, husks intact. Drain water off, but do not dry out. Place on grill or coals, turning it frequently. Cook for about 30 minutes. Husk and serve with salt, pepper and butter.

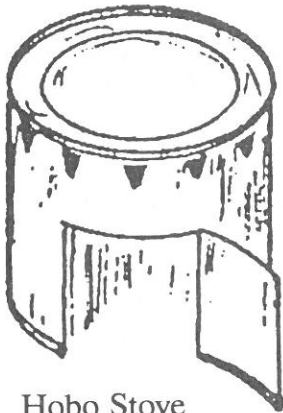
**TWIXTER BISCUITS** - Open a box of bisquick and make a depression in the contents so that you can pour a little water into the hole. Stir it gently with a "twixter" (a clean, forked stick) until it forms an egg-sized ball. Remove it from the "twixter", flatten it, and wrap it around a clean, preheated stick to bake as you twist it over the coals. If you prefer, you may form it into a biscuit and bake it in aluminum foil.

**MARSHMALLOW TREATS** - Lightly toast marshmallow on a pointed stick over coals. Place between chocolate chip cookies. (Or for Some-Mores, place between graham crackers with a chocolate candy bar.)

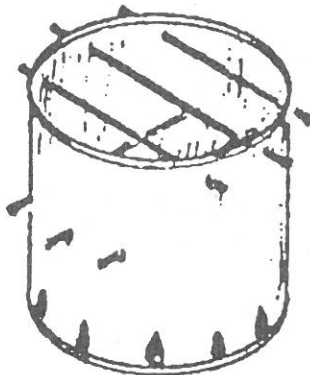
**ELEPHANT STEW** - Use 1 elephant, 2 rabbits (optional), salt, pepper. Cut elephant into bite size pieces. This takes 2 months, so plan ahead. Cook uncovered at 465 degrees for about 4 weeks. Serves 38,000 people. If more people are expected, add the 2 rabbits, but only if necessary, because most people don't like to find 'hare' in their stew.



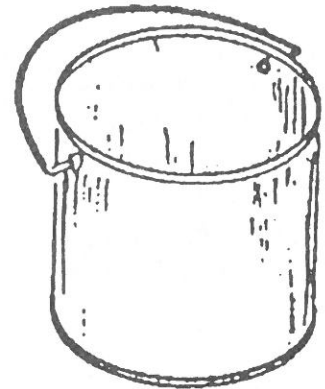
HANDY CAMP GADGETS



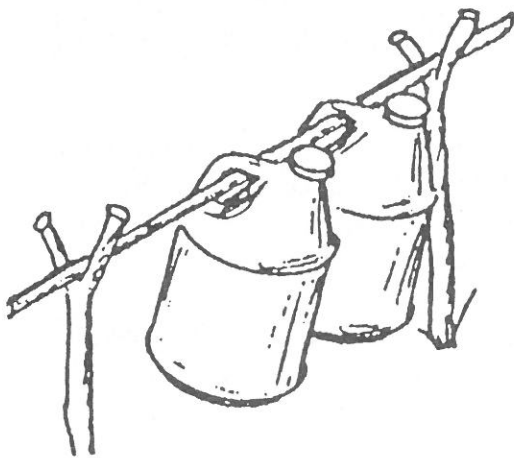
Hobo Stove



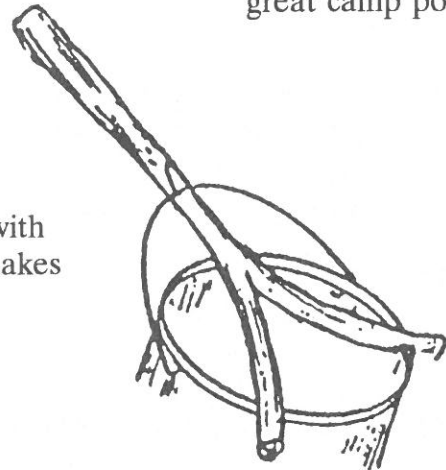
Tin Can  
Charcoal Stove



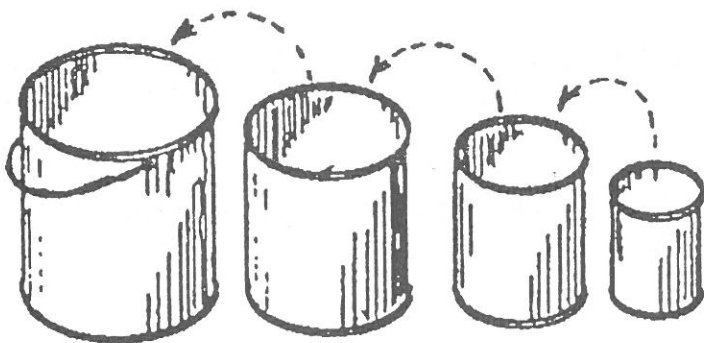
Holes punched in cans  
& fitted with coathanger  
wires for handles make  
great camp pots



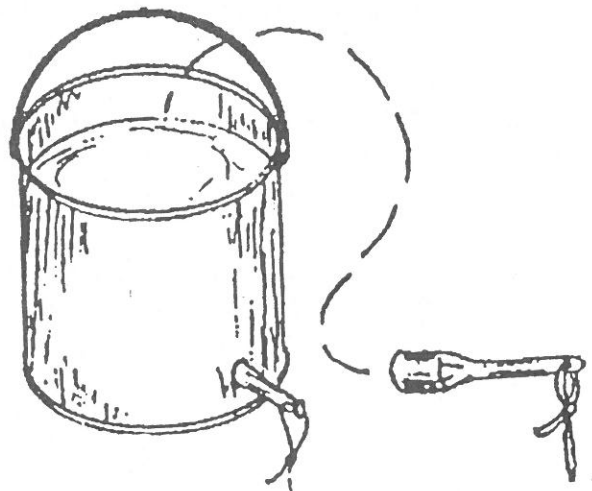
A forked stick with  
a few notches makes  
a pot pourer



A water point can be made from  
gallon milk bottles. Tip them  
to pour.



Nesting tin can pot set



Water Bucket  
With spout

## THE OUTDOORSMAN'S TEN COMMANDMENTS

- I. *Thou shalt love the God of the out-of-doors. The God of Thunder and Lightning and Rain. The God of small rustlings in the leaves and whisperings in the pines. The God of strong winds and rushing currents.*
- II. *Thou shalt not be so dream-wrapped that thou canst not see the daily work that must be shared. What you shirk must be done by someone else.*
- III. *Thou shalt strive to be as well prepare in mind and body as may be; physically strong, eager to learn.*
- IV. *Thou shalt not crab or gripe over thy food or thy tasks. If thou likest not the oatmeal, be silent; and remember that thou art an exception, since most of the majority of scouts think it excellent. Also remember that thou art not starving, and if thou becometh really hungry almost any food seems delightful.*
- V. *Thou shalt strive to be less clumsy than thou art naturally. Spilling the beans at home may not be a tragedy -- but to kick over the bucket of irreplaceable food for the den does not engender a happy spirit among the rest of the Scouts, nor does sand, leaves or pine needles dropped from your heedless feet, improve the flavor of the meal.*
- VI. *Thou shalt strive to be as orderly and neat as possible both with personal and general camp equipment. The Scout who knows his stuff strives to keep dry. To become intentionally wet, bedraggled, and dirty is a sign of a greenhorn.*
- VII. *Thou shalt expect some obstacles and unforeseen difficulties. Prepare the spirit to meet this with courage and cheerfulness. Try to be a good sport. Remember we are never too sure of the weather.*
- VIII. *Thou shalt be courteous to the passing stranger. Laughter and bright sayings at the expense of the passerby serves as an indication of the emptiness of the mind and lack of experience of the Scout concerned and tend to give the Pack a bad name.*
- IX. *Thou shalt be considerate of the feelings of the fellow Scout. If you are just tired and cranky, remember that your fellow Scouts are probably just as tired as you. Above all, leave no member of your den outside the circle of your fire in spirit, as well as in body.*
- X. *Thou shalt remember to be silent in the wilderness. The small voices of the forest are overridden by raucous laughter and loud talk. It is in silence that the God of the out-of-doors draws nearest in "The still, small voice of calm".*

## READYMAN

Sudden illness or accidental injury can strike anyone at any place at any time. The first person on the scene needs to be prepared to give basic emergency First Aid. This can sometimes mean the difference between life and death for the victim. If you know first aid, you can care for yourself and others when emergencies arise.

First Aid is not taking the place of professional medical help. It is doing the things that must be done until the professional help arises. As a Webelos leader, you need to set the example by being trained in basic First Aid. You can then enlist the support of a local Scoutmaster or the Red Cross in obtaining leadership for teaching your Webelos Scouts the requirements for the Readyman Activity Badge.

### FIRST AID

**HURRY CASES:** Some accidents call for quick action to save life. This is a must for severe bleeding, stopped breathing, or internal poisoning. Bleeding must be stopped - right now! Breathing must be started - right now! Poison must be made harmless - right now! That second - right now - may save a life.

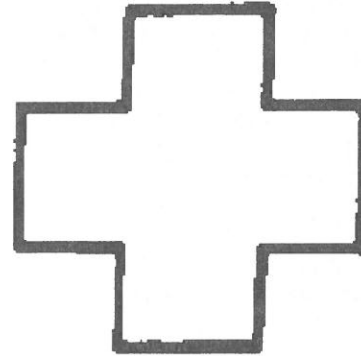
**SEVERE BLEEDING:** Spurting blood comes from a cut artery. The bleeding must be stopped quickly or the patient will bleed to death.

Apply pressure directly on the cut. If you don't have cloth to press on the wound, grab it with your bare hand and press down hard. Help control bleeding by raising the cut arm or leg above body level while applying pressure.



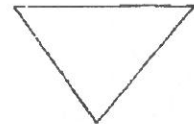
Quickly use your free hand to get a pad of cloth of some kind. Use anything. Don't worry about whether it's sterile. Your problem at the moment isn't the possibility of infection, it's stopping the bleeding. Let go of the wound just long enough to put on the pad, and then reapply pressure.

Finally, wrap something around the pad to keep it in place. Use a triangular bandage made into a cravat, a tie, or a belt. Tie it snugly. IF the pad gets blood soaked, don't take it off. Just put another pad on top of the first one. Tie it on tightly, and get help.

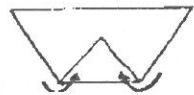


**HOW TO MAKE A CRAVAT:** A cravat for holding a bandage can be made by folding a triangular bandage. It can be used on head, hand, arm, knee, leg or foot.

Start with the point of the triangle toward you.



Fold up the point to about 2 inches from the long edge.



Fold the long edge down over the point.



Fold once more from the top.



Make a final fold to make the cravat.



### PRESSURE POINTS:



If direct pressure and elevation don't stop the bleeding of an arm or leg, you can use a pressure point. Press the artery against the bone at the pressure point. It acts just like stepping on a water hose.

Control bleeding from a leg by pressing the pressure point with the heel of your hand.

Control bleeding from an arm by squeezing with the flat of the fingers on the pressure point.



**POISONING BY MOUTH:**

The first thing to do is to dilute the poison. Get the victim to drink a glass of water. You'll need to find out what poison was taken. Look for the bottle or can. Get expert help right away. In large cities, phone the poison control center.

The container label may tell the antidote. Follow the directions.

It can be very dangerous to make the victim vomit. Some poisons do serious harm to the lungs, throat, and mouth when they come back up.

If you are sure the poison is too much medicine (like aspirin), it will help to make the victim vomit. Press down on the back of the tongue with your finger or a spoon.

Never make an unconscious person vomit.

**SHOCK:**

Every serious accident brings shock. It's a quick loss of strength caused by pain, fear, and sometimes loss of blood.

A shock victim is very weak. The face is pale. Skin is cold and clammy. The person shivers from chills, seems dazed and may vomit. In extreme cases, the victim may pass out. Shock may come with the accident or soon after. It may even strike a few hours later.

**SHOCK IS DEADLY SERIOUS. DON'T WAIT FOR THE SYMPTOMS TO SHOW.** Assume that shock will always be present in an injury. Treat for it, and you may prevent it.

Keep the patient lying down. In cool weather, cover the victim, and put blankets or clothing underneath, too. It's essential to keep the person warm. If the weather is hot, covering isn't necessary. Elevate the feet from 8 to 12 inches unless there is a head injury or the person has trouble breathing. Make the patient comfortable.

Let the victim, if conscious, sip a little water, but only if the shock was not brought on by head, chest, or abdominal injuries. Don't try to force water between the lips of an unconscious person. It may cause choking.

**FAINTING:**

This is a "black out" caused by not enough blood going to the brain. If a person faints, loosen their collar, raise their feet, and keep the victim lying down even after consciousness returns.

If the person doesn't come to right away, treat for shock. Get expert help.

If you ever feel faint, sit on a chair, bending forward with your head between your knees. This will force blood to your head, and keep you from blacking out.

**HEAT EXHAUSTION:**

Heat exhaustion hits suddenly. It causes the same symptoms as shock, and treatment is the same as for shock. Even though the condition is called heat exhaustion, keep the victim warm. Give sips of salted water.

**HEATSTROKE:**

This is usually caused by long exposure to direct sunlight. The victim's face is red, hot, and dry. Breathing is slow and noisy, and sounds like snoring.

The victim should lie down. Take off outer clothing. Sponge the head and body, especially the head, with a wet towel or other cloth. Use cool or lukewarm water, or alcohol if available. If conscious, the victim should drink all the water desired.

Heatstroke is life-threatening. Call an emergency rescue ambulance immediately.

**POISONOUS PLANTS:**

First, make sure everyone can recognize the poisonous plants common to the area in which you will be traveling and camping. Check in the Naturalist section of the Webelos book for pictures of poisonous plants.

If you think you have come in contact with a poisonous plant, wash the part that was touched with soap and water. Unscented soap is best. Then clean the area even more thoroughly with rubbing alcohol. If a rash develops, apply calamine lotion. If it gets worse, see a physician, who can give shots to control the spread of the poison to other parts of the body.

**SNAKES:**

There are four types of poisonous snakes in the United States. Learn to identify them and to tell the difference between poisonous and non-poisonous snakes. Check the Naturalist section of the Webelos book for pictures of poisonous snakes.

Any snake - poisonous or non-poisonous - will bite if cornered or startled. For non-poisonous snakes, treat the bite like a puncture wound. Let it bleed. Wash it with soap and water. Cover with a sterile pad held in place with bandage or adhesive tape. Treat for shock.

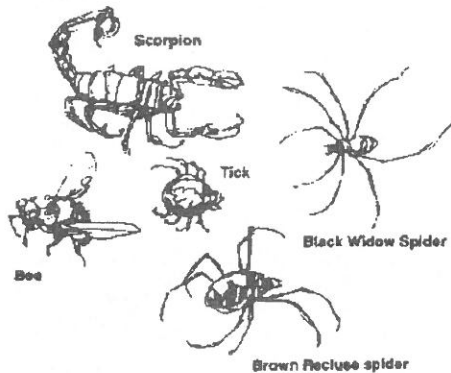
If the bite is from a poisonous snake, take the following steps:

1. Have the victim lie down and stay very quiet. Put the part that was bitten lower than the rest of the body. Make the victim comfortable. Stay calm, and keep the victim calm.
2. Put a constricting band 2 to 4 inches above the bite. Make it tight enough that it's not easy to push your fingers between the band and the skin.
3. Call for medical help and report the kind of snake, if known. Medical personnel may need time to locate the anti-venom.

**INSECTS:**

Mosquitoes, gnats, chiggers, black flies, horseflies, bees, and wasps can inflict bites and stings that hurt long after they are inflicted. In some parts of the world, mosquitoes can transmit malaria to humans.

Irritation and itching from these bites can be eased by applying household ammonia, a baking soda paste, or calamine lotion to the affected area.

**SCORPIONS, SPIDERS, & ALLERGIC REACTIONS:**

Learn what scorpions and brown recluse and black widow spiders look like. Avoid them. Check shoes and clothing before putting them on if you are sleeping in scorpion or spider country. A scorpion's sting or spider bite can be dangerous.

Bee stings are serious only if the person stung is allergic to them. Most people who are allergic carry a prescription medicine to counteract the allergy. If a bee-stung victim doesn't have this and feels sick, has trouble breathing, or has excessive swelling, rush the person to a hospital emergency room.

If the victim is not allergic, remove the stinger by pulling it out with tweezers or scrape it off gently with your fingernail. Apply any of the remedies for itching mentioned earlier.

**Treatment for all of these is the same:**

1. If the bite is on an arm or leg, tie a constricting band above the bite. It should be just tight enough to stop the blood in the skin, not the blood under the skin.
2. Put ice water or ice in a cloth on the bite.
3. Take the band off after 30 minutes.
4. Keep the arm or leg lower than the body to slow the spread of poison to the rest of the body.
5. Take the person to get medical care. Be sure the victim keeps breathing. Give rescue breathing if breathing stops.
6. Treat for shock.

Ticks carry a serious disease in some parts of the country. Learn to identify a tick. If you are in tick country and feel one crawling on you, brush it off. If a tick has fastened on you, don't pull it off. The head may break off and stay under your skin. This could cause infection. Cover the tick with grease or oil. It will let go in time because the oily substance stops its air supply.

**CUTS AND SCRATCHES:**

Even a small cut or scratch can be dangerous. It lets germs get through your skin. Germs cause infection. Soap and water is your best defense against infection. Wash the cut. When the skin dries, put on an adhesive bandage. Don't touch the part that will cover the cut.

**LARGER CUTS:**

Wash with soap and water. Put on a sterile dressing big enough to cover the cut. Hold it by the corners. Don't touch the part that will cover the cut. Hold the dressing in place with adhesive tape. If you don't have any, use a cloth bandage. Tie with a square knot.

**HYPOTHERMIA:**

This is the loss of body heat. When your body temperature drops more than 3 degrees below normal (98.6), it causes body changes that could lead to death.

When hypothermia is understood, and campers are prepared for it, there's no problem. Preparation just means having adequate protection - enough warm clothing, windbreaker, and rain gear - for weather extremes that you might meet. Even then, a combination of cold, wetness, wind and fatigue could produce the condition. A fall into a cold lake or stream, followed by cold wind on wet clothing could bring on hypothermia.

The first stage is normal shivering, and is often overlooked. But as soon as you notice uncontrolled, violent shivering in yourself or a family member, suspect the onset of hypothermia. This may be accompanied by difficulty in speaking clearly.

If you see these signs, go into action. Get the victim warm and out of wet or damp clothing and into dry clothes. Make a big fire and walk the victim around the heat of the fire.

If the victim is alert, offer hot liquids (sugary tea, chocolate, cocoa, fruit juices) if they don't cause nausea or vomiting. Under no circumstances should you give alcoholic beverages.

When the shivering is controlled, keep the victim as warm and comfortable as possible.

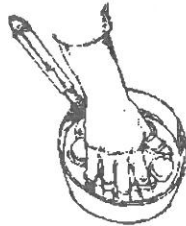
If the victim should become unconscious, put him on his back and tilt the head back to open the airways for breathing. Prompt hospital care is essential. Insulate the victim from further heat loss by completely wrapping him in a blanket or sleeping bag. Constantly monitor for breathing difficulty.

All of this treatment is designed to rebuild the body heat lost. Hypothermia is deadly serious. Victims can and do die from it!

**BURNS AND SCALDS:**

Burns are classified by degree. You've heard the expression, "a third-degree burn." Don't become confused trying to classify burns. Instead, learn what to do for the burn you see.

If the skin isn't broken, run cold water on the burned or scalded area. If you have ice, put it in water and keep the burned part in the cold water until it quits hurting. If the burn is on a part of the body that won't fit into a pan of cold water, hold ice directly on the burn. Remove it from time to time if it's too cold.



Don't break blisters if they appear. Don't apply grease or ointment, just cover the blisters with a gauze pad. Hold it in place with layers of bandage. Cover the bandage with aluminum foil, a plastic bag, or plastic wrap to keep out the air.

If there is charred flesh, don't apply grease or ointment. Wrap a clean cloth over the burn. Don't try to pick off anything that may be stuck to it, like burned clothing. Treat the victim for shock. Get to a hospital emergency room. This type burn is very serious.

**BLISTERS:**

The most common blisters in camp are usually those caused by a shoe rubbing when hiking, or from too much chopping with an ax or hatchet.

Your best treatment for blisters is to stop them, before they start. Watch for soreness and redness. Cover the spot with an adhesive bandage before the blister forms. If one does form, wash the area with soap and water. When dry cover with an adhesive bandage or sterile pad. If you think the blister might break, drain the liquid. Sterilize a needle in the flame of a match or lighter. When cool, push the needle through the skin at the side of the blister and up into it. Gently press out the liquid. Put on a sterile bandage. Repeat the removal of liquid if more develops.

If a blister has already broken, wash it gently and cover with a sterile bandage. Watch for signs of infection. If the reddish area gets bigger or becomes more painful, see a doctor.

**SPRAINS AND FRACTURES:**

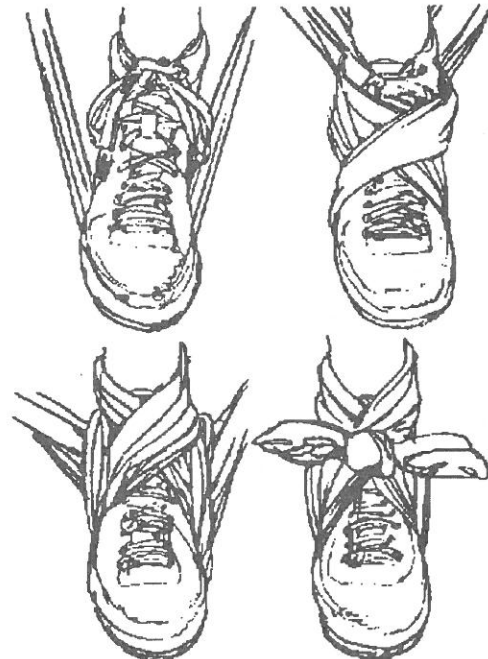
Is it just a sprain, or is it a fracture? Only a doctor can tell for sure. Swelling can start immediately. If in doubt, treat it as if it's a fracture.

First, let the patient lie down right where he is with as little motion as possible. Make him comfortable with something under and over him. Call for an emergency vehicle. Treat for shock.

**SPRAINS:**

If you are sure that it's a sprain and not a fracture, elevate the sprained area. Put cold, wet cloths on to ease the pain, and help reduce swelling.

Most common sprains in camp are of ankles. If this happens, **DON'T TAKE OFF THE SHOE.** Tie an ankle bandage around the ankle and shoe. Better see a doctor. It could still be a fracture and failure to treat properly could cause permanent lameness.



**FRACTURES:**

When a patient has a broken bone and medical help (physician, ambulance service, paramedic or RN) is available, you should make the patient comfortable, treat for shock, and arrange for medical help. If the skin is broken around the fracture, keep the area clean and stop bleeding.

If, however, the victim of a fracture must be moved without prior attention by medical help, splinting is needed. The purpose of a splint is to keep the break from becoming worse while the patient is being moved. Splints can be made of padded sticks on both sides of the break and extending well above and below it. You can use a board, magazine, newspaper, heavy cardboard, or almost any rigid flat material. The splints should be tied securely in place with several ties to spread the support.

**HOW TO MAKE A SLING USING A TRIANGULAR BANDAGE:**

The patient should lie down. Tie an overhand knot in the point of a triangular bandage. This makes a cup for the elbow. Tie the ends of the triangle together with a square knot. Slip over the victim's head so the front of the sling comes around the neck on the side of the injured arm.

Slip the injured arm through the loop with the elbow in the pocket. When the patient stands up, adjust the knot behind the neck so the hand is a little higher than the elbow.

**COLLARBONE FRACTURE:**



No splint is used for a collarbone fracture. Use a triangular bandage to make a sling to support the arm.

Bring ends around the patient's neck.



Tie ends with a square knot. Put a second bandage over the injured arm and around the chest.

**UPPER ARM FRACTURE:**

Use only one padded splint, slightly longer than the distance from the shoulder to the elbow. Fasten the splint on the outside of the arm with two bandages.



Put the forearm on a narrow sling and tie the ends behind the patient's neck with a square knot.

Hold the injured arm against the patient's body with a second narrow bandage tied in back.



**FOREARM OR WRIST FRACTURE:**



Pad the splint and bind in place with two or more bandages. Be sure the splint reaches from fingertips to elbow.

Rest the splinted arm on a support and tie a sling around the neck.



Be sure the thumb is up and the hand supported a couple of inches higher than the elbow.

**THIGH OR LEG FRACTURE:**



Use two padded splints, one for the outside of the leg reaching from heel to armpit, and one for the inside from heel to crotch. Bind together, using four binders around splints and leg and three around the long splint and the upper body.

For a lower leg fracture, you can eliminate the long outside splint. Use the short splint on the outside of the broken leg, and tie the splint and broken leg to the unbroken leg with four binders.

**MOVING THE INJURED:**

Generally, it's best not to move an injured person yourself. Where possible, get medical help to come to your location. In this day of well-equipped paramedic vehicles, including helicopters, seriously injured people can be evacuated from practically any location. Give specific directions to the victim's location, meet the ambulance, and show it the way.

**PUNCTURE WOUNDS:**

These are caused by things like nails, splinters, knife stabs, gunshots, and fishhooks. They are dangerous because they often are deep and don't bleed freely to help clean out the wound. And, the germs of tetanus (lockjaw) may have been carried into the wound.

A splinter will hurt until it comes out. Remove it with tweezers or a sterile needle. Wash with soap and water. Bandage.

If skin is snagged by a fishhook and the barb has gone into it, cut the line at the hook. Go to a doctor, hook and all. If it happens in the back country, push the hook so the barb comes out through the skin. Cut off the barb with wire cutters. Take out the shank. Wash and bandage.

After taking out the cause of the wound, squeeze gently around the hole to make it bleed and to clean out dirt. Wash with soap and water. Bandage. See a doctor. You may need tetanus antitoxin to prevent lockjaw. This especially may be needed for a fishhook wound because worms used in fishing often come from soil loaded with tetanus germs. Campers should be immunized with tetanus toxin every 10 years. Keep a family record.

**ANIMAL BITES:**

A bite should be treated like a puncture wound. Wash the bite under running water. Use soap if you have it. Be sure the animal's saliva is washed away. Cover the bite with a sterile gauze pad. Hold in place with a bandage, and get medical help.

Try to identify the animal that did the biting so it can be examined for a rabies check. This could avoid the necessity of painful rabies treatments.

**STOMACHACHE:**

You need to pay attention to little pains and aches in the abdomen. If someone has a stomachache and you know the person has overeaten, eaten an unusual combination of foods, or eaten foods that person doesn't eat very often, give 1/3 teaspoon of baking soda in a half glass of water. Don't give a laxative.

If you can't determine the cause of the pain, or if it lasts a long time, call a physician or take the patient to a hospital emergency room. It could be the beginning of appendicitis or a serious problem in another abdominal organ.

If it's appendicitis, the patient will almost always have a sharp pain, usually starting in the pit of the stomach and then slowly moving to the right lower part of the abdomen. The person will feel tired, won't want to eat, and might vomit.

Get the patient to lie down with knees drawn up slightly - over a pillow, for example. Don't give anything to eat or drink. Call a physician immediately.

**CHOKING:**

This usually happens during a meal when someone chokes on food. If a person can't breathe, have him bend over so his head is lower than his chest. Give a series of hard whacks in the area between the shoulder blades with the heel of your hand.

If this doesn't dislodge the object, get behind the victim. Wrap your arms around his waist. Make a fist, and put it thumb side against the victim's abdomen, below the rib cage, and slightly above the navel. Grasp your fist with your other hand and press it into the victim's abdomen with a quick upward thrust.

Repeat this gesture until the airway is opened.

**SOMETHING IN THE EYE:**

Don't rub the eye. Blink your eyes. Let the tears flow to flush out the object. For something under the upper lid, pull the lid down and out over the lower lid. The lower lashes may brush the object out.

If the object is under the lower lid, put your thumb just below the lid and move it down gently. Take out the speck with the corner of a clean handkerchief (do not use a kleenex, as they prove to leave dust specs in the eye and irritate more).

If these things fail, cover the eye with a cup. Hold it in place with a bandage that covers both eyes to prevent eye movement. Go to a physician. Your eyes are too precious to take any chances with.

**NOSEBLEED:**

Keep calm. It may look bad, but it's probably no big deal.

Pinch nostrils together, putting most of the pressure on the bridge of the nose. Bend over while doing this rather leaning than back. Leaning back allows blood to run down the throat and may cause choking. A cold cloth on the nose will help also. If bleeding is severe or doesn't stop within a reasonable amount of time, get medical help.

**CARDIOPULMONARY RESUSCITATION (CPR):**

This is a valuable adjunct to first-aid skills, but isn't something that can be learned from a book. At least one adult member of the family should have American Red Cross or American Heart Association CPR training.



## SCHOLAR

The requirements for the Scholar Activity Badge are clearly listed in the Webelos handbook, but the Webelos Den Leader can assist his Webelos Scouts in these ways:

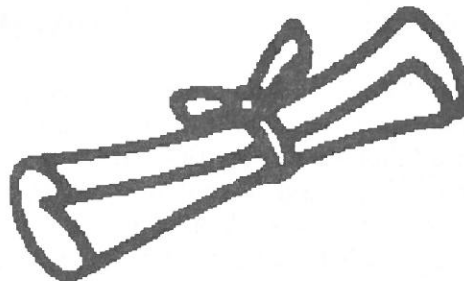
Help expose the boys to other school people outside the classroom. Arrange to have a teacher or school principal met with your den to set the stage for this activity badge. A visit to the Board of Education or school Superintendent's office by your den would let the boys meet some of the important people in their school system on an informal basis.

You can be an influence in the Webelos pattern of thinking by stressing the importance of education in your attitude toward the Scholar activity program.

Here are some suggestions to help you increase the value and effectiveness of the Webelos Scouts' own education which you can work into the den program.

1. By keeping physically fit, the boy is more likely to get the most out of school.
2. Emotional health is as important as physical health. Encourage him to talk about his problems and listen when he does. Pat him on the back when he does well.
3. Help each boy lead a balanced life. Studies should be counter-balanced with recreational and social activities.
4. Help him to make wise use of his time. Horace Mann wrote - "Lost, yesterday, somewhere between sunrise and sunset, two golden hours, each set with sixty diamond minutes. No reward is offered, for they are gone forever.
5. A boy feels about school, to a certain extent, according to how he thinks adults feel about it. He's watching you for guidance.

Help your Webelos Scouts to see that school and the Scholar Activity Badge are important parts of their learning process.



## DEN ACTIVITIES

1. Conduct a quiz on the Scout Badge, the Outdoor Code or the Scout Law.
2. Try a word game such as how many different words can be made from the word "teacher".
3. Newspaper search - give each boy a newspaper and have them find stories about education.
4. Discuss what it takes to be a teacher or educator.
5. Have the boys make a list of the things they like about school and another list of the things they don't like about school. Give these lists to the principal.
6. Do some brainteasers, riddles, tricks, or puzzles.
7. Have the boys make a daily time schedule and use it to determine if they are making the best use of their time.

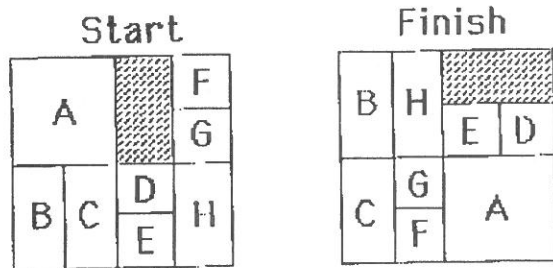
## FIELD TRIPS AND PROJECTS

1. Attend a school board meeting.
2. Visit the school district office.
3. Visit the library. Have the Librarian explain the Dewey Decimal system - the boys can apply for a library card if they don't already have one.
4. Present the colors at the next P.T.A. meeting.
5. Form a Safety Patrol if the school doesn't have one or have one day a week as Cub Scout on patrol.
6. With the principal's permission, plant a tree or shrub at the school.
7. Do messenger work for the principal or teachers.
8. Make a bulletin board on education and display it at school.

GAMES AND CRAFTS

**NAME THE STATES** - Give each boy a piece of paper and a pencil and have them write down all 50 states. The first one that has all 50 yells STOP and the other boys count up how many they have. You can make up your own game using colors or animals in the zoo.

**SLIDING BLOCK PUZZLE** - An adult who likes to work with wood can help the boys with this one. Make a box with inside measurements 3-5/8 inches square. All the puzzle blocks are made from 3/8 inch wood. Cut the following: 4 blocks, 7/8 inch square (D,E,F,G); 3 blocks, 7/8 inch square (B, C, H); 1 block, 1-3/4 inch square (A). Sand all blocks and stain or paint.



**Puzzle:** Slide the blocks and move the largest one to the diagonally opposite corner and back.

**Solution:**

1. A right
2. B up
3. C left
4. DE left
5. H left
6. FG down
7. A right, DE up, H left, FG left
8. F right and down
9. A down
10. D right, E up and right, H up
11. G left and up, F left, A down

**A.B.C. HIKE** - Write the letters of the alphabet on a piece of paper. On the hike, find an object, sound, or smell in nature for each letter.

**SPELLING MIXER** - Print large letters on 5 x 8 cards, one letter on each card. Do not use the letters J, K, Q, V, X or Z. Make several cards with vowels on them. Have a card for each person in the group. On signal, Scouts hold up their cards and rush around to find 2 letters that will make a 3 letter word when added to the card they are holding. The 3 people lock arms and race to the judge, who writes the word on the back of their cards. Then they separate and rush back to find 2 more letters. This continues for 5 or 10 minutes. The winner is the person with the most words on his or her card.

BRAINTEASERS

**TWO CARS** - Two cars drive from Denver to Ft. Collins, a distance of 80 miles. They are both the same make of car, and both are being driven at the same speed. One of the cars makes the trip in 80 minutes, while it takes the other car one hour and 20 minutes. Can you explain the reason? *(Answer: 80 min. and one hour and 20 min. are the same.)*

**WINDOWS** - I walked up the street to the top of the hill and counted 50 windows on my right. I turned around and walked back and counted 50 windows on my left. How many windows did I count? *(Answer: Fifty. The windows on my right going up were the same as the windows on my left coming back.)*

**BABY DUCK** - Papa duck, Mama duck and Baby duck went for a swim. Baby duck said, "Aren't we four having a lot of fun?" Why did Baby duck say four instead of three? *(Answer: Baby duck was too young to count.)*

Take the number of pennies in a dollar. Multiply by the number of thirds in a circle. Divide by the number of inches in a foot of string. Subtract the number of nickles in a quarter. *(Answer: 20)*

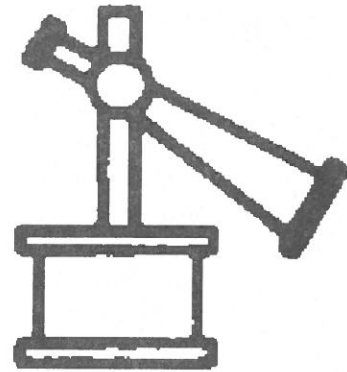
Take the number of toes on one foot. Multiply by the number of pints in a quart. Add the number of months in half a year. Subtract the number of thumbs on two hands. Divide by a dozen oranges. *(Answer: 2)*

## SCIENTIST

We are living in exciting times. Each day brings new explorations and discoveries in science. The scientist tries to learn the laws of nature that govern the how, why and wherefore of the world about him so that these laws can be used by people to improve our living environment.

Webelos Scouts will learn, as the scientist does, how and why some of the laws of nature. They will learn about some of the laws of physical science such as how airplanes fly, how the diving bell works, the effect of gravity on balance, and why the bicycle rider keeps going forward when he stops his bike suddenly. For the curious "young hopefuls" nothing is as good as an experiment. Experimentation is the method of science today. The Webelos Scout will learn from the interesting experiments he performs.

Many years ago, Jules Verne wrote "Twenty Thousand Leagues Under the Sea" describing the travels of an undersea craft called the Nautilus. Today the U.S.S. Nautilus, run by nuclear power, can travel around the world underwater without coming to the surface for air. Scientific experimentation made this possible. We no longer think of electric lights, cameras, radio, television, telephone, phonographs, airplanes and automobiles as wonders. We take them for granted, but the inventors of these modern necessities were once boys like your Webelos Scouts. Who knows which of your boys might become a future Edison, Einstein, Carver or Bell... and under your leadership discover his scientific aptitude.



## DEN ACTIVITIES

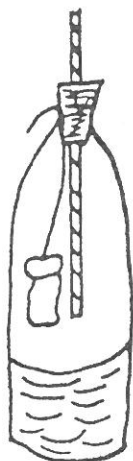
1. Talk about the various branches of science and how they differ.
2. Do the atmospheric pressure tests or balance tests in the Webelos book.
3. Make fog.
4. Make crystals.
5. Do the inertia experiments in the Webelos book.
6. Visit an eye specialist and learn how the eyes work.
7. Make some optical illusions and show how the eyes converge.
8. Visit an airport and ask an expert to explain flight principles.
9. Have a slow-motion bicycle riding contest to illustrate balancing skills.
10. Invite a weather expert to talk to the boys.
11. Plan a scientific experiment to be demonstrated at a pack meeting.

## INERTIA

Inertia is the tendency of a thing at rest to remain at rest and a thing in motion to continue the same straight line.

Get a small stick about 10 inches in length and the diameter of a pencil. Fold a newspaper and place it near the edge of a table. Place the stick under the newspaper on the table and let about half the stick extend over the edge of the table. Strike the stick sharply with another stick. Inertia should cause the stick on the table to break into two parts.

## FIRE EXTINGUISHER



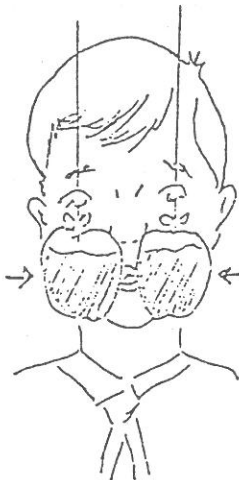
Pour 3 Tablespoons Vinegar in a small bottle (one with a cork stopper). Put a hole through the cork. Put a straw through the hole. Put 1 Tablespoon baking soda in the middle of a small tissue and fold up the edges. Tie edges together with thread. Carefully put the tissue bag into the bottle while holding the thread. Do not let the bag touch the vinegar. Put the cork with the straw in it into the bottle. This will hold the thread.

To use: Tip the bottle so the tissue gets wet from the vinegar. It will mix with the soda and form carbon dioxide gas. Point the straw towards a candle flame and watch what happens. This is the same gas that is used in large fire extinguishers.

## A FOG-MAKING MACHINE

Use a plain glass gallon jug, a stopper to fit it and bicycle pump. Put a small amount of water or alcohol (which works even better) in the jug. Bore a hole through the stopper in the mouth of the jug. After a few strokes of the pump, remove the stopper quickly. There will be a loud pop and you will see that a cloud will form in the jug. To get "fair weather", all you need to do is replace the parts as they were, and pump air back into the jug. The reason the cloud was formed is that in pumping air into the jug, the temperature was raised, making it possible for the air to hold more moisture. When the top was removed, the air expanded and cooled. This cool air could not hold as much moisture, thereby forming a cloud.

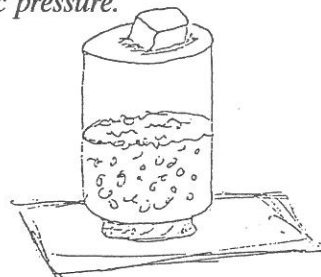
## MAGIC APPLES



Suspend two apples (or like items) so they hang about 1/2 inch apart. When they are absolutely still, blow hard between the apples. The apples will move together. The air pressure between them is lessened so the surfaces are pushed together.

## BOILING ICE

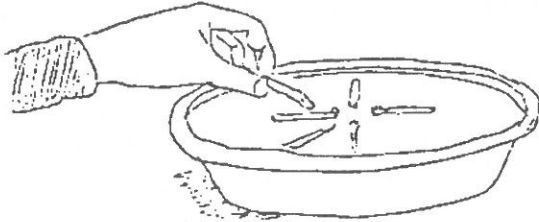
In a heat proof jar with lid, boil a half-inch of water with the lid loosely on so some of the steam can escape. Then tighten lid and turn the jar over. Put an ice cube or two on the jar bottom. In a moment the water will boil again. The air pressure has been reduced in the jar by the ice condensing the water vapor inside. *The boiling point of a liquid depends on atmospheric pressure.*



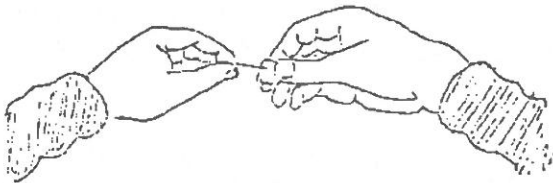
## BALLOON AND CAN RACE

Each team will need a large balloon for every Cub and a fruit can for each team. Each team will have a chair on each end of the room. Each team is divided into half along side one of their chairs. The can is placed on a chair. One boy holds the balloon in the can and blows it up enough to make the can stick on around the balloon. He then carries the balloon, with the can hanging on, to the other chair. He then deflates his balloon and the next boy inflates his own balloon and carries it and the can back to the original chair. The first team to switch places wins.

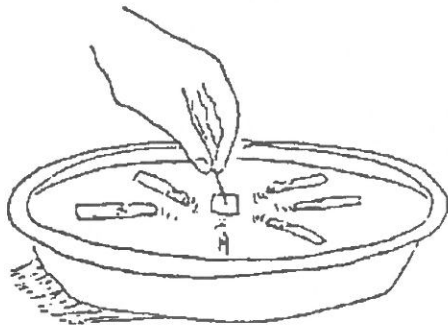
## MYSTIC MATCHES



1. Put several matches in a bowl almost full of water, making a shape like a star.



2. Stick a pin into a small piece of soap.



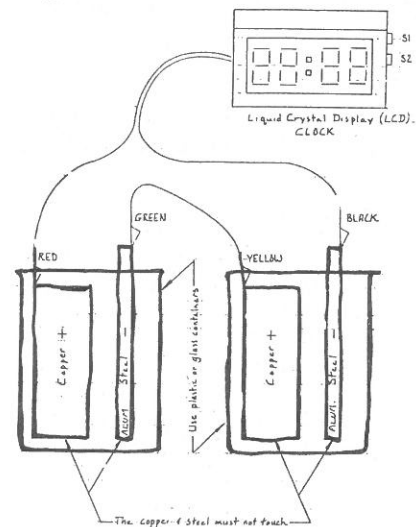
3. Gently dip the soap into the water at the center of the star of matches, taking care not to disturb them. The matches will all move away from the soap.

*When you dip the soap in the water a little of the soap dissolves. The surface tension of clean water is stronger than that of soapy water, so the matches are pulled outward by the clean water around them.*

## "SODA-POP" CLOCK BATTERY

The "SODA-POP" CLOCK runs on a homemade battery which works on the same principle as a battery you buy at the store. A battery has three main parts: a POSITIVE plate, a NEGATIVE plate, and an ELECTROLYTE. Electrolyte is a word for a liquid which conducts electricity.

The "Soda-Pop" Clock battery uses a piece of copper pipe as the positive plate, a piece of steel as the negative plate, and soda-pop as the electrolyte. The containers should be plastic or glass.



Make the connections as shown: jumper the copper and steel pieces between the two apples with the GREEN/YELLOW lead; connect the RED clip to the other copper piece and the BLACK clip to the other steel piece. Be sure the copper and steel don't touch each other! The clock will not work (and could be damaged) if the RED and BLACK leads are reversed.

This homemade battery does not produce very much electricity, but then the Liquid Crystal Display (LCD) clock doesn't need very much to operate. These types of clocks need less than one-millionth the electricity it takes to light a 60-watt light bulb.

## "SLINKY" RADIO PROJECT

The Slinky Radio Project is a very simple crystal radio. The success of this project is very dependant upon the antenna used and the quality of the earth ground.

The antenna is simply a "long wire" installed as high as possible outdoors. Sixty feet is a good length, but longer is even better if you have the room. Connect one end to the radio set as shown and connect the other end as high as possible to a convenient tree or structure. The higher the better!

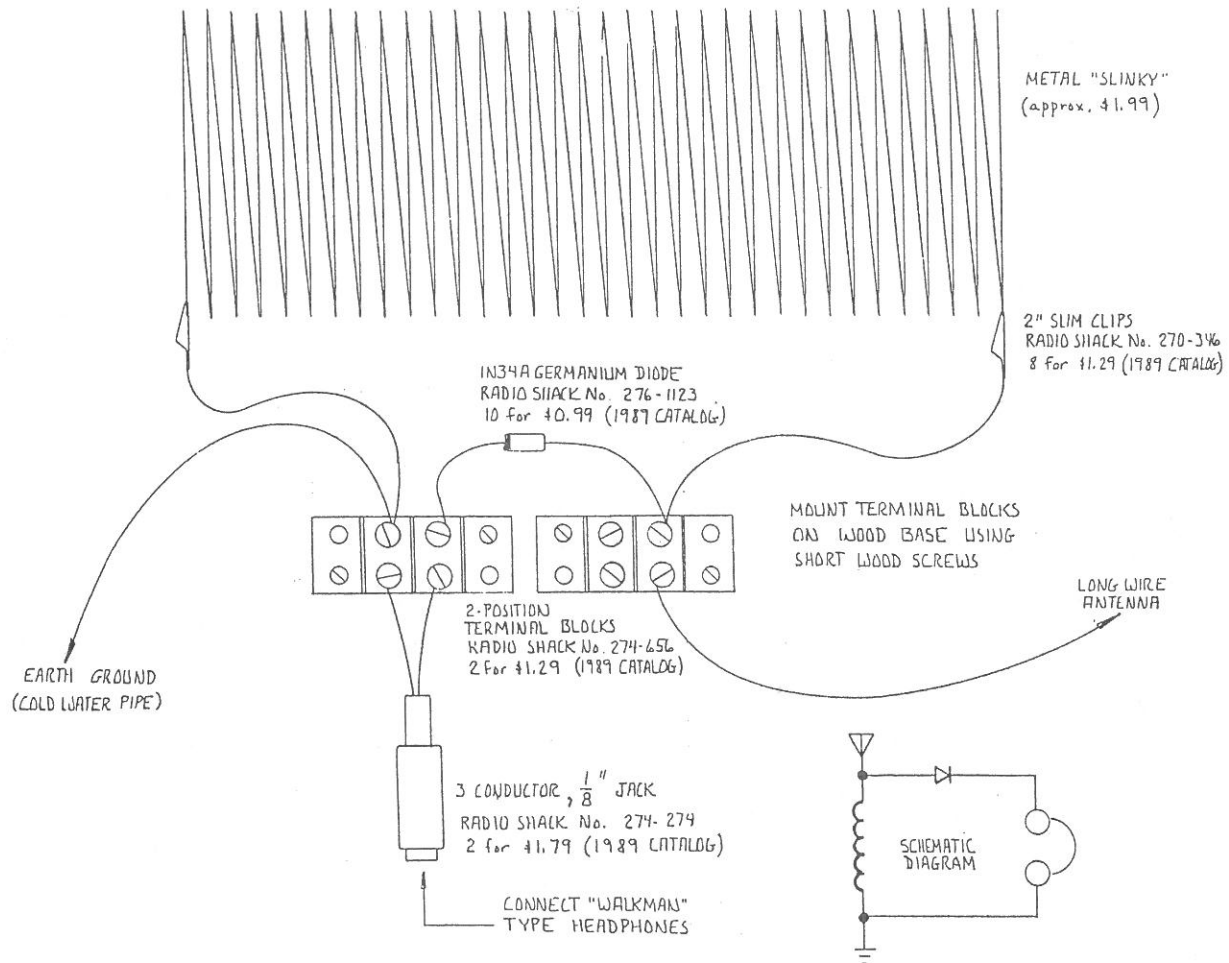
The quality of the earth ground is also very important to the success of this project. Try connecting to a cold water pipe. This usually works, although this type of ground may be electrically noisy. An optional method of grounding is to drive a "ground rod" (from

Radio Shack) into the earth and make the ground connection to the rod.

As with most crystal radios, you will hear at least one fairly loud radio station as well as one or more weaker ones in the background. Reception will vary significantly from day to night, with night time being better. By varying the length of the slinky, you can improve the strength of the signal heard. (Note: the radio will not work at all if the slinky is fully collapsed.)

With the exception of the headphone jack which must be soldered, all other connections are made with a screwdriver.

As a side note, a complete crystal radio kit is available from Radio Shack.



## SHOWMAN

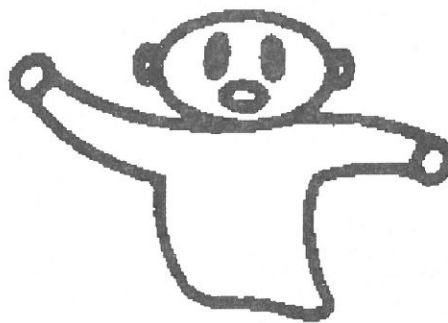
**HURRY, HURRY, HURRY - STEP RIGHT THIS WAY FOLKS, IT'S SHOWTIME!**

Does that bring a flood of old memories back to you? Everyone loves a show and most all boys have a generous chunk of ham in them and want nothing better than a chance to let it out. If you don't give them a chance under controlled conditions, they will take it when you least expect it or want it.

The Showman activity badge gives them a chance to let out the hidden, barely Shakespeare, Jerry Lewis, Leonardo the Great or what ever happens to be their style. It also allows them to express themselves musically be it kazoo or Steinway. Providing the entertainment for the pack meeting will be a challenge gladly met by Webelos Scout boys and the sillier the better!

This badge covers most of the field of entertainment and acquaints the boys with ways of putting on various shows or skits. Making the props also can be used as part of the Craftsman badge. Skits and Songs are covered elsewhere in this book so look them up and use the ideas presented which are usually proven and tested ideas.

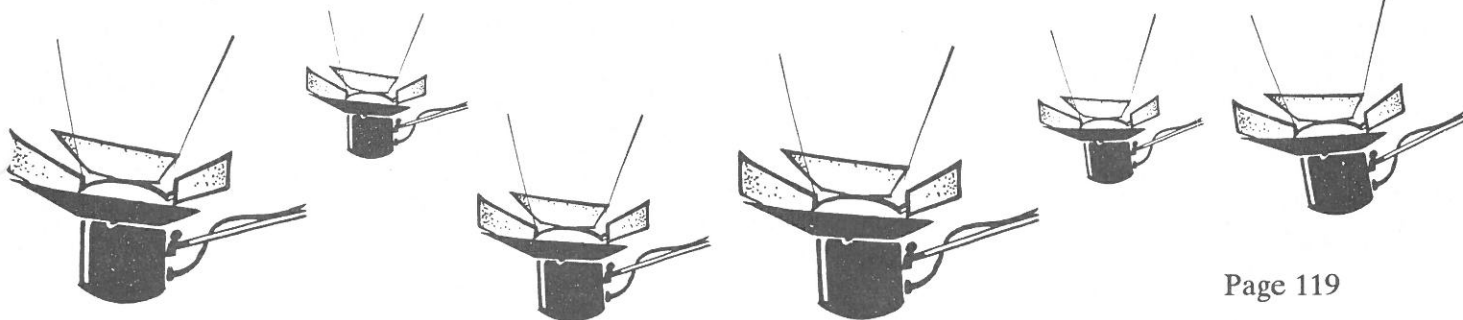
Every conscientious leader of boys is working to further develop the whole boy - physically, emotionally, spiritually, and mentally so he will be prepared to take his place as a well-adjusted member of his social group. The Showman badge offers the opportunity for a boy to develop his creativity and broaden his base of aptitudes.



## DEN ACTIVITIES

- \* Invite a high school drama teacher in to explain and demonstrate make-up techniques.
- \* Ask a Shrine Clown to give a talk on clowning and give a demonstration.
- \* Write a puppet play and make the puppets act it out.
- \* Put on an advancement ceremony for your pack meeting.
- \* Talk about sound effects and let the boys try some of them. (See the opening section of "Skits" for suggestions.)
- \* Write a one-act play for pack meeting.
- \* Discuss stage directions and what they mean.
- \* Use a tape recorder to tape the boys' voices and let them hear how they sound.
- \* Go see a school play as a den and have the boys discuss it.
- \* Write and film a short movie and show it to parents at a pack meeting.
- \* Make a puppet stage and use it for your puppet show.

These are just a few of the many ideas you can use to put on your big show. Let the boys' talent out and stand back. As they say in show biz - **BREAK A LEG!**

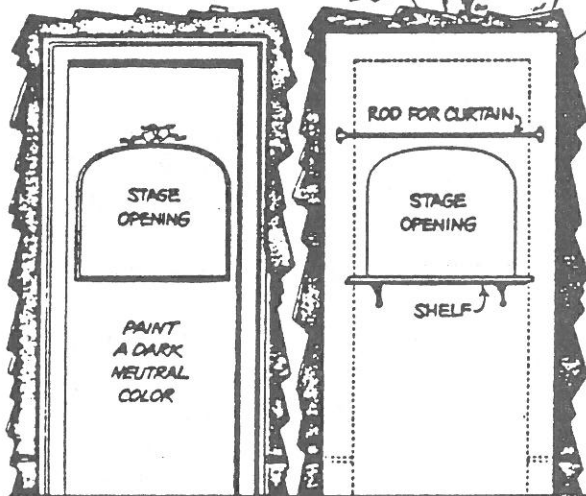
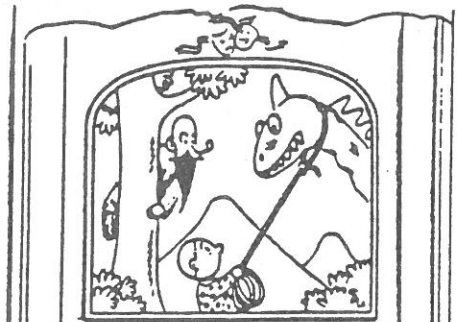


# PUPPET SHOWS

... ONE OF THE EARLIEST FORMS OF ENTERTAINMENT AND STILL AS POPULAR AS EVER. HERE ARE SOME TIPS ON CONSTRUCTING THE STAGE AND SETS. ON OTHER PAGES ARE TIPS ON MAKING PUPPETS AND A SUGGESTED SCRIPT. TRY YOUR HAND AS A PUPPETEER ...IT'S FUN!

SETTING UP YOUR PUPPET STAGE IN A DOORWAY IS A VERY PRACTICAL METHOD. USE A PIECE OF WALL BOARD WITH THE STAGE OPENING CUT OUT, OR USE PIECES OF CORRUGATED BOARD. AN ASSISTANT CAN TURN THE "AUDIENCE" LIGHTS ON AND OFF.

TO MAKE DURWOOD'S ROAR, FASTEN A KNOTTED STRING TO A TIN CAN... THEN HOLDING THE CAN AND RUBBING YOUR THUMB ALONG THE KNOTS... WHAT A ROAR!

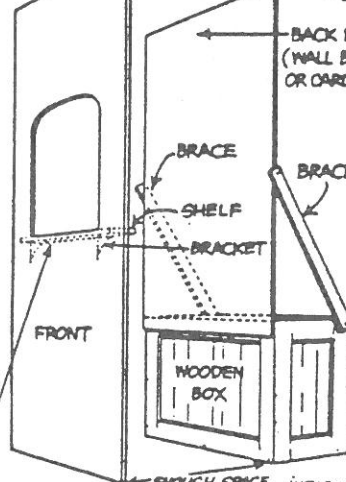


FRONT (AUDIENCE) VIEW

BACK STAGE VIEW

FOR LIGHTING, TWO BRIDGE LAMPS, ONE ON EITHER SIDE OF THE STAGE ON THE "WORKING" SIDE WILL DO NICELY.

THE STAGE OPENING MUST BE HIGH ENOUGH TO ALLOW THE PUPPETEER TO RAISE HIS HANDS ABOVE THE STAGE FLOOR WITHOUT HIS HEAD SHOWING.



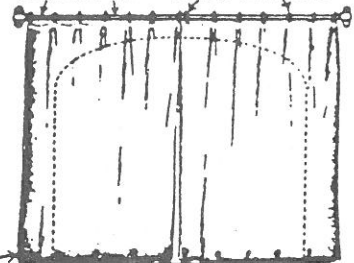
BACK DROP (WALL BOARD OR CARDBOARD)

THIS MUST BE MUCH HIGHER AND WIDER THAN STAGE OPENING SO THAT AUDIENCE CANNOT SEE AROUND IT FROM ANY ANGLE.

### CURTAIN

MAKE FROM MATERIAL HEAVY ENOUGH TO HANG WELL

CURTAIN ROD RINGS OR LOOPS

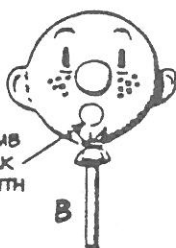


(BACK OF STAGE OPENING)

HERE ARE THREE CHARACTERS... YOU CAN MAKE UP OTHERS!



A



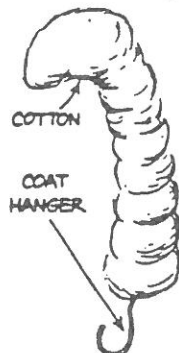
B



C

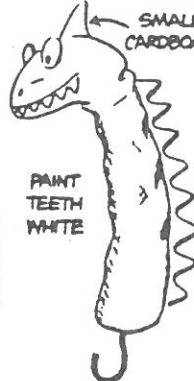
ROCKY'S HEAD IS MADE WITH A RUBBER BALL WITH STICK INSERTED (A). PART OF WHITE SOCK GOES OVER BALL. PUT COTTON NOSE AND BARS INSIDE AND FASTEN (B). CUT AND SEW CLOTH SPOTTED TO SIMULATE LEOPARD SKIN, FOR CLOTHING.

YOU GRASP THE STICK AND PUT TWO FINGERS IN ARMS TO HOLD AND MOVE FIGURE.



COTTON  
COAT HANGER

FOR DURWOOD USE A COAT HANGER WRAPPED WITH COTTON. SEW BRIGHT PINK OR GREEN COTTON OVER HEAD AND NECK... BUTTONS FOR EYES.



SMALL CARDBOARD

PAINT TEETH WHITE

HOLD NECK AND TWIST WIRE. HEAD MOVES REALISTICALLY.



DARNING EGG

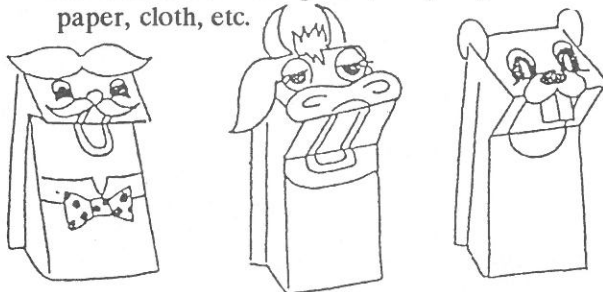
FOR HERMIT... USE A DARNING EGG WITH HEEL OF SOCK OVER IT FOR HEAD... COTTON NOSE AND BARS INSIDE... GLUE ON BLACK BEARD.



## PUPPETRY

One of the simplest of all the puppets is the hand puppet. Boys of Cub Scout age find these the easiest to make. They provide an outlet for the boys' most vivid imagination. The following are suggested procedures for making this type puppet:

1. Paper bags: Common paper sacks, (secured from the local store - lunch bags will do) may be decorated with paints, crayons, colored paper, cloth, etc.



2. Sock: Roll paper into a tube 3/4" across inside and about 2" long, fasten with tape. Place stuffing material over the end of the tube and down its side to form the shape of the head. Now slip the end of the sock over the stuffing. Tie the sock onto the tube securely. The nose may be sewed in by pulling a section of the sock out and wrapping with thread or a separate stuffed piece of cloth may be sewn on. Buttons, beads, etc., make good eyes, ears, or noses. Paint or markers may be used to add further details to the faces.

The simplest costume for this puppet is a rectangular piece of cloth folded at the center and a slot cut into the folded edge. Insert the neck of the puppet head into this slot and sew together. Sew each side of the costume together leaving an opening at each side of the top for the boy's thumb and middle finger which will be the puppet's arms. The boy's index finger fits into the tube to operate the head.

3. Cloth Head Puppets: By studying the construction used in simple rag dolls (or the cabbage patch which is very popular), you may determine the best way to cut and sew the cloth to form the features you want.

Stuff the nose first then the upper part of the head. Place a paper tube through the neck opening and stuff solidly around the tube to fill in the balance of the head. Proceed the same as for the sock puppet for costume and decoration.

4. Paper Mache Heads: Light weight and durable heads for puppets may be made by modeling paper mache to the desired shape.

Instructions:

Prepare a wooden base or standard, using any convenient piece of wood, about 5" square and 3/4" thick. Put the rod in the center (may be a piece of dowel 1/2" in diameter and 6 to 8" long) at the base. Wrap some crumpled paper around the top of the rod on the modeling base and tie it together with a piece of string. When tied, the ball should be about 1" in diameter.

Apply paper mache around the wadded paper until the head is about 2 1/2" in diameter and about 3" high. Form the eyes, ears, and nose either by squeezing the soft ball to shape or by adding the features as separate pieces. After the desired shape has been made, dry the entire unit slowly. Drying may be hastened by placing the head in a warm oven. Turn off the oven at regular intervals to keep it from getting too hot. When the head is well dried, pull out the crumpled paper. Smooth off the rough spots on the thoroughly dried head with sandpaper or a file. Apply several coats of shellac or glue sizing, then paint on the desired features. Hair may be painted on, yarn, crepe paper, theatrical hair or other suitable material may be glued on. If this type of head is to be used for a hand puppet, be sure the neck opening is large enough for the finger.

5. Crepe paper hand puppet: Make a tube of light weight cardboard 3/4" in diameter and 1 3/4" long. Tape up one end of the tube. This makes the hollow space in the head for the finger. Cut strips of crepe paper about 1" wide. Stretch crepe paper, and while pasting, freely wrap crepe strips around the tube, building up to form the head. When finished, the head should be about 3 1/2" high and 2 1/2" in diameter. Paste on small wads of crepe paper for nose, cheek structures, ears, and chin. Wrap with 1/2" wide strips of crepe paper until face and neck are smooth. Mold features with the tips of fingers. Paste bits of colored paper in place for eyes and mouth. Strands of crepe paper, paper fringe or yarn may be used for hair, according to the character desired.

7. Finger Dancers: Finger dancers are very comical. The fingers of the dancers are cut out of heavy paper or lightweight cardboard and are colored with crayons or paints. Each figure should be between 3 and 4" high. Two holes are cut near the base of each figure just big enough to let your fingers pass through them. To make a figure dance, put your finger through the holes, and move them to represent the dancer's legs. You can walk sedately, do high kicks, stand on one toe, jump in the air, and do a number of other amusing antics.

**SOME TIPS ON PUPPETRY:**

Puppets will be more appealing if given a definite personality, this means that your puppet should have his own character which is unlike any other puppet on stage. The main idea is to make him an outstanding individual with his own mannerisms, with his own special way of dressing, and with his particular way of walking and talking.

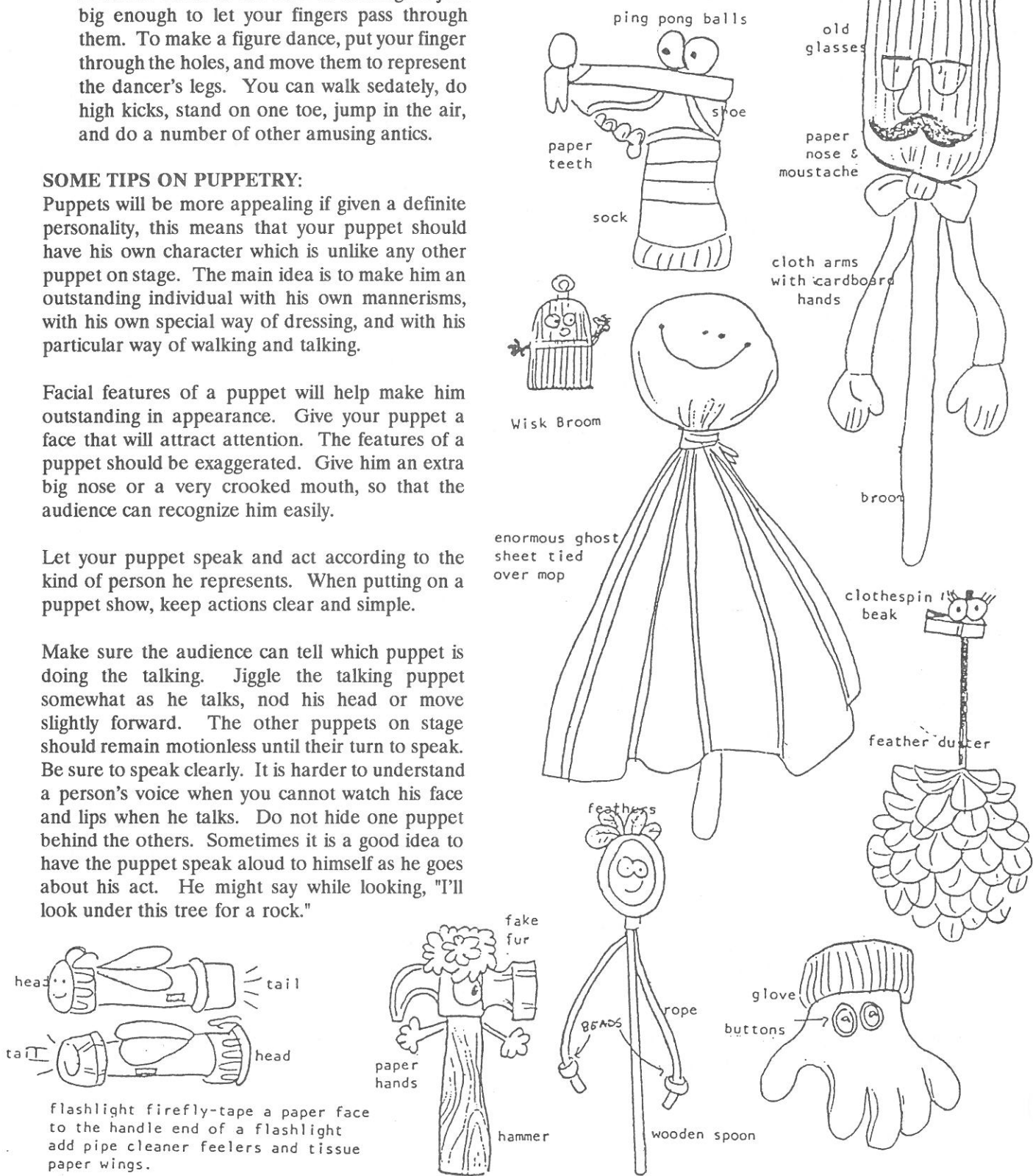
Facial features of a puppet will help make him outstanding in appearance. Give your puppet a face that will attract attention. The features of a puppet should be exaggerated. Give him an extra big nose or a very crooked mouth, so that the audience can recognize him easily.

Let your puppet speak and act according to the kind of person he represents. When putting on a puppet show, keep actions clear and simple.

Make sure the audience can tell which puppet is doing the talking. Jiggle the talking puppet somewhat as he talks, nod his head or move slightly forward. The other puppets on stage should remain motionless until their turn to speak. Be sure to speak clearly. It is harder to understand a person's voice when you cannot watch his face and lips when he talks. Do not hide one puppet behind the others. Sometimes it is a good idea to have the puppet speak aloud to himself as he goes about his act. He might say while looking, "I'll look under this tree for a rock."

**INSTANT PUPPETS**

The world is full of things that can be made into puppets. Just add eyes, tails, legs, hats, hair, and your imagination!



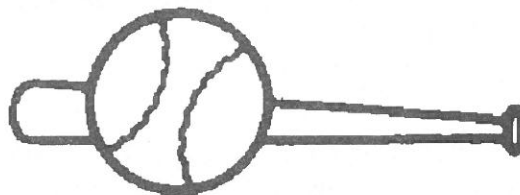
## SPORTSMAN

Sports are high on the list of favorites of Webelos Scout-age boys. Chances are that they spend much of their leisure time in organized sports and loosely organized neighborhood games. Some of them probably know enough already about rules, scoring, techniques for several sports so that they could pass those requirements immediately.

But that's not really enough! One of the prime purposes of Cub Scouting is "encouraging good sportsmanship and pride in growing strong in mind and body!" If your boys learn all the skills and rules involved in every sport this month, but don't get an inkling of what good sportsmanship means, then the den, and you, have wasted your time.

Agree on the importance of learning sportsmanship. What does that mean in practice? It means that the least skilled get just as much instruction and encouragement as the best athlete. It means that the better athletes learn not just to tolerate the awkward boy, but to help him. It means that all boys can win and lose with grace and good sportsmanship.

Your own example will help to achieve these goals. Put stress on the fun of the game, not on winning. When you have intra-den competition, make up the teams so that the strength is about even. If you let boys choose teammates, there is a good chance that most of the best players will wind up on one team. Encourage the less skillful players. Discourage others from belittling them. Sports in a Webelos den should be fun for all.



### SUGGESTED DEN ACTIVITIES

- \* Explain and discuss official signals that referees use.
- \* Invite a referee or umpire to talk with the den about signals.
- \* Hike around a golf course.
- \* Dads and sons attend a high school or college sports event.
- \* Visit a bowling alley and bowl a few lanes.
- \* Invite a team member to talk with the boys about sportsmanship and fair play.
- \* Have each boy list the sports in which he participated during the past year.

**INCORPORATE THE  
CUB SPORTS PROGRAM  
INTO THIS  
ACTIVITY BADGE.**

*(See the Special Programs section of  
this book....)*

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## GAMES FOR SPORTSMAN

### BUCKETBALL

Two bushel baskets or other containers are placed on the ground at opposite ends of the playing area. Use a regular basketball, if available. Divide the den into two teams and play basketball rules, except that no goal is scored unless the ball stays in the basket and does not turn it over.

### BOWLING ON THE GREEN

Use old bowling balls and old pins and bowl on a smooth section of grass or lawn.

### FOUL SCORE

Divide the den into two teams. The leader gives the signal for a foul or violation in any of the three sports -- baseball, football or basketball -- and calls on a boy to name the sport and the foul. IF he gets both right, he scores four points for his team. If one of his two answers is right, he scores two. Any other member of his own team can try to correct the wrong answer and earn one point. If no one on his team can answer, the opponents can earn one point for a correct answer.

### OFFICIALS' TEST

Split the den into teams and have the boy being tested be umpire or referee. The teams run a play with fouls and violations. The official then must call the foul, give the proper signal and explain the penalty.

### SOCCER 10 KICKS

The den is divided into equal teams. A soccer ball (or ball of similar size) is used. The object is to kick the ball 10 times in succession to teammates. Each player calls out the number (1-2-3-4-etc.) as he kicks. The opponents try to intercept and start their own sequence. Hands may not be used. The team making 10 successive kicks wins.

### SIDEWALK TENNIS

The court is four squares of sidewalk in a row. A tennis ball or sponge rubber ball is used. The rackets are the players' hands. The players stand in the outer squares or backcourts. In serving, they must not step over the back line of their backcourt. A served ball must bounce once in the opposite service court before being returned. Thereafter, it may be returned on first bounce or with no bounce. Only the server may score, and he continues to serve as long as he scores. Game is 11 points, except that the winner must be two points ahead, as in regular tennis.

You may also wish to play shuffleboard, horseshoes, table tennis or volleyball at your den meeting. If you live near a school, you may want to play basketball, touch football or softball. Don't forget Archery, Roller Skating and Ice Skating. There are so many sports. Try to introduce your boys to at least one new one.

## TRAVELER

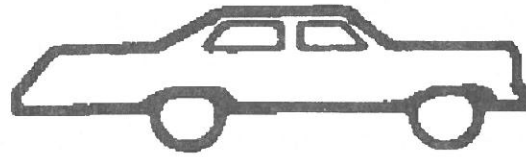
The word "traveler" suggests faraway places and long trips. Some of the Webelos Scouts may have enjoyed such travels, but they won't add much to their mileage while working on this activity badge. They will, however, be able to learn something about trip planning and scheduling, and hopefully they will have a chance for a short trip or two, mainly for practice of what they have learned.

Through the badge requirements, Webelos Scouts will learn to read maps and timetables of railroads, buses, or airlines serving your area. They will learn how to use highway maps and plan trips. Not only does this badge help prepare the boys for travel experiences but also enables them to get the most out of a trip and to learn more about this great country.

Notice that the two trips listed in the requirements are family trips and not Webelos Den activities. You can help the boys secure some of the travel items they will need and teach them how to read maps and timetables as they prepare for the family trips.

### DEN ACTIVITIES

1. Visit a county, state or national park with den families.
2. Visit a Historic site nearby.
3. Take a bus or train trip (could be a city bus trip around the city).
4. Visit a travel agency or automobile club office and find out what they do.
5. Calculate cost and speed of a plane trip.
6. Make car first aid kits.
7. Visit a bus terminal or airport to see the inside operations.



8. Discuss timetables and how to read them.
9. Have a speed contest of locating specific destinations and how to get there, using maps and timetables.
10. Teach proper packing of suitcase. Afterwards, have a speed contest, stressing neatness as well as speed.
11. Invite a Boy Scout to bring his back pack and show how to pack one.
12. Locate points of interest on city and state highway maps. Visit some of them.
13. Make a list of travel agencies and transportation facilities available in your area.
14. Show how to use a fire extinguisher. How to check to see if the fire extinguisher is in proper working order.
15. Show how to place, light and use road flares. Show when to use them.

### TRAVEL INFORMATION

Tourism bureaus are an endless source from which you can obtain maps, brochures on tourist attractions and motel and hotel directories. When you inquire for this information, let them know the month when the den plans to "travel" because some of the attractions are seasonal, and let them know what area of the state you are most interested in. Most of their literature is free or at a minimal price. This will be useful for the map exercise and will make working on the Traveler activity badge a much more colorful and pleasant experience.

## USING PUBLIC TRANSIT

The Transit Authority will provide you with a system map and schedules of bus routes that serve your area. Explain to the Webelos that they can go anywhere that they want on this outing providing they can get there by bus. This will teach them the use of timetables to plan a trip and they will be taking a trip to someplace that interests them.

## HOW MUCH PER MILE?

Webelos Woody's dad has offered to take him to the Nature Center to work on his Naturalist Activity Badge. Woody's father tells him that they could go by bus, taxi cab, or he will drive the family car. The bus would cost \$1.50 each for Woody and his father. The taxi cab would cost \$22.00 for both Woody and his father. The family car costs \$.25 per mile to operate and the trip would require 2 gallons of gas at \$1.00 per gallon. Woody's father says that they can leave as soon as Woody figures out what it would cost per mile to travel to the Nature Center by bus, by taxi cab and by car. The Nature Center is 20 miles away. *Answers: Bus, \$.15 per mile; Taxi cab, \$1.10 per mile; Car, \$.35 per mile.*

## FIND THE MYSTERY CITY

Divide the den into two teams. Give each team captain a state highway map. Call out the names of various cities in the state and have the teams locate them on the map. The first team to locate the city wins the round (win or lose, make sure that both teams locate the town before moving on to the next). The team that locates the most towns wins.

## PACKING A SUITCASE

Provide a medium sized suitcase and bring plenty of items to pack into it. Included in the items should be the necessities of any trip (extra clothes, toiletries, etc.) Be sure that you deliberately bring too much to fit into the suitcase so that the Webelos are forced to select only what they cannot do without for the trip. Have the Webelos select items and practice packing the suitcase.

## WEBELOS TRAVELER "POSSIBLE KIT"

Early trappers had an answer to unexpected emergencies while traveling and they called it a "possible kit" or "possible bag". They figured out the possible emergencies they might meet in the wilderness and prepared for them.

Kit Carson's "possible bag" might have included items for trade with the Indians, emergency rations such as jerky, extra flints for fire making, and a packet of tinder wrapped in oil cloth against a time of wet and cold when he might need a fire in a hurry. Today's traveler doesn't need emergency rations or rifle flints, but a "possible kit" still has its place, particularly if you travel by automobile. Such a kit can be tucked into a glove compartment or kept handy in some corner of the car.

Every car should have a first aid kit, and the "possible bag" is not intended to replace the standard first aid materials.

- \* A needle and thread and a few safety pins can be very useful during the course of travel.
- \* A notepad and pencil or crayon has numerous uses, from jotting down a reminder to entertaining small children.
- \* Include a few of those commercially packed paper wash-up tissues in your "possible kit". They will come in handy for quick clean-ups.
- \* Finally, there is an item for your "possible kit" that is much like one carried by the trappers of more than a century ago. Wind about 50 feet of fishing line on a small oblong block of wood. Attach a cork bobber about 18 inches from the end of the line, a splint shot about a foot below the bobber, and tie on a number six hook at the end. Bury the barb of the hook in the cork bobber so it won't accidentally hook anyone. Now you are ready to take advantage of a rest break near a small stream or lake. Remember, if you are under 14 years of age, you probably don't need a fishing license in most states, but it is a good idea to check the regulations before you fish.

Experience will help you determine other items you may want for your own "possible kit". But, whatever your choice, being ready for the "possibles" will make travel easier and more fun for you and your family.

- adapted from Boys Life Magazine

## GAMES YOU CAN PLAY

An assortment of games is a handy resource for traveling. Here are a few games that you may want to take along on your next trip with your family.

**20 QUESTIONS** - One person thinks of a person, place or thing for everyone else to identify. The rest of the family members may ask questions about it which can be answered "yes" or "no". If no one guesses after 20 questions have been asked, the person who thought of it has stumped the others and is declared the winner. Take turns presenting the mystery to be solved.

**GUESS MY RHYME** - One person thinks of a word and says, "Guess my word. It rhymes with \_\_\_\_\_ (fill in the blank)." Difficulty of words can be varied to suit all ages of players. The number of guesses can be limited or open-ended.

**FIND THE MOST** - The point is to see who can count the most of something by the time you reach your destination or within a specified time limit. People choose different objects to count: green cars versus red cars, cows versus horses, pickup trucks versus trailer trucks, Chevrolets versus Fords, or the license plates of 2 nearby states.

**ALPHABET GAME** - Look for letters of the alphabet in road signs as you travel along and shout them out as you see them. The object is to see who can spot all of the letters of the alphabet first.

**THE CLAPPING GAME** - One player claps out the cadence of some well known song, such as "She'll be Coming 'Round the Mountain" or "Baa, Baa Black Sheep". The others try to guess the song that is being clapped.

**GEOGRAPHY** - The first player begins by saying the name of a city, state or country. Each person that follows must give a geographic name that begins with the last letter of the place immediately preceding. For example, the first person says "Chicago." The next might say, "Oklahoma," the next "Austria", and so on. No name can be used more than once. A player is out when he can't think of a suitable name. The last remaining player is the winner.

**I'M GOING ON A TRIP** - The first player begins by saying "I'm going on a trip and I'm going to take \_\_\_\_\_ (fill in the blank; for example "a suitcase"). The next person repeats the exact phrase and adds another item. Each player in turn repeats the phrase, including all the previous objects in order and then adding a new one. A player is out when he forgets an item or confuses the order. The last remaining player is the winner.

**ALPHABET SOUP** - The first player says a word that starts with the letter "A" ("apple") each following player tries to think of other words that start with the same letter, "apple, artichoke, alfalfa ..." As soon as a player is stumped, he starts with the next letter of the alphabet, "boat". See how long (either in time or miles) that it takes your family to get through the entire alphabet.

**SOUND ALIKE** - The first player says a pair of words that sound alike but have different meanings ("knight - night"). The next player says two more words ("sun - son"). When a player cannot think of a pair of words he drops out, the last remaining player is the winner.

**ROUND ABOUT STORY** - The first player begins to tell a story ("Once upon a time in a very hilly country, there lived two itty bitsy, teeny weeny old ..."). The next player must pick up the story and continue it. Continue around to all the players (go around to everyone several times). Try to weave a long intricate, imaginative story. If you have a tape recorder along, record the story for playback later.

**INSIDE THE HOUSE** - Be on the lookout for interesting houses or buildings near the road. Make up a story about who lives there. What are their names? ages? Occupations? likes and dislikes? What are they doing?

**ALPHABETI-SPY** - This is a touring game. When you reach the town or city limits start looking for objects starting with the letters of the town name. boys call them out. If the town is Lincoln, a boy might say, "I spy a library in Lincoln" and it would count two points as the first two letters are the same as in the town name. "I spy a lake in Lincoln" would count one point. A Lincoln car would be seven points. This can be played in a den meeting by thinking of objects that can be seen in the room.

**BUZZ-MOBILE** - This is an old game with a new twist -- counting cars that are coming toward you. When a car is seen, the first boy says "one" and with the next car the second boy says "two" and so on till the seventh car appears, when the next boy says "buzz-mobile". Any number with seven in it or a multiple of seven rates a "buzz-mobile". Seventy-seven would be "buzz-mobile, buzz-mobile".

**DIFFERENT ANIMALS** - Set a limit of 100 miles and see how many different animals you can observe in that distance. Make it a group project or keep score individually.

**LOCO LOCATION** - A guessing game everyone in the car can play. "It" dreams up an unusual place to hide in the car (behind the rearview mirror, in the glove compartment, etc.) Then "it" asks, "Where am I in the car?" Everyone guesses and "it" can answer only "yes" or "no". If the guessers have a hard time, then "it" can give clues with "warm", "hot", "red hot", "freezing", etc. The first one to guess becomes "it".

**LICENSE PLATE** - This is especially good to play on a long trip. See who can spot the largest number of license plates from different states. Keep the game running for the duration of the trip and see if you can find plates from every state. Anybody who sees a Hawaiian plate while traveling through central Colorado should be declared the winner automatically.

**AUTO LICENSE TIC-TAC-TOE** - Each player draws a tic-tac-toe grid on a sheet of paper. In each square, write a different number (0-9). They can be in any order. The umpire starts the game by calling out the last digit on the license plate of each car that passes by. If the number called is on his sheet, the player crosses off that number. The one to first cross off a tic-tac-toe (in any direction) is the winner. This same game can be done as Bingo using two numbers (01-99) and reading off the last two digits off the license plates.



**COUNT THE COWS AND HORSES** - Assign players equally to different sides of road. Each player counts the number of cows and horses on his side of the road. The maximum number that can be counted for a single large herd is 10 (a single large herd of 25 cows count only 10 points). The player to reach a preselected number (100, for example) is the winner. Variations to the game can be added. The player that passes a church or school on his side of the road can double his points. A graveyard on your side takes away all of your points (the player on the opposite side must see the graveyard and announce that the other player(s) have just lost all his (their) points). White horses can count 10 points.



### TRAFFIC LIGHT



The traffic light simply would not turn green  
So the people stopped to wait  
As the traffic rolled and the wind blew cold  
And the hour grew dark and late.

Zoom-varoom, trucks, trailers,  
Bikes and limousines,  
Clatterin' by - me oh my!  
Won't that light turn green?

But the days turned weeks, and the weeks  
turned months  
And there on the corner they stood,  
Twiddlin' their thumbs till the changin' comes  
The way good people should.

And if you walk by that corner now,  
You may think it's rather strange  
To see them there as they hopefully gaze  
With the very same smile on their very same  
face

As they patiently stand in the very same place  
And wait for the light to change.

- Shel Silverstein





## WEBELOS - SCOUT TRANSITION

### A TEN WEEK TRANSITION PROGRAM



*"When I was a boy my Cub Scout Pack and Scout Troop were sponsored by different churches located two blocks apart. Consequently, as Cub Scouts, we didn't have a lot of contact with the Troop. That is - until we were Webelos.*

*My Webelos den met at the church that sponsored the Troop. We met the same night as the Troop but down the hall in another room. At first the Troop seemed to be a mysterious group of strangers, but as time went by I became more and more comfortable with "the Troop down the hall". So every Tuesday night my Webelos den got to see the Scouts in action. Eventually we were playing a game or two with the Scouts; The Scouts were helping with our activity badges; and we were really getting to know the Scouts. By the time graduation rolled around I was so excited about joining my Boy Scout friends, I never considered not joining!"*

Sound like a good idea? It is - and it's easy and it works! Here is all that needs to happen: Beginning in late November or early December (10 weeks prior to Webelos Graduation/Blue and Gold Banquet), the Webelos den needs to meet at the same place and time as the Troop. The following schedule will help make the transition successful.

**Week 1:** Webelos, Parents and Webelos leaders are invited to a special Troop meeting and camp promotion. This will give parents an opportunity to meet the Troop leadership, see the meeting facilities and learn more about Scouting.

**Week 2:** The Webelos den is included in the Troop Opening Ceremony. The rest of the meeting is held separately working on the Webelos Activity badges.

**Week 3:** The Webelos den is included in the Troop Opening Ceremony and a game (not Boy Scouts against Webelos, however). The rest of the meeting is separate though the Webelos Den Chief should join the Webelos to help with activity badges.

**Week 4:** (Now the Webelos den should always be included in the Opening Ceremony and game.) The Senior Patrol Leader and Patrol Leaders join the Webelos den meeting to help them plan for the upcoming Webelos/Troop campout.

#### WEEKEND BETWEEN WEEK FOUR AND FIVE:

#### WEBELOS - PARENTS & TROOP CAMPOUT

**Week 5:** (Opening/Game) A Scout joins the Webelos den meeting to teach the Webelos the Scout Oath and Law (Arrow of Light Requirement #2) and help with activity badges.

**Week 6:** (Opening/Game) A Scout helps with activity badges at den meeting.

**Week 7:** (Opening/Game) A Scout joins Webelos den meeting to teach Webelos the Scout motto, slogan, sign, salute and handclasp (Arrow of Light Requirement #3) and help with activity badges.

**Week 8:** (Opening/Game) Patrol Leader(s) (Webelos Den Chief) assigned for future patrol (made up of Webelos Den). Patrol Leader(s) meet(s) with den to teach elementary first aid (Arrow of Light Requirement #4).

**Week 9:** (Opening/Game) Patrol Leader(s) meet with den to plan for upcoming District Klondike.

**Week 10:** Pack Meetings - Webelos graduation into the Troop. Troop leadership and Scouts on hand to welcome new Scouts.

Of course there may need to be variation in the schedule due to weather, vacations, and dates of the campout and District Klondike.

This plan will work - and you'll have better Scouts because of it. Good luck!

## WEBELOS DEN INDUCTION CEREMONY

Personnel - Cubmaster or advancement chairman; Indian Scout (den chief); Indian Chief (Webelos leader); Drummer; Webelos; and Cub Scouts about to become Webelos.

Equipment - Indian drum, artificial campfire, Indian costumes.

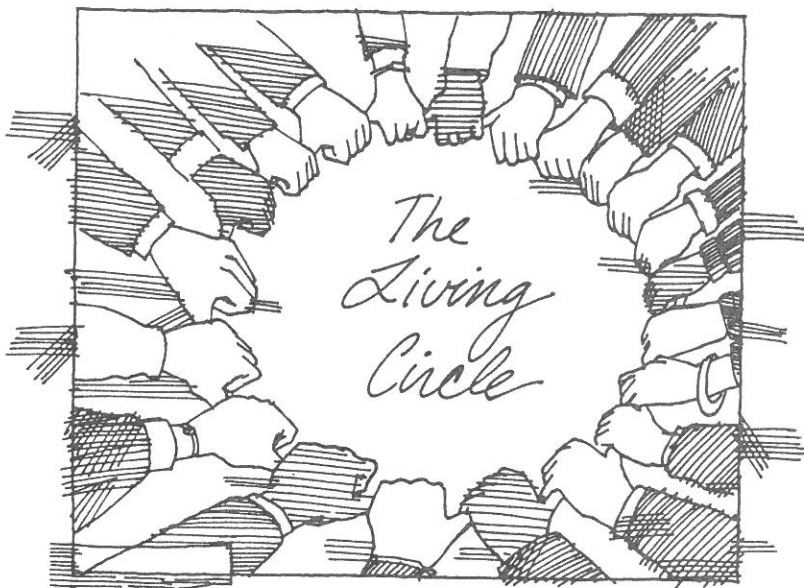
Arrangement - Webelos Scouts in Indian costume sit on stage or the floor in a circle with artificial campfire in a prominent position, with the drummer standing to one side or sitting in a circle. Indian Scout stands in front of the circle.

**CUBMASTER:** (As drum beats softly, he comes into the room, calls the names of the boys to be inducted) Oh, Scout of the Indian tribe of Webelos, we have \_\_\_ boys who wish to enter the Webelos circle.

**INDIAN SCOUT:** Whom do you have?

**CUBMASTER:** (Reads names and den numbers)

**INDIAN SCOUT:** Come forward, Cub Scouts. (Drum beats as boys come forward) Give the Cub Scout salute. (They do. Drum beats again as Indian Scout escorts boys to the Indian Chief)



**INDIAN CHIEF:** Very well, Cub Scouts, can you give the Cub Scout Promise? (They do) Now, what is the Cub Scout motto? (They repeat motto) And what is the Cub Scout sign? (They give the sign) Now the biggest test of all before you are admitted to the Webelos circle: (Drum booms as he stands up with his arms folded across his chest, and looks solemnly out into space) Scouts of the Webelos tribe, you have heard the charges of this circle. What are your desires?

**INDIAN SCOUT:** Cub Scouts (to boys being inducted), can you tell us the meaning of "Webelos"? (They do. The Indian Scout kneels down and whispers into the ear of the Webelos Scout nearest him. This message is passed all around the circle of the Webelos Scouts. The last boy nods to the Indian Scout) My brothers think that these Cub Scouts will be worthy brothers of the Webelos tribe and we hereby extend a hearty welcome and invite them to join our living circle of friendship.

**INDIAN CHIEF:** Come, Cub Scouts. Here is your Webelos neckerchief. Wear it with pride. Sit with us now and join our living circle. (Cub Scouts sit in a circle with Webelos Scouts. They join thumbs as shown.)

**ALL:** May the Great Master of all Scouts be with us until we meet again.



## ARROW OF LIGHT AND ADVANCEMENT CEREMONY

### Akela's Life Story

**Equipment:** Ceremony board or log with three small candles and one large candle; tom-tom; artificial camp fire.

**Setting:** Akela enters and walks behind the fire. Akela gives the Cub Scout sign and tom-tom beating stops. He lights the large candle to represent the Spirit of Akela.

**Narrator:** Akela was the big chief of the Webelos tribe; tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion - he was fierce to an enemy but kind to a brother. Many trophies hung in his teepee. His father was the son of the great yellow sun in the sky. He was called the "Arrow of Light." His mother, from whom he learned those wondrous things that mothers know, was called "Kind Eyes". He began to understand the signs and calls of the Webelos tribe. Then he was taken on little trips into the forest among the great trees and streams. Here, from the wolf, he learned the language of the ground; the tracks and the ways to food. (At this point, Akela lights the small Wolf candle using the large candle.)

**Akela:** With this candle, representing the "Spirit of Akela", we light the trail of the Wolf. From the signs along the Wolf trail, I see the following braves are ready for advancement in the Wolf Clan of Akela's tribe. (Akela calls names of the boys receiving Wolf badges and arrow points. They come forward and stand before the campfire. Akela presents awards.)

**Narrator:** Then from the big, kindly bears, he learned the secret names of the trees, the calls of the birds, the language of the air.

**Akela:** (Lighting the Bear candle) With the "Spirit of Akela" we light the Bear trail. From the signs along the Bear trail, I see that the following braves are ready for advancement into the Bear Clan of Akela's tribe. (He calls forward the boys who are receiving Bear badges and arrow points.)

**Narrator:** But before he could become a Scouting "brave" on his own, he had to prove himself by trying out new skills, performing certain tasks and passing tests of accomplishment.

**Akela:** (Lighting the Webelos candle) With the "Spirit of Akela" we light the trail of the Webelos. From the signs along the Webelos trail, I see that the following braves have shown their skill in... (He calls the names of the boys receiving activity badges and indicates which badges they earned.)

**Narrator:** Then, Akela was required to pass the highest test of all. he must prove himself qualified to wear his father's name "Arrow of Light".

**Akela:** From the signs further on down the Webelos trail, I see that the following braves have proven themselves worthy to wear the "Arrow of Light", the highest award in Akela's tribe. (He calls forward the boys who have earned the Arrow of Light Award.) (Drum stops) From the four winds, Akela hears that you braves are doing well along the trails that will lead you into Boy Scouting and the highest trail of all, that of the Eagle. Now will all Cub Scouts stand and repeat with me the Cub Scout Promise.

## GRADUATION CEREMONY

(used with a standard Pack Ceremony Totem: Each rank shown with candles beside the ranks.)

Setting: Call the graduation Webelos Scouts and parents forward. Then turn off the house lights.

**CUBMASTER** - When you boys joined Cub Scouting, you came to us as Bobcats. This was a rank that each of you had to achieve before going any further. (Light Bobcat candle)

You were a member of a Cub Scout den where you worked on projects that helped develop your skills and mental ability. You made new friends and had a lot of fun. Then you earned the Wolf rank. (Light Wolf candle)

When you began working on the Bear rank, you found the achievements a little harder and more challenging. That was because you were growing older. Soon you had earned the Bear rank. (Light Bear candle)

Then when you were old enough, you transferred into a Webelos den with \_\_\_\_\_ as your Den leader.

**WEBELOS DEN LEADER** - The activities in the Webelos den were a little different from what you were used to. That's because you were getting ready to become a Boy Scout. First you earned your Webelos rank. (Light Webelos candle) Some time later you earned the Arrow of Light award. (Light Arrow of Light candle)

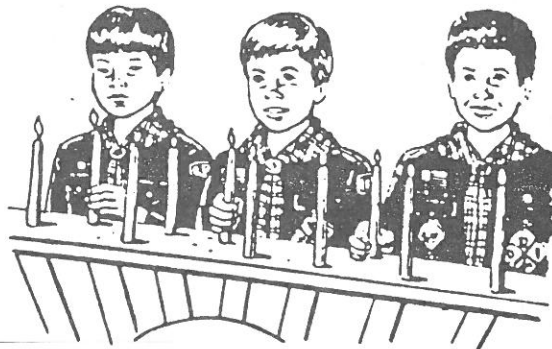
Do you remember our first campout? (Reminise at this point, saying something that each boy has done during the past year.)

Well, you boys didn't stay boys long. Look at you! All of you have grown into fine young men who have left their mark on my heart. I am very proud of all of you. I remember how hard you worked to learn the Scout Oath and the 12 points of the Scout law.

Now you are going on to something even more challenging and fun.

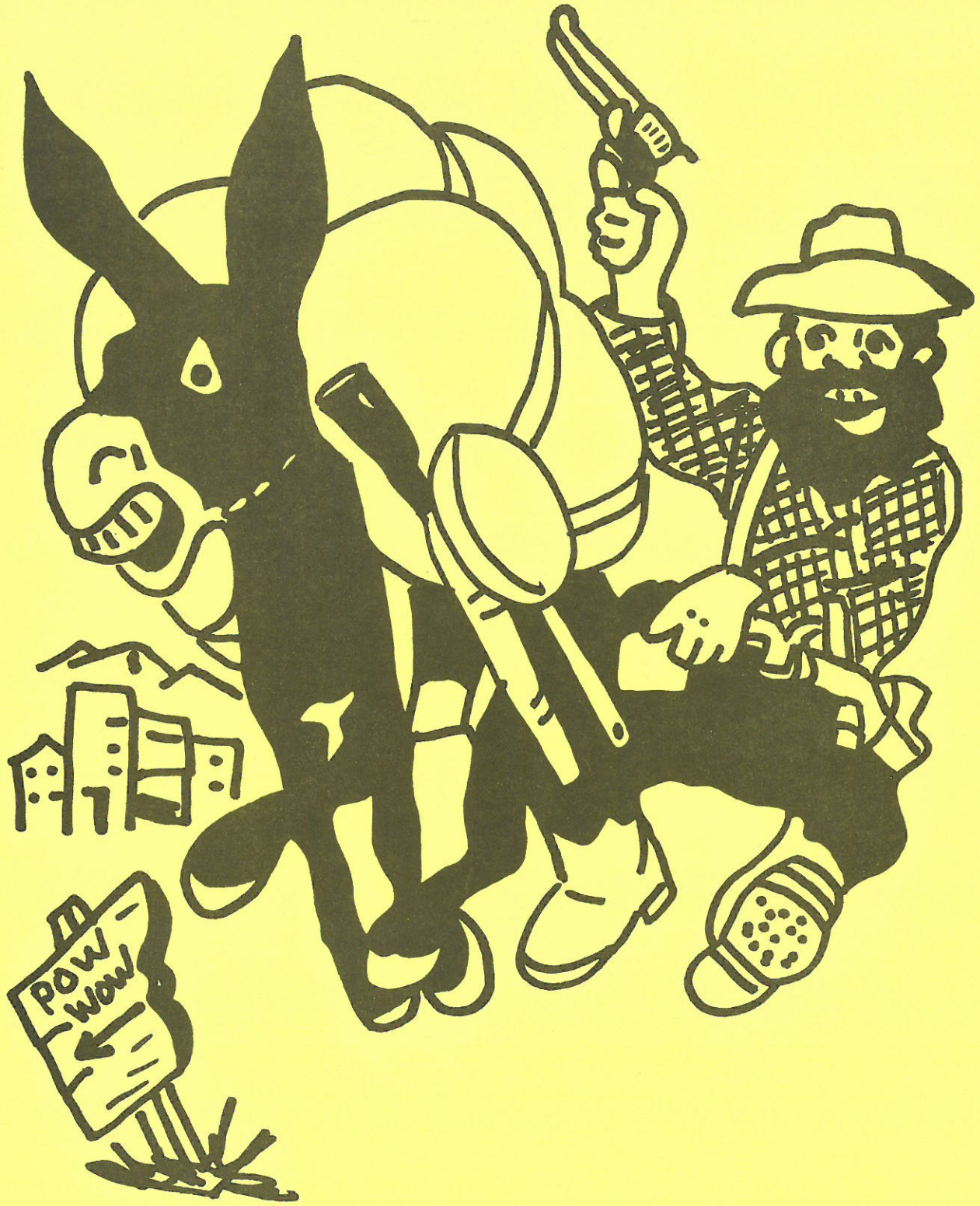
**SCOUTMASTER** - (Welcomes new Boy Scouts and parents to the troop. Tells them a little about what they can expect from Scouting. Issues a challenge to each boy, hoping he will attain the rank of Eagle Scout.)

Note: You may also wish to include the exchange of Webelos Scout neckerchief for the troop neckerchief, or presentation of the "Boy Scout Handbook".



**REMEMBER:** Transition of a Webelo into Boy Scouts is not complete until the:

*Troop  
Registration  
Application  
Neatly  
Slides  
In  
The  
In-basket  
On the  
Nearest  
Executive's  
Desk!!!*



# PACK STUFF

# PACK STUFF

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## PACK ADMINISTRATION

The following pages are **ONLY** a guideline for Pack Administration. May these be a help so that your Pack may strive to be the best. You have the help of all the Scouting Brotherhood at your fingertips. Remember... if you don't ask questions and seek out answers, you will only keep wondering what to do and where to go. Solve the little problems and the big ones will take care of themselves.

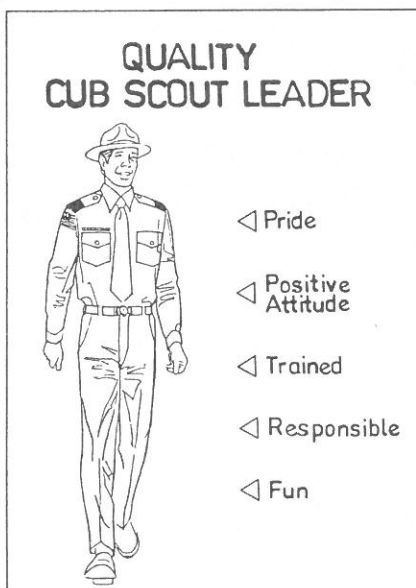
### WHAT IS PACK ADMINISTRATION?

Your goal is to have a successful, well-run, enjoyable, quality Cub Scout Pack. Trained leaders and well informed Executives are a start. There are many other Guide Lines other than the basic Leaders Manuals. There are the Annual Helpful Hints Planning Guides, Training Classes, Monthly Roundtables, and activities galore.

### WHO MAKES UP A PACK ADMINISTRATION ?

#### COMMITTEE:

Ideally it is made up of a Committee Chairman, Treasurer, Secretary, Advancement Chairman, Cubmaster, and a Support Staff (the people in charge of planning and running the special activities and events).



#### JOB FUNCTIONS OF EACH POSITION:

**CUBMASTER:** This is an Adult who will be the leader of the Pack. The boys should be able to look up to this person and enjoy the Pack meetings. The Cubmaster is the Master of Ceremonies of the Pack meetings. This person is also part of the Pack Committee. The primary functions of the Cubmaster are:

- A. Conduct Pack program according to the policies of the Boy Scouts of America.
- B. Plan and help carry out the Cub Scout program in the Pack. This includes a good monthly pack meeting.
- C. Know about the use literature of the program seeing that the Pack program, Leaders, and Cub Scouts reflect positively the interest and objectives of the Chartered Organization and the Boy Scouts of America.
- D. Work with the Pack Committee on program ideas; selecting and recruiting adult leaders, and establishing a budget plan.
- E. Guide and support Den Leaders seeing that they receive the required training for their positions.
- F. Recruit a Den Leader Coach as needed.
- G. Help organize Webelos Den and encourage graduation into a Scout Troop.
- H. Maintain good relationships with parents seeking their support and including them in activities.
- I. See that Cub Scouts and Webelos Scouts receive a quality, year round program that is filled with fun and activities that qualifies the Dens and Pack for the National Summertime Pack Award.
- J. Guide Cub Scouts in Good Turns and conservation projects.
- K. See that the responsibilities specified for the Assistant Cubmaster are carried out.
- L. Assist the Pack Committee Chairman in conducting the annual planning conference and the monthly Pack Leaders' meetings.
- M. Take part in charter review and annual charter presentation ceremony.

**COMMITTEE CHAIRPERSON:** An Adult who oversees and keeps the Pack Committee organized. This individual tries to delegate different jobs to different Committees. This should be a person that can motivate others in a gentle but firm manner. The chairperson should also be available to attend all planning sessions, general meetings and Roundtables. The primary functions of the Committee Chairperson are:

- A. Maintain a close relationship with the Scouting Coordinator keeping him/her informed of the needs of the Pack.
- B. Report to the Chartered Organization to maintain harmonious relations.
- C. Confer with the Cubmaster on policy matters relating to the Cub Scout program and the Chartered Organization.
- D. Supervise Pack Committee operations by:
  - 1. Calling and presiding at Committee meetings.
  - 2. Assign duties to Committee Members and train if necessary.
  - 3. Plan for Pack Charter review, Roundup and Registration.
  - 4. Approve bills before payment by Treasurer.
- E. Conduct the annual Pack Program Planning.
- F. Conduct the monthly Pack Leaders' meeting.
- G. Ask Committee to assist with the recommendations for Cubmaster, Webelos Den Leaders, Den Leader Coachs, Den Leaders and their assistants.
- H. See that new Dens are formed when needed.
- I. Work with Chartered Partner Representative to provide adequate and safe meeting places.
- J. Cooperate with the Cubmaster on Council approved money-earning projects so that the Pack may have money for materials and equipment.
- K. Control finances through adequate finance records.
- L. Maintain adequate Pack records and take care of property.
- M. Assume the duties of the Cubmaster if needed until one is recruited and trained.
- N. Provide a Parent Training program.

**TREASURER:** This is a critical player in the team. No Pack can run without funds. A guiding hand is necessary to help set up a budget guideline. The Treasurers primary functions are:

- A. Help the Pack Committee and Cubmaster in establishing a sound financial program for the Pack with a budget plan.
- B. Open a bank account in the name of the Pack and arrange all transactions.
- C. Approve budget expenditures.
- D. Collect all funds and deposit same as needed.
- E. Keep up-to-date records entering all income and expenditures.
- F. Be responsible for thrift training within the Pack.
- G. Make periodic reports on the Pack's financial condition.
- H. Provide petty cash needs for the leaders. Guide pack in conducting Council-approved Pack money-earning projects.

**SECRETARY:** This person is very often forgotten about when praises of gratitude are handed out. This Committee Member keeps records of all Committee meetings. The Secretary's primary functions are:

- A. Keep informed of all Cub Scout program literature, materials records and forms. Acquaint leaders of items available and how to use them.
- B. Maintain the inventory of Pack property.
- C. Handle correspondence for the Pack by writing letters of appreciation, writing for reservations, or sending orders for supplies.
- D. Keep notes on Pack Leaders' and Committee meetings.
- E. Notify leaders of monthly Pack Leaders meetings and other activities.
- F. Record advancement of Scouts into Boy Scouts in the Pack Record Book.
- G. Provide Den Leaders with records and forms for meetings.



ADVANCEMENT CHAIRMAN: This position is one of grave importance. The holder of this job must keep track of what achievements and honors each Scout earns. The primary functions of the Advancement Chairman are:

- A. Help plan and conduct induction and advancement recognition ceremonies.
- B. Train parents and Committee to promote advancement.
- C. Arrange graduation ceremonies with Cubmaster and Scoutmaster.
- D. Promote the use of Cub Scout and Webelos Advancement charts to promote and record advancement in Dens.
- E. Collect Den Advancement Reports at monthly Pack Leaders' meetings. Order badges and insignia on Advancement Report Form.
- F. Promote BOYS' LIFE magazine as an aid to advancement.
- G. Promote wearing and proper use of uniform and insignia.

CHARTERED ORGANIZATION REPRESENTATIVE: This person acts as a liaison between the Pack and the Charter Organization. The primary functions of the Chartered Organization Representative are:

- A. Help recruit the right leadership.
- B. Encourage unit leaders and Committee members to take training.
- C. Promote well-planned unit programs.
- D. Serve as liaison between the unit and Chartered Organization.
- E. Organize units as needed.
- F. Promote the recruiting of new members.
- G. See the boys graduate from unit to unit.
- H. Assist with unit Rechartering.
- I. Suggest Good Turns for your Pack to do for your Chartered Organization.
- J. Encourage unit Committee meetings.
- K. Develop organization leadership.
- L. Encourage active outdoor unit programs.
- M. Emphasize unit advancement and recognition.
- N. Bring District help and promote its use.
- O. Encourage recognition of leadership.
- P. Represent your organization at the monthly District Committee meetings and on your local Council.

SUPPORT STAFF: These are the people who help the PACK GO. They include, to name a few: The Den Leader Coach, Wolf and Bear Den Leaders, Webelos Leaders, Tiger Cub Coordinator and of course the ever important Cubmasters.

DEN LEADER COACH: The duties of this position include to help Den Leaders understand the purposes, policies and procedures of the Chartered Organization and the Boy Scouts of America. To help new Den Leaders plan and conduct their first several Den meetings. To encourage all leaders to attend training classes as well as POW WOW and Roundtables. The primary functions of the Den Leader Coach are:

- A. Hold monthly meetings with the leaders to help plan Den activities and programs agreed on at Pack Leaders' meetings.
- B. Be thoroughly informed on the latest Cub Scout program material.
- C. Give continuing support and help to Den Leaders.
- D. Be available to attend Den meetings substituting for a Den Leader if needed.
- E. Help Cubmaster in recruiting Den Leaders and assistants.
- F. Be sure that Den Leaders understand the Pack budget plan.
- G. Serve as a communications link between Cubmaster and Den Leaders or Webelos Patrol Leaders keeping Cubmaster informed on the successes and problems of Den Leaders.
- H. Participate in the annual planning meeting and the monthly Pack Leaders' meetings and monthly Pack meetings.
- I. Participate in monthly District Roundtable meetings and District/Council training programs.



### DEN LEADERS AND THEIR ASSISTANTS:

Together these people need to work on planning and carrying out a year-round program of activities for their Dens or Patrols to achieve the purposes of the Cub Scout program. They need to lead their groups in the participation at the monthly Pack meetings. Their primary functions are:

- A. Cooperate with other Pack Leaders.
- B. Have a plan for recruiting new boys on a year-round basis.
- C. Use various Cub and Boy Scouting materials as other sources of ideas and information.
- D. Encourage boys to advance. Maintain accurate records and see that each Scout is appropriately recognized for his achievement.
- E. Instill Scouting's spirit and moral values through personal example, ceremonies and meaningful activities such as goodwill and conversation projects.
- F. As boys complete the Webelos program, work with Pack Committee to establish a good relationship with neighborhood Scout troops. Try to graduate every Webelos Scout into a Troop.
- G. Ask qualified persons including Adult family members of the Scouts to serve as project coordinators.
- H. Help the Den earn the National Summertime Pack Award.
- I. Be sure a leader is available for all meetings and activities.
- J. Participate in the annual planning meeting and the monthly Pack Leaders' meetings.
- K. Participate in the monthly District Roundtables and other training activities as announced.

TIGER CUB COORDINATOR: This person organizes the First Graders and Parents into groups that meet monthly to help prepare these boys for entering into the full Cub Scout Program. It is ideal to have a separate individual that does not have other functions within the Pack Committee to handle this job. At the end of the Scouting Year, it is desired that this Coordinator assist in obtaining new Leaders for the new Dens. This person should be able to drop in and help plan the monthly meetings. The Tiger Cub Coordinator's primary functions are:

- A. Attend Council Tiger Cub Training in August.
- B. Coordinate and run your Back to School Night Tiger Cub family organization meeting.
- C. Issue "Family Activity Packet" to each new Tiger Cub Family and collect the necessary registration fees.
- D. Have at least two (2) follow-up meetings with the Tiger group to stabilize their program if needed.
- E. Invite the Tiger Group to at least one Pack Function.
- F. Coordinate Tiger group graduation into your Pack in May, August or September, depending on when your Pack moves their boys up a rank. Attend the Annual and Monthly planning meetings of the Pack.

### GENERAL COMMITTEE MEMBERS:

These are the people who head up the fund raisers, are refreshment chairmen, Outings Coordinator, Public relations member... Their jobs can be assigned and designed as seen fit to do so by the Pack Committee.

We have briefly touched on some of the jobs and people involved in Pack Administration. As you can see most of the jobs overlap in responsibilities. The communication between Committee members is essential. By no means is this an entire list of jobs or descriptions. Each Pack must design their own outline and coordinate to their own needs.

## WHAT DOES THE PACK COMMITTEE ACTUALLY DO?

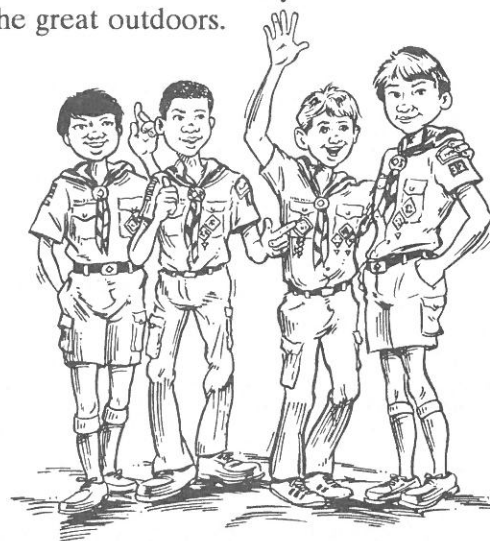
**PROGRAM PLANNING:** This function of the Pack Committee involves the Annual Planning Meeting, Den Leaders' meetings and the monthly Committee Meetings.

The Annual Planning Meeting should be held in August just after the August Roundtable. The twelve month themes, ideas, District and Council set Schedules are included in the packet handed out (usually at Roundtable). The meeting should include all interested adults. This is the time that the Pack's twelve month tentative calendar, budget, and general programs are set up. All adults who wish to serve on a specific committee should attend. A sample Annual Calendar can be found at the end of this section.

**The Monthly Pack Committee Meetings:** This is the time you can fine tune the monthly pack meetings and prepare for the near future Pack meetings and projects. Also the long range, time consuming planning projects can be addressed. This is also the time your Committee Chairman presents ideas where help may be needed.

**RECRUITMENT** : Without new boys to replace those who have moved on to Boy Scouts, we have no Pack. Without Leaders and Committee members to guide these boys, we can not function. It is important to have one person oversee your recruitment, if at all possible. Ideally you will obtain new boys through the Back to School Night for Scouting. This should occur shortly after school starts in either August or September. However, we do encourage to have boys join Scouts anytime during the year. A follow up at the school a couple of weeks after the big recruitment drive can net several more interested boys and parents who were not able to attend the initial meeting.

**SUMMERTIME PROGRAM:** All Packs should strive to be a year round unit. The National Summertime Pack Award is an award that every pack can earn by merely following the guide lines as set up by the National Headquarters. Every boy and adult can earn the individual Summertime Award to wear by participating in the Pack events during the summer months. This is a good opportunity for the Pack to do some fun activities and for the boys to become aware of the great outdoors.



**QUALITY UNIT:** Quality Unit awards are very valuable to a Pack. This allows the Pack to receive their Badges of Rank free. The guidelines are set up by National Headquarters and are provided to the Pack at Recharter time.

**EVALUATION:** The hardest part of a Pack Committee is to evaluate itself to find out where they have been and where they want to go. Perhaps a rut has been reached, or perhaps a new new outlook is needed. This is the time to perhaps sit back and take an outsiders look at yourself. Help is available through the District office and your Area Commissioner. **JUST CALL - THEY DON'T BITE AND ARE THERE TO ASSIST.**

UNIFORMING

The Boy Scout of America has always been a uniformed body. Its uniforms help to create a sense of belonging to the largest organization of this type in the world. Uniforms symbolize character development, citizenship training, and personal fitness. Wearing a uniform gives youth and adult members a feeling of:

PERSONAL EQUALITY \_ It represents a democratic idea of equality, bringing racial, economic, religious, national, ethnic, political, and geographical differences in the Scouting tradition.

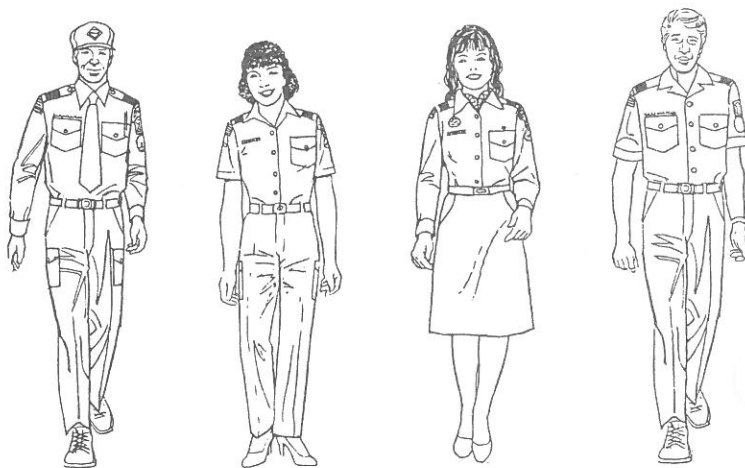
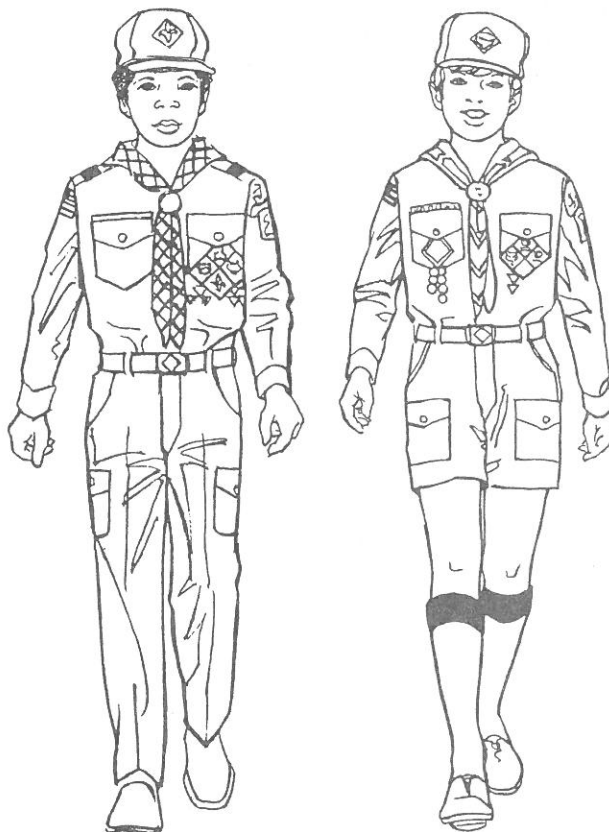
IDENTIFICATION \_ It identifies youth and adult members of the Boy Scouts of America, visible as a force for good in the community.

ACHIEVEMENT \_ What each youth or adult member has accomplished with program opportunities can be recognized by the badges and insignia worn on the uniform.

PERSONAL COMMITMENT \_ It is a constant reminder to every Cub Scout, Boy Scout, Explorer, or adult of their commitment to the ideals and purpose of the Boy Scouts of America. It encourages them to take Scouting seriously because of the investment in uniforms by parents of the youth and by the adults themselves. It is a way of making visible a member's commitment to a belief in God, loyalty to country, and to helping other people who need them.

PRIDE \_ When Cub Scouts wear insignia correctly, they feel greater pride in being members of the Pack. However, a Cub Scout does not become uniform conscious overnight. Pack leaders, Den Leaders, and parents must first recognize the importance of wearing the complete uniform and insignia correctly. The uniform makes a difference in personal pride, Den and Pack spirit and personal conduct. Properly uniformed leaders set the pace which will influence boys and parents. Scouting leaders - both volunteer and professional - promote the wearing of the correct complete uniform on all suitable occasions.

UNIFORM INSPECTIONS: Dens and Packs are encouraged to hold regular uniform inspections for continued good uniforming and appearance. Pack uniform inspection is necessary for Charter Renewal and to earn the Quality Unit Award. Your Unit Commissioner will be glad to assist with the inspection. Uniform inspection sheets are available at the Scout Service Center.



## TRAINING

The following training is available for leaders:

ORIENTATION - A short training session which may be conducted at School Night for Scouting or rallies, or at a Pack parents' meeting. It introduces parents and new leaders to the total B.S.A. program, with emphasis on Cub Scouting. It is a foundation for further training.

FAST START TRAINING - A video series available for use by trainers and experienced leaders in coaching new leaders. Provides temporary help until new leaders can attend training sessions.

BASIC TRAINING - Leaders are encouraged to attend basic training before assuming job responsibilities, so they will be qualified to conduct the Cub Scout program. Each District conducts its own basic training and you are welcome to attend in any District.

ROUNDTABLE - A monthly District meeting of leaders, to provide program ideas on the next month's theme which can be used in Den and Pack programs. It is also an informal meeting of sharing leadership experiences and ideas.

POW WOW - An annual, all-day Council-wide training event for Cub Scout leaders, offering training in a variety of different areas. All leaders are encouraged to attend this exciting, fun-filled, informative event.

PHILMONT CONFERENCE - Week-long training courses (by invitation only) under the direction of the National Volunteer Training Committee are offered during the summer at Philmont Scout Ranch, Cimarron, New Mexico. Special programs for family members make this a great family vacation with the added attraction of training, and an opportunity to get acquainted with Cub Scouters from all around the nation.

### CUB SCOUT TRAINERS' WOOD BADGE -

An advanced training course. A memorable training event by invitation only. Train The Trainer, not less than two years registered as a Cub Scout leader and the desire to become a dedicated Scouter are some of the prerequisites.

## CUB SCOUTS ACTIVITIES

Most of the Cub Scout activities for your Pack should be planned at your annual planning meeting. Others will appear during the year.

Basically there are three types of activities each Cub or Webelos has an opportunity in which to participate:

DEN MEETING: The Den meeting itself is an activity. A special activity such as a field trip relating to the monthly theme would be another Den type activity. Cub and Webelos Scout field trips are important, not only to have a break from the "regular meeting" but also to give an air of excitement and anticipation for the coming event.

PACK MEETING: The pack meeting is an activity. Other types of Pack activities could be fund raising, community projects, projects for the sponsoring organization, special field trips to interesting and fun places.

DISTRICT/COUNCIL ACTIVITIES: The District/Council activities are or should be a very important part in scheduling your Pack activities. These events are announced in special mailings and at Roundtables. Some of these events are Scout Shows; Boy Scout Camporees; Day Camps; Cub Weekends; Webelos Weekends and others.

**LIFE IS A TEST.**

**It is only a Test.**

*If this were your Actual Life, you would have been given better instructions.*

ANNUAL PLANNING SESSION



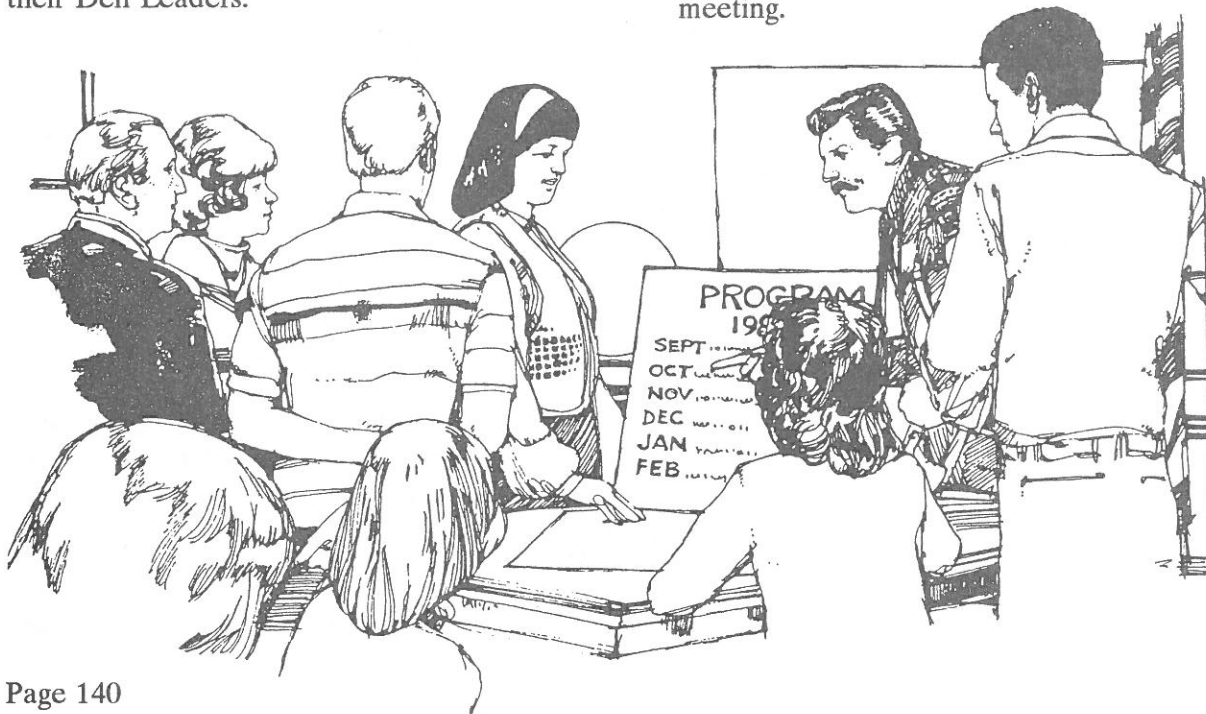
When you have your annual planning session, the activities should be planned for the coming year. The suggestions of activities should be geared to compliment the monthly themes. Hopefully at the planning meeting a person will be selected to be in charge of the activity will be chosen for the various Den and Pack activities. As the time for the special event nears, the person in charge and the Pack Committee will need to make additional assignments, decisions, modifications and final plans.

Cubbing is a family affair. Most activities the entire family is encouraged to participate in. Other times it is just Cubs and Webelos and their Den Leaders.

A SAMPLE PACK CALENDAR

August	Graduation for Tiger Cubs, Wolves and Bears advance a rank
September	New Dens and Leaders
Installed	
October	Halloween Party
November	Space Derby
December	Christmas Activity
January	SME and Pack Inspection
February	Blue and Gold Function
March	Pinewood Derby
April	Preparation for District Summer Event
May	Regatta
June	Fun Activity out-of-doors
July	Bar-B-Que and Softball
August	Graduation

TO FINE TUNE THE CALENDAR: Add in the monthly themes, District and Council events, and anything that applies to your Pack such as: Committee meetings, when advancements are due to the Chairman, fundraisers, etc. It is up to your imagination to create your own Pack calendar. It can be done monthly as a reminder or only once a year and handed out at the August Pack meeting.



## SCOUT SHOW TICKETS - HOW NOT TO LOSE YOUR MIND

OH NO! Here I am at the March Roundtable and they are talking AGAIN about the sales of Scout Show Tickets, WHAT AM I GOING TO DO?. Someone has to get this organized! Where to sell, how to sell and when to sell... We only have five weeks before the Scout Show, I'll never get this done!

Does this sound like you? Don't worry - this is a guideline to help you organize your Pack's ticket sales and make money for your Pack.

First, recruit adults to be responsible for this job, and yes, it is a job. You need one or two people to share this responsibility. One person to be in charge of arranging locations and one person to handle distribution of tickets and money reconciliation. These people must work hand in hand to coordinate everything, and help motivate the leaders.

Ideally you need to start making arrangements for locations just after the Christmas holidays. Check out busy Businesses, local shopping centers, bus stops, scheduled events that are being held in your area during the sales weeks. You need to obtain WRITTEN confirmation from the management. You will need to know what hours you can sell and where. Confirm them about a week or two before selling starts. Sometimes management does change and the new management will not honor the prior agreements.

The location coordinator needs to set up a schedule of places and times. Check with each leader as many boys are in sports on weekends and certain times are inconvenient. A schedule may look something like this:

SATURDAY MARCH 5th:

<u>DEN</u>	<u>LOCATION</u>	<u>TIME</u>
1	Willy's Meats	8 AM - NOON
3	Willy's Meats	NOON - 4 P.M
2	Pat's Dress Shop	8 - 10 AM
Owl	Pat's Dress Shop	10 AM - 2 PM
2	Pat's Dress Shop	2 PM - 4 PM

This schedule will allow the boys in Den 2 to participate in a sports function. You may also want to have times available for after school and during the Spring Break of Schools. Many parents are available if they are asked to take boys to locations. BUT REMEMBER THEY MUST STAY WITH THE BOYS. Two deep leadership is required when selling. This can be a leader and another adult, it does not have to be two leaders.

After the selling is all done, you may want to send Thank You notes to each contact person. You may also want to invite them to a Pack meeting when the boys receive their Scout Show Ticket Sale Prizes. A small Certificate of Appreciation is always nice.

Set a goal for selling. Last year your Pack may have sold 250 tickets. This year try for 300. OR every Scout needs to sell at least 10 tickets each. OR have a contest between Dens / Patrols / Tiger Cubs and have an award of a pizza party for that group. Remember, the Tiger Cubs may sell also; they are a part of your Pack.

Give each Den Leader a form to keep track of who sold what. Have a master record of boys in the Pack. When money is turned in, be sure to balance with the adult turning in the money before they leave you. It is very hard to go back at a later date to figure out where shortages and overages occurred. You will need to work with the Treasurer of the Pack to deposit excess monies and get checks to give to Council on Turn In Days. (Council prefers to receive one check instead of cash...)

At the end of Sales Time Period, Council will need to know who your top seller was and how many tickets he sold. Having individual den records make this calculation very simple.

If you take each item that needs to be done one at a time, it will much easier and you will find that your pack will sell more.

Notes...





**SPECIAL  
PROGRAMS**

# SPECIAL PROGRAMS

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## CUB SCOUT SPORTS - THE EASY WAY !!

Cub Scout Sports are simple - and FUN ! You, the Cub Scout leader, will find Cub Scout Sports and 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 to participate and be recognized for 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, (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. It 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. It 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 pin. The sixty points should be earned in a ninety (90) day period; no more than five (5) points should be earned in one day. It's easy: remember, "30-60-90." The pin is worn by a Scout on the patch vest, 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. It 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.

**GETTING STARTED** is easy!!

There are four simple steps:

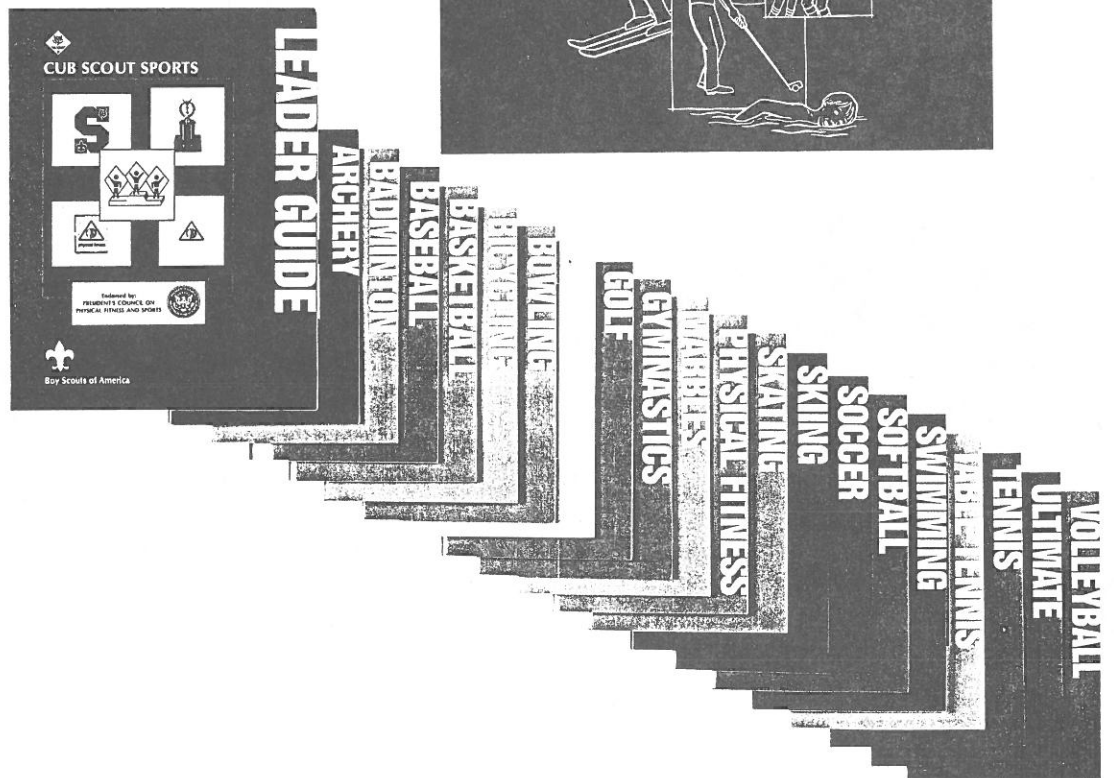
- (1) Select one of the sports offered in Cub Scout Sports.
- (2) Gather the resources.
- (3) Learn about the sport, sportsmanship, and the physical techniques.
- (4) Do it!!!

**RESOURCES**--are available at the Denver Scout Shop:

The Cub Scout Sports Leader Guide is designed to help organize the Sports program in the pack. You'll find sections on resources, safety, the role of parents, facilities, recognition, equipment, and more. Supporting the Leader Guide are individual booklets for the boys.

Recognized sports for the Cub Scout Program are:

- archery
- badminton
- baseball
- basketball
- bicycling
- bowling
- fishing
- golf
- gymnastics
- marbles
- physical fitness
- skating
- skiing
- soccer
- softball
- swimming
- table tennis
- tennis
- ultimate

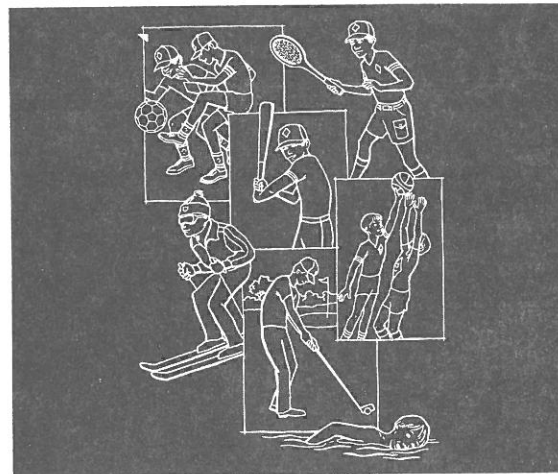


**REMEMBER:**

- \* Emphasize learning about the sport, sportsmanship, reasonable physical involvement, and "doing his best."
- \* Do NOT emphasize winning.
- \* Recognize the Scout for time spent in practice or at play in his den or pack, in his community, or as an individual Scout.
- \* With the variety of sports to choose from, a pack can try two different sports each year. Over a period of a boy's four years in Cub Scouting, he can learn to play eight different sports.

Good luck with the sports program in your pack.

**CUB SCOUT SPORTS**



# BLUE AND GOLD

The Blue and Gold Banquet is the special birthday party for Cub Scouting and is usually held in February as this is the Scout birthday month. February 8 is the Scout birthday, and Baden-Powell's birthday is February 22. It is the highlight of the Cub Scout program for the year. Everything is done with a "special flair" to make it more meaningful. Special entertainment will add to your banquet, if brief. A few suggestions are: instrumental solos, group songs, comedy, and magic.

This is also the February pack meeting. It is for the whole family including the grandparents, aunts, and uncles.

A good idea is to make out a format and keep records of what you did and pass it on to the dinner chairman the following year.

## DETAILS THAT WILL MAKE YOUR BANQUET A SUCCESS

### INVITATIONS

Invite these people early in January; remember, they are usually busy people. Special guests may include some or all of the following: (1) Head of the Chartered Partner, (2) Scoutmaster of the troop into which boys graduate, (3) Unit Commissioner, (4) Chartered Representative, (5) all committee members, (6) district Scout executive or other Scout council personnel, (7) District Commissioner, (8) a minister or priest for your invocation, (9) Den Chiefs, (10) janitors, and not last on purpose but most important (11) the parents and families of the boys. These guests should not be asked to speak; although, the Scout Executive may be asked to bring a greeting. Invitations should be Cub made.

Here's a suggestion on a knot-tying theme:



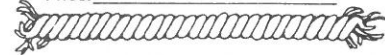
Please do *KNOT* forget the  
**BLUE & GOLD BANQUET**

Date: \_\_\_\_\_

Time: \_\_\_\_\_

Place: \_\_\_\_\_

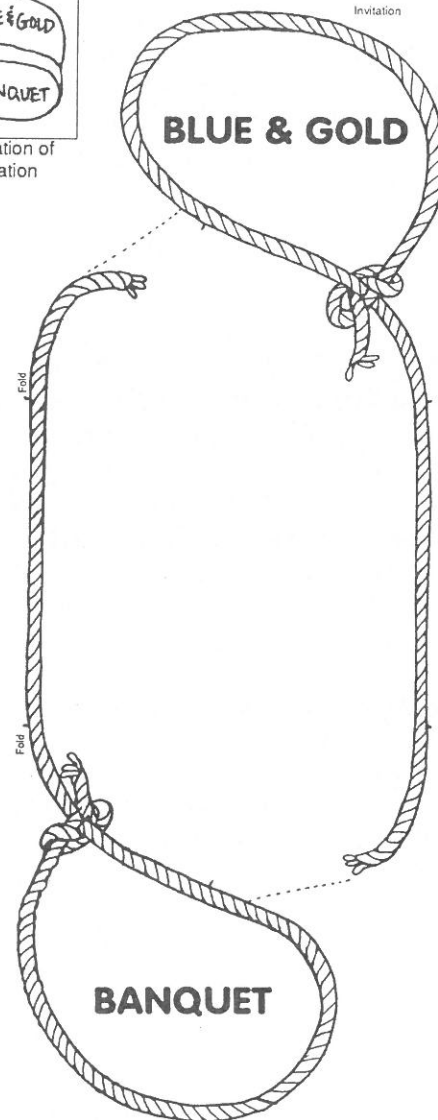
Price: \_\_\_\_\_



Invitation insert



Illustration of invitation



The invitation and invitation insert should be enlarged and photocopied on cardstock. Cut out invitation along rope edges following dotted line to short mark (approximately 1/2 inch). This enables the lassos to interlock when folded as shown. Invitation insert should be cut in a rectangle very close to rope edge. This is glued to inside of invitation between fold marks.

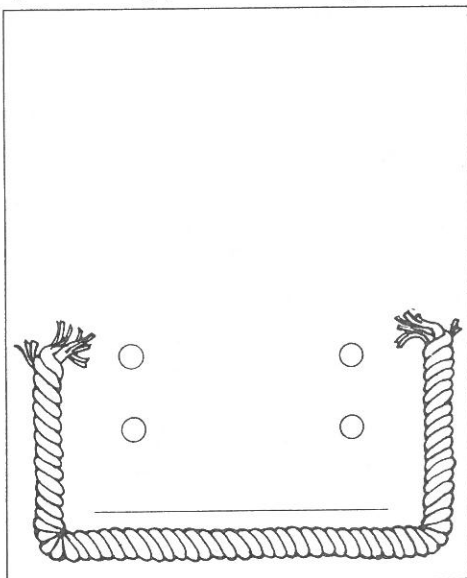
## PLACE & PHYSICAL ARRANGEMENTS

Selection of a place is important. It needs to be large enough to hold all the pack, their families, and invited guests. Be sure to reserve your place in advance. Check with your place for their regulations regarding smoking, lighting candles, and if the kitchen has to be staffed, etc. Check to see that there are enough chairs and tables and provide Den Leaders with the physical diagram of the area for electrical outlets, water, sinks, etc. It would be nice to have the Leaders see this place before the night of the Banquet.

## PROGRAM

Keep it swift and simple. Plan carefully. **START ON TIME!!!** Invocation, flag ceremony, fast impressive award ceremony (planned carefully to avoid stumbling, forgetting someone, and reading long lists of awards). Take time to thank Den Leaders, Committee members, and Chartered Partner. Usually the invocation and flag ceremony are before dinner; the rest of the program after dinner.

**PLACE MARKER:** Enlarge and photocopy on card stock, punch holes as indicated and fill in name. Insert an 18" length of small rope or heavy twine through the holes and tie with an inexpensive ring (like curtain rings).



## COMMITTEES

Recruit as many parents from your pack as possible to relieve the workload of the Den Leaders. It gives them a chance to show their talents and may identify futures Leaders for your pack. The committees are:

**Physical Arrangements:** Lines up location, double checks to be sure room, lights, heat, public address system, etc., are available. Gets help to setup tables and chairs. Arranges clean-up; makes friends with the janitor.

**Special Guests:** Arranges for invitations to be sent to special guests. Follows up to see if they can come. Assigns them to a den. Meets guests at the door. Helps them find seats. Introduces them to the den.

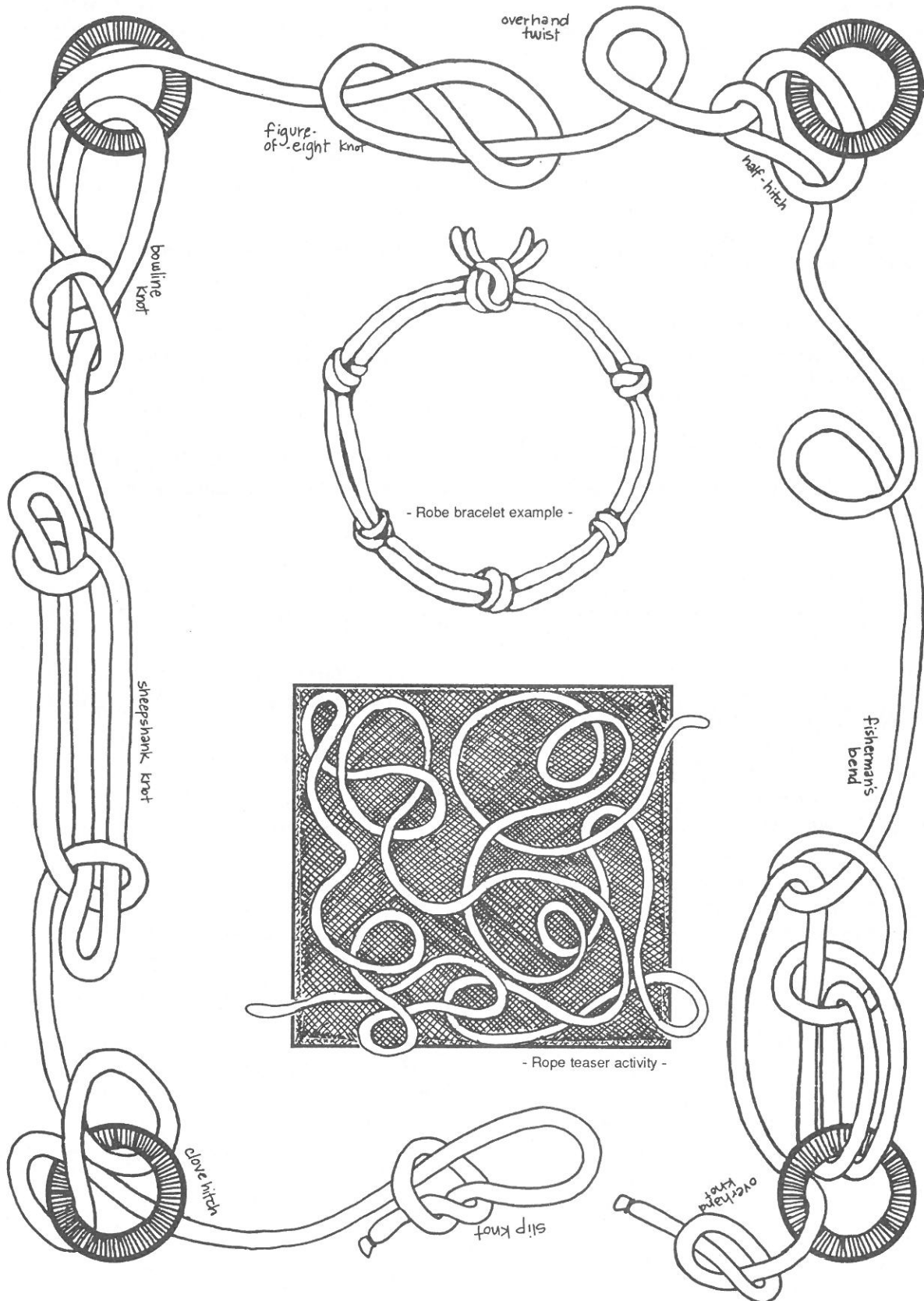
**Program:** Plans and coordinates program with the Cubmaster. Prints program, if you want to have one. Coordinates award ceremony with the Cubmaster and awards chairman. Helps setup stage for skits, etc. Responsible for invocation and color guard, etc.

**Food:** Decides if banquet is to be catered or pot-luck. Arranges for pack provided items to be available. Determines serving arrangements.

**Decorations:** Decides on theme and carries it through. Keep the decorations simple and let the Cubs make them. Decorations may be a centerpiece from each den, placecards, nametags, nut cups, program covers, napkin rings, and blue and gold streamers.

**Clean Up:** Cubs and their parents should have a part in the clean up, but have an adult committee member responsible to see that the place is left in the same condition, or better, then you started with. Arranges to have garbage properly disposed of including having enough bags on hand. Make sure tables and chairs are put away.

**PLACEMAT:** Enlarge to 11 x 17 and photocopy for individual placemats. As guests arrive and are seated they can practice the knots shown on the placemats using the rope and ring from their place marker. Napkin rings could be made out of rope. Play knot tying games for entertainment...



## OPENING/CLOSING CEREMONIES

Here are a few examples:

House lights out and curtain opens. Flag is waving with a soft floodlight on it. A Cub Scout is saluting the flag.

Narrator - (a woman):

*He's just a little lad, God,  
This blue-eyed Cub of mine,  
Take thou his hand along the way,  
Help him to be courteous and obey,  
Bless all these busy Cubs, Dear God,  
Grant that true Cubs they may be,  
For if they follow all the Cub rules,  
They won't stray far from thee.*

(lights out and curtain closes. House lights on.)

- OR -

### A BOY IN BLUE

*Blue and Gold are the colors tonight.  
Boys in uniforms shiny and bright  
With smiling faces to the left and right  
We pay homage to our Cub Scouts tonight  
A Cubmaster who is loyal and true  
Who works with parents and the boys in blue;  
In hopes that these boys will grow up to be  
Better citizens than you and me.  
In uniforms our Den Leaders, too  
Teaching Cub Scouts the need to be true,  
and working, singing and playing with them;  
Striving real hard to make better men.  
So all of you Cub Scouts in Gold and Blue  
The door to Scouting has been opened to you.*

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

ARRANGEMENTS: on each Den's table a single candle burns, all house lights are out.

CUBMASTER: Cub Scouting is part of family like in many countries around the world. In all of these free countries, on an evening such as this, Cub Scouts are joining together and repeating the Cub Scout motto. What is the Motto?

CUB SCOUTS: "Do Your Best!"

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

ALL: (Repeat Cub Scout Promise)

CUBMASTER: Thanks to everyone for your assistance tonight. We'll say good night after Cub Scout \_\_\_\_\_ reads Edgar A. Guest's "A Creed".

CUB SCOUT:

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

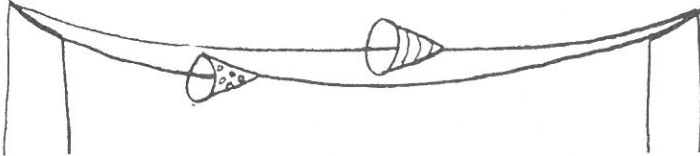
*In all I am, in all I do,  
Unto our flag I would be true;  
For God and country let me stand.  
Unstained of soul and clean of hand,  
Teach me to serve and guard and love  
The starry flag which flies above.*



## DERBIES

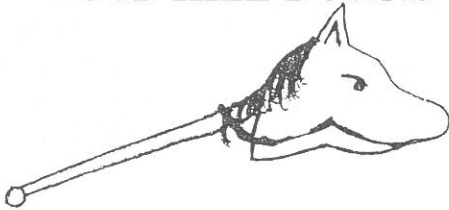
The Cub Scout Leader How-to Book has everything you need to know about Pinewood Derbies, Space Derbies, and Raingutter Regattas. The following are variations on the derby theme.

### MINI ROCKET RACERS



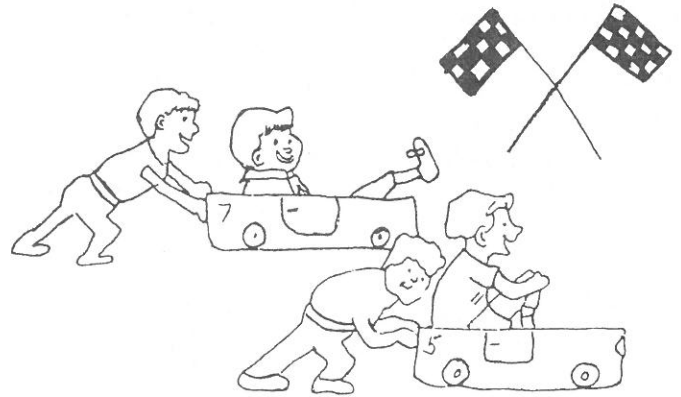
This is an alternative to the rocket racers supplied by the B.S.A.. The race track is thin string or fishing line strung between two points. The race vehicles are paper cones, threaded onto that line. The power is supplied by the scouts blowing into the open end of the cone to the finish line. You may choose to make your own, or use the disposable drinking cup cones that can be purchased from retail stores. This activity can have the Scouts make and decorate (with magic markers) their cones right at the Pack meeting or ahead of time. This activity is simple but filled with fun and adventure.

### CUB HILL DOWNS



This idea is taken straight from the horse's mouth. The cubs are instructed to make stick horses for racing. Each race could be conducted by age or grade, with a 1st, 2nd, and 3rd from each division. Have the Scouts parade past the audience before going to the starting gates, at which time their pony could be judged based upon appearance. Add all the trappings of a real horse race and you could have a very fun and exciting Pack meeting. NOTE: A fun alternative is to turn it into a steeple chase (an obstacle course run on the horses).

### THE BROWN BOX DERBY



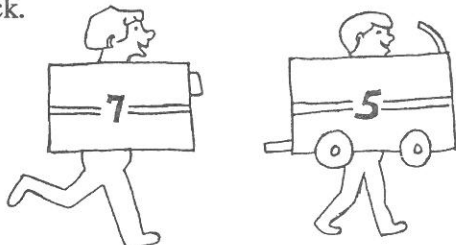
The Brown Box Derby is a car race the Cub Scout can literally get into. The car consists of a sturdy box large enough for the Cub Scout to sit inside of. The Scout & his partner (Family member or friend) decorate the box to resemble their favorite race car, or to fit the theme of the pack meeting. The race itself is run pretty much the same as a Pinewood Derby. The Scout sits in his box car at the starting line & his partner is the engine. When the racing gun sounds the partner pushes the box & Cub down the race track to the finish line. First to cross is the winner of that heat.

The race track can be any surface marked with dividing lines based upon how many race lanes you desire (Parking Lot, lawn, etc). If the race is held indoors in a School cafeteria or Recreation hall, check with your facility management as to whether it is permissible to slide the boxes across the floor surface, marked off with tape or string. If you desire a reusable race tack, Carpet strips about 30 feet or longer are wonderful. Each race lane having its own carpet strip, that can be rolled up and stored after racing.

The Brown Box Derby promises to be fun for the whole family. Prizes can be awarded for both racing and for car design and appearance.

## THE CUB SCOUT GRAND PRIX

This Pinewood Derby alternative is fun for the whole family. Instead of the boys building cars, they ARE the cars. Each cub takes a cardboard box that can be slipped over the head (with the appropriate holes cut out, of course). The box is then decorated to look like a grand prix race car. The boys themselves race around a oval race track.



Depending upon the size of your pack, there are two ways to run this event. If your pack is relatively small (no larger than 10 dens), you run your heats by dens. Each heat consists of the boys from one particular den, racing 4 times around the race track. Now comes the really fun part that involves the Scouts' families. The Scout's family acts as the pit crew. The Cub is instructed that he has to make 3 stops at his pit stop out of the 4 laps run. It is up to the family crew when to call him in with cue cards and in what order they want to perform the following pit stop activities:

1. CHANGE THE TIRES: The race should be run in stocking feet. The family should bring two pair of socks. A fresh pair to start the race and another pair that is used to change the socks in the pit.
2. FILL THE GAS TANK: The Scout has to drink 3 glasses of lemonade.
3. WASH THE WINDSHIELD: Wash the Scouts face. With a squirt gun and a cotton ball.

A selected committee keeps track of each Scout's laps and determines the lead car and winners. Be prepared with the following flags to control race track activity:

YELLOW FLAG - For if a Scout wipes out. The rest of the scouts walk slowly around the track, but not allowed to pass the pace car (A predetermined little guy or visitor). Get into the mood and encourage him or her to make a box car. Laps do not count during this time and no pit stops are allowed.

GREEN FLAG - To start or restart the race after a yellow flag has been used.

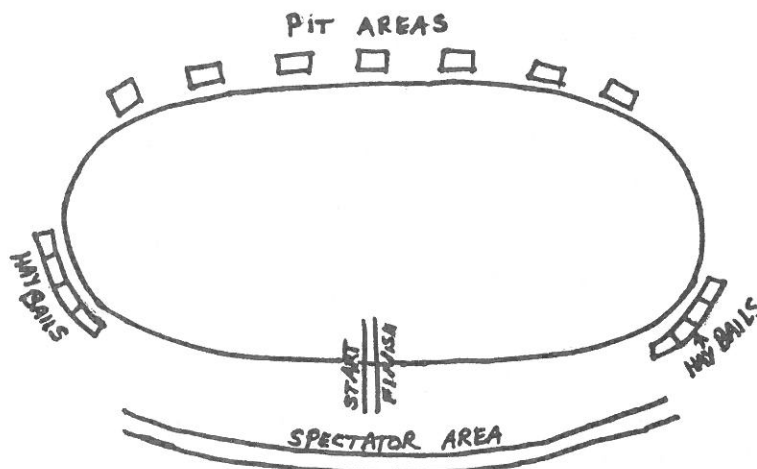
WHITE FLAG - 1 lap to go.

CHECKERED FLAG - For the winner of the race.

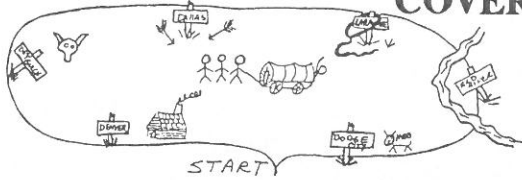
The winner from each heat then races one more time to find the 1st, 2nd, and 3rd place winners.

If your pack is quite large, you can run this event as a relay race by den. Laps are determined by the den with largest amount of boys. Each pit stop the boys trade off the box car to someone else in the den to run the next lap.

The more your pack gets into this activity the more fun it will be. Pit crews wearing the same colors shirts. An announcer on a microphone to describe the race in progress. Hay bales on the hair pin turns. Have fun, that's what its all about.



## COVERED WAGON DERBY



This type of Derby will require a little bit of effort from its Pack members, but if undertaken promises to be action packed fun for all. The Covered Wagon Derby is a Den or team type of activity. In preparation, each Den will need a wagon that they can convert into a covered wagon. Each member of the Den or team are utilized as either horses, driver, or passengers. The driver will be in charge of each team. Convert your meeting place, either outside or in into various townships of the old west.

Appoint a Mayor for each township to be in charge of the activity found at his or her town. The Cubmaster usually acts as Marshall to oversee that the wagons and teams act appropriately. The Covered Wagon Derby is not a race against time or speed. The winners are determined by points and the best team cooperation displayed. This Derby is run as follows:

1. Each den is assigned a different town as a starting base.
2. When the starting gun sounds, the wagon teams proceed across the prairie to their assigned township.
3. Each town mayor will have a different activity at his or her town for the den or team to perform, upon which they will be awarded points on their performance.
4. When the Marshall sounds the bell (to be a predetermined time limit at each town) it is time for the teams to get to their wagons and proceed to the next township in a clockwise order.
5. When each town has been visited by each team, the wagons recross the prairie to relax and receive refreshments while scores are tabulated.
6. The team or Den with the highest overall score wins.

Feel free to choose the activities you wish to have performed at your townships, what follows are possible suggestions.

### TOWN #1 - DODGE CITY

Calf Round-up: Each cub is blindfolded and given a large spoon. Cottonballs are spread all over the area, with a basket placed in the center. During a certain time limit the cubs see how many cottonballs (calves) they can round up. Points are awarded on how many calves are collected.

### TOWN #2 - RED RIVER

Water Storage: Each cub is given a teaspoon. At one end of town you have the lake (bucket full of water), at the other end of town the water barrel that needs to be filled for the long hall across the prairie (mason jar). Points are awarded on how much water is preserved.

### TOWN #3 - LARAMIE

Knots: Placed in the middle of town is a pile of rope lengths approximately 12" long each. The cubs are instructed to construct a rope, using the Square Knot, as long as possible in the time limit provided. Points are awarded for each rope length attached properly.

### TOWN #4 - DALLAS

Indian Attack: Construct rubber band guns (a thick dowel or stick with a clothespin at one end and a small nail at the other) and small Indian cutouts. The boys hide behind their covered wagon and try to shoot down as many indians as possible in the allowed time. A point is awarded for each cutout successfully knocked over. CAUTION: Make sure this is done in a roped off area.

### TOWN #5 - DRY GULCH

Panning for Gold: Have a pie tin filled with pennies in the bottom and filled to the top with flour for each Cub. Each cub places his hands behind his back and using his face only digs out the pennies and places them in their wagon. A point is given for each penny placed in the wagon in the allotted time period.

### TOWN #6 - DENVER

Log Cabin Building: Each Cub is given a piece of lumber (2" x 4" x 4"), a hammer and nails. The cubs are instructed to place as many nails as they can into the piece of wood in the allotted time. A point is given for each nail that can not be pulled out by hand.

## KITE CAPERS

Everyone enjoys flying a Kite and watching it soar. The only draw back here is the elements and the limited time of the year in which you could conduct a Kit Capers Derby. If your pack decides this is to big of a risk to take, your dens might want to do this on their own as a wonderful summertime activity.

Follow these simple guidelines for a successful kite derby.

- \* The kite committee should consider the location. An open field away from wires.
- \* The layout of the field.
- \* If contests are included the "RULES" must be distributed far enough in advance so everyone participating can be familiar with them. Rules should also be clearly posted the day of the event.
- \* A starter and a few judges familiar with the rules will be needed and prizes, if any.
- \* What other activities for families do you want to consider? Picnic? Non-Cub sibling events? Parent kite contests?
- \* A plan "B" in case of bad weather

### CLASSIFICATION OF KITES:

1. Bowed or tailless kites.
2. Flat kite or those having tails.
3. Box kites or combination kites.

### ENTRY REQUIREMENTS:

The kite derby should have explicit rules to prevent confusion and questions later. Here are some suggestions:

- \* All Kites must be parent and son made
- \* Each kite should be numbered
- \* Only one kite per boy can be entered
- \* Each boy must have adult help launching and recovering their kite
- \* The kite must fly to be eligible for a prize
- \* Kites caught in power lines are lost and may not be recovered. Use this event to teach a little power line safety!
- \* Kites may be adjusted or modified anytime

during the derby

- \* Cord may be measured at certain intervals to aid the judges in determining height. Cords may also be premarked and distributed to each participant.

### RESTRICTIONS:

- No wire or metal flight lines permitted
- No kite fighting
- No glass or metal used in the construction of the kites

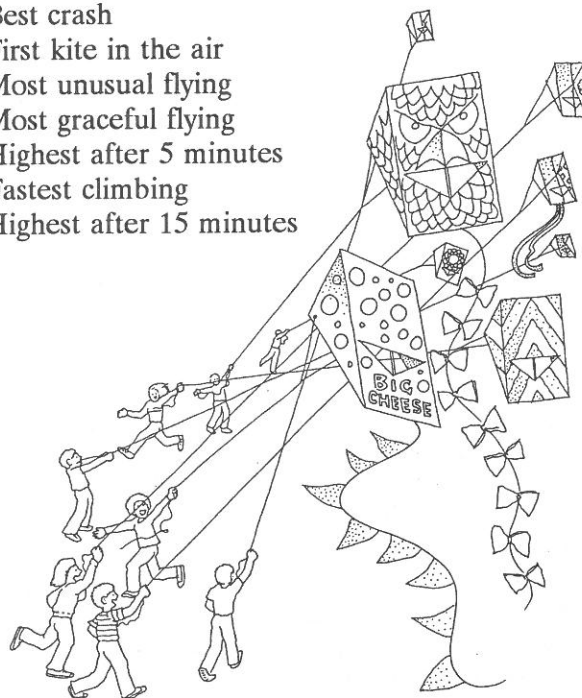
### PREFLIGHT JUDGING:

- Best looking
- Most comical
- Biggest
- Most unusual
- Smallest
- Best workmanship

The preflight winners cannot receive their prizes until the kite is proven airworthy. Judges might keep this part secret until after the flights.

### DURING THE FLIGHT JUDGING:

- Most stable flight characteristics
- Best crash
- First kite in the air
- Most unusual flying
- Most graceful flying
- Highest after 5 minutes
- Fastest climbing
- Highest after 15 minutes



## OTHER PACK ACTIVITIES

### FRISBEE GOLF TOURNAMENT

All you need is a frisbee and poles with flags attached. Set up any kind of golf course the area will permit. By team or individual.

### HAUNTED HOUSE

This goes with the Halloween month and is a big favorite with packs that do it.

You will need very large appliance boxes preferably refrigerator or freezer size. Arrange these boxes into a twisting confusing maze, with dead ends and trap doors. Music and lighting are very important. Exploration holes in the side walls with strange items on the other side for the boys or their parents to try and identify by feel only.

#### EXAMPLES:

Cooked spaghetti  
Bones  
Peeled grapes  
Mannequin parts  
Raw liver  
Hair or a wig

The larger the maze the more fun the pack will have. The hardest thing will be getting everyone out of the haunted house to go home.



### OBSTACLE COURSE

You have a starting line and finishing line with obstacles in between. Obstacles might be a balance beam low to the ground. Some type of ball toss, jumping up to ring a bell, wiggle through a narrow space such as several tires and swing on a rope. Maybe include a bucking horse. The choice of events is totally up to the committee's imagination. Keep it simple, make it fun, but don't forget safety.



### FATHER / SON CAKE BAKE AND AUCTION

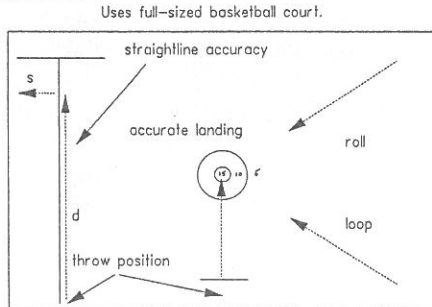
Father and son (or other adult male partner) bake and decorate their own cake with no help from mom or any female at all (THIS INCLUDES CLEANUP). Send out invitations to all relatives and friends, because this is a golden opportunity to make money for the pack. If you happen to know an auctioneer this will lend pizzazz to the show. Besides being a fund raiser, prizes can be awarded for:

Prettiest  
Best scout theme  
Funniest  
Heaviest  
Biggest  
Best decorated  
Tallest  
Smallest

## WHITE WING GLIDER COMPETITION

**MATERIALS:**

- Measuring Tape (100' is good)
- Calculator
- Hoola Hoop
- Extra Glue and Kits (to fix planes)
- Signed participation certificates
- Scorecard



There are four competitions:

1. Distance - Straightline Accuracy
  - a. Along one end of the Gym mark distance from sideline in feet. (D)
  - b. Measure number of feet that glider is to one side (S)
  - c. Calculate score (D-S)
  - d. Add all scores for total (three tries)
  
2. Targeting - Landing Accuracy
  - a. Outside large circle = 5
  - b. Inside large circle = 10
  - c. Inside hoola hoop within circle = 15
  - d. Add all scores for total (three tries)
  
3. Loop - Head goes over tail
  - a. Must bend the horizontal rudder up to cause nose to rise.
  - b. Must aim high and give high initial velocity to loop instead of stall.
  - c. Any successful loop out of three tries gets 15 points.
  
4. Roll - Airplane has forward motion with wings rotating over the fuselage.
  - a. Training wing edges should be up on one side and down on the other to get roll.
  - b. Any successful roll out of three tries gets 15 points.

The boys are given the glider kits at a den meeting at least a week prior to the competition. The glider (order #1662A) takes overnight to dry the subassembly. We hold the competition on a Saturday just preceding our Monday Pack meeting. The boys may decorate their planes however they like, but they **MUST** put their names on the wings for identification.

Divide group into four by count-off. Each group is assigned to an event instructor who takes the boys' scorecards and witnesses their attempts.

When any boy has completed his three trials or has succeeded in the Loop or Roll, his completed scorecard is returned and he goes on to the next event.

After a boy has completed all four events, he gives his scorecard to the competition chairperson who will add up the scores (using the calculator) to determine the boy's place within the pack and his age group. (We have 1st, 2nd, and 3rd overall, as well as 1st, 2nd, and 3rd within each group: Wolves, Bears, 1st year Webelos, and 2nd year Webelos.)

When all scorecards are in, the final tabulation is made and the awards are presented. Everyone gets a participation certificate.

NAME: _____				
EVENT	ATTEMPT			TOTAL
	1	2	3	
ACCURACY				
STRAIGHT	d			
	s			
LOOP (3 TRIES)	YES <input type="checkbox"/>	NO <input type="checkbox"/>		
ROLL (3 TRIES)	YES <input type="checkbox"/>	NO <input type="checkbox"/>		
TOTAL POINTS				
CUB SCOUTS <b>Whitewings Competition</b> 				

## COMMUNITY CARNIVAL

Your Pack can put on its own Carnival! Invite the community and have a blast! Involve the Cubs in the planning by assigning each Den a booth to run. The following is a list of ideas your den can choose from.

1. Make a variety of simple games from materials you can find around the home.
2. With the help of Cub Scout parents, prepare a variety of food and simple craft items to be sold at the carnival.
3. Plan and make decorations, signs, and ornaments for the carnival.
4. Involve neighborhood business, political, religious, and community leaders in your carnival plans. Make necessary arrangements to use vacant land, block off a street, decorate and promote your carnival.
5. Promote your carnival. Have Cub Scouts make posters to be placed in store windows, on school and church bulletin boards, and in windows of private homes. Write promotion articles for local newspapers and radio stations.
6. Decide what is to be done with money made from your carnival. You may decide to use it in your pack (paying for carnival expenses and using what is left over for pack items such as badges and books), or donating the money to an agreed-upon charity or community organization. Check with your Cub Scout contact person for information on rules for raising money in Cub Scouts. He or she will help you.
7. Ask parents and older brothers of Cub Scouts to help set up and take down carnival booths and decorations.
8. Plan a puppet show, "side show," musical act, demonstration, or other show as part of the carnival.

Maybe your carnival will be held on a Saturday between 1 p.m. and 4 p.m. Here are the things that must happen:

*About one week before the carnival date:*

Planning Person(s): Permission obtained for carnival site; for carnival to be fundraising project; working with arrangements person(s) in laying out carnival site.

Arrangements Person(s): Time to lay out carnival site has been decided with the planning person(s); information about tables, chairs, and any special booths obtained from the dens; all requested equipment is available and ready to be set up; method of getting equipment to and from carnival site is worked out; helpers recruited to put up and take down decorations; all signs requested are made. Someone has been asked to supervise parking arrangements (if needed).

Promotion Person(s): All posters should be out, mimeographed notices distributed to each house in the neighborhood, and news notices sent to local radio stations and newspapers.

Neighborly Person(s): Follow-up invitations made to community leaders. Make sure a welcoming committee will be on hand at the carnival to make invited guests feel at home.

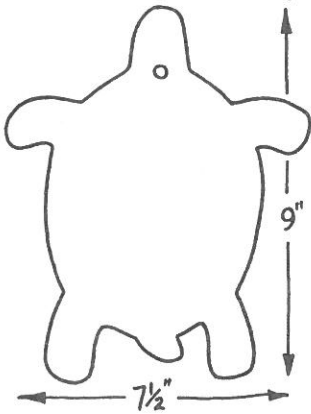
Refreshment Person(s): Follow up on people who are giving food or beverage items. Make sure they know when and where to bring their donations. Provide eating and stirring utensils, napkins, beverage cups, etc. Also provide the means to keep drinks hot or cold. Follow-up arrangements for trash or garbage control. (Plastic trash bags are good for this. Use paper or plastic utensils, etc., to avoid extra cleanup work.)

*Hour-by-hour schedule on Carnival Day:*

11 am - All tables, booths, signs, decorations up.  
 11:30 - Dens arrive with display and sales items. Arrange items in assigned area. Cub Scouts should bring sandwiches, etc., for lunch before carnival begins.  
 12:45 pm - Everyone at their assigned area. Begin playing recorded music to attract attention.  
 1 pm - Community Carnival officially opens. Games, activities, etc.  
 4 pm - Begin taking down the carnival. Remove all booths, tables, chairs, display equipment, and materials. All Cub Scouts should go over the carnival site to make sure it is clean.

Here are some ideas for your Community Carnival:

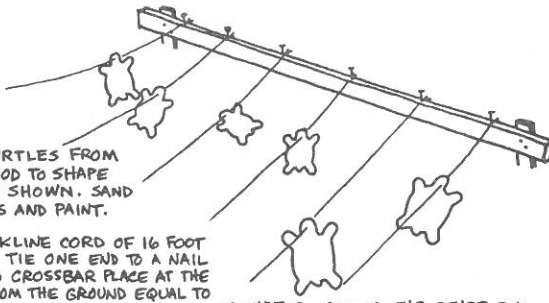
### = Turtle Race =



MAKE TURTLES FROM 1/2" PLYWOOD TO SHAPE AND SIZE SHOWN. SAND ALL EDGES AND PAINT.

USE CHALKLINE CORD OF 16 FOOT LENGTHS. TIE ONE END TO A NAIL IN A RIGID CROSSBAR PLACE AT THE HEIGHT FROM THE GROUND EQUAL TO THE LEVEL OF THE HOLE IN A STANDING TURTLE. STRING THE OTHER END OF THE STRING THROUGH THE HOLE. PLAYER HOLDS LOOSE END OF HIS CORD.

START TURTLES AT THE CROSSBAR FLAT ON THE GROUND WITH HEADS TOWARD THE PLAYERS. TURTLE IS MADE TO "WALK" TOWARD PLAYER BY PULLING GENTLY ON THE CORD, THEREBY LIFTING ITS HEAD, WHICH DRAGS ITS HIND LEGS FORWARD. RELAXING THE CORD ALLOWS IT TO SLIP THROUGH THE HOLE. REPEATED TIGHTENING AND RELAXING OF THE CORD "WALKS" THE TURTLE TO THE FINISH LINE.



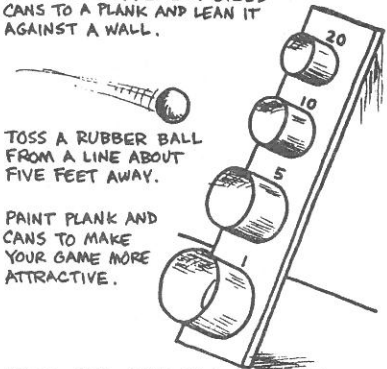
### = Ball Toss =

NAIL FOUR DIFFERENT SIZED CANS TO A PLANK AND LEAN IT AGAINST A WALL.

TOSS A RUBBER BALL FROM A LINE ABOUT FIVE FEET AWAY.

PAINT PLANK AND CANS TO MAKE YOUR GAME MORE ATTRACTIVE.

NOTE: BALL MUST STAY IN THE CAN TO BE COUNTED.



### = Fish Pond =

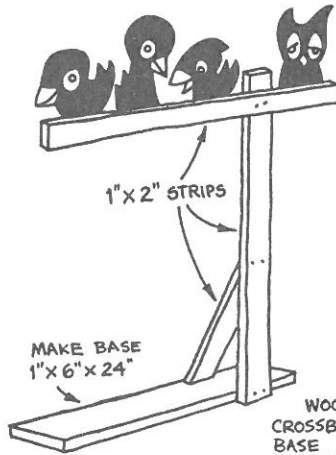
MATERIALS NEEDED FOR THIS POPULAR CARNIVAL EVENT ARE SIMPLE TO MAKE OR GET.

YOU'LL NEED SIX EMPTY ICE CREAM TUBS (ONE GALLON SIZE). ASK YOUR NEIGHBORHOOD STOREKEEPER TO SAVE THEM FOR YOU.

YOU'LL ALSO NEED SEVERAL POLES AND SOME STRING. EITHER MAKE HOOKS FROM COAT HANGER WIRE OR BUY SMALL MAGNETS. IF HOOKS ARE USED, MAKE FISH OF WOOD. FASHION RINGS ON THEM FOR CATCHING.

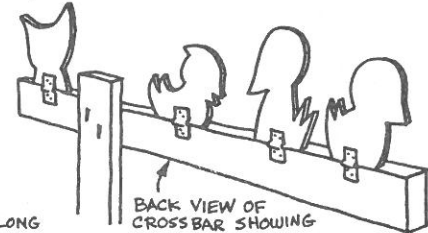
IF MAGNETS ARE USED, ATTACH SOMETHING METAL TO THE FISH OR CUT FISH FROM SHEET METAL.

PLACE THE ICE CREAM TUBS IN A GROUP TO FORM THE "POND." EACH TUB CONTAINS FISH. PLAYERS CAST THEIR LINES FOR SIMPLE PRIZES.



### = Shooting Gallery =

CUT "BIRDS" OUT OF HEAVY CARDBOARD OR 1/4" PLYWOOD. PAINT BRIGHT COLORS AND HINGE BACKS TO THE CROSSARM. TOSS BEANBAGS OR SMALL SPONGES TO TOPPLE "BIRDS." MAKE UP YOUR OWN SYSTEM FOR SCORING.

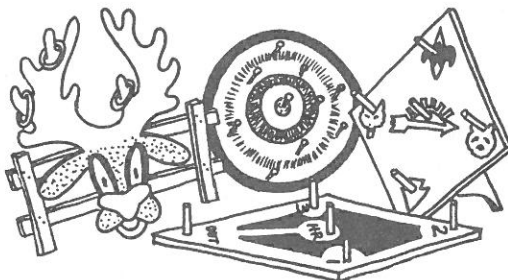


WOOD PARTS:  
 CROSSBAR - 24" LONG  
 BASE - 24" LONG  
 UPRIGHT - 30" LONG  
 BRACE - 15" LONG

### = Ring Toss =

CUT OUT FANCY SHAPES FROM 1/4" PLYWOOD OR GLUE WOOD PEGS IN HOLES BORED INTO A BASE OF SOME KIND. USE RUBBER JAR RINGS FOR PLAYERS TO TOSS. DEVELOP YOUR OWN SCORING SYSTEM.

HERE ARE A FEW RING TOSS GAME IDEAS:

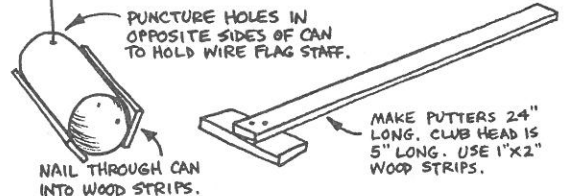


### = Carnival Golf =

THIS GAME CAN BE PLAYED ON A CITY STREET OR IN A MEADOW. IT ONLY TAKES A FEW PIECES OF EQUIPMENT AND A LITTLE IMAGINATION TO MAKE YOUR OWN GOLF COURSE.

FIRST, MAKE NINE "HOLES" FROM EMPTY COLD DRINK CANS AS SHOWN, TWO PIECES OF 1x2" STRIPS OF WOOD - 6" LONG, AND WIRE FROM COAT HANGERS.

PUNCTURE HOLES IN OPPOSITE SIDES OF CAN TO HOLD WIRE FLAG STAFF.



USE A RUBBER (TENNIS-SIZE) BALL. PLACE THE "HOLES" IN VARIOUS LOCATIONS WHICH MAKE IT A LITTLE DIFFICULT (BUT FUN) TO SINK A GOLF SHOT. USE RAMPS, BUSHES, ROCKS, CURBING, WATER AND OTHER "HAZARDS" TO MAKE YOUR NINE-HOLE CARNIVAL GOLF COURSE INTERESTING.





**GOD & COUNTRY**

# GOD & COUNTRY

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## DUTY TO GOD

Duty to God is a fundamental principle of Scouting. It is a pledge recited by every Cub Scout. From Scouting's earliest beginnings its members have been encouraged to be faithful in the practice of their religion.

Since Scouting is nonsectarian it espouses no creed and favors no faith over another. Instead, it provides programs and ideals that complement the aims of all religions. The result is that nearly half of all Scouting units are chartered to religious organizations.

Among the contributions Scouting makes to the Church are these values:

1. It provides a habit rather than a precept basis for morals. Living the Cub Scout Promise is entirely different from hearing it read and discussed.
2. Its program is built around recreation which is educational. Scouting under church auspices gives the Church a chance to become the "hub" of the wheel of a BOY'S recreation.
3. Scouting offers the Church a seven-day program, but leaves specific religious instruction to the church of the BOY'S choice.
4. It grips the BOY'S interest, holding him to the church by an added and powerful bond. It means more BOYS and later more men in the Church. In the Sunday School it means more BOYS, more regularly, and more permanently.
5. Scout morale and discipline bring a fine constructive tone to Sunday School discipline.
6. Scouting gives the Church an attractive task for holding adults in church work as Cubmasters and other leaders.
7. Scouts were a powerful war-service force recognized by the United States government during both World Wars. These same useful powers await mobilization by the church for various types of church service.

The church has a need of recreational programs for BOYS. The Scout program is planned to fill this need. Through the charter, the authority for responsibility and leadership of a Scout unit connected with the Church is in the hands of the Church itself. This authority enables the Church to use the Scouting program in conjunction with its other programs for BOYS in a way so that there is no conflict of authority with a local council.

One of the unique developments that has emerged from the partnership of Scouting with religious bodies is the Religious Emblems program, which literally belongs to the religious organizations. The various programs have some general characteristics:

1. Requirements and emblems of recognition are developed by each religious body for its own constituents who are in Scouting.
2. No matter where a candidate gets his Scouting, he enrolls in the emblem program of his own faith and is instructed by his own clergyman or other religious counselor.
3. It is recommended that presentation of the emblem be made in a religious service.
4. The Boy Scouts of America recognizes the Scout's achievement by permitting him to wear the religious emblem on his uniform centered above the left pocket flap. BSA has also developed a cloth knot so recognition can be shown without wearing the medallion itself.

Generally, a youth member may start work toward a religious emblem upon joining a unit. However, some religious bodies require that the candidate achieve a certain rank or be in the unit for a minimum period before receiving the emblem.

For a boy to begin earning a religious emblem, contact the service center for a packet of information to be used by the boy and his religious counselor (usually his own clergyman). More information may be obtained by writing directly to the specific religious governing body or to the Religious Relationships Service, Boy Scouts of America, 1325 Walnut Hill Lane, Irving, TX 75038-3096.

Adult recognition emblems are presented upon nomination and approval to deserving men and women who have given distinguished service to children and youth through Scouting in a religious institution. A person may not nominate himself or herself. The award "seeks the individual," the individual does not "seek the award." If you know of someone who might be deserving of this award, please contact that person's clergyman and have them contact the Scout Service Center (455-5522) for more information. BSA has also developed a cloth knot as an alternative to the medallion for wear on the BSA uniform.

When a boy has earned a religious emblem, it is presented to him by his priest, rabbi, or clergyman at his place of worship. It is nice to recognize the boy's achievement at the Pack meeting also. The following is a suggestion for the Cubmaster to acknowledge the BOY:

"As Cub Scouts we promise to do our 'duty to God.' To help him understand what this duty is, (name of Cub Scout) has earned the (name of religious award). (Name of Cub Scout) worked with his pastor (priest or rabbi) (name of clergyman) on special requirements. (Name of Cub) was presented with the (name of award) on (date) at (name of church). Tonight we would like (name of Cub) to come forward with his parents and show his award to us."

When the BOY has come forward he should be congratulated by the Cubmaster and the Pack.

### PRAYERS IN CUB SCOUTING

Scouting believes that prayer is important for every boy and adult. Our attitude toward prayer is nonsectarian, and we should take care to respect the religious beliefs of others.

There is an 800 number for prayer. It is 1-800-933-7729 (pray).

#### Prayers for Pack or Den Meetings:

1. We thank You, God, for Scouting, and all it means to us. We thank You for the fun and things we learn to do; and the opportunities of helping other people, which is our way of trying to serve you. Amen.
2. Dear God, You know how hard it is for us to do right. Help us to fight against wrong. Help us to be brave when we are afraid; to be cheerful when we are disappointed; to be pleasant when we feel angry. Help us always to tell the truth, even when it may be difficult for us. O God, You are strong and you are loving. Help us, we pray. Amen.
3. Dear God, We thank you for our homes and for all who love and care for us. May we ever be grateful for the good things we enjoy, not taking them for granted, but remembering always to give thanks. Help us to be thankful in all things. Amen.

#### Prayer For Scouting's Birthday:

Dear God, Please bless our Pack (or Den) especially this day when we are celebrating our birthday. Bless all Cub Scouts everywhere. Bless all boys and men who have been Cub Scouts in the past, wherever they are now. May they always remember their Cub Scout Promise and do their best to serve You, as we are trying to do. Bless all who are members of our Pack now and help us to be worthy Cub Scouts, not only of the Pack, but of the world-wide brotherhood of Scouting. Amen.

#### Prayer For Blue and Gold Invocation:

*Thou shalt love the Lord thy God with all thine heart. (Deuteronomy 6:5)*

I \_\_\_\_\_ PROMISE TO DO MY BEST TO DO MY DUTY TO GOD.

*Blessed is the nation whose God is the Lord. (Psalm 33:12)*

I \_\_\_\_\_ PROMISE TO DO MY BEST TO DO MY DUTY TO MY COUNTRY.

*Thou shalt love thy neighbor as thyself. (Romans 13:9)*

I \_\_\_\_\_ PROMISE TO DO MY BEST TO HELP OTHER PEOPLE AT ALL TIMES.

*My son, forget not my law: but let thine heart keep my commandments. (Proverbs 3:1)*

I \_\_\_\_\_ PROMISE TO DO MY BEST TO OBEY THE LAW OF THE PACK.

#### A Cub Scout Parent's Prayer:

Look down upon my son, Dear Lord,  
This smiling Cub of mine.  
Please take his hand along the way,  
So he may never stray.  
Bless my son tonight, Dear Lord,  
And help him walk with Thee.  
Give him comfort, warmth and love;  
He's all the world to me.  
Bless his daily efforts,  
And make them strong and true;  
For life's a heavy burden,  
And we're all in need of you.

*When God wants a great work done in the world or a great wrong righted, he goes about it in a very unusual way. He doesn't stir up his earthquakes or send forth his thunderbolts. Instead, he has a helpless baby born, perhaps in a simple home and of some obscure mother. And then God puts the idea into the mother's heart, and she puts it into the baby's mind. And then God waits. The greatest forces in the world are not the earthquakes and the thunderbolts. The greatest forces in the world are home where loving parents raise little boys and girls.*

## RESOURCE MATERIAL

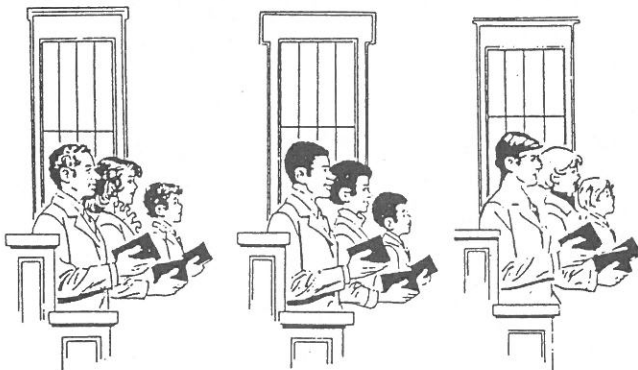
Scouting in the Eastern Orthodox Church  
 With Jesus on the Scout Trail  
 Scouting in town and Country Churches  
 Scouting in Your Parish  
 Scouting in National Baptist Churches  
 Scouting in the Church's Ministry  
 When Scouts Worship  
 Scouting, a Ministry to Boys (Episcopal)  
 Salvation Army and the B.S.A  
 Scouting in the Lutheran Church  
 Religious Awards Program  
 Religious Emblems for Catholics  
 Aleph Program Pamphlet  
 Aleph Program Record  
 Parvuli Dei Workbook  
 Parvuli Dei Packet Certificate  
 Parvuli Dei Record Book  
 God and Family Student Manual  
 God and Family Counselor Manual  
 Pro Deo et Patria Counselor Manual

Available from Catholic Relationships, National Headquarters:

Religious Emblem Order Form (Catholic)  
 Organizing New Units in Catholic Parishes  
 Guidelines for Securing Leadership

Available from Jewish Relationships, National Headquarters:

Jewish Service for Scouts and Explorers  
 Hanukkah Suggestions for Cub Scout Leaders  
 Boy Scout Sabbath  
 Scouting in Synagogues and Centers



## A FATHER'S PRAYER

Build me a son, O Lord, who will be strong enough to know when he is weak and brave enough to face himself when he is afraid; one who will be proud and unbending in honest defeat and humble and gentle in victory.

Build me a son whose wishbone will not be where his backbone should be; a son who will know Thee and that to know himself is the foundation stone of knowledge.

Lead him, I pray, not in the path of ease and comfort, but under the stress and spur of difficulties and challenge. Here let him learn to stand up in the storm. Here let him learn compassion for those who fail.

Build me a son whose heart will be clear; whose goal will be high; a son who will master himself before he seeks to master other men; one who will learn to laugh, yet never forget how to weep; one who will reach into the future, yet never forget the past.

And after all these things are his, add, I pray, enough of a sense of humor so that he may always be serious, yet never take himself too seriously.

Give him humility so that he may always remember the simplicity of true greatness; the open mind of true wisdom; the meekness of true strength.

The I, his father, will dare to whisper, I have not lived in vain.



Some of the Religious Emblems Programs available to Cub Scouts are the following (for a complete listing contact the Service Center):

RELIGIOUS ORGANIZATION	TIGER CUB AND CUB SCOUT	WEBELOS	ADULT RECOGNITION (Not Earned)	WHERE TO GET MATERIALS
BAPTIST	God and Me	God and Family	Good Shepherd Application	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS (LDS)	None	Faith in God	On My Honor	Church Distribution Center 1999 W.1700 South Salt Lake City,UT 84104 801-582-6000
EPISCOPAL	God and Me	God and Family	Saint George Episcopal Nomination	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
JEWISH	Maccabee	Aleph	Shofar Nomination	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
LUTHERAN	God and Me	God and Family	Lamb Nomination	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
PROTESTANT (Available to United Methodist, Presbyterian, Christian Church, United Church of Christ)	God and Me	God and Family	God and Service Nomination	Service Center or PRAY P.O.Box 6900 St.Louis, MO 63123 800-933-PRAY
ROMAN CATHOLIC	None	Parvuli Dei	Saint George Roman Catholic Nomination	Service Center or Diocesan Scout Office, or BSA Supply Division 800-323-0732
THE SALVATION ARMY	God and Me (Available through: PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY)	Silver Crest (Salvationists)  God and Family (Non-Salvationists)	Scouter's Award Nomination	The Salvation Army 120 West 14th Street New York,NY 10011 Central Territory, 312-440-4669 Western Territory, 213-541-4721



Silver Crest



Faith in God



Good Shepherd Baptist



God and Family (Episcopal)



Parvuli Dei



God and Family (Protestant)



Aleph

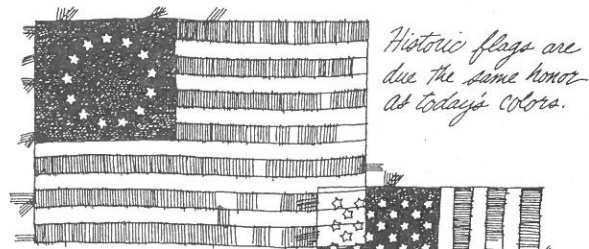


God and Family (Lutheran)

## DUTY TO COUNTRY

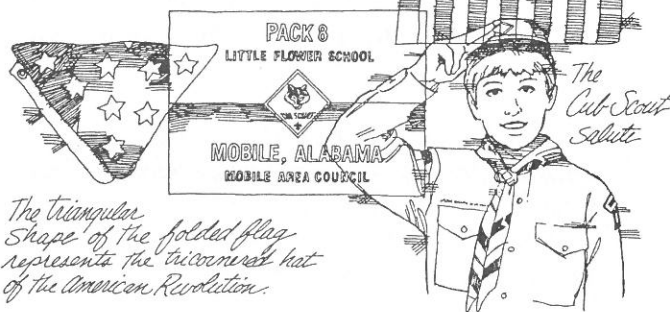
Duty to Country should be automatic within the Scouting community. Most of our ceremonies are based on our loyalty to our country. We should teach our sons to be proud of their country and to respect its symbols. The flag should be flown at every gathering of Scouts. If your den or pack does not own a flag, contact the American Legion. This organization also has speakers who can come to your meeting and give a wonderful presentation on the flag and its history. Here are some other ways to help Cub Scouts learn to appreciate their country:

- \* Conduct den or pack elections.
- \* Let the boys vote on decisions within the den.
- \* Seek out Service Projects for the boys to do for their community, school, or church.
- \* Celebrate National Holidays such as Memorial Day, Labor Day, Fourth of July, birthdays of Washington, Lincoln, Martin Luther King, etc.
- \* Visit Historical and Governmental locations.
- \* Visit Community Service locations such as a fire station, police station, Salvation Army, Goodwill, etc.
- \* Conduct flag ceremonies at EVERY den and pack meeting. The more ceremonies the boys do, the more comfortable they will become with the proper treatment of the flag.



*Historic flags are due the same honor as today's colors.*

*I pledge allegiance to the flag of the United States of America, and to the Republic for which it stands, one Nation under God, indivisible, with liberty and justice for all.*



*The Cub Scout Salute*

*The triangular shape of the folded flag represents the tricornered hat of the American Revolution.*

## FLAG ETIQUETTE

Just having a flag is not enough. What to do with it properly, by using a set of guidelines developed through the years, is necessary. Flag etiquette is the term given to the rules and regulations regarding the use of the American Flag.

Following you will find the general over-all rules that should be discussed with the Cub Scouts concerning the care and use of the flag. Learn a few at a time as they come into use... too many at once will be overwhelming. Set a good example for the boys; they look to you, their leader, as a model.

Generally, flag courtesy is just plain common sense. Remember that the American Flag is the symbol of our country, recognized around the world - treat it with a full measure of respect.

## GENERAL RULES OF RESPECT FOR THE FLAG

- \* The American Flag should be flown from sunrise to sunset (in good weather) from public buildings, schools, permanent staffs and near polling places on election days. The flag may be flown at night with a spotlight.
- \* The Flag should always be flown on national and state holidays and on those occasions proclaimed by the President. On Memorial Day, the flag should be at half staff until noon.
- \* The Flag should be hoisted briskly and lowered ceremoniously. It should never be displayed with the union down except as a signal of dire distress.
- \* The Flag should never be allowed to touch anything beneath it - it should always be free and aloft. It should never be used for carrying or holding anything, or stored in such a manner that it will be damaged or soiled.
- \* When the flag is so worn or soiled that it is no longer suitable for display, it should be destroyed in a dignified manner. (Consult the American Legion for details.)
- \* When the flag is passing in parade, being hoisted or lowered, all present should face it, stand at attention and salute. Uniformed Scouts give the proper Scout salute (for Cub Scouts the salute is made with the right hand, with the first two fingers extended to touch the cap, or forehead if no cap is worn); others place their right hands over their hearts. Men should remove their hats, holding them over their hearts with their right hands.
- \* When the National Anthem is played, stand at attention, facing the flag, and salute at the first note. Hold the salute until the very last note of the anthem. If there is no flag or it cannot be seen, face the music.
- \* The salute is held during the the Pledge of Allegiance as you face the flag.

### *EXPLANATION OF THE PLEDGE OF ALLEGIANCE*

*I - me, and individual, a committee of one*

*PLEDGE - dedicate all my worldly goods to give without self-pity*

*ALLEGIANCE - my love and devotion*

*TO THE FLAG - our standard, Old Glory, a symbol of freedom*

*OF THE UNITED - together; we have all come together*

*STATES OF AMERICA - state... individual communities that have united into one country*

*AND TO THE REPUBLIC - republic; state in which sovereign power is invested in representatives chosen by the people to govern... and the government is the people*

*FOR WHICH IT STANDS.*

*ONE NATION UNDER GOD - meaning so blessed by God*

*INDIVISIBLE - incapable of being divided*

*WITH LIBERTY - freedom, the right to live without fear or threats*

*AND JUSTICE - the principle qualities of dealing fairly with others*

*FOR ALL. - everyone is included regardless of race, creed, etc.*

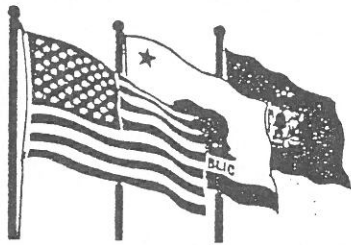
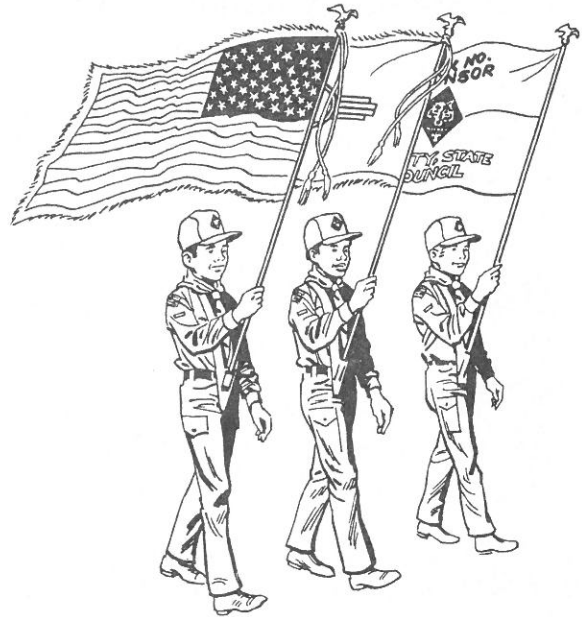
Often we hear people recite the pledge: "...one Nation (pause) under God..." There is NO COMMA after "Nation," and no reason to pause there as many people do. This extra pause totally destroys the rhythm and meaning of these great lines. After all, the concept of one nation under God is a precious and valued thing.

**PLEASE TEACH YOUR CUB SCOUTS AND PARENTS TO REPEAT IT PROPERLY!!!**



## RULES FOR DISPLAYING THE FLAG

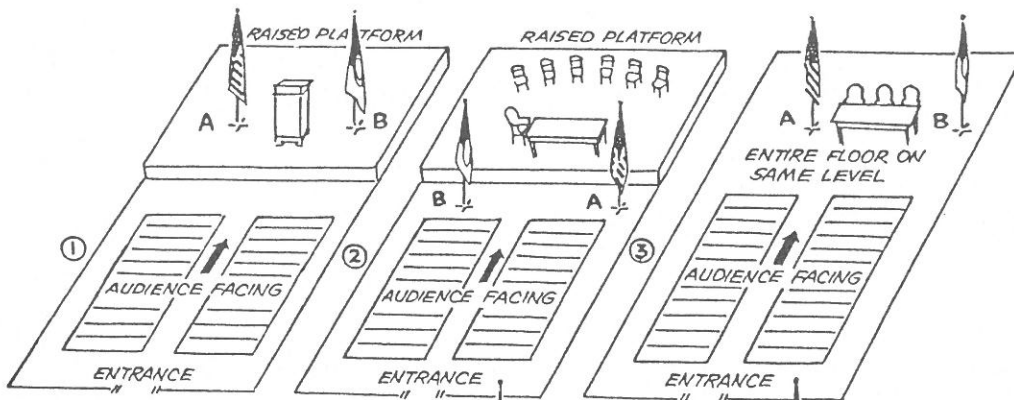
- \* When displayed with a group of flags (state, local or organizational), the American Flag should always be in the center and higher than the other flags. The U.S. Flag should be hoisted first and lowered last. When flags of two or more nations are displayed, they should be the same size and flown from separate staffs. Custom forbids the flag of one nation to fly over another in peacetime.



- \* If the flag is displayed flat on a speaker's platform, it should be placed behind and above the speaker with the union to his right.

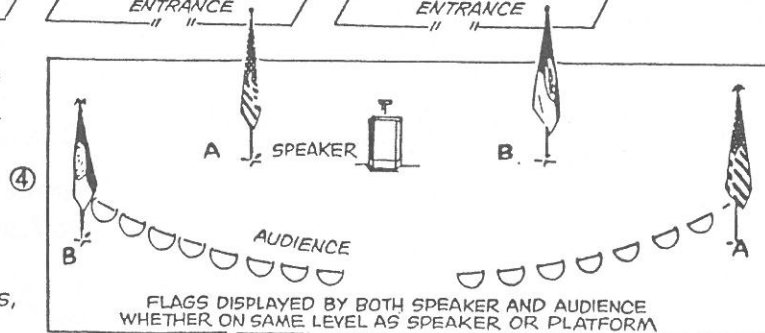


- \* When carried in a procession with other flags, the American flag should be on the marching right. If there is a line of other flags it should be front center of that line.
- \* When flown from a staff on a stage, the flag should be placed on the speaker's right. If placed below the stage level, the flag should be on the right of the audience as they face the stage.



NOTE: A STANDS FOR THE NATIONAL FLAG,  
B STANDS FOR ANY OTHER FLAG.

DIAGRAMS 1-2-3-4 APPLY TO LECTURE HALLS, CLASSROOMS, CLUB ROOMS, CHURCHES, AUDITORIUMS, ETC.



## HOISTING THE FLAG

It takes two to hoist the Flag properly. One to secure the Flag to the halyard and hoist it - the other to hold and keep it from touching the ground.



The two flag-raisers march, in step, to the flagpole. Number 1, on the right, carries the folded Flag. NEVER carry the flag in your armpit... carry it in front of you. The flag is always kept folded when stored.

At the flagpole, Number 1 continues to hold the folded Flag while Number 2 unfastens the halyard from a cleat on the pole. He quickly tests the halyard to make sure it is running freely. This is very important - particularly when ice or rust may have formed on the pulley at the peak in cold weather or when the pole may not have been used for a number of days.

Number 1 then loosens the folded Flag and hands the hoist end to Number 2, union first, being careful to hold his end of the Flag so that no part of it touches the ground...

Number 2 fastens the halyard to both grommets on the Flag's hoist, then starts hoisting the Flag briskly hand over hand without a pause. Number 1 keeps it from touching the ground, until the Flag is floating free. Then he steps back a pace and salutes - which he holds.

As soon as the Flag is raised to the peak, Number 2 secures the halyard to the pole, steps back a pace and joins Number 1 in the salute. Then both drop their salutes in unison and march off.



## LOWERING THE FLAG

The Flag should be lowered slowly and ceremoniously.

**TWO-MAN FLAG DETAIL:** They march to the flagstaff, un-fasten the halyard, and while one stands at salute, the other hauls the colors down slowly.

When the flag is down within reaching distance, the saluting man drops his salute and gathers the flag in his arms to prevent its touching the ground. The halyard's ends are clipped or tied together and secured to the flagstaff cleat.

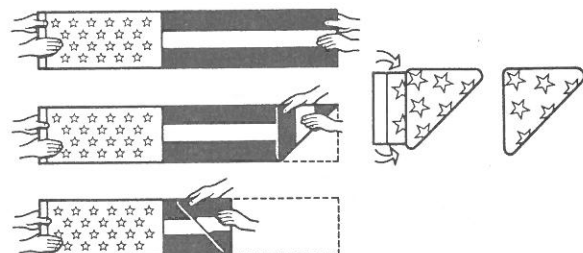
It is very important to fasten the halyard ends back together after removing the flag - or you may find one end of it at the top of the pole the next time the flag is to be raised.

On being detached from the halyard the flag must be folded immediately!

Note: A person lowering the Flag alone need not try to fold it. Gathering it into his arms so that it does not touch the ground is sufficient.

## FOLDING THE FLAG

1. Fold in half lengthwise with the striped half up over the blue field.
2. Fold it in half again.
3. Bring the lower striped corner to the upper edge forming a triangle.
4. Fold the upper point in to form another triangle, continuing until the entire length is folded.
5. When you get almost to the end with nothing but blue field showing, tuck the remaining bit into other folds to secure.
6. The final folded flag resembles a cocked hat with only white stars on blue field showing.

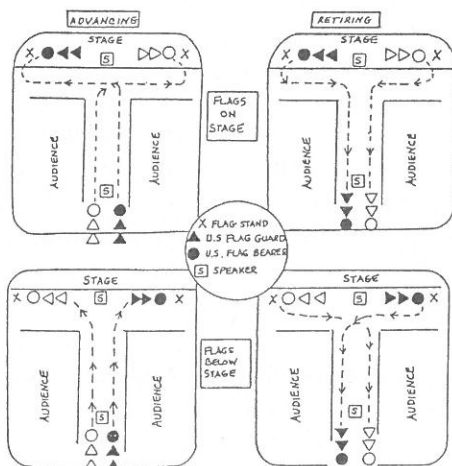


## STANDARD FLAG CEREMONY

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

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

When the colors are retired at the end of the meeting, the same positions are used, except in reverse order.



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

**SETTING:** Flag stand are in place at front of room or on stage. Flag bearers and color guards are in position in rear of room. Speaker may be in rear of room or in any convenient place nearby. Cubmaster usually calls the meeting to order and introduces the den who will perform the ceremony. At this time, the speaker advances to the front of the room. (Make certain he speaks loud and clear and can be heard by everyone.)

### SPEAKER:

ATTENTION! WILL THE AUDIENCE PLEASE RISE? COLOR GUARD, PRESENT THE COLORS! (or COLOR GUARD, ADVANCE)

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

### HAND SALUTE!

*He salutes and audience does likewise. Speaker's eyes should follow the American Flag until it is in position in front of the room. Flag bearers and color guards take position in front of the room near flag stands. They stand at attention, facing the audience. The flags are held vertically.*

### PLEASE REPEAT THE PLEDGE OF ALLEGIANCE WITH ME.

*He begins the pledge with audience joining in. At this point, the Pack flag is lowered slightly and full attention is given to the American flag. Take care neither flag touches the floor. Flag bearers and color guards do not salute or repeat pledge. When pledge is finished, the speaker gives the next command which is the signal for all salutes to be dropped. The pack flag is then raised again to a vertical position.*

### TWO! (Salutes are dropped.) COLOR GUARD, POST THE COLORS!

*The American Flag is placed in its stand; then flag bearer and color guard salute it and step back into place. The Pack flag is then posted; its bearer and guard salute it and step back into place. (The American Flag is always posted or raised first, and removed or lowered last.)*

### COLOR GUARD, DISMISSED!

*Flag bearers lead procession to back of room, with speaker following last.*

## HEROES HAVE FOUGHT FOR ME

I am your flag, thirteen stripes of red and white with fifty stars on a field of blue. A lady named Betsy Ross made the first representation of me as the flag you know today. There were only thirteen stars in my field of blue in those days. As each new state was admitted to your nation, one more star was added.

I have lived for more than 200 years and have been part of the struggle and growth of your nation. I have been carried into and through every battle in which your nation has ever been involved. I was at Fort McHenry during the War of 1812 and felt shrapnel tear at my very fabric, but I survived and waved proudly in the rockets' red glare.

With love I have draped my protecting folds around your sons and daughters who gave their last full measure of devotion to the country they loved that you might continue to enjoy the fruits and benefits of freedom.

In more recent decades I went to the moon and am there planted as a monument to the skill, technical ability, and courage of you sons and daughters toward the cause of science and human endeavor.

It saddens me that there are a few citizens of your nation who have so little regard for me and what I stand for that they burn me and spit on me because I haven't been for them all they thought I should be. For those few my true meaning is lost to their selfishness and anger. This is a shame because I am for most Americans a symbol of the democracy they seek to improve upon and work for toward its continued will-being.

Yes, I am you flag, and I fly proudly over you and your nation. I am the visible representation of the land of the free and the home of the brave. Even more than this, I am the beacon of hope lighting the path to freedom for all of the oppressed people of this world.

In view of the grave disservice done me by the Supreme Court of your nation, I would strongly favor protection from desecration and so be retained and preserved as the symbol of freedom and democracy.

I am not just a piece of colored cloth!



**SONGS**

# SONGS

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## HOW TO LEAD SONGS

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

Here are some tips for a song leader:

- ... Select songs that fit the occasion.
- ... Establish pitch by trying it softly to yourself, then aloud so all can get it. If you're too high or low, start over again.
- ... Be sure the whole group knows the song. If they don't, teach them.
- ... Don't ask what song they want to sing. Tell them.
- ... Use easy-to-follow motions to set the tempo. Start everyone at the same time.
- ... Start with lively, action songs. Encourage pep and enthusiasm by your example.
- ... End with inspirational songs.
- ... Teach songs at den meetings which will be sung at pack meetings.
- ... Help the group relax and enjoy themselves. Singing is fun. If the group is used to singing together, there won't be any need for 'ice-breaking'.

## *JANUARY - KNIGHTS OF THE ROUNDTABLE*

### THE DRAGON OF GRINDLY GRUN

*Tune: Popeye the Sailor Man*

I'm the Dragon of Grindly Grun,  
I breathe fire as hot as the sun.  
When a knight comes to fight  
I just toast him on sight,  
Like a hot crispy cinnamon bun.

When I see a damsel go by,  
I just sigh a fiery sigh,  
And she's baked like a 'tater -  
I think of her later  
With a romantic tear in my eye.



I'm the Dragon of Grindly Grun,  
But my lunches aren't very much fun,  
For I like damsels fair  
Medium rare,  
And they Always come out well done!

- adapted from Shel Silverstein

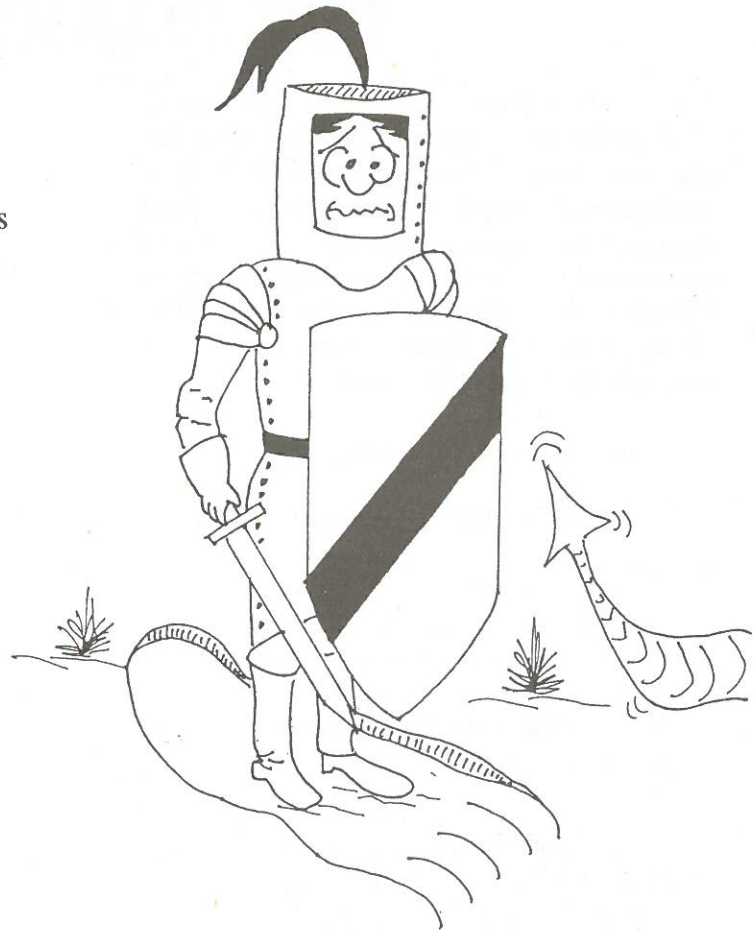
**THE CLUMSY KNIGHT***Tune: Clementine*

I'm a knight in shining armor  
 Like to rescue ladies fair  
 Many knights they practice sword fights  
 but I really just don't care.

On a trip to far-away lands  
 Saw a lady in distress  
 So I rushed to help the lady  
 Instead I made a mess.

Once I came upon a dragon  
 It was huge and fierce and green  
 And I knew I had to kill it  
 'Cause it seemed so awfully mean.

So I summoned up my courage  
 And I had him in my sight  
 Then I killed that nasty dragon  
 I had finally done something right.

**I'M LOOKING OVER MY  
DEAD DRAGON ROVER***Tune: I'm Looking Over a Four-Leaf Clover*

I'm looking over my dead dragon Rover  
 That I ran thru with my sword.  
 One leg is missing,  
 The other is gone.  
 The third leg is scattered  
 All over England.  
 There's no need explaining  
 The one remaining  
 Is lying on the dungeon floor.  
 I'm looking over my dead dragon Rover  
 That I ran thru with my sword.

**KNIGHT'S SONG***Tune: Yankee Doodle*

This month we've learned of Knights of  
 old  
 And we would like to shout it,  
 That Knights and Cubs are much alike  
 And don't you ever doubt it.

Chorus:

Knights of old and Cub Scouts, too,  
 Both promise they will live right  
 If they do the things they should  
 Their presence makes the day bright.

So now you see that as Cub Scouts  
 Our code is much the same  
 As that of Knights long years ago  
 It's just the name that's changed.

Repeat chorus.



# FEBRUARY - SCOUTING AROUND THE WORLD

## CUB SCOUT HARMONY

Tune: The Coke Song

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

We're the real thing (Cub Scouts)  
Why not join us, You'll see,  
What fun really can be (oh, yeah!)  
We're the real thing!



## DANNY AND DINAH, TWO PANDAS FROM CHINA

Moderato

Chorus:

G7 C

DAN - NY AND DI - NAH, TWO PAN - DAS FROM CHI - NA, EAT

G7 C

FOOD FROM THEIR DISH - ES THAT'S SIM - PLY DE - LI - CIOUS, LIKE

G7 C

GOD - EY CHOP SU - EY, AND SHOOTS OF BAM - BOO - EY BY

G7 C

US - ING THEIR CHOP - STICKS ALL DAY. \_\_\_\_\_ DAY. \_\_\_\_\_

1.2. To Interlude Fine C

Interlude

C

1. THEY START WITH SOUP WON TON, FRIED RICE LAT - ER  
2. THEY ROLL EGG ROLL WITH EASE, EAT SHRIMP CAN - TON -

G7 C

ON, AND THEN MOO GAI PAN. IT'S  
ESE, CHOW MEIN WHEN THEY PLEASE. \_\_\_\_\_

G7 C

SO MUCH FUN TO DO, I WOULD, WOULD - NT

G7 C

YOU, WITH CHOP - STICKS FOR TWO. \_\_\_\_\_

Brightly

## La Cucaracha

Mexican Folk Tune

F C7

1. When they dance the cu-ca-ra-cha, And I hear the mu-sic play-ing,

F

To the Pla-za then I hur-ry, Join the dance with-out de-lay-ing, La cu-ca-

C7

ra - cha, La-cu-ca - ra - cha, Ya no pue-de cam-i - nar, Por-que no

F

tien - e, Por-que le fal - tan, Las dos pa-ti - tas de atrás.

**THE BIRTHDAY SONG***Tune: She'll Be Coming Round The Mountain*

(Have boys and adults stand and sing when their birthday month verse is sung)

It was in a JANUARY long ago,  
That the stork delivered me through ice and snow,  
And he sighed, "I don't know whether  
It was worth it in this weather  
but he'll make a good CUB SCOUT bye and bye."

FEBRUARY is the birth month of great men,  
But the stork took one quick look at me and then,  
He said, as he stood there blinkin'  
"This here ain't no future Lincoln,  
But he'll make a good CUB SCOUT bye and bye."

It was MARCH when first I headed toward this  
shore,  
And the wind was blowing sixty miles or more,  
And the stork cried, "Holy Moses!  
My job ain't no bed of roses,  
But he'll make a good CUB SCOUT bye and bye."

I was born beneath and APRIL thundercloud,  
And I heard the poor stork as he groaned aloud,  
"Oh, the one and only reason  
I am flying this damp season  
Is we'll have a good CUB SCOUT bye and bye."

It was in the merry, merry month of MAY,  
When the stork found out he had a stowaway,  
then he dropped me, yes, he dropped me,  
On my little head he dropped me  
But I'll make a good CUB SCOUT bye and bye.

You know JUNE is the vacation month that's best,  
But I didn't give my private stork no rest,  
And he moaned, "I can't help wishin'  
That instead, I'd gone a-fishin'  
But he'll make a good CUB SCOUT bye and bye."

Oh, the stork almost passed out that hot JULY,  
As he lugged me through the burning scorching  
sky,  
But he gasped, "I ain't no quitter,  
I will safely land this critter,  
Cause we'll have a good CUB SCOUT bye and  
bye."

I was born in sultry AUGUST, hot and dry,  
And the poor old stork that brought me thought  
he'd fry,  
Still he didn't mind the bakin'  
For he said, "There's no mistaken,  
We will have a good CUB SCOUT bye and bye."

Twas upon a windy, cold SEPTEMBER day,  
The stork brought me and my mother heard him  
say,  
"I'll admit he ain't no beauty  
But at least I've done my duty  
And he'll make a good CUB SCOUT bye and bye."

Oh, OCTOBER is the nippy time of year,  
And the stork got frost-bite when he brought me  
here,  
How his voice shook as he quivered,  
"He's the worst that I've delivered,  
But he'll make a good CUB SCOUT bye and bye."

I was born upon a wet NOVEMBER night,  
How the stork swore when he got me in the light.  
Said, "I'd like to drown this baby,  
But I guess I won't cause maybe,  
We will have a good CUB SCOUT bye and bye."

It was in a cold DECEMBER long ago,  
And the temperature was sixty-two below,  
And the stork cried out, "This blizzard  
Is a-gonna freeze my gizzard,  
But we'll have a good CUB SCOUT bye and bye."

ALL:  
Now we've gathered these CUB SCOUTS here  
tonight.  
And we're glad to see their faces shining bright.  
Think the stork would have a "Mirth-day"  
He would wish us "Happy Birthday"  
And we'll all be good CUB SCOUTS, Yes, we'll  
TRY!!!



# MARCH - THINGS THAT GO

## I AM SLOWLY GOING CRAZY

C F C  
I am slow - ly go - ing cra - zy. One, two, three, four,  
F G Am Em F C  
five, six, switch. Cra - zy go - ing slow - ly am I  
F G C  
Six, five, four, three, two, one, switch.

**Actions:**

For the first two lines of the song, rest your chin in the palm of your right hand, support your right elbow with your left hand and cross your right knee over your left knee. When the word "Switch" is sung, the last two lines are sung with your chin resting in the palm of your left hand, supporting your left elbow with your right hand and crossing your left knee over your right knee. As the song is repeated, it can be sung faster and faster to add to the fun.

## I'M A LITTLE PIECE OF TIN

*Tune: Hush, Little Baby*

I'm a little piece of tin  
Nobody know what shape I'm in,  
Got four wheels and a running board,  
I'm a four-door, I'm a Ford.  
Honk honk rattle rattle crash crash beep beep  
Honk honk rattle rattle crash crash beep beep  
Honk honk rattle rattle crash crash beep beep  
Honk honk honk honk honk honk

I'm a great big giant plane,  
Master of the skies I reign;  
I can fly for many an hour,  
I'm a jet with lots of power.  
Zoom zoom zip zip boom boom roar roar  
Zoom zoom zip zip boom boom roar roar  
Zoom zoom zip zip boom boom roar roar  
Zoom zoom zoom zoom zoom zoom

## SHE'LL BE DRAGGIN'ROUND THE MOUNTAIN

She'll be draggin' round the mountain when she comes. (EEARROOMM)  
She'll be draggin' round the mountain when she comes. (EEARROOMM)  
She'll be draggin' round the mountain, She'll be draggin' round the mountain, She'll be draggin' round the mountain when she comes. (EEARROOMM)

Oh! She'll lay a trip of rubber when she come. (EET, EET)

Oh! She'll drop her ole transmission when she comes. (CLUNK, CLUNK)

Oh! Her smog device gets clogged up when she comes. (BLAUGH, BLAUGH)

Oh! Her engine radiator gets too ho. (PPAHHA, PPAHHA)

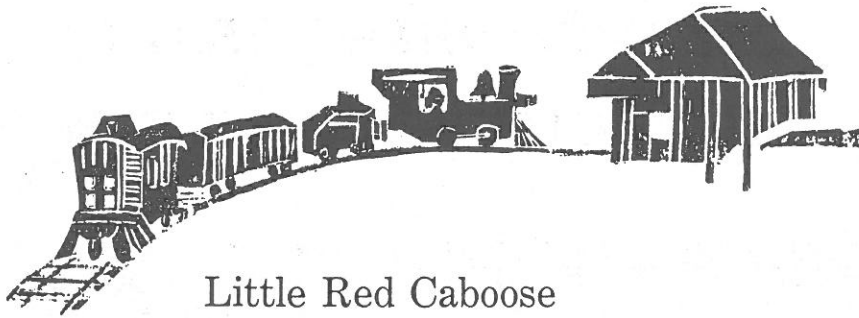
Oh! She'll wind up in the junkyard when she comes. (THE END)



Cheerfully

Let's Go Fly a Kite

Let's go fly a kite, Up to the  
high - est height! Let's go fly a kite And  
send it soar - ing. Up through the  
at - mos - phere, Up where the air is clear.  
Oh, let's go fly a kite!



### Little Red Caboose

*Rhythmically*

*F*

1. Lit-tle red ca-boose, chug, chug, chug. Lit-tle red ca-boose, chug,  
 2. Lit-tle red ca-boose, chug, chug, chug. Lit-tle red ca-boose, chug,

*C7*

chug, chug. Lit - tle red ca - boose be - hind the train, train,  
 chug, chug. Lit - tle red ca - boose be - hind the train, train,

train, train. Smoke stack on its back, back, back, back. Com - ing down the  
 train, train. Com - ing round the bend, bend, bend, bend. Hang - ing on the

*F*

track, track, track, track. Lit - tle red ca - boose be - hind the train. —  
 end, end, end, end. Lit - tle red ca - boose be - hind the train.

### The Wheels of the Bus

*Rhythmically*

*F*

1. The wheels\_ of the bus\_ go\_ 'round and 'round,

*C7* *F*

'round and 'round, 'round and 'round. The wheels\_ of the bus\_ go\_

*C7* *F*

'round and 'round, — O - ver the cit - y streets. —

2. The horn on the bus goes toot, toot, toot, toot, toot, toot.  
 The horn on the bus goes toot, toot, toot,  
 At all the buses it meets.

3. The people on the bus go up and down,  
 Up and down, up and down.  
 The people on the bus go up and down,  
 While bouncing on their seats.

**APRIL - THE FIRST AMERICANS**

**ESKIMO SONG**

**VERSE:** A-ta-cola-micha-walkie  
A-ta-cola-micha-walkie  
A-ta-cola-micha-walkie

**CHORUS:** (*Paddling Kayak with arms folded Indian style*)

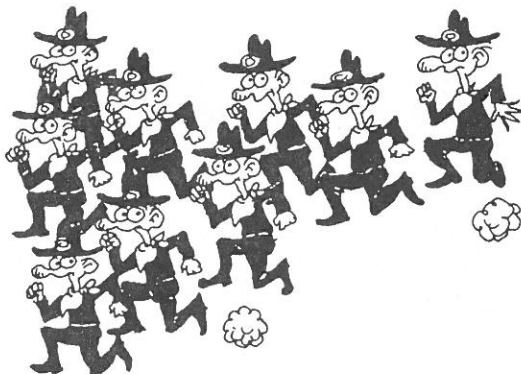
Ahky-tahky umba  
Ahky-tahky umba  
A-little I-little O-little A

**MOTIONS:** (*Old-fashioned Eskimo*)

1. Looks for the walrus (*shade eyes palm up*)
2. Sees the walrus (*point thru arm*)
3. Shoots the walrus (*gun*)
4. Lifts the walrus (*arms spread - grunt*)
5. Waves to the village (*one arm straight up, one arm straight down, wave*)
6. Greets 800 lb. wife (*arms spread - rub noses*)

(*Modern, Cooool, Eskimo; uses outboard motor instead of Kayak*)

1. Looks for the walrus (*binoculars held with hands switched*)
2. Sees the walrus (*point and say "Yo!"*)
3. Shoots the walrus (*grenades, machine guns, rocket launchers*)
4. Gathers walrus burgers (*hoist and wench*)
5. Waves to village (*Cub Scout sign, say "Peace"*)
6. Greets 800 lb. wife (*AAAAGHHH!!!!*)



**WADLEE ATCHA**

**MOTIONS:**

- |            |   |
|------------|---|
| Wadlee     | - Slap knees twice                                  |
| Atcha      | - Clap hands twice                                  |
| Wadlee     | - with palms down, pass right hand over left twice  |
| Atcha      | - left hand over right twice                        |
| Doodly     | - left hand on nose, right hand on left ear         |
| Doo        | - right hand on nose, left hand on right ear        |
| Doodly Doo | - Index fingers point up, make small circles in air |

(Repeat same motions throughout song)

### In My Birch Canoe

*Moderately* G<sup>b</sup>

1. In my birch ca - noe, In my birch ca - noe, Down the  
 2. When the ea - gle flies, When the ea - gle flies through the

A<sup>b</sup>m7 D<sup>b</sup>7 G<sup>b</sup>

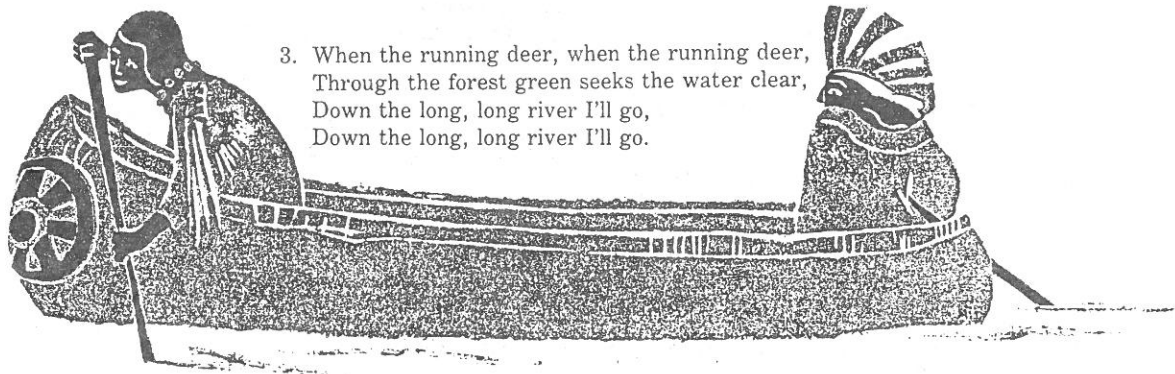
riv - er wide, Down the riv - er blue, In my  
 morn - ing light, through the morn - ing skies, When the

*crescendo*

birch ca - noe, In my birch ca - noe, Down the  
 ea - gle flies through the morn - ing skies, Down the

A<sup>b</sup>m7 A<sup>b</sup>m6 D<sup>b</sup>7 G

long, long riv - er I'll go, Down the long, long riv - er I'll go.  
 long, long riv - er I'll go, Down the long, long riv - er I'll go.



3. When the running deer, when the running deer,  
 Through the forest green seeks the water clear,  
 Down the long, long river I'll go,  
 Down the long, long river I'll go.

### Canoe Song

*Steadily*

① ② Round

1. My paddle's keen and bright, Flash - ing with sil - ver.  
 2. Dip, dip, and swing it back,

③ ④

Fol - low the wild goose flight, Dip, dip, and swing.  
 Swift as

**MAY - BUGS AND THINGS****BUG JUICE***Tune: On Top of Old Smokey*

At camp with the Cub Scouts (or Webelos)  
They gave us a drink.  
We thought it was Kool-Aid,  
Because it was pink.

But the thing that they told us  
Would've grossed out a moose,  
For that great tasting pink drink  
Was really Bug Juice!

It looked fresh and fruity,  
Like tasty Kool-Aid,  
But the bugs that were in it  
Were murdered with RAID!

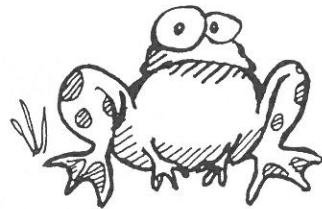
We drank it by gallons,  
We drank it by tons.  
And then the next morning,  
We all had the runs!

So next time you drink Bug Juice  
And a fly drives you mad,  
He's just getting even,  
Cause you swallowed his dad!

**MARY HAD A SWARM OF BEES***Tune: Mary Had a Little Lamb*

Mary had a swarm of bees, swarm of bees,  
swarm of bees.

Mary had a swarm of bees  
And they to save their lives  
Were forced to go where Mary went, Mary  
went, Mary went  
Were forced to go where Mary went,  
'Cause Mary had the hives!

**TOM THE TOAD***Tune: O Tannenbaum*

Oh, Tom the toad, Oh, Tom the toad,  
Why are you lying on the road?  
Oh, Tom the toad, Oh, Tom the toad,  
Why are you lying on the road?  
You did not see the car ahead,  
Now you're all marked with tire tread.  
Oh, Tom the toad, Oh, Tom the toad,  
Why are you lying on the road?

2. Sing this verse sadly with tears in your eyes because Tom the toad is dead.
3. Sing this verse happily with joy because Tom the toad has gone to that great lily pad in the sky.

**IT'S AN INSECT COVERED WORLD***Tune: It's a Small World*

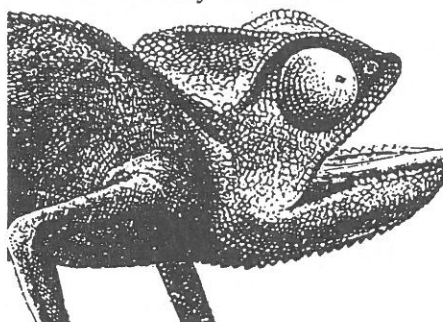
It's a world of centipedes, a world of moths,  
It's a world of katydids, a world of wasps.  
There's so much that we share that it's time  
We're aware, it's an insect covered world.

Chorus:

It's an insect covered world. It's an insect  
covered world.

It's an insect covered world. It's an insect  
covered world.

It's a world of beetles, it's a world of fleas.  
It's a world of caterpillars and world of bees.  
In this world that we know, there is so much  
to show  
It's an insect covered world.



**WORMS**

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

Chorus:  
Long, slim, slimy ones  
Short, fat, juicy ones  
Itsy-bitsy, fuzzy-wuzzy worms.

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

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

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

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

**A WORM'S EYE VIEW**

*Tune: Home on the Range*

Oh, come see my home,  
Where I live all alone,  
Munching onions and spinach all day.  
Now you may think a worm,  
Doesn't deserve his own turn,  
But without me the gardener would play.

Chorus:  
Home, home in the squash,  
Where I live and I sleep and I eat.  
The gardener may try  
To blow me sky high,  
But I'll hide safely inside a beet.



**CALOMINE LOTION**

*First, ask the boys if they know what Calomine lotion is and what it's used for. If they don't know, tell them. Establish a slap-clap rhythm and tell them to repeat after you...*

LEADER: (Talk) Fleas!  
AUDIENCE: Fleas!  
LEADER: (Talk) Flies!  
AUDIENCE: Flies!  
LEADER: (Talk) Fleas, Flies, Mosquitos!  
AUDIENCE: (repeat)  
LEADER: (Sing) Calamine, Calamine, Calamine Lotion.  
AUDIENCE: (repeat)  
LEADER: (Sing) No, no more Calamine Lotion!  
AUDIENCE: (repeat)  
LEADER: (Talk) Itchy, itchy, scratchy, scratchy, got one on my backy, backy!  
AUDIENCE: (repeat)  
LEADER: (Talk) Zap! goes the bug when you hit him with the bug spray!  
AUDIENCE: (repeat)

*At this point everyone simulates spraying bugs and makes hissing noises.*



## JUNE - GENIUS NIGHT

### GENIUS NIGHT

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

Chorus:

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

I'll build a rocket in a minute  
Ten thousand people will fit into it;  
We'll circle the moon on a two hour cruise ---  
But first I have to clean my shoes.

Chorus

I will cure the common cold,  
And fix you so you don't grow old  
Each virus I will kill quite dead --  
But first I have to make my bed.

Chorus

I'll make a very special glue  
For all the atoms they split in two  
I'll glue them together and use them again --  
But I'm late for school, so I can't say when.

Chorus

I'm going to build a peace machine  
That will shut people up when they get mean;  
I'd have it finished but I can't see  
How to fix it so it won't catch me.

Chorus

I'd draw you designs for unbreakable eggs,  
For biteless dogs and unscratchable legs,  
For unspillable milk and a fire without smoke  
--  
But I can't get going 'cause my pencil broke.

Chorus

I'll build a giant TV set  
To show the monsters I will get  
When I safari up in space --  
But first I have to wash my face.

Chorus

I'll dive to the bottom of the sea  
In a special boat designed by me;  
All the sunken treasures I'll discover --  
But first I have to ask my mother.

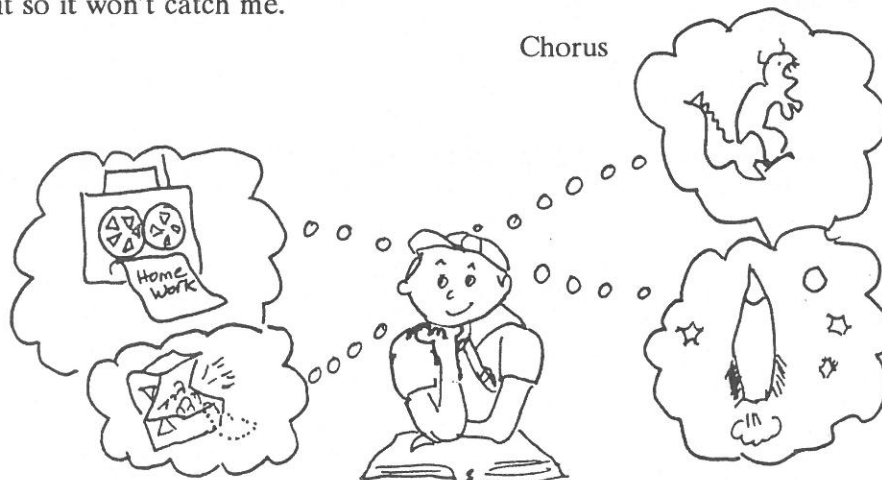
Chorus

I'll build a giant pogo stick  
To cross the oceans mighty quick;  
Just one jump and there you are --  
But first I have to wash the car.

Chorus

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

Chorus



# HORSE FLY

Tune: *The More We Get Together*

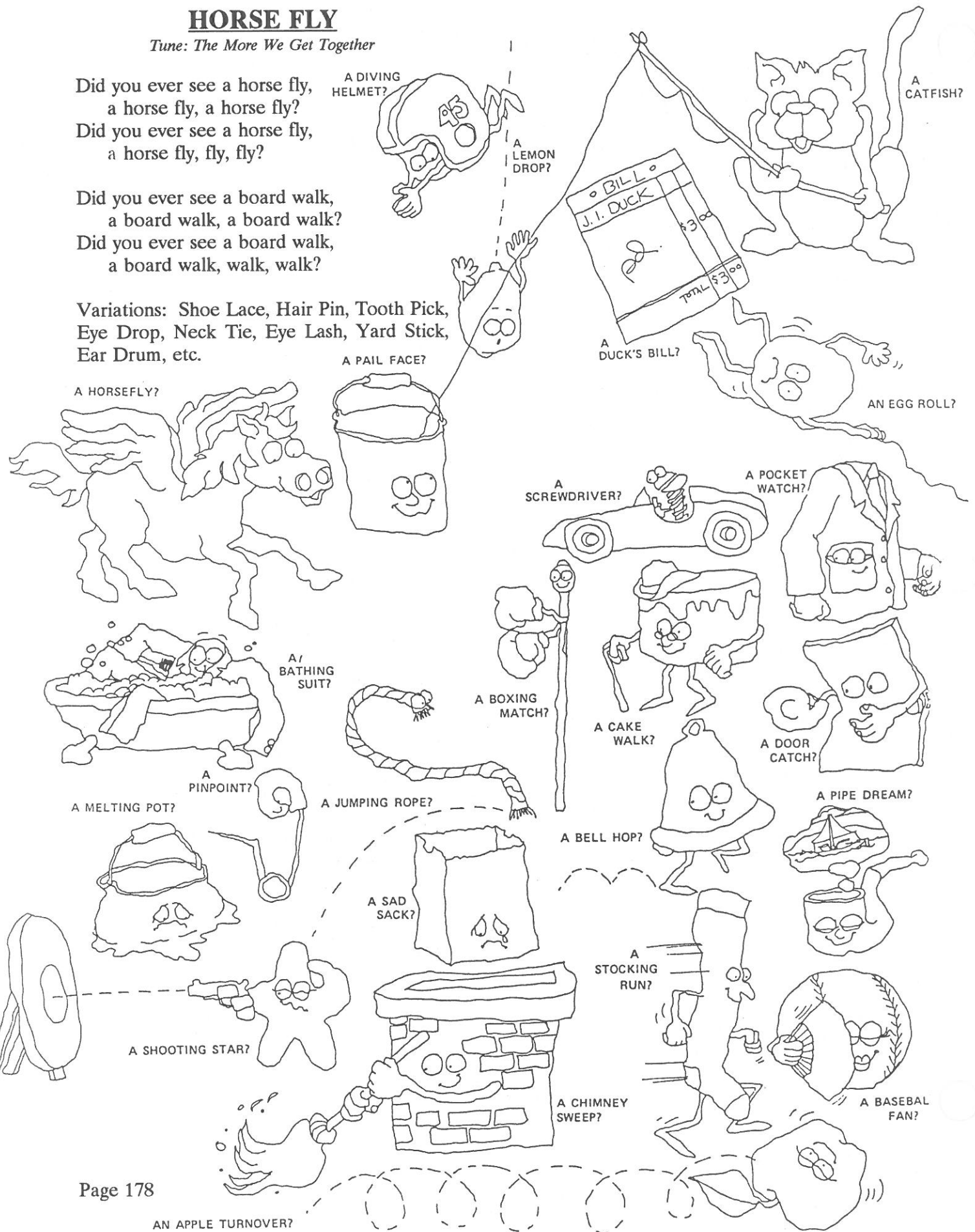
Did you ever see a horse fly,  
a horse fly, a horse fly?

Did you ever see a horse fly,  
a horse fly, fly, fly?

Did you ever see a board walk,  
a board walk, a board walk?

Did you ever see a board walk,  
a board walk, walk, walk?

Variations: Shoe Lace, Hair Pin, Tooth Pick,  
Eye Drop, Neck Tie, Eye Lash, Yard Stick,  
Ear Drum, etc.



## JULY - FUN IN THE SUN

### BY THE LIGHT OF THE MOON

Chorus

By the light of — the moon, by the light of — the moon, by the  
light, by the light, by the light of — the moon. By the light of — the moon,  
by the light of — the moon, by the light, by the light of — the  
moon. 1. While riding on my motor bike with Ruth in back of me. By the  
light, by the light, by the light of — the moon. I hit a bump at  
six-ty five and rode on ruth-less-ly. By the light, by the light of — the  
moon. repeat, ending with chorus

While riding on my motor bike with Ruth in  
back of me,  
By the light, by the light, by the light of the  
moon,  
I hit a bump at sixty five and rode on ruth-  
lessly!  
By the light, by the light of the moon.

A peanut sat upon the track, its heart was all  
a flutter,  
By the light, by the light, by the light of the  
moon,  
A train came rolling down the track, Toot,  
Toot, peanut butter!  
By the light, by the light of the moon.

A man lay down by the sewer and by the  
sewer he died,  
By the light, by the light, by the light of the  
moon,  
And people who were passing by called it  
sewericide!  
By the light, by the light of the moon.

Mary had a little lamb, her father shot it dead,  
By the light, by the light, by the light of the  
moon,  
So now she takes her lamb to school between  
two hunks of bread!  
By the light, by the light of the moon.

I knew a dog who had no legs, his tail he  
would not wag,  
By the light, by the light, by the light of the  
moon,  
But you could make him happy if you took  
him for a drag!  
By the light, by the light of the moon.

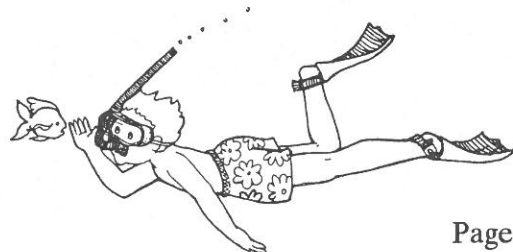
A doctor fell into the well and broke his  
collarbone,  
By the light, by the light, by the light of the  
moon,  
We think that he should tend the sick and  
leave the well alone!  
By the light, by the light of the moon.

A farmer slipped on the old barn roof when  
some rotten boards gave way,  
By the light, by the light, by the light of the  
moon,  
And as he fell he shrugged and said, "It's time  
to hit the hay!"  
By the light, by the light of the moon.

### JAWS!

*Tune: Do Re Mi*

Jaws - A mouth, a great big mouth  
Teeth - The things that kinda crunch  
Bite - The friendly sharks "Hello"  
Us - His favorite juicy lunch  
Blood - That turns the ocean red  
Chomp - That makes the swimmers pause  
Gulp - That means the shark's been fed  
That will bring us back to -  
JAWS! JAWS! JAWS! JAWS!



**I WISH I WAS...**

*Tune: If you're happy and You Know It*

I wish I was a little bar of soap. (repeat)  
I'd slippy and I'd slidy  
Over everybody's hidey  
Oh, I wish I was a little bar of soap.

I wish I was a little hunk of mud. (repeat)  
I'd ooey and I'd goeey  
Under everybody's shooley  
Oh, I wish I was a little hunk of mud.

I wish I was a little mosquito. (repeat)  
I'd nippy and I'd bity  
Inside everybody's nitey  
Oh, I wish I was a little mosquito.

I wish I was a little can of pop. (repeat)  
I'd go down with a slurp,  
And I'd come up with a burp,  
Oh, I wish I was a little can of pop.

I wish I was a little turtle dove. (repeat)  
I'd sit upon the steeple  
And laugh at all the people  
Oh, I wish I was a little turtle dove.



**Zip-A-Dee-Doo-Dah**

*Gaily*

Bb Cm7 F7 Bb Cm7 F7 Bb Dm F9 Bb G9 G7

This is just the kind of day that you dream a - bout,

Cm G7 Cm Cm6 C9 C7 C7-5 F7 Eb F7 F9

When you o - pen up your mouth a song pops out.

**Chorus** Bb F7 Bb Cm7 Bb Eb Bb Eb

Zip - a-dee doo - dah, Zip - a-dee-ay, My, oh

Bb C9 F7 Cm7 F7 Bb F7 Bb Cm7 Bb

my, what a won-der-ful day! Plen - ty of sun - shine,

Eb Bb Eb Bb Gm Cm7 F9 Bb

head-in' my way, Zip - a-dee doo - dah, Zip - a-dee-ay!

F7 F9 F7 C#dim Bb Gm7

Mis-ter Blue - bird on my shoul - der, It's the

C7 C9 C7 F Tacet

truth, it's "act - ch'll" Ev-'ry-thing is "sa - tis fact - ch'll"

Bb F7 Bb Cm Bb Eb Bb

Zip - a-dee doo - dah, Zip - a-dee-ay!

Eb Bb Gm C7 F7 Bb 1. Edim F7 2.

Won - der-ful feel - ing, Won-der-ful day.

**AUGUST - INSIDE NOAH'S ARK****NOAH**

The Lord said to Noah,  
There's going to be a floody, floody. (repeat)  
Get those animals out of the muddy, muddy,  
Children of the Lord.

Chorus:  
Oh, rise and shine and give God his glory,  
glory, (3 times)  
Children of the Lord.

Oh Noah, Oh Noah, he built him an arky,  
arky, (repeat)  
Made it out of hickory barky, barky,  
Children of the Lord.  
(Chorus)

The animals they came, they came in by  
twosies, twosies, (repeat)  
Elephants, giraffes, and kangaroosies, roosies.  
Children of the Lord.  
(Chorus)

It rained and it rained for forty daysies,  
daysies (repeat)  
Darn near drove those animals crazy, crazy.  
Children of the Lord.  
(Chorus)

A dove flew out to go take a peeky, peeky  
(repeat)  
Brought a branch back in his beaky, beaky.  
Children of the Lord.  
(Chorus)

The sun came out and dried up the landy,  
landy. (repeat)  
Everything was fine and dandy, dandy.  
Children of the Lord.  
(Chorus)

Now, this is the end, the end of our story,  
story. (repeat)  
Everything was hunky dory, dory.  
Children of the Lord.

**IF IT'S RAINING AND  
YOU KNOW IT**

*Tune: If You're Happy and You Know It*

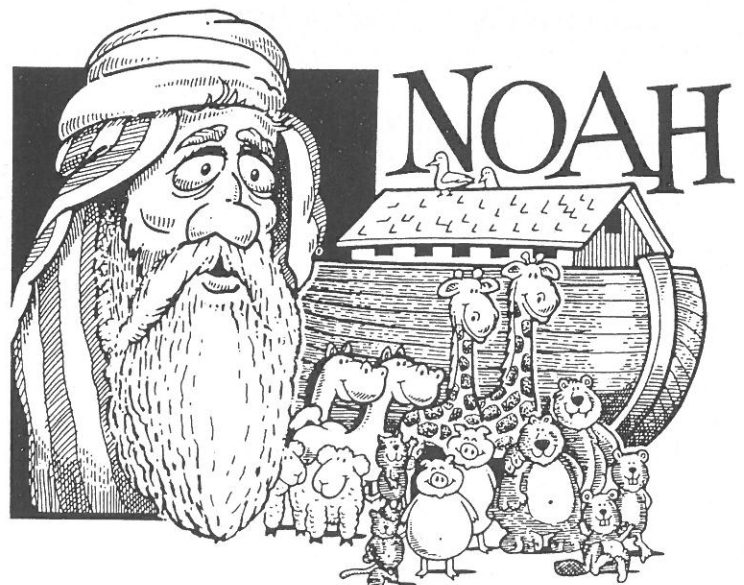
If it's raining and you know it, clap your hands  
If it's raining and you know it, clap your hands  
If it's raining and you know it, then your  
drippy clothes will show it,  
If it's raining and you know it, clap your  
hands.

If the mud is only knee-deep, stamp your feet,  
If the mud is only knee-deep, stamp your feet.  
If the mud is only knee-deep, and you wish  
that it were hip deep,  
If the mud is only knee-deep then sit down.

If the wind is really blowing, shake your head,  
If the wind is really blowing, shake your head,  
If the wind is really blowing, and your bald  
spot it is showing,  
If the wind is really blowing, shake your head.

If the temperature is falling, do all three,  
If the temperature is falling, do all three,  
If the temperature is falling and your spirits  
are a-dropping,  
If the temperature is falling, YOU WILL  
FREEZE! (shout this line)

OHHHHHHHHHH... (repeat faster)



**ALICE THE CAMEL**

CHORUS F C

Al-ice the ca-mel has five humps Al-ice the ca-mel has  
 F Waving motion with hand to indicate 5 humps Repeat action  
 five humps. Al-ice the ca-mel has 5 humps so,  
 C C7 Repeat action  
 go, Al-ice, go Boom, Boom, Boom.  
 Hands on hips, wiggle hips to the beat.

Alice the camel has five humps,  
 Alice the camel has five humps,  
 Alice the camel has five humps,  
 So, go, Alice, go!  
 BOOM, BOOM, BOOM!

(Repeat with 4 humps, 3 humps, etc... Until...)

Alice the camel has NO humps,  
 Alice the camel has NO humps,  
 Alice the camel has NO humps,  
 CAUSE ALICE IS A HORSE!!!!!!!!!!

**MULES**

*Tune: Auld Lang Syne*

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

**THE ANIMAL FAIR**

I went to the animal fair,  
 The birds and the beasts were there,  
 The big baboon by the light of the moon  
 Was combing his auburn hair.  
 The monkey he got drunk,  
 And fell on the elephant's trunk;  
 The elephant sneezed and fell on his knees,  
 And that was the end of the monk,  
 The monk, the monk, the monk.  
 The monk. The monk.

**THE POLAR BEAR SONG**

*Tune: Bicycle Built For Two*

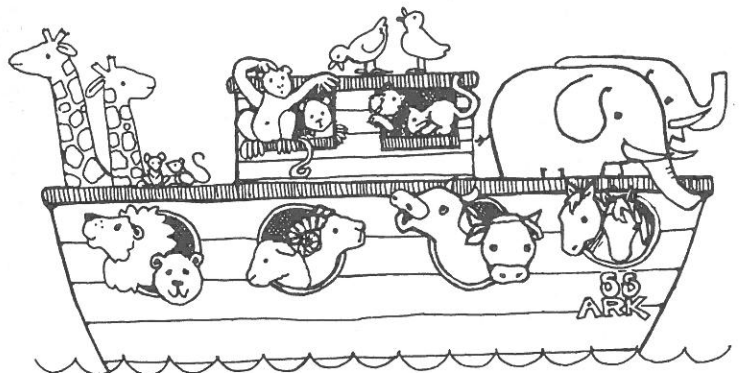
In big ig-loo,  
 Two polar bears we know,  
 Live here year through  
 Up in the land of snow.  
 The winter is long and dreary,  
 But they are bright and cheery,  
 'Cause ev'rywhere they look up there  
 There's an icicle built for two.

**OH WHERE, OH WHERE,  
 HAS MY LITTLE DUCK  
 GONE?**

Oh where, oh where has my little duck gone?  
 Oh where, oh where can she be?  
 I heard her quack in the shack in back,  
 I looked but she ducked out on me!

Oh where, oh where has my little duck gone?  
 Oh where, oh where can she be?  
 I tracked her here and I tracker her there,  
 By quacky, she ducked out on me!

Quack quack quack quack quack quack quack quack  
 quack quack, quack quack quack quack quack quack  
 quack quack? Quack quack quack quack  
 quack quack quack quack quack, quack quack  
 quack quack quack quack quack?



**SEPTEMBER - OUR TOWN****WELCOME SONG***Tune: America the Beautiful*

Oh, Leaders and Scouting friends,  
 We love you, yes we do.  
 If you survive this welcome song,  
 There's much in store for you.  
 We'll do our best to meet the test,  
 And hope you'll shout with glee.  
 For everyone our aim is fun,  
 As you can plainly see.

**SCOUTING LEADER'S  
 JOURNEY***Tune: Sentimental Journey*

Gonna take a Scouting Leader's Journey,  
 Gonna get myself a den.  
 Gonna make a Scouting Leader's Journey,  
 Get together all my kin.

Got my kit, I've got no reservations.  
 Gonna work and work some more.  
 I'll be helpful without hesitation  
 To make my boys into something more.

Heaven... Scouting's the next thing to Heaven.  
 I'll be getting a den of seven,  
 Telling everyone that I should meet along the  
 street.

Gonna make the Scouting future brighter  
 Than it's ever been before.  
 Gonna enjoy and help others more than ever,  
 Shed my worries, even more.

**AROUND US***Tune: There is a Tavern in the Town*

There are some Cub Scouts in the town, in  
 the town;  
 And they are looking all around, all around,  
 To make our town a better place to be,  
 Each hopes to plant and raise a tree!

**CUBBING TIME***Tune: Clementine*

Down in (Denver), in a basement,  
 Every (day of week) just at four.  
 We all crash in, nearly bash in,  
 Mrs. (DL's name) cellar door.

Chorus:  
 We like Cubbing, we like Cubbing,  
 Oh, you bet your life we do,  
 And we're going to keep on plugging  
 'Till we're old and bearded too.

Round a table while we're able  
 We discuss the things we've done.  
 Every feller in the cellar  
 Is a second Edison.

Chorus

We can hammer, we can clammer,  
 We can saw a board in two,  
 We can put it back together  
 So it looks like something new.

Chorus

We like laughter, and the rafters  
 Drip with merry Cub Scout yells,  
 Sounds as if all eight of us had  
 Swallowed strings of jingle bells.

Chorus

Our Den Leader'd probably druther  
 Teach a kangaroo to dance  
 'Stead of tryin' to teach Cub Scouts  
 In gold kerchiefs and blue pants.



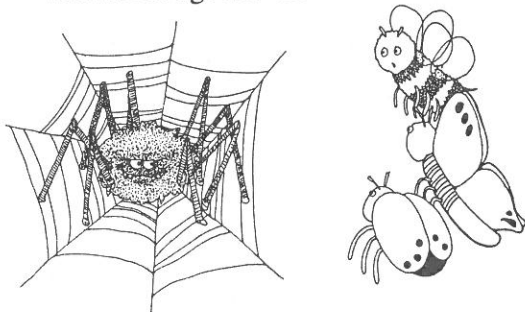
**LITTERBUGS BEWARE***Tune: Auld Lang Syne*

We are the folks who hunt the bugs,  
That litter up our streets,  
With papers, bottles, old tin cans,  
And wrappers off their sweets.

Chorus:

No litterbugs, no litterbygys,  
No litterbugs for us.  
Let's start today to do our share  
No litterbugs for us.

We want to keep our playground clean,  
Without a lot of fuss.  
Let's start today to do our share.  
No litterbugs for us.

**IN THE BACKYARD***Tune: Clementine*

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

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

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

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

**BEANS IN MY EARS**

My mommy said not to put  
Beans in my ears (3 times)

My mommy said not to put  
Beans in my ears (2 times)

- (2) Now why would I want to put  
Beans in my ears?
- (3) You can't hear your teachers  
With beans in your ears.
- (4) Oh, Maybe it;s fun to put  
Beans in your ears.
- (5) Hey, Charlie, let's go and put  
Beans in our ears.
- (6) YOU HAVE TO SPEAK UP I'VE GOT  
BEANS IN MY EARS.
- (7) Hey, Mommy, I've gone and put  
Beans in my ears.
- (8) That's nice, Son, just don't put  
Beans in your ears.
- (9) I think that all grown-ups have  
Beans in their ears!





**OCTOBER - FIRE DETECTIVES****MISS O'LEARY**

Late last night when I was home in bed,  
Miss O'Leary took a lantern to the shed,  
And when the cow kicked it over,  
She winked her eye and said,  
"There'll be a hot time in the old town  
tonight!"

*(Stand and shout) FIRE! FIRE! FIRE!*

*(Repeat in the form of a round...)*

**HALLOWEEN CAROLS****PUMPKIN BELLS**

Dashing through the streets,  
In our costumes bright and gay  
To each house we go  
Laughing all the way.  
Halloween is here  
Making spirits bright  
What fun it is to trick-or-treat  
And sing Pumpkin carols tonight!  
Oh, Pumpkin bells! Pumpkin bells!  
Ringing loud and clear,  
Oh what fun Great Pumpkin brings  
When Halloween is here!

**I'M DREAMING OF THE  
GREAT PUMPKIN**

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

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

**GREAT PUMPKIN IS COMIN'  
TO TOWN**

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

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

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

So, you better not shriek,  
You better not groan,  
You better not howl,  
You better not moan,  
Great Pumpkin is comin' to town!



**TWELVE DAYS OF HALLOWEEN**

On the first day of Halloween,  
My true love gave to me  
An owl in an old dead tree.

*(Continue with:)*

Two trick or treaters  
Three black cats,  
Four skeletons,  
Five scary spooks,  
Six goblins gobbling,  
Seven pumpkins glowing,  
Eight monsters shrieking,  
Nine ghosts a-booming,  
Ten ghouls a-groaning,  
Eleven masks a-leering,  
Twelve bats a-flying.



**Have You Seen the Ghost of John?**

*Spookily*

①

Have you seen the ghost of John?

②

Long white bones and the rest all gone,

③

Ooh, ooh,

④

Would - n't it be chil - ly with no skin on?

**NOVEMBER - TURKEY DAY****TURKEY'S PLIGHT***Tune: Deep in the Heart of Texas*

The turkey's plight,  
Is just a fright,  
Back in the farmer's barnyard!  
Our sad-eyed croon,  
Would make you swoon,  
Back in the farmer's barnyard!

We skinny birds,  
Now sing sad words,  
Back in the farmer's barnyard!  
Some Thanksgiving day,  
We'll fly away,  
And leave the farmer's barnyard!

We'll find a table,  
With a Thanksgiving label,  
Far from the farmer's barnyard!  
We'll fly or hobble  
We will gobble  
Far from the farmer's barnyard!

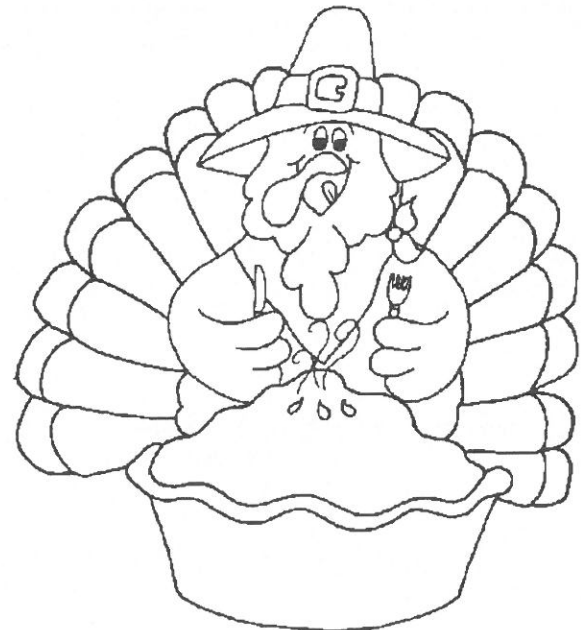
We'll be a feast,  
To say the least,  
Far from the farmer's barnyard!

**THE ALBUQUERQUE  
TURKEY***Tune: Clementine*

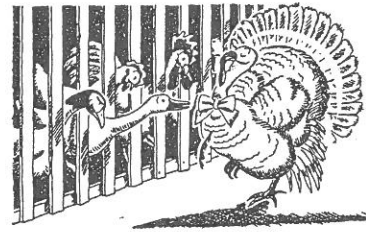
Albuquerque has a turkey,  
And he's feathered and he's fine,  
And he wobbles and he gobbles,  
And he's absolutely mine.

He's the best pet you can get, yet  
Better than a dog or cat.  
He's my Albuquerque Turkey  
And I'm awf'ly proud of that!

And my Albuquerque turkey  
Is so happy in his bed.  
'Cause for our Thanksgiving dinner  
We have egg foo yung instead.



Turkey in the Straw



*Lively*  
C7 F

Musical notation for the first line of the song.

1. As I was a - rid - in' down the road, With a  
2. Went out to milk and I did - n't know how, I

G7 C7 F

Musical notation for the second line of the song.

tired team and a hea - vy load, I cracked my whip and the  
milked the goat in - stead of the cow. A mon - key sit - tin' on a

F7 Bb Bbm F C7 F

Musical notation for the third line of the song.

lead - er sprung; I says day - day to the wa - gon tongue.  
pile of straw A - wink - in' at his moth - er - in - law.

*Chorus*

F Bb

Musical notation for the first part of the chorus.

Tur - key in the straw, (whistle) tur - key in the hay,

F Am Dm Gm Bbm

Musical notation for the second part of the chorus.

(whistle) Roll 'em up and twist 'em up a high tuck - a - haw, And -

F C7 F

Musical notation for the final part of the chorus.

hit 'em up a tune called Tur - key in the Straw.

3. Met Mr. Catfish comin' down stream,  
Says Mr. Catfish, "What do you mean?"  
Caught Mr. Catfish by the snout  
And turned Mr. Catfish wrong side out.  
*Chorus*

4. Came to the river and I couldn't get across,  
Paid five dollars for an old blind hoss,  
Wouldn't go ahead, nor he wouldn't stand still,  
So he went up and down like an old saw mill.  
*Chorus*

5. As I came down the new cut road,  
Met Mr. Bullfrog, met Miss Toad,  
And every time Miss Toad would sing  
Ole Bullfrog cut a pigeon wing.  
*Chorus*

6. Oh, I jumped in the seat, and I gave a little shout,  
The horses run away, broke the wagon all about,  
Sugar in the gourd and honey in the horn,  
I never was so happy since the hour I was born.  
*Chorus*

# DECEMBER - TO HELP OTHER PEOPLE

## Christmas Is Coming

*Lively*

C F C

1. Christ - mas is com - ing, The goose is get - ting fat!

F G C

Please to put a pen - ny in the old man's\_ hat!

F G C

Please to put a pen - ny in the old man's hat!



2. If you have no penny,  
A ha' penny will do,  
If you have no ha' penny,  
A farthing will do,  
If you have no farthing,  
Then God bless you!



## My Dreydle

*Clearly* C G7

I have a lit - tle drey-dle, A pret - ty lit - tle top; A -

C

round and round it's spin - ning, I'll nev - er let it stop! Oh,

G7

drey-dle, drey-dle, drey-dle, Oh, lit - tle top that spins! The

C

chil-dren all are hap - py When Ha - nuk-kah be - gins.

### We Wish You a Merry Christmas

*Moderately*

F B $\flat$  G7 C7

We wish you a Mer-ry Christ-mas. We wish you a Mer-ry Christ-mas.

F B $\flat$  F C7 F

We wish you a Mer-ry Christ-mas, and a Hap - py New Year!



*Brightly*

### Jingle Bells

G C

Jin - gle bells, Jin - gle bells, Jin - gle all the way! Oh, what fun it  
 (Spanish) Cas - ca - bel, cas - ca - bel. Va - mos a can - tar. Que a - le - gria,

1. D7 2. D7 G

is to ride In a one-horse o - pen sleigh! one-horse o - pen sleigh!  
 to do el Di - a, de la Na - vi - dad. (de la Na - vi - dad.)

### Shalom Chaverim

*Slowly* *Round*

① ② ③

Sha - lom cha - ve - rim! Sha - lom cha - ve - rim! Sha - lom, sha - lom!  
 Fare - well, good friends, Fare - well, good friends, Fare - well, fare - well!

Le - hit - ra - ot, le - hit - ra - ot, Sha - lom, sha - lom!  
 Till we meet a - gain, till we meet a - gain, Fare - well, fare - well!

**JUST FOR FUN****BATTLE HYMN OF  
A LEADER***Tune: Battle Hymn of the Republic*

After raising six sweet daughters, I was glad to  
have a son.

I thought of all the games we'd play, the  
picnics, hikes, and fun.

I thought of how we'd sit and talk for hours  
when day was done.

Wasn't I the foolish one?

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

I tried to resist their pleas, their reasons to  
ignore.

I said, "I'm not equipped." They said, "Oh yes,  
you are. What's more,  
We'll train you in the basics and outfit you for  
the corps."

And they shoved me out the door!

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

They taught me how to sing a song and how  
to tie a knot.

They taught me how to do a skit, make  
puppets on the spot.

They taught me all I'd need to know, at least  
that's what I thought.

'Til a Cub came in with a snake that he'd  
caught!

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

We went out hiking, my Webelos den and me.  
They say the woods are full of sights for you  
to see.

I know we sure were sights when we were  
found... eventually.

And I do this all for free!

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

But even though I mumble and I grumble and  
I pout,

And many times I wonder "What's the best  
way to get out?"

When all is said and done, there really isn't  
any doubt.

I'm glad to be a Scout!

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

**TARZAN OF THE APES***Tune: Battle Hymn of the Republic*

I like bananas, coconuts, and grapes! (3 times)  
That's why they call me... (yell) **TARZAN OF  
THE APES!**

I like spinach packed up in a can! (3 times)  
That's why they call me... **POPEYE THE  
SAILOR MAN!**

I like lasagna, enough to make me fat! (3  
times)  
That's why they call me... **GARFIELD THE  
CAT!**

I like a honey pot full of sticky goo! (3 times)  
That's why they call me... **WINNIE THE  
POOH!**

(Ask your Cub Scouts to make up more  
verses!!)

**DO YOUR BEST***Tune: Que Sera Sera*

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

PARENTS: "You'll be a Tiger cub, learn  
about Scouts, and share in good times  
with me."

**CHORUS:** "Do Your Best, my son. Join  
Scouts and have lots of fun. Your  
future has just begun. Do Your Best,  
my son."

BOY: When I was just a boy in 2nd grade, I  
asked my parents, "What will I be?"

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

**CHORUS**

BOY: When I was just a boy in 3rd grade, I  
asked my parents, "What will I be?"

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

**CHORUS**

BOY: When I was just a boy in 4th grade, I  
asked my parents, "What will I be?"

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

**CHORUS**

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

**CHORUS****AMERICA***Tune: Rose, Rose*

America, America,  
How can I tell you how I feel?  
You have given me many treasures,  
I love you so!

(Repeat in the form of a round.)

**FINEST PACK OF  
CUB SCOUTS***Tune: Yellow Rose of Texas*

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

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

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

**GOD BLESS MY  
UNDERWEAR***Tune: God Bless America*

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

**CUB SCOUT TAPS**

Sun of God, sky of Blue,  
Both are gone from our sight,  
Day is through.  
Do your best, then to rest,  
Peace to you.



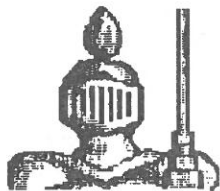


# CRAFTS

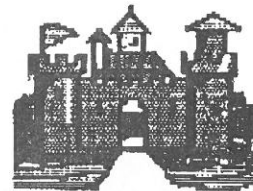
# CRAFTS

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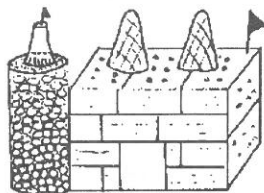
# JANUARY - KNIGHTS OF THE ROUNDTABLE



## COOKIE & CANDY CASTLE

**Materials:**

- shoe box
- paper fasteners
- oatmeal box
- ice cream cones
- foil
- assorted cookies
- assorted candies
- construction paper
- toothpicks
- frosting which hardens (Wilton's Royal Icing - available at Michael's)

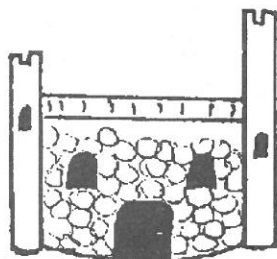


Use paper fasteners to attach shoe box to oatmeal box. Cover both with foil. Let boys use their imaginations to decorate castles with cookies & candies using the frosting as glue.

## CANDY CASTLE

**Materials:**

- 1 clear plastic jar with lid
- 2 paper towel rolls
- felt
- tacky glue
- scissors
- rubber cement
- construction paper
- assorted candies

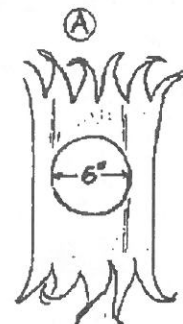


Cover paper towel rolls with paper. Cut notches in tops. Attach rolls to jar with rubber cement. Cut doors and windows out of felt. Use tacky glue to attach to towers and jar. Fill jar with candy.

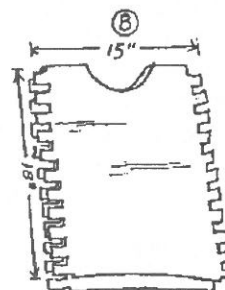
## COURT JESTER



**HAT:** Cut two 20" wide strips of Crepe Paper (one orange, one yellow) long enough to go around head and overlap 1". Glue strips together to form tube. Cut six pointed scallops, six inches in, on each end. In the center, cut a round circle for the face (about 6" wide). Curl the bottom scallops and the top scallops down. Put bells on the tips of the top scallops.



**DOUBLET:** Use Bright Orange Crepe Paper. Fold and cut as shown. Cut hole large enough for the head. Glue a 5" long and 1" wide strip of Yellow Crepe in the front for the neck opening and make a 4" cut down the center of it.



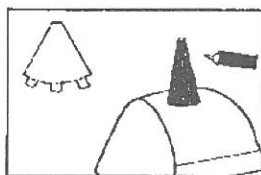
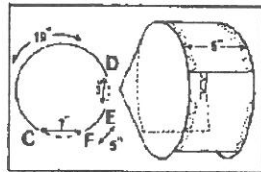
**FOOL'S BAUBLE:** Used a large rubber ball on the end of a 20" stick. Wrap the ball with strips of Pink Crepe Paper. Make a hat to fit the ball following the directions for Hat above. Wind the stick with Black Crepe Paper. Cut eyes and smiling mouth from Crepe Paper and glue to face. Tie a bell to the end of stick.

**KNIGHT**



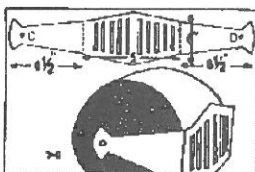
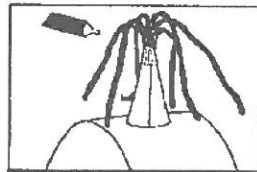
1. Draw and cut out sections from 12" cardstock. Glue A to tab B to make a cone for each side. Bend tabs.

2. Take 5" x 19" cardstock and glue to cone tabs from C to D. Glue 5" x 3" card to tabs E-F.



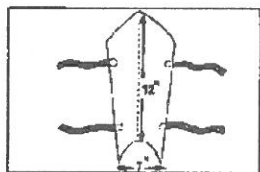
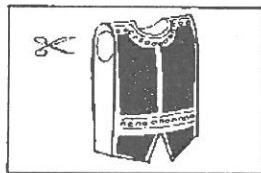
3. Make cone with base tabs from half circle of paper. Snip off top. Glue to top of helmet.

4. Cut colored paper into strips to make feathers for the helmet. Glue them in cone on helmet. Then paint helmet silver.



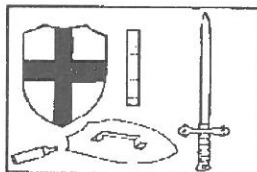
5. Draw and cut out face visor from 18" x 13" cardstock. Fold and join C and D with paper fasteners to points of helmet side cones.

6. Cut pattern for armor from paper bag or from folded sheet of brown paper. If using sheet of paper, tape sides. Decorate.

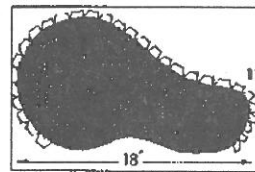


7. Draw and cut out two leg guards from card 12" x 14". Attach cloth strips in positions shown. Decorate with paints.

8. Make the sword from thick card 18" x 6" and shield from thick card 12" x 10". Decorate the sword with foil and paint shield.

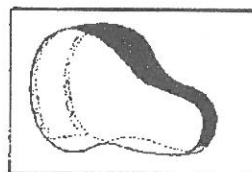
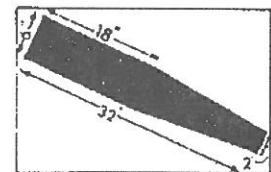


**DRAGON**



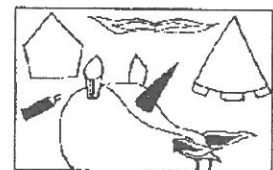
1. Draw and cut pattern from 18" x 11" cardstock. Cut two. These are for sides of head.

2. Draw and cut pattern from 6" x 32" cardstock for middle section of head.



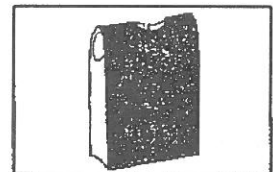
3. Glue middle to sides with tabs as shown.

4. Draw and cut patterns for ears, horn and flames. Glue them to the head as shown.



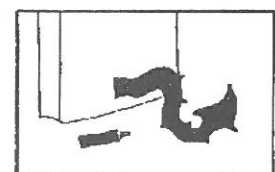
5. Cut forty 2" circles from paper and glue them around the head. Draw eyes and pierce 1/2" diameter hole in each.

6. Cut pattern for body from paper bag or from folded sheet of brown paper. If using sheet of paper, tape sides. Decorate.



7. Draw and cut the pattern for the tail from paper. Decorate with colored paints.

8. Now glue on the tail in the position shown.

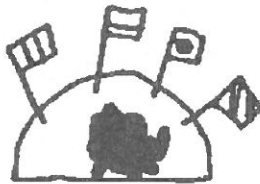




## FEBRUARY - SCOUTING AROUND THE WORLD

### CENTERPIECES

Cut a large styrofoam ball in half. Paint with thick tempera paint to resemble the earth. Make flags of different nations and glue on toothpicks. Stick them in your earth.

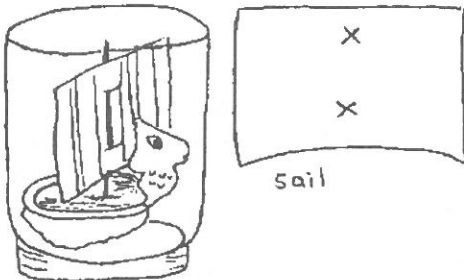


### VIKING SHIP - NORWAY



**Materials:**  
Small jar with lid  
half walnut shell  
clay  
index card (unlined)  
felt markers  
round toothpicks  
glue

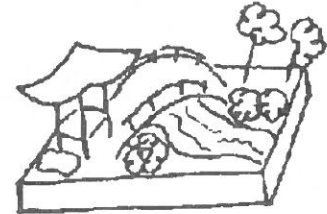
1. Trace pattern for figurehead onto card. Make 2 heads, and cut out. Glue heads together to dashed line. Do not glue tabs. Color with markers. Bend tabs open - put glue on tabs and stick figurehead to pointed end of walnut shell boat.
2. Cut sail from card. Decorate. Push toothpick through sail at X's.



3. Put clay in walnut shell. Smooth clay to look like deck. Stand mast in clay.
4. Put ship in jar.

### JAPANESE MINIATURE GARDEN

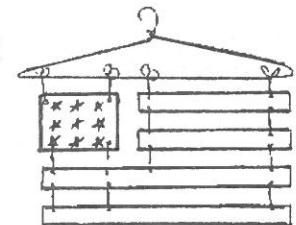
**Materials:**  
shallow tray  
sand  
pebbles, stones  
cardboard  
straight pins  
string  
small mirror or foil  
odd shaped twigs  
sponges



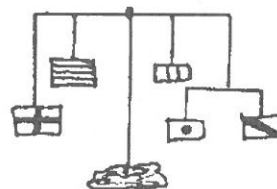
Build in a shallow tray filled with moist sand. Towards the center make a pool, using the mirror or foil for a stream. Over water arch a cardboard bridge. Make a railing with pins and string. Use small twigs for trees. Paint sponge pieces green for bushes. Make a small temple out of cardboard. Place the pebbles and stones around the garden.

### MOBILES

**Materials:**  
Colored Poster-Board  
String  
Hole Punch  
Flag design  
Coat hanger

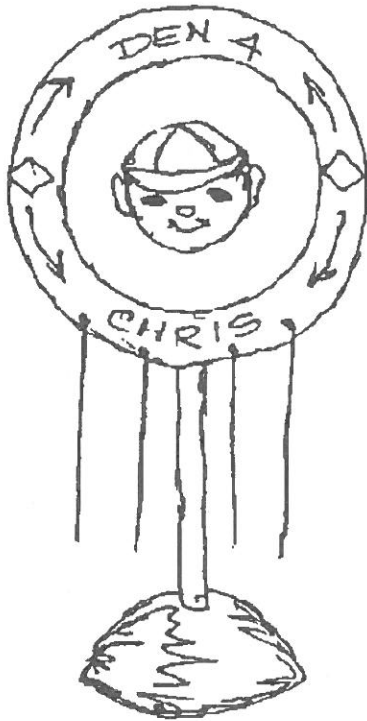


Using flag pattern, cut out pieces from colored poster board. Punch appropriate holes. Start from top and assemble flag.



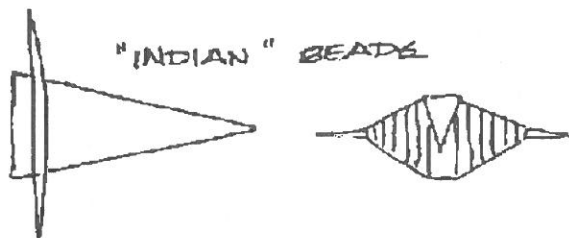
Make a mobile of flage from various nations. Use clay for the base.

**INDIVIDUAL CUB DOODLES**



Materials:  
 5" Paper Plate  
 12" dowel  
 Clay  
 Button thread  
 Tape

Insert dowel in clay and let dry while decorating the front of the plate. Don't forget to include your name. Punch 4 holes in the bottom of the plate and tie button thread here. These are for the "doodle dangles". When the clay has hardened, tape the plate to the top of the dowel.

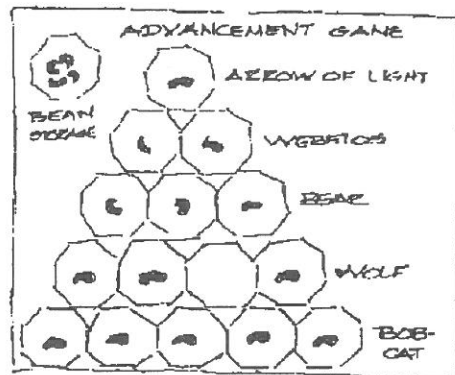


**INDIAN BEADS:** Cut triangles from old magazines. Spread with glue and roll up on toothpicks as shown. Remove toothpicks and let dry.

**DOODLE DANGLE IDEAS:**

- \* Clay Balls: Roll in hands, punch hole with a needle. Let dry.
- \* Sweet Potato Cut-ups: Cut sweet potato into various small shapes and poke a large hole in each. Let dry.
- \* Painted Elbow Macaroni
- \* Pop Tab Rings
- \* Small Pine Cones
- \* Colored Beads
- \* Tin foil balls

**ADVANCEMENT GAME**



Materials:  
 9" x 12" Cardboard  
 1 1/2 Egg cartons  
 Scissors  
 Glue  
 15 Dried Beans

Cut egg cartons into strips of 5, 4, 3, and 2 cups. Cut 2 single cups. Cut cups down to about 1" in depth. Glue to the cardboard in a triangle pattern as shown.

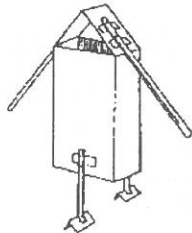
To Play: Place a bean in each cup but one. Jump one bean over another into an empty cup, removing the beans as in checkers. Continue until there is one bean left.

## MARCH - THINGS THAT GO

### TIGHTROPE WALKER

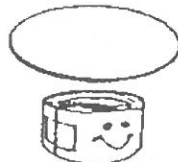
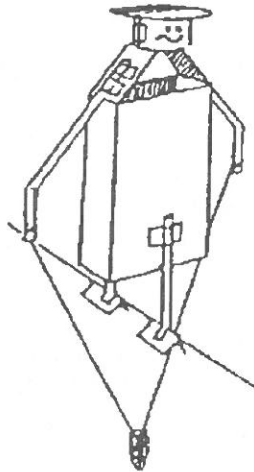
Materials:  
 Match box  
 Straws  
 Posterboard  
 Tape  
 Small ball of Clay  
 Thread

For legs, cut quarter lengths of straws. Slit ends and tape on pieces of poster for feet. Tape to body.



For neck, cut poster twice as long as the top of box, fold in half and tape to body.

Head is rolled poster with a disc for the hat. Arms are half straws. Tape in place. Place in middle of thread and tape thread to arms as shown. Weight is a small clay ball. Swing the weight to make him walk.



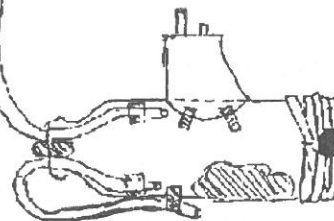
### SUBMARINE

Materials:  
 2 Plastic bottles 12" Piece of plastic tubing  
 Scissors 24" Piece of plastic tubing  
 Adhesive tape Clay

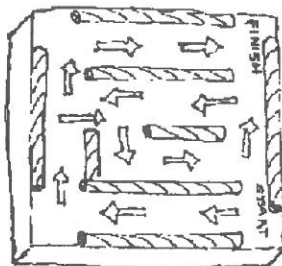
Remove cap from bottle. Cut around bottle 2" from bottom. Push both pieces of tubing into the bottle through the neck and secure as shown. Bend the short piece around and tape it to the outside of the bottle. To make it float properly add a large wad of clay inside bottle as shown. Be careful not to plug tubes. Use a second piece of clay to make the top air-tight.



Replace bottom of bottle and tape tightly. Use a second bottle to make a conning tower, tape in place. Place sub in water. Blow into long tube to make it rise and suck air out to make it sink.



### ROLY POLY MAZE

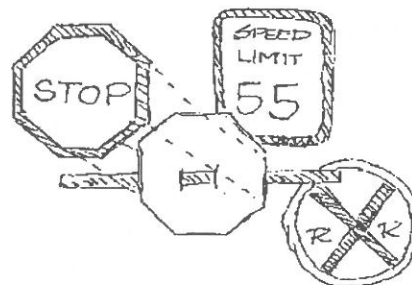


Materials:  
 Shirt box-top  
 Straws  
 Glue  
 Markers  
 Scissors  
 Peas or Marbles

Lay out maze pattern on box top using straws as barriers. Be sure to leave corners open for "OOOOPS" spaces. Glue straws in place. Draw "START", "FINISH", and direction arrows with marker. To play: Place pea on start and tilt to make pea roll to finish.

### TRAFFIC SIGN TIE SLIDE

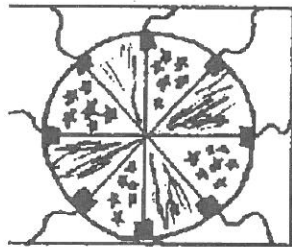
Choose your favorite traffic sign and cut 2 patterns out of poster board. Decorate one. Put slots into second one and thread twist tie through slots as shown. Glue together. Twist ties around neckerchief.



### PARACHUTES

**Materials:**

- White trash bag
- Permanent markers
- heavy string
- a weight
- masking or duct tape
- a crayon
- large dinner plate
- ruler
- scissors

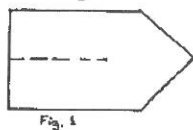


1. Draw around the dinner plate with the crayon on the trash bag.
2. Use the ruler to mark off the circle into 8 even sections.
3. Cut tape into 1/2-inch squares. Cut string into 8 - 18-inch lengths. Use tape to attach the strings.
4. Use PERMANENT markers to decorate
5. Tie weight to strings
6. Go outside, loosely fold up parachute, with weight inside and strings wound around it. toss up into air. Go find it.

### CORK HELICOPTER

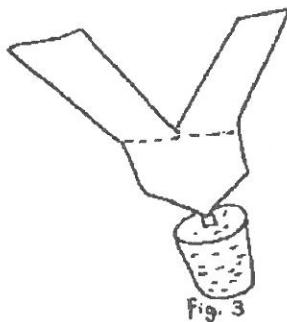
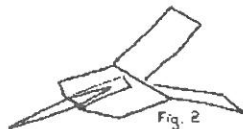
**Materials:**

- 1 cork
- 1 toothpick
- stiff paper (like index cards)
- scissors
- tape



1. Cut paper like fig.1 - cut on the dotted line.

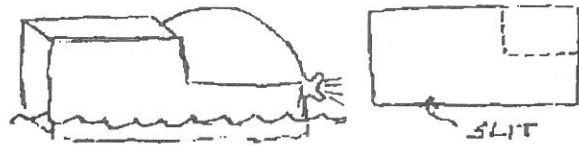
2. Fold wings, and tape toothpick to helicopter like fig 2



3. Push toothpick into cork, fig 3

4. Take outside and throw it up into the air

### JET BOAT



- Materials:**
- Quart milk carton
  - Tape
  - Scissors
  - Balloon

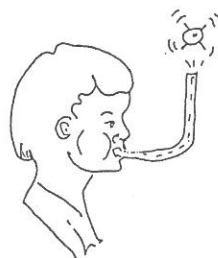


- Cut carton on dotted lines as shown and remove cut section. Make slit near front bottom for rudder, made from cut out section, and notch in rear as shown. Tape rudder in place. Place blown up balloon in boat and watch it go!

### EARTH WEATHER SATELLITE



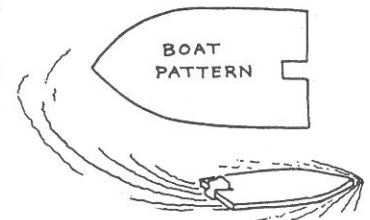
Break wooden toothpicks in half. Push into styrofoam ball at even intervals. Glue in place. To operate the satellite, place it on a sturdy, bendable straw with one of the sticks inserted in the hole of the straw. Place the other end of the straw in your mouth and blow a steady stream of air through it. (Do NOT blow too hard.) As the satellite slowly rises, increase the air pressure. After the ball is in the air, adjust the air stream to keep the ball afloat.



### SOAP POWERED BOAT

Cut out a boat in this shape from a plastic-foam tray. Put a sliver of soap into the slot at the back of the boat. Fill a shallow pan or tray with clean water and wait until the water is very still.

Drop the boat gently onto the water, making sure not to push it one way or the other, and watch it go! (Boat will leave a soap-film behind. If it runs into trail, it will stop... To remove trails, lay a piece of newspaper on the water. Lift paper, soap film will go with it.)





# APRIL - THE FIRST AMERICANS

## INDIAN COSTUMES

By using items from around the house you can make a nice Indian costume. The costumes can be for a skit, or for the boys to wear for a demonstration.

These ideas are based on the Plains Indians found in the Colorado area.

Jewelry can be made by just about anything small you can make a hole in and string on cord. Some items to collect are: straws (cut into pieces), different types of macaroni, beads, feathers, make cardboard arrows, bottle caps, cork and popcan pull tabs.

Use spray paint to color these items. Indians liked to use bright colors such as red, blue, and yellow.

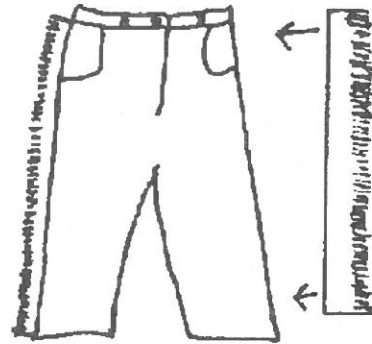


An Indian vest can be made from a solid colored t-shirt. You can collect white ones from all the boys and then dye them brown. A vest can be cut by cutting away the sleeves, neck band, and shaping a front.

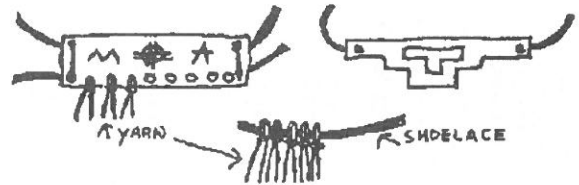


Moccasins can be made from an old pair of brown socks. Cut off the top then fold over the top that's left, make a casing for a lace to tie on.

A pair of jeans can be used for the pants. Use material of a matching color. Cut 2 strips 3" wide and as long as the boy's pants. Make 2" fringe cuts on one side of each strip. Baste the unfringed side to the outside of the boy's pants. This can be removed later.

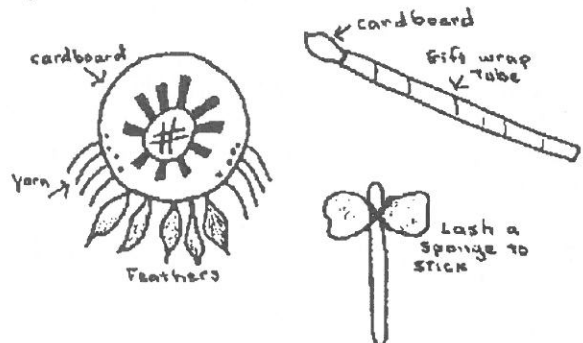


Various arm bands and anklets can be made with material and yarn.



Decorate the vest and arm bands with fabric type pens.

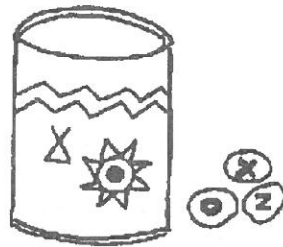
Shields and warpath needs can be made from cardboard tubes and other soft materials to avoid injuries.



### INDIAN PEBBLE GAME

**Materials:**

- 15 smooth small stones
- nail polish or paint
- scissors
- tape
- colored construction paper
- felt markers or crayons
- coffee can



1. Wash and dry stones
2. Using polish, put X's on five stones, O's on five, and Z's on last five.
3. Let polish dry
4. Cover can with construction paper.
5. Draw Indian designs on the paper.
6. To play the game: each player reaches into the can and pulls out a stone. Then each person does the same. When all of the stones are picked, the one who has the most of one letter wins.

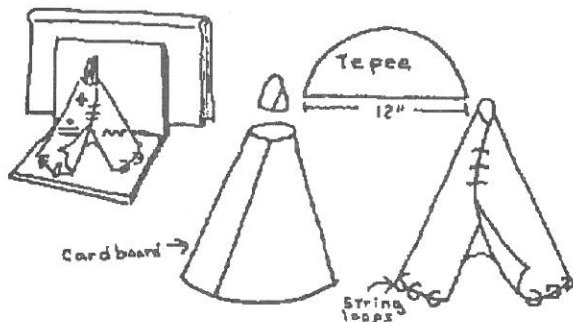
### INDIAN SYMBOLS



**Translation:**

- A = Man, Human life
- B = Eagle Feathers, Chief
- C = Ages, Infancy, Youth, Middle, & Old Age
- D = Paths Crossing
- E = Bird, Carefree
- F = Thunderbird, Sacred bearer of Happiness
- G = Sun Rays, Constancy
- H = Fence, Guarding good luck
- I = Rain Clouds, Good Prospects
- J = Coyote Tracks
- K = Bear Track, Good Omen
- L = Deer Track, Plenty Game
- M = Swastika, Good Luck
- N = Lightning - Swiftmess
- O = Lightning Snake
- P = Raindrop
- Q = Arrow - Protection
- R = 4 Corners of the world. Lake in center
- S = Rain - Plentiful Crops
- T = Crossed Arrows, Friendship
- U = Tepee - Temporary Home
- V = Gila Monster - Sign of the Desert
- W = Thunderbird Track, Bright Prospects
- X = Arrowhead - Alertness
- Y = Medicine Man's Eye, Wise, Watchful
- Z = House of Water
- 1 = Horse - Journey
- 2 = Warding Off Evil Spirits
- 3 = Butterfly, Everlasting Life
- 4 = Cactus, Sign of the Desert
- 5 = Rattlesnake Jaw, Constancy

### TEPEE BOOK ENDS



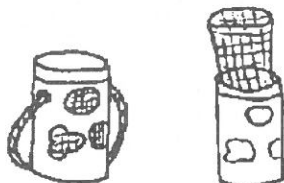
1. Make bookend bases out of wood; paint.
2. Cut 12" cardboard circle in half.
3. Form into a cone; cut off about 1/2" at tip
4. Cut 12" leatherette circle in half, wrap around the cone, secure with rubber cement. Fold a flap back to form a door. Cut cardboard to match.
5. Punch holes around the base of the tepee. Use a darning needle and string and make small loops around the base.
6. Attach loops to bookends with carpet tacks.
8. Use balsa or chopsticks to form the lodge poles out the top of the tepee.
9. Decorate tepee with paint pens.

## MAY - BUGS AND THINGS

### OATMEAL BOX BUG CAGE

**Materials:**

1 oatmeal box  
piece of plastic screen wire to fit  
scissors  
cord  
paints  
x-acto knife  
pencil

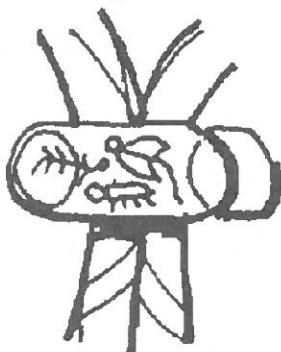


1. Paint oatmeal box.
2. Draw shapes to cut out.
3. Cut shapes out with knife.
4. Cut screen to fit inside box.
5. Punch 2 holes near top for the cord to carry it.

### INSECT DISPLAY CASE NECKERCHIEF SLIDE

**Materials:**

clear plastic pill bottle with snap-on lid  
pliers  
nail  
pipe cleaner  
needle

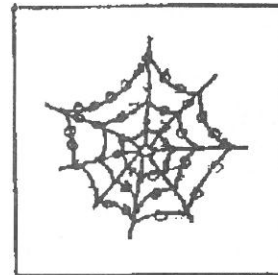


Using pliers, hold a nail over a flame on a candle until it is hot. Use the hot nail to punch two holes on one side of plastic bottle, 1/2" apart. (An adult should do this.) Make a ring from a 3 1/2" piece of pipe cleaner and insert in holes. Twist pipe cleaner on inside to secure it. Then with a hot needle, punch air holes in the lid of the pill bottle. Put in a little bit of sand and a twig or leaf. Now it is time to catch a creepy, crawling specimen to put inside the display case. The contents of the display case can be changed whenever the boy wishes.

### SPIDER WEB PAINT

**Materials:**

White paper  
Spray paint (not white)  
Spider Web



1. Find a spider web outside that you can reach.
2. Hold spray paint at arm's length away from web. Spray quickly and cover the web with a thin coat of paint. The paint will look like little beads on the web.
3. Quickly place paper on web. For best results, curl paper with center towards the web and touch the middle of the paper to the web first, then carefully straighten it out.

### BUTTERFLY COLLECTION

**Materials:**

Zipper close plastic freezer bags  
butterfly net  
field of butterflies



Boys like to make butterfly or bug collections, but traditional methods of preparing the creatures to be mounted are a bit tough for most boys. (Killing jars, etc) Use the net to capture the insects and put them in a sealed bag. Then put them in a cold freezer over night. Butterflies will keep their color better this way. Later after you take them out and let them thaw if they are not in the position you like take them apart at their joints and glue them in the way you want them. Then the boys can make a display of them.

## GUMDROP TREE

This would make a nice Mother's Day present. You can decorate the can with heart stickers or even add bows to some of the branches.

### Materials:

small can  
small branch  
plaster of paris  
construction paper  
string  
plastic wrap  
scissors  
gumdrops or  
jelly beans  
white spray paint

1. Spray paint branch white
2. Mix plaster, pour in can, let plaster set a short time until it thickens
3. Push the branch into plaster, let plaster finish hardening.
4. Cover can with construction paper
5. Cut plastic wrap into small squares about 3" x 3"
6. Put candy into squares and tie with string
7. Tie candy to the branches



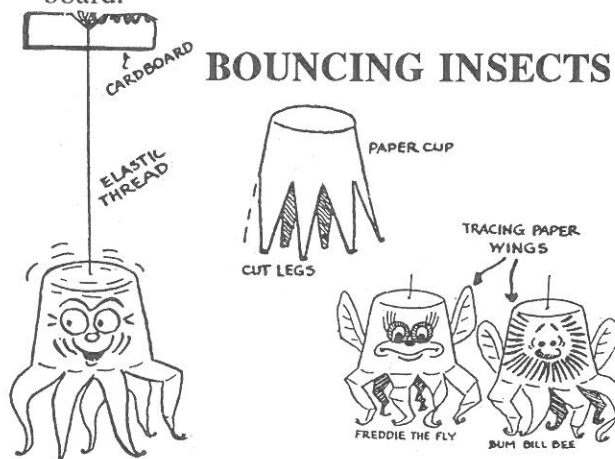
## FROG RIDE



### Materials:

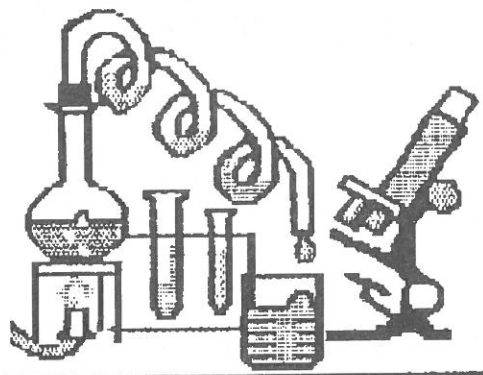
light weight board about 18" x 24"  
nail  
long cord, about 15'  
a candle  
some clay  
a pond  
night time

1. Put the nail towards one end of the board and tie the cord to it.
2. Set the candle in clay and attach it to the center of your board.
3. Float the board with a lit candle out into a pond.
4. Sit **ABSOLUTELY SILENT**.
5. Soon you should have frogs coming in to inspect the light. They may even crawl on board.



## BOUNCING INSECTS

1. Cut paper cups for legs as shown, six legs for bugs and eight for spiders.
2. Paint the cups any color and design you wish.
3. Tie one end of some elastic thread around a strip of cardboard. Make a small hole in the top of the cups with a needle, pull thread through the hole and tie end of thread in a knot so it will not pull through the hole.



### GENIUS GEL

This is an absolute **MUST DO** for your boys. Granted, it can be really messy, but it'll be worth it. It does clean up easy! I don't know why it works like it does, but you can keep a room of boys busy for a long time with it! This is great for a rainy day too.

#### Materials:

a box of cornstarch  
water  
a bowl to mix it in  
a large plastic sheet or something for the boys to be on while they play with it

Give each boy a bowl with about 1/8 cup of water. Have them sprinkle cornstarch slowly on the water letting the cornstarch soak it up, keep adding the cornstarch and **SLOWLY** knead it with one hand as it begins to thicken. Add enough cornstarch that you end up with a thick gel substance. If the boys try to mix too fast it will crumble instead of mix, so have them slow down. Once they have their mixture, it's play time. If they pick it up quickly they can take a chunk, make a ball in their hand, then stop patting it and just hold it, and it will melt. You can break a piece off, yet it will flow through your fingers. Is it solid, or liquid? It's state has to do with the energy applied to it. Put your finger slowly into the bowl and it's easy, try to jerk it out and it will hold on to your finger. Have the boy's experiment and see what strange properties they can discover with Genius Gel. Yes, it will keep for a very short time if covered, 1 or 2 days. It will mold. I've heard of people adding food coloring, but it will stain hands then. If it thickens too much while playing, have the boys add water by wetting their hands. There is not an exact recipe because humidity will affect it. You can also experiment with different thickness of the gel.

## JUNE - GENIUS NIGHT

### LONG ARM GRAB

#### Materials:

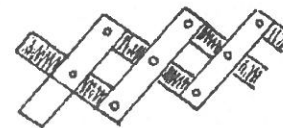
12 - 4" x 1" pieces of thick cardboard  
16 paper fasteners  
2 - 4" x 3" pieces of thick cardboard  
leather scissors or sharp knife  
sharp nail

1. Punch 3 holes in 8 strips as shown

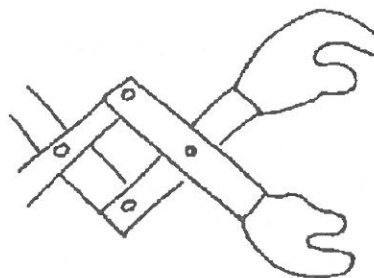


2. Punch 2 holes in 4 strips as shown

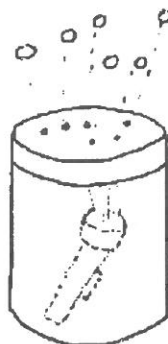
3. Join strips with fasteners as shown



4. Cut hands from cardboard and glue to the end of the arms



### OATMEAL BOX PLANETARIUM



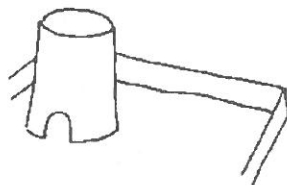
Materials:  
Oatmeal box  
Sharp pencil  
flashlight

Use pencil to poke holes in the lid of the box in the shape of a constellation. Show on a ceiling.

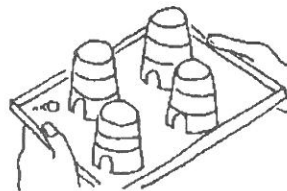
### PUZZLE CUPS

Materials:  
 shoe box lid  
 4 paper or plastic cups  
 glue  
 paint  
 4 marbles  
 scissors

1. Cut 2 pieces from the top of the cup. They must be larger than the marbles.



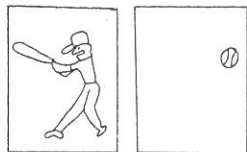
2. Turn the cups upside down and glue to the inside of the shoe box lid.



3. Decorate with paints. Place the marbles on the lid and try to get one in each cup.

### BATTER UP

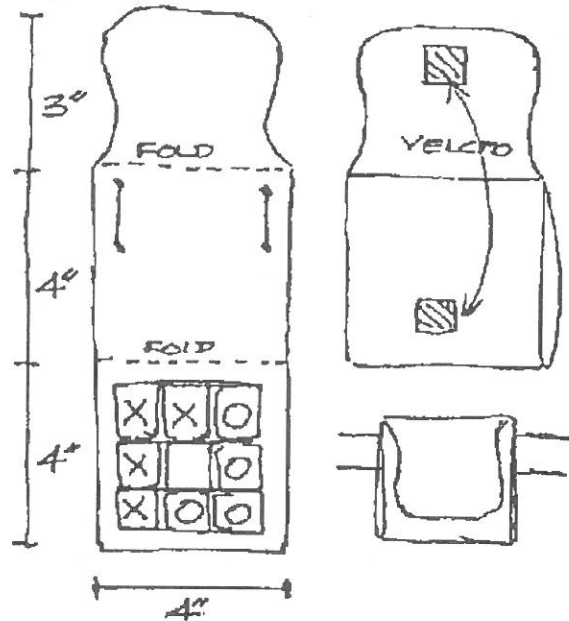
Using an index card, draw a picture of a batter on one side. He should be swinging the bat and have a disgusted look on his face. Turn the card over and hold it up to a light. Draw the ball on this side of the card just above the tip of the bat. Tape the card to a pencil and spin the card. The batter will look like he's swinging at the ball and missing.



### CARRY ALONG TIC-TAC-TOE

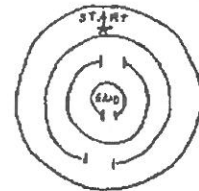
Materials:  
 Light Weight leather  
 felt tip pen  
 glue  
 Velcro - 10" strip  
 scissors  
 hole punch

Enlarge pattern, transfer to wet leather and cut out. Cut out belt slots as shown. Punch holes at ends of slots. Cut 10-1" velcro squares and glue 9 to leather for game board where shown. Mark 4 squares "X" and 4 squares "O". Fold as indicated, locate 10th square to flap and carrier and glue in place as shown.



### MAGNET MAZE

1. Draw a circular maze on the paper plate. Start on the edge and end in the middle.
2. On index card draw a figure which is about 1" square in size. Could be a car or rocket, etc.
3. Decorate figure with crayons or markers. Glue a magnet to the figure's back.
4. Glue other magnet to the end of the craft stick. (Make sure the magnets attract each other)
5. Hold the magnetic stick under the plate and guide your figure through the maze.



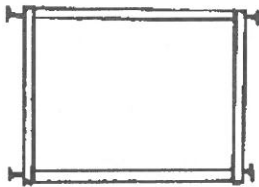
## JULY - FUN IN THE SUN

### PLANT WRITING

**Materials:**

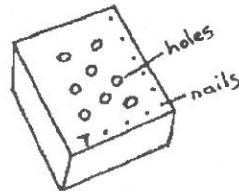
Plastic wrap  
wood - 1" x 4" x 40"  
plywood - 12" x 9-1/2" (for bottom)  
drill, saw, hammer, nails  
potting soil, stones  
tray - 12 x 10 (could be aluminum)  
seeds - radish or lettuce work well

1. Cut wood - 2 - 12" x 4" and 2 - 8" x 4".

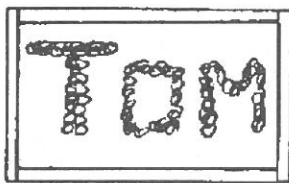


2. Nail sides together.
3. Nail bottom on.

4. Drill several holes in bottom.

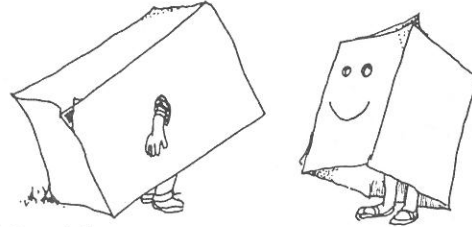


5. Put in a layer of stones.
6. Fill to 1/4" of top with soil.
7. Smooth soil, then use the side of your hand to imprint your name in block letters about 1/4" deep.
8. Scatter seeds in the grooves you made. Do NOT sow in a straight line, sow uneven with-in the grooves.
9. Cover seeds lightly with soil.
10. Spray planter with water from a spray bottle.
11. Cover with plastic, set in tray. After a few days, the seeds will sprout. Remove plastic.



12. Set in sun. Writing will last several days until the plants become too large. Lettuce can be eaten, if you take care. The radishes will also grow large enough to eat. You will need to thin them.

### BOY STUFF



**Materials:**

1 large box per boy, appliance type  
Duct tape  
markers  
2 adults with pocket knives

1. Put boys and boxes in yard
2. Let them draw doors and windows on the boxes.
3. Have an adult cut out the openings.
4. Let boys attach boxes with tape.
5. Decorate boxes.
6. Adults sit & relax, boys will entertain themselves.

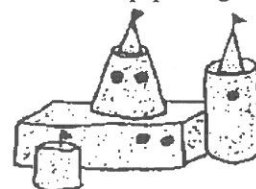
### SUPER SAND CASTLES

**Materials:**

Hard Plastic Wading Pool	Sand
Water	Shoe Box
Soup Can	Coffee Can
Small Pail	Funnel
Toothpicks	Glue
Construction Paper	Scissors

1. Cut triangles from paper; glue on to toothpicks to make flags.
2. Fill pool half full with sand.
3. Wet sand until it will hold a shape.
4. Use shoe box for main section; build upon it with other shapes.
5. Pack sand into forms, turn over carefully to unmold.

\* If a beach is near, skip pool, go to the beach.



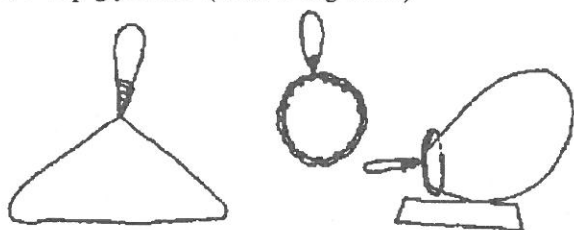
### GIANT BUBBLES

**Materials:**

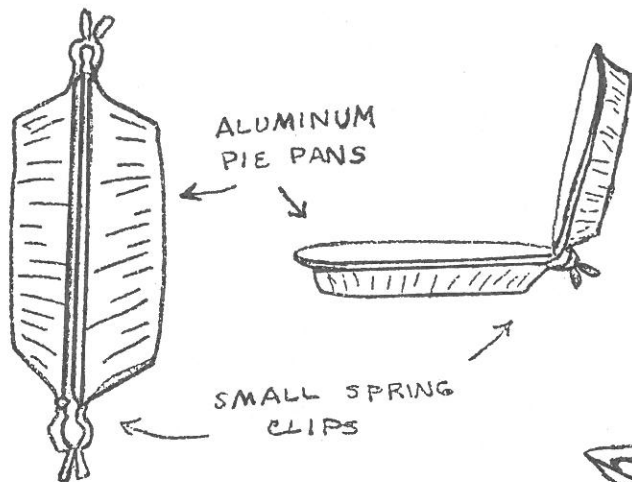
- pliers
- wire coat hanger
- cotton string
- pan about 18" x 18"
- still day (for BIG bubbles)
- scrap of cardboard (to scrape foam off solution as it builds up)

**Recipe:**

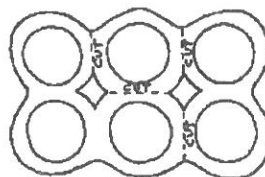
- 5 cups water
- 1/2 cup Dawn or Joy dishwashing liquid
- 1/8 cup glycerine (from Drug store)



1. Make bubble solution
2. Bend the hook part of the hanger flat for your hand.
3. Form the rest of the hanger into a circle.
4. Cut a piece of string about 3' long.
5. Tie one end of string to handle, wrap the rest around the hoop. (The string soaks up the solution) Wrap the left overs around the handle.
6. If your bubbles don't work GREAT wrap a second string around the opposite direction.
7. Place hoop in solution and let it soak it up.
8. Turn hoop on it's side while still in the trap, slowly lift it out.
9. Wave gently through the air.

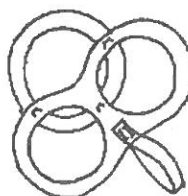
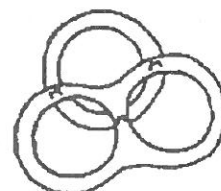


### SIX-PACK PLASTIC CARRIER SUPER BUBBLE BLOWER



1. With scissors, cut away a double section and a single section from the plastic carrier frame.

2. Overlap the cut sections and staple them together.



3. Staple a folded strip of plastic to the rings as shown, forming a handle or holding loop.

### COME AND GET IT HANDY MESS KIT

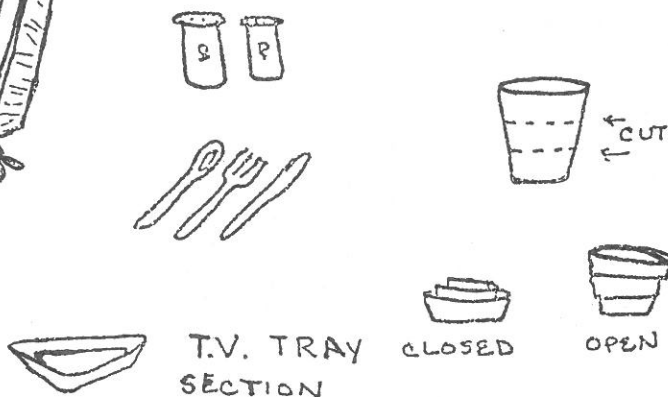
Place 2 aluminum pie pans rim to rim and secure with 2 small spring clips.

Inside the kit place salt & pepper shakers made of plastic pill bottles with hole punched in the lids. Slip a piece of plastic wrap inside the caps to seal.

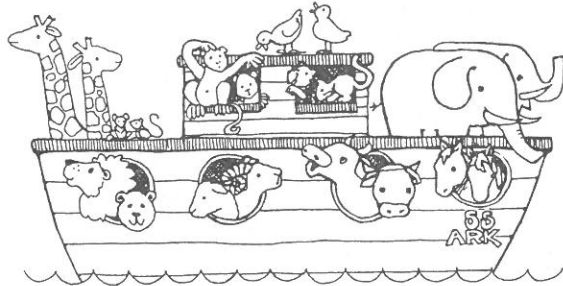
For a folding cup, cut a foam cup into three sections. Stack one section inside the other. Just pull up to open. Press to close.

Cut a section of a TV Dinner Tray for a small dish. Fold over cut edge with pliers.

Add plastic utensils to complete your kit.

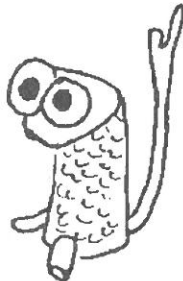






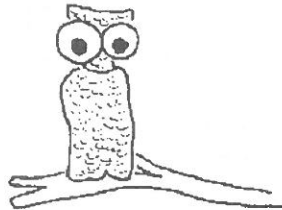
**NOAH'S CORN COB CRITTERS**

- Materials:  
 Dry corn cobs  
 Glue  
 Nail  
 Twigs  
 Movable eyes  
 Clear plastic spray sealer



1. Saw cobs into sections.
2. Glue together into animal shapes.
3. Use the nail to dig holes.
4. Use twigs for legs, tails, horns, etc.
5. Glue into holes.

6. You can paint or leave natural.
7. Spray with sealer to keep from shedding.
8. Glue on eyes.



**MINI OCEAN**

Fill a bottle one-third full of white vinegar. (A bottle with square sides works nicely.) Add green or blue food coloring to the vinegar. Fill the rest of the bottle with cooking oil. Fasten the lid on the bottle tightly. Gently rock the bottle back and forth to make waves on your miniature ocean.



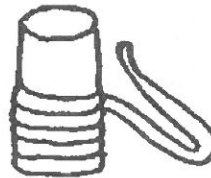
**AUGUST -  
 INSIDE NOAH'S ARK**

**SNAKE BOX**

- Materials:  
 1/4" hemp rope 5' long  
 can - about 2-1/2" across  
 masking tape  
 string  
 white glue (a lot)  
 1" wide paint brush  
 novelty eyes  
 cardboard, for top & bottom



1. Remove top & bottom from can.



2. Wrap rope around can five times, use tape to hold as you wrap. Leave the extra for head.

3. Brush glue on rope generously. Let dry.
4. Slip rope off open end of can.
5. Brush more glue where tape was and inside of box. Let dry.

6. Place the can sideways on box to form the head & neck.
7. Fold remaining rope in half. Tie off a loop for the head and also tie near the bottom of the neck.

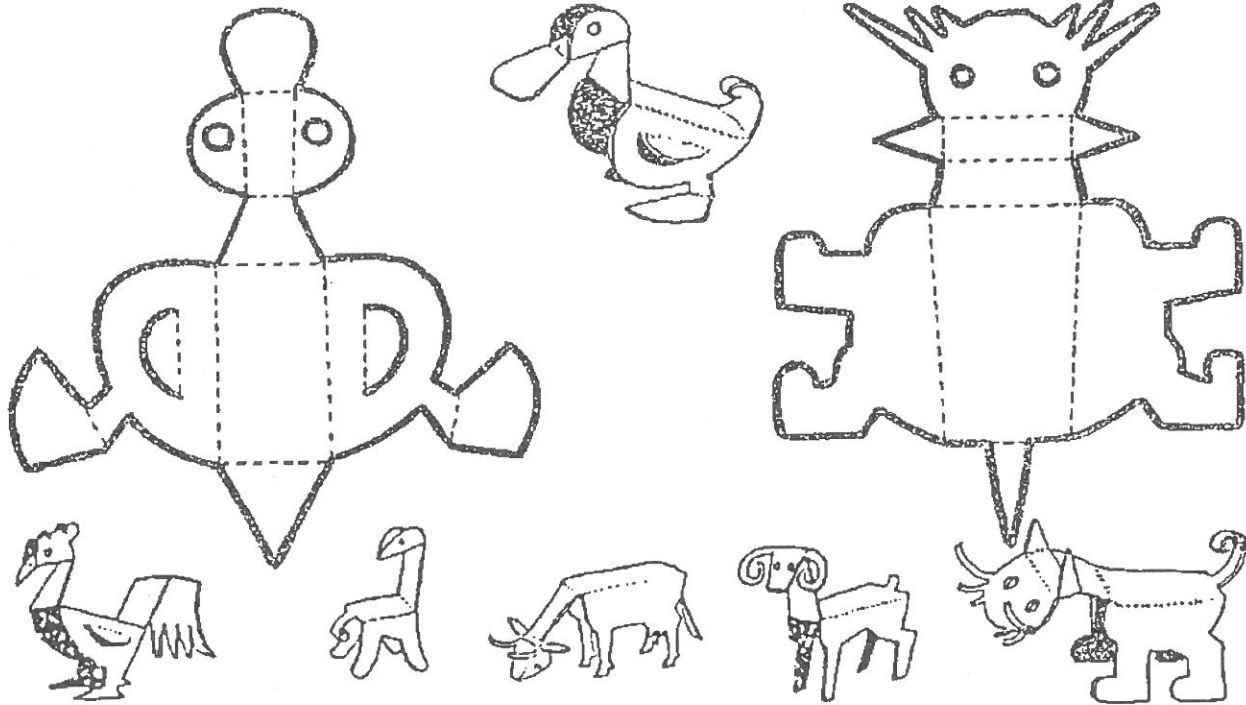


8. Curve & tape over can.
9. Brush with glue and let dry.
10. Remove tape & can. Brush with glue where tape & can were. Let dry.

11. Add eyes.
12. Cut top & bottom from cardboard.

**SHEET METAL FOLD UPS**

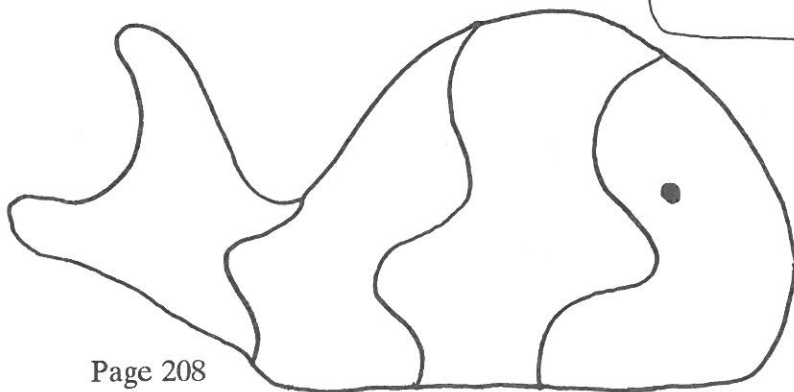
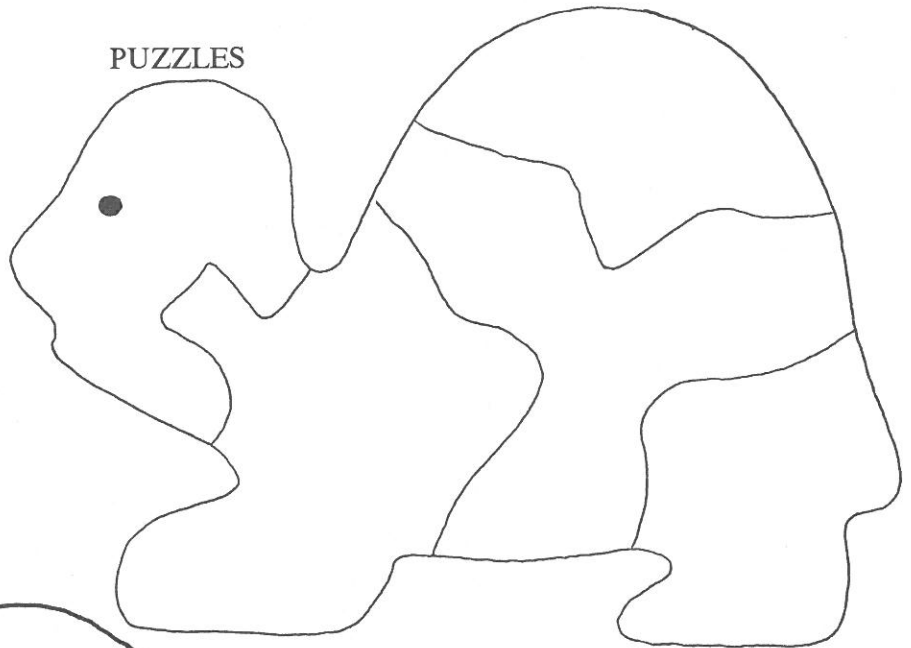
Using light weight aluminum or copper foil, cut out animal shapes and fold to make them stand up for display. Handle with care; you may want to wear cotton gloves while folding.



**PUZZLES**

Materials:  
 Carbon paper  
 Coping saw  
 Paint  
 1" thick pine  
 Sand paper  
 Brushes

1. Trace pattern onto wood using carbon paper.
2. Cut out pattern with coping saw.
3. Sand and paint puzzle.



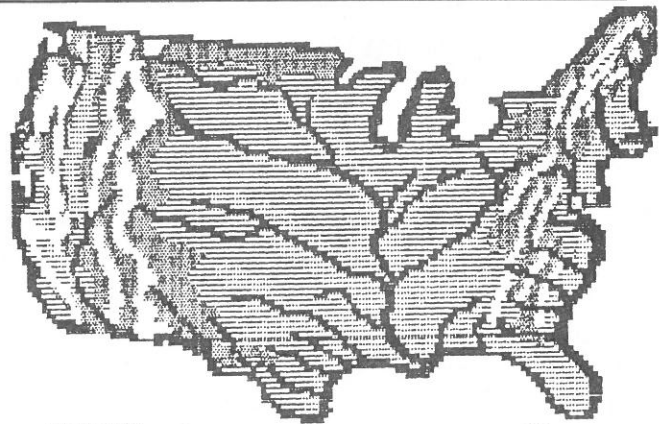
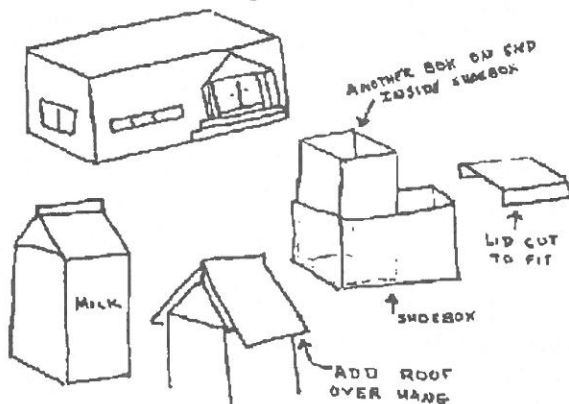
# SEPTEMBER - OUR TOWN, U.S.A.

## MY TOWN, USA

**Materials:**

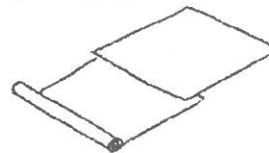
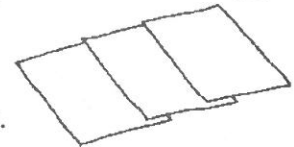
- Assorted small boxes
- 1/2" thick cardboard - 2' x 2'
- Paint, Glue, Scissors
- Poster board
- Construction paper
- Green Easter grass
- Sand for dirt lots
- small cars
- toothpicks, craft sticks
- paint brushes

1. Draw a street plan of your town or community.
2. Draw pictures of the buildings you want to use.
3. Use your street plan to draw it onto the cardboard.
4. Paint streets in.
5. Use boxes to build your buildings.
6. Glue buildings to cardboard.
7. Make trees and bushes.
8. Glue trees, bushes and grass where needed.
9. Use sand for dirt lots.
10. Use toothpicks and craftsticks to build fences.
11. Make street signs from construction paper and toothpicks. Stick into cardboard and glue.



**TREES:**

Overlap 3 pieces of green paper as shown.



Roll them up. Make ends even.

Cut 4 slots down one end.



Put your finger inside, grab one piece and gently pull.

Cover bottom of trunk with brown paper.

## LITTER BASKET SLIDE

**Materials:**

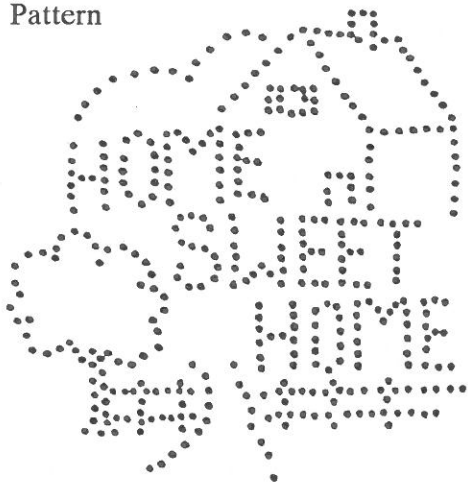
- Jet dry basket
- piece of black plastic
- pipe cleaner
- paper
- glue



Thread pipe cleaner through basket and form ring for slide. Glue black plastic into basket to form a trash bag. Make a little sign with paper that says "Litter" and glue to front. Fill basket with wadded paper scraps and glue.

### TIN PAN PUNCH

Materials:  
 Sharp nail  
 Hammer  
 Scrap ribbon or trim  
 Tin pan (aluminum pie plate may be substituted)  
 Piece of wood large enough to cover pattern area  
 Pattern



Tape pattern on tin pan. Place wood underneath area to be punched. Use nail and hammer and slowly punch through pattern and pan following the dots of pattern. When all have been punched, remove pattern from pan and decorate rim/edges with ribbon or leftover pieces of lace trim, etc. Attach a hanger to back of pan.

### SOCCER BALL NECKERCHIEF SLIDE

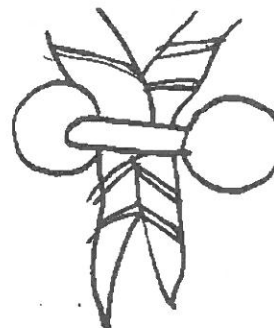


Materials:  
 Ping Pong ball  
 Plaster  
 Pop Top Ring  
 Black Paint

Cut a ping pong ball in half. Fill the half of ball with plaster and insert pop top ring for slide. Let dry. Decorate with black paint. This same idea can be used to make a basketball, baseball.

### BARBELL NECKERCHIEF SLIDE

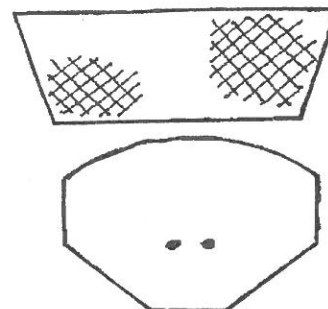
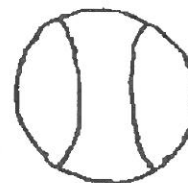
Materials:  
 1/8" dowel stick 1-2" long  
 2 small styrofoam balls  
 paint  
 pipe cleaner  
 glue



Push styrofoam balls onto ends of dowel stick. Glue in place. Twist pipe cleaner around middle of dowel stick leaving a loop big enough for the neckerchief to go through. Glue in place. Spray black.

### BASKETBALL BACKBOARD TIE SLIDE

Materials:  
 Foam Meat Tray  
 Long twist tie  
 Mesh  
 Paint and brushes  
 Felt tip pen  
 Glue



Cut backboard and ball from meat tray. Paint backboard white and ball orange. Draw lines on ball with pen. Cut out mesh, center on twist tie and glue. Complete hoop by making a loop, bring net together and twist tie. Insert tie ends through holes in backboard and twist again. For neckerchief slide, twist remaining tie around two fingers. Glue ball half way into hoop.



## OCTOBER - FIRE DETECTIVES



### SMOKE ALARM BATTERY REMINDERS

- Materials:
- Popcicle stick
  - Rubber band
  - Fine line permanent marker
  - Sculpey modeling compound
  - Red paint
  - White paint



1. Use modeling compound to form a match head on the stick.
2. Bake in oven according to package.
3. When cool paint match head red. When it dries dip tip in white paint.
4. Use marker to write "Test Smoke Alarm".
5. Put rubberband near head, attach to your neighbor's door handle.

### KITCHEN FIRE EXTINGUISHER

- Materials:
- Empty salt box, with spout
  - Paint
  - Funnel
  - Baking soda



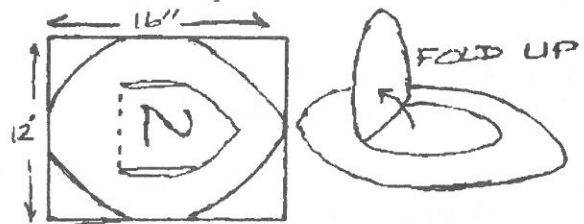
1. Paint box.
2. Paint "FIRE" on box.
3. Use funnel to fill with baking soda.

This can be used for a small fire in a skillet or broiler pan by smothering the flames.

### FIREMAN'S HAT

- Materials:
- 12" x 16" Red posterboard
  - Scissors
  - Black Marker

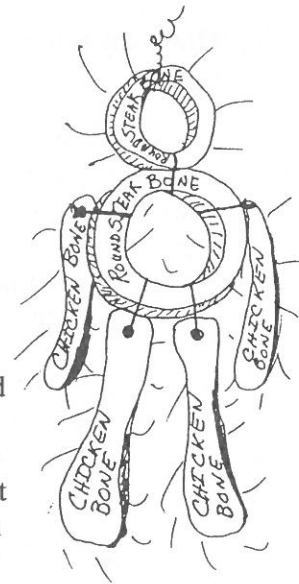
A simple, quick and easy craft. Enlarge pattern. Cut hat from posterboard as shown. Use marker to decorate with den or pack number. Fold up where indicated.

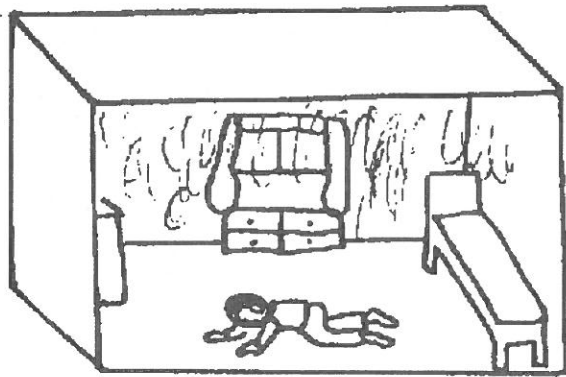


### HALLOWEEN CRAFT LUMINOUS SKELETON

- Materials:
- Meat bones (as shown)
  - bleach
  - Glow-in-the-dark paint
  - Wire
  - Pliers

1. Have the boys begin collecting bones several weeks in advance.
2. The den leader should prepare the bones in advance, by placing them in a bleach solution for at least 3 hours letting them dry, and drilling holes for wiring.
3. Paint the bones with a glow-in-the-dark paint.
4. Wire bones together in a skeleton shape.





**FIRE!!! CRAWL!!!**

- Materials:  
 fiberfill - used for stuffing things  
 Shoe box  
 Tape  
 Glue  
 Scissors  
 Markers  
 Self-hardening clay or Sculpey Paint

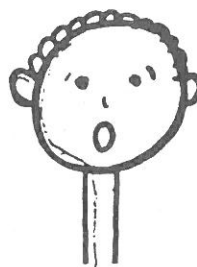
1. Make a self-sculpture of boy crawling, wearing pajamas.
2. Make bedroom furniture from posterboard.
3. Have boy's decorate box like their own rooms.
4. Stretch fiberfill out to represent smoke hanging from the ceiling. Glue hanging down in their room. Remind the boys smoke rises, but gases travel low along the floor; therefore, crawling with head about 18" from floor is best.
5. Glue figure to the floor safely CRAWLING out of room.



dad



mom



brother



sis

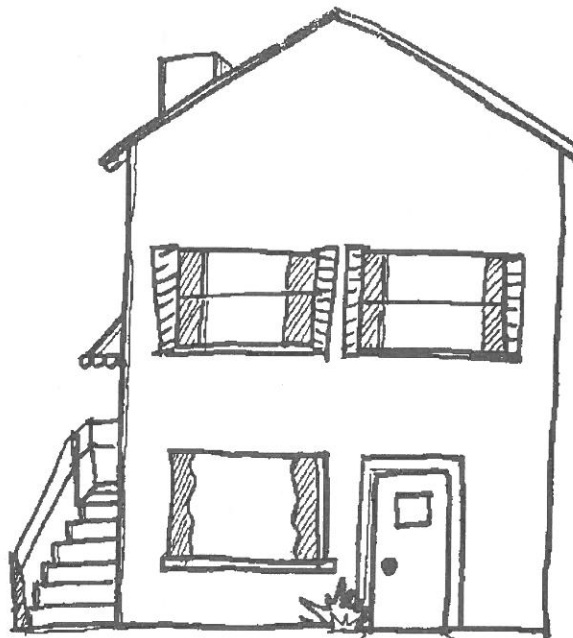
**BE FIRE SAFE**

Use a burning house for the scenery and make a family of rod puppets. The boys can use the puppets to show the right and wrong ways of getting out of a burning house.

Make a rod puppet for each member of the family, including the dog. Also make some firemen and any scenery that is needed.

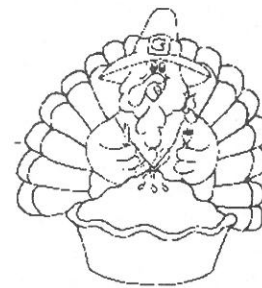
Cut the house out of a large piece of cardboard. Cut holes for doors and windows. Paint the house and stand it with orange crates or chairs for support.

Help the boys find the best ways to get out in case of fire. Have the boys show the proper way to get ut and explain why.



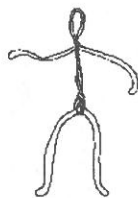
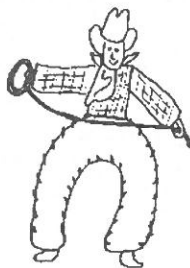


# NOVEMBER - TURKEY DAY



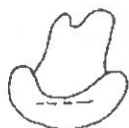
## WISHBONE COWBOY

Materials:  
 1 turkey wishbone (boil clean)  
 pipe cleaner stick  
 leatherette  
 peach or brown felt  
 heavy string  
 scrap material (for shirt & scarf)



The pattern will vary according to the size of the wishbone. The pants are a large upside down "U" wipstitched over the wishbone. The shirt is just a basic long armed "T".

Face is felt glued on to the pipe cleaner. It has features drawn on it.

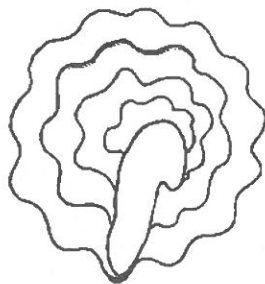


CUT ON DRAWN LINES, SLIP OVER HEAD - GLUE TO PLACE

Hat is made of leatherette and is glued on. Scarf is a triangle of material tied on.

## TURKEY

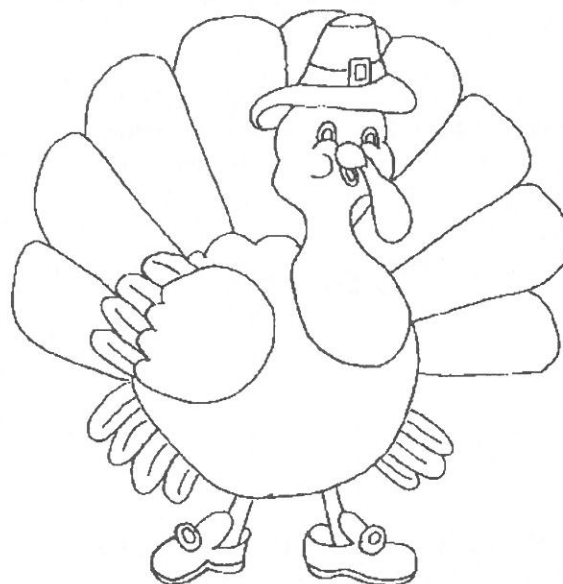
Draw different sized circles on different colors of construction paper. Draw a turkey head on red paper. Cut out all circles and the head. Glue the circles together, starting with the larger circle, gluing the next largest on it, etc., ending with the smallest circle. Glue turkey head on circles as shown in diagram.



## TURKEY MOSAIC

Materials:  
 Carbon paper  
 Heavy Crochet Thread  
 Thick cardboard (8" x 8")  
 Clear spray to finish  
 Dull Pencil  
 Paint Brush  
 White Glue

Choice of Mediums:  
 Seed Beads, Colored sand, Ground Spices & Seasonings, Whole Spices & Seasonings, Wild birdseed, Torn colored paper, Anything that is tiny & colorful and you can glue.



1. Enlarge and trace picture onto cardboard using carbon paper.
2. Dip crochet thread into glue, outline picture, let dry.
3. Starting with small areas - paint with glue, then sprinkle the medium you've chosen on it, let dry and shake off extra.
4. Do other sections the same way.
5. Let dry completely and then seal.

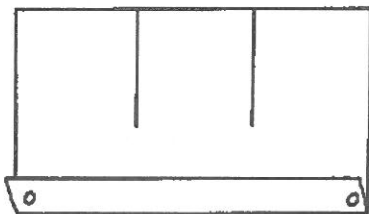
PILGRIM HATS

GIRL'S BONNET

Materials:

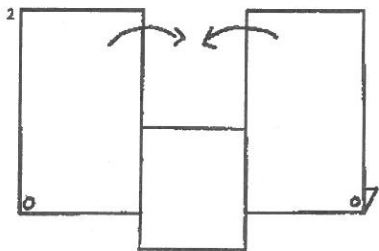
- White construction paper, 12" x 18"
- Yarn
- Marking pen
- Scissors
- Ruler
- Paper Punch
- Stapler

1. Fold up a 1-1/2" brim along the 18" side of white construction paper. Punch a hole at each corner of the brim.

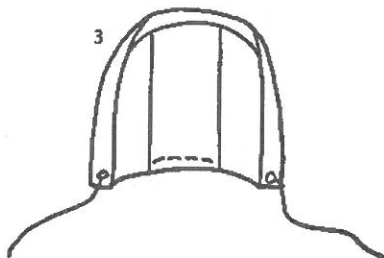


2. On the opposite side, draw two lines 6" apart. (See the illustration) Make the lines 6" long. Cut the lines.

3. Turn over. Fold down the center section. Bring the left and right sections across the center section, and overlap them to form the back of the bonnet. (See illustration)



4. Staple the three sections together at the bottom. Attach yarn through the holes in the brim.

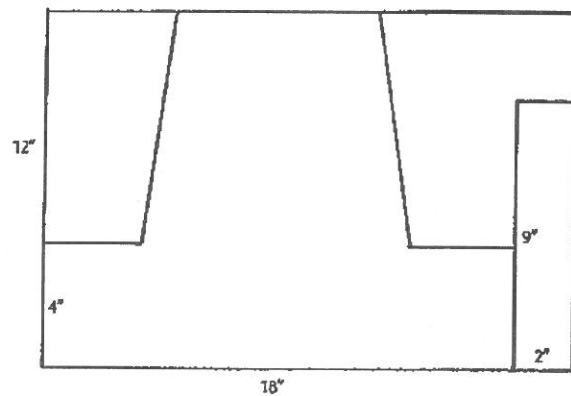


BOY'S HAT

Materials:

- Oaktag
- Scissors
- Black construction paper, 12" x 18"
- Yellow construction paper
- Marking Pen
- Paste
- Stapler

1. Draw the hat, hatband, and buckle patterns on oaktag. Cut them out to use as templates.

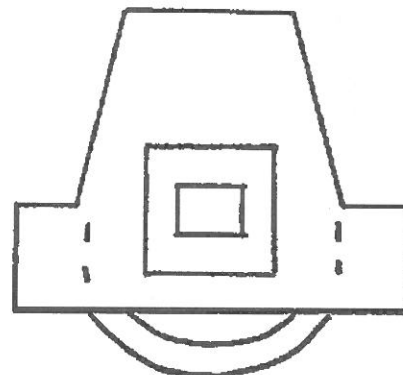


2. Cut yellow construction paper into 4" squares.

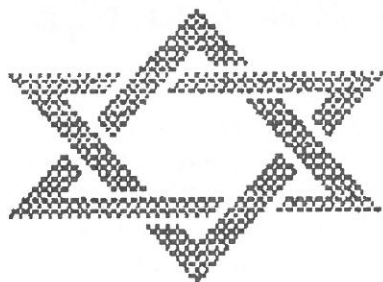
3. Place the hat and hatband templates on black construction paper and the buckle template on yellow construction paper. Trace around them. Cut out the shapes.

4. Paste the buckle on the hat.

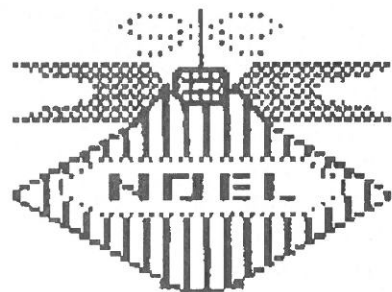
5. Staple the hatband on the back of the hat.







**DECEMBER -  
TO HELP OTHER  
PEOPLE**

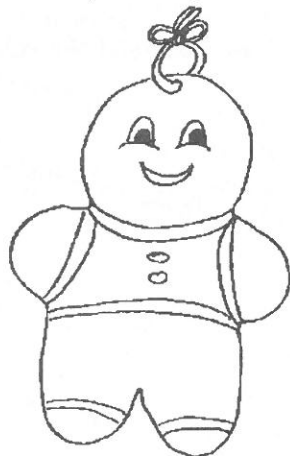


**CINNAMON GINGER PEOPLE**

**Materials:**

Pencil, Scissors, Hole Punch  
Medium grade sandpaper  
Cinnamon Stick, Yarn Piece  
White Glue, Powdered Tempera Paint  
Squeeze Bottle

1. Enlarge pattern. Copy onto the back of the sandpaper. Cut out.
2. Rub sandpaper with cinnamon stick. This will give it a nice smell.
4. Mix glue and DRY tempera 2 to 1.
5. Put mixture into squeeze bottle.
6. Decorate ginger people.
7. Punch hole for yarn hanger.



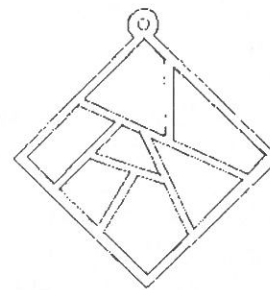
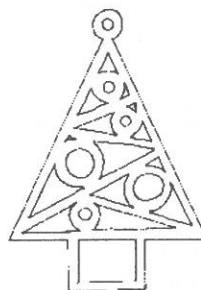
**SOLDIER BOWLING SET**



Cut 6" pieces of 1 1/2" diameter dowel. Sand smooth. Paint soldier design with acrylic paints. When dry spray with clear enamel sealer.



**COLORFUL STAINED GLASS**



**Materials:**

Rubber cement  
Permanent markers (one needs to be black)  
2 sheets clear acetate  
scissors, pencil, x-acto knife  
foam meat tray

**CAUTION: GOOD VENTILATION IS A MUST !!!!!**

1. Enlarge design onto thin paper.
2. Use pencil to press design into foam tray.
3. Cut design out.
4. Use black marker to color the "leaded" divisions.
5. Use rubber cement to attach 1 acetate to back of your design, let it dry.
6. Pour rubber cement to fill all of the openings in your design.
7. It will form bubbles as it dries. If it starts to pull away from the sides add more cement.
8. Allow to dry thoroughly.
9. Attach other sheet of acetate to the top.
10. Trim both pieces of acetate to the shape of your design.
11. On one side use felt tips to color all of the openings.
12. Attach a string and hang.

## JUMPING JACK

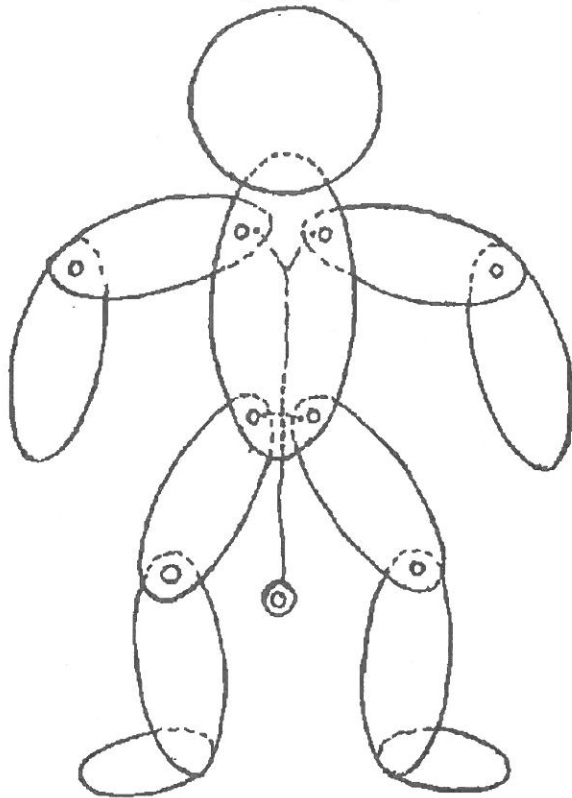
### Materials:

Woodles purchased at Craft store:

- 1 Large circle
- 1 Large Oval
- 2 Small Ovals
- 8 Medium Ovals
- Metal Paper fasteners
- String
- Washer or Bone Ring
- Paint



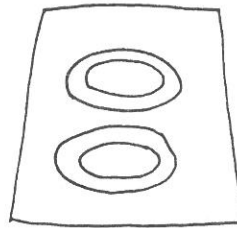
1. Drill or punch holes in piece as indicated on the pattern.
2. Insert metal paper fasteners in the large holes. Connect arms and legs with string as show. Add ring to bottom of string.
3. Hold string by the ring and move your hand to make the puppet jump.



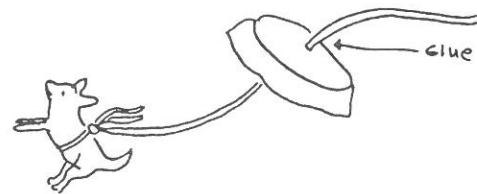
(You can also create other "jumpers" with slight variations on the pattern and materials. One can be made of wood, plywood, cardboard, or tin. Try an old man, a wolf, a bear, various clown, martians, and even people such as a den leader, soldier, or sailor.)

## SURPRISE FIRE CRACKER

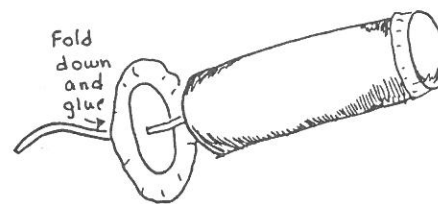
1. Draw two circles on crepe paper around the end of a toilet-tissue tube. Draw a larger circle around each. Cut around the larger circles.



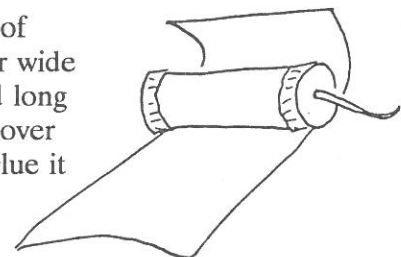
2. Tie a string to a small surprise. Make a small hole in the center of one circle. Put the end of the string through it. Glue the string in place. Let the glue dry.



3. Glue the other circle around one end of the tube. Put the surprise in the tube. Glue that circle around the other end.



4. Cut a strip of crepe paper wide enough and long enough to cover the tube. Glue it in place.



5. Pull the string to get the surprise.





# GAMES

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## TOURNAMENT

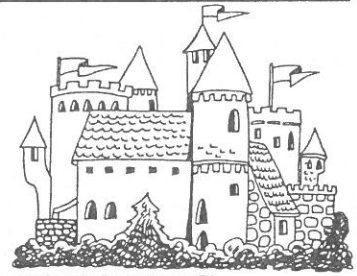
A true knight does not really shine until he has participated in a tournament. Using all homemade equipment, you can have a knightly competition with the following games. Then, you will be able to produce your own Sir Lancelots and Galahads. At the end of the tournament, you might have a special ceremony, dubbing those knights who have scored most successfully in the games as "Knights of the Square Table."

## SPEAR THE DRAGON

This is a variation of the old "Pin the Tail on the Donkey" game. Make a large cardboard Dragon and decorate him with markers or construction paper. Mark a small area on the belly as his "vulnerable" spot. Make a "Suit of Armor" out of cardboard boxes covered with foil. For the helmet, make the visor so that it will flip up or down so that you will have a natural blindfold (or just turn the helmet around backwards). Use a broom for a lance.

Dress each player in his "suit of armor". Each knight tries to hit the dragon's vulnerable spot with his lance. To make the game more challenging, turn the knight around several times before letting him "attack" the dragon. The knight who comes closest to the "vulnerable" spot is the winner.

## JANUARY - KNIGHTS OF THE ROUNDTABLE



## JUST JOUSTING

In this game, the knight tries to spear a swinging ring as he gallops by on his trusty steed. To make a horse, use a three gallon ice cream carton and attach a string shoulder strap to each side of the horse, tying one end to the front and the other end to the back. You may make a cardboard head and a yarn tail, if you wish. To ride the horse, the knight straddles the carton and pulls up the shoulder straps (you may have to criss-cross them). Suspend a hula-hoop and swing it back and forth.

The knight galloping on his horse tries to spear the target with his broom lance. He gets three tries. The knight who scores the most direct hits on the target is the winner.



## CROSSING THE MOAT

Oh, the hardships of being a knight! This time, he must try to cross the moat on the drawbridge. For the drawbridge, set a long plank (at least 12" wide) on the floor. The knight, in full dress and astride his ice cream carton horse, must try to walk across the drawbridge. If he falls off the plank on either side, he is in the "moat"; mark the distance he has gone. The knight who successfully crosses the drawbridge or goes the farthest is the winner.

**CATAPULT**

This is a medieval version of a beanbag toss. For the target, make a large cardboard castle wall with several various-sized windows cut out; give each window a point value (the smaller the window, the more points it has). Make a small homemade catapult (consult a Webelos book for a design). Use small beanbags to shoot at the castle wall. Give each knight five tries to catapult the beanbags at the castle windows. The one with the most points wins.

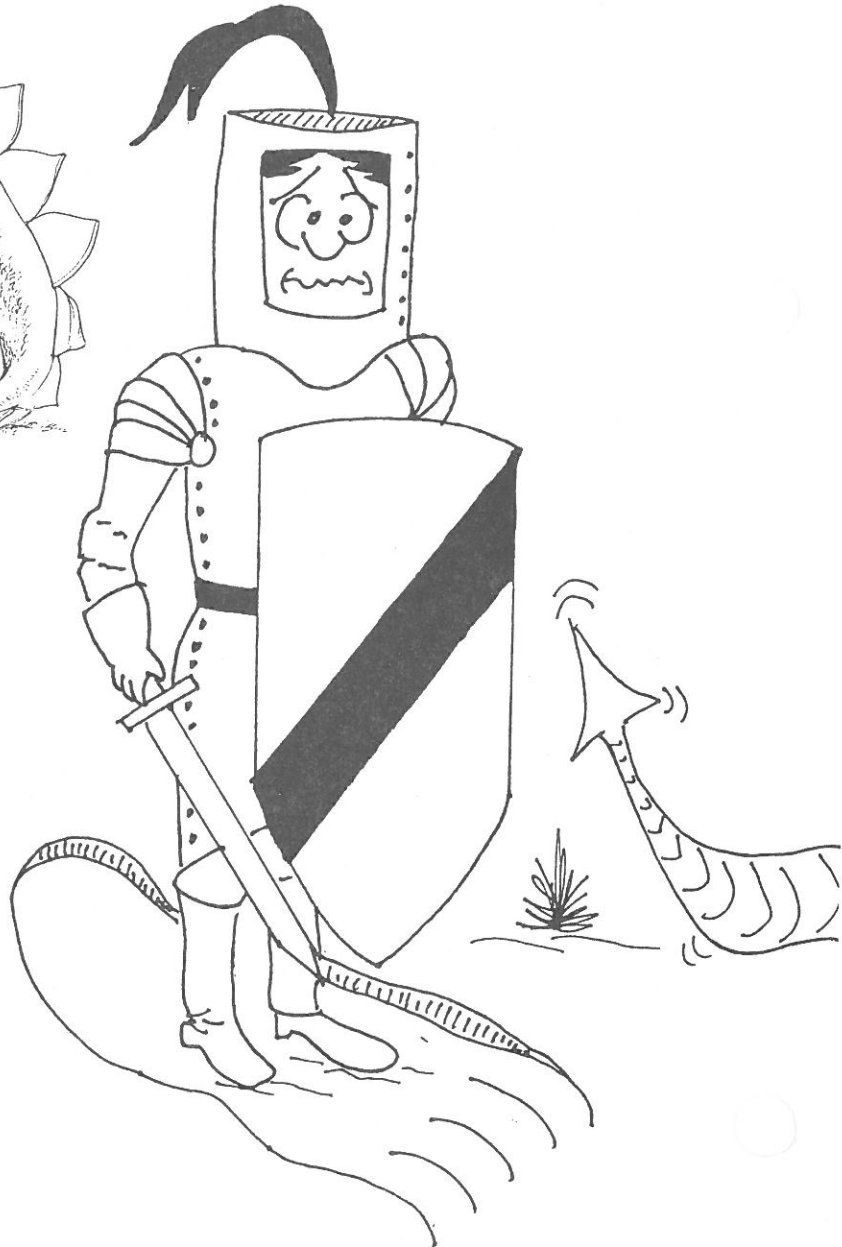
**CHIVALRY LIVES!**

No knightly tournament would be complete without a chivalrous deed! What more gallant way to show chivalry than by picking up a lady's handkerchief? For this game the knights will not need their helmets or horses. Line the knights up and place a handkerchief on the floor in front of each of them. At a given signal, each knight (with his hands behind his back) bends down and picks up the handkerchief with his teeth. The knight then gets up and delivers the handkerchief, still in his teeth, to the "lady" at a designated point; the one who reaches the "lady" first wins.

**CATCH THE DRAGON'S TAIL**

All the players line up and put their hands on the waist of the person in front of them. The last person in line tucks one end of a scarf in his back pocket, belt, or waistband. The first person in line tries to grab the scarf. When the "head" gets the "tail," he puts on the scarf and becomes the new tail. The person second in line becomes the new head.

Variation: Form two or more teams, each being a "dragon" trying to catch the others' tails.





**FEBRUARY -**  
**SCOUTING AROUND THE WORLD**  
**GAMES FROM OTHER COUNTRIES**

**AUSTRALIAN CIRCLE GAME**

A Cub Scout stands in the center of a circle of Cub Scouts with a tennis ball. The outside circle passes a second tennis ball from person to person around the circle. The boy in the center throws his ball to anyone in the outside circle, but he usually throws it to the boy about to receive the ball being passed around the circle. If either one of the balls is dropped, the boy in the center changes places with the boy who dropped it.



**IRELAND -**  
**PASS THE ORANGE**

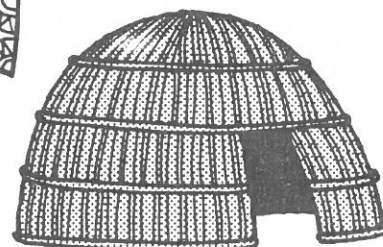
Two teams are set up. The first player in each team places an orange under his chin and puts his hands behind his back. At a signal, the first player in each team must pass the orange from under his chin to the next member of his team, who must receive it under his chin. No hands may be used. The orange is passed back through the entire team. If the orange is dropped, the team must start all over again.

**ISRAEL - WITHOUT HANDS**

Players are divided into groups of four or five players. Each group has a 6 foot long rope. The players stand in a row and hold onto the rope with both hands. A short distance away from each group a hat for each player is placed on the ground. At the signal, the teams rush forward, still holding their ropes, and try to get the hats on their heads without using hands. Players can help each other by using head, teeth, or feet. If a player lets go of the rope or uses his hands, the team is disqualified.

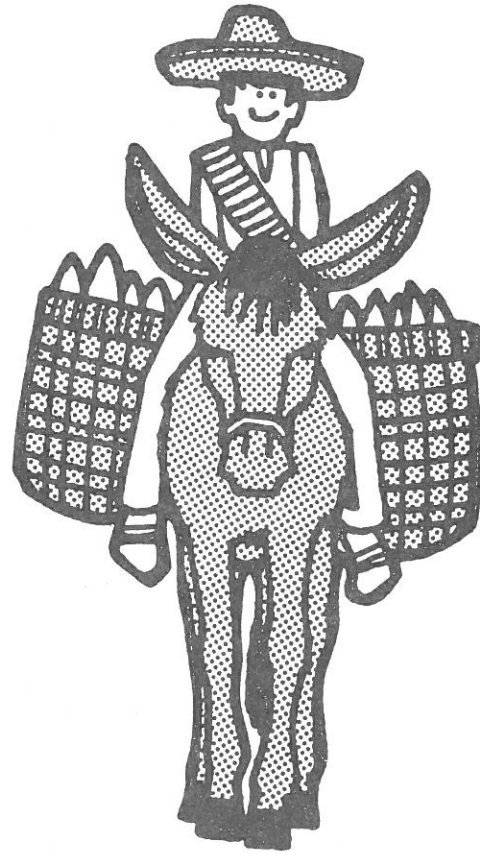
**SOUTH AFRICA - WOLF**

The players line up on one side of the room. The other side of the room is called the "Den" (the safe area). In the middle of the room stand the "Wolf." When the Wolf calls "Run" everyone runs to the Den. If the Wolf tags someone before he reaches the Den, then that player becomes the "Wolf."



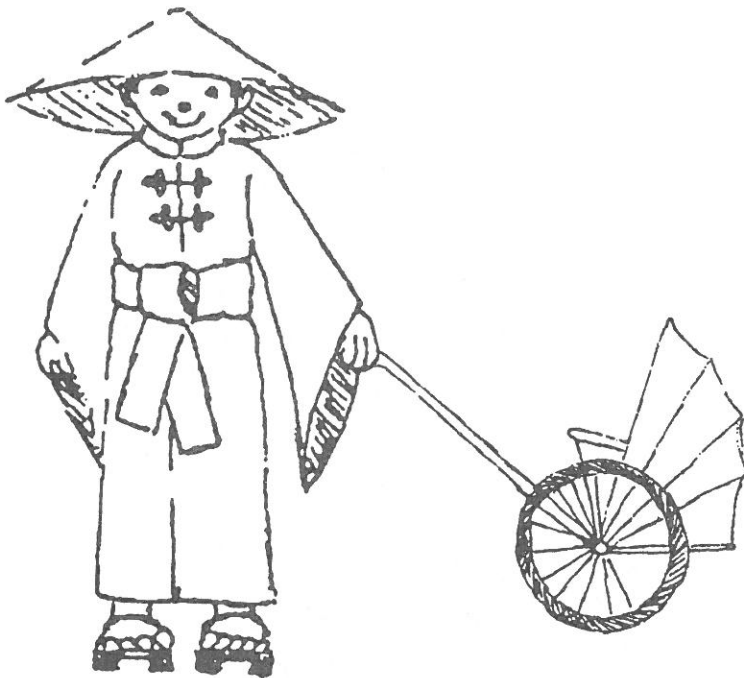
### BRAZIL - HIT THE PENNY

A bamboo stick 12 to 18 inches long is set upright in the ground, a piece of broomstick may be substituted. On top of the stick is a coin, and the stick is in the center of a circle, about 3 feet in diameter, marked on the ground. If the game is played indoors, the coin can be placed on a stick propped in a Christmas tree stand, and the circle can be indicated by a string. Players stand at a distance of 4 to 6 feet from the stick and take turns trying to knock the coin off the stick by throwing a penny at it. If they knock it off and outside the 3 foot circle, they score a point. If it drops inside the circle or if they miss it, they score nothing.



### PHILIPPINES - FORCING THE GATES

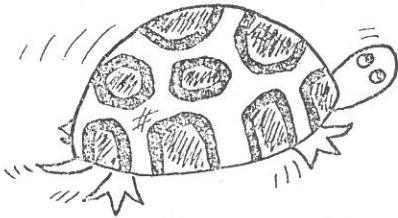
For ten or more players. Two lines are formed, each with an equal number of players holding hands in a line. The lines stand facing each other, about 10 to 15 feet apart. A player runs out from one team and dashes with all his might against the hands of his opponents. If he breaks through, he takes back to his side the two players whose hands he separated. If he fails to break through, he has to join his opponents. Then a player from the other side attempts to "force the gates." This continues until one side has no one left.





## MARCH - THINGS THAT GO

### WALKING TURTLE



This clever little turtle's shell is half of a plastic egg from nylon hose. Cut his head, legs and tail from brightly colored felt and glue them to the shell. Draw the

features and decorate the shell with permanent markers.

Place a golf ball under the turtle, give him a slight push and watch him go! Make several and the kids can hold turtle races.



### DEMOLITION DERBY

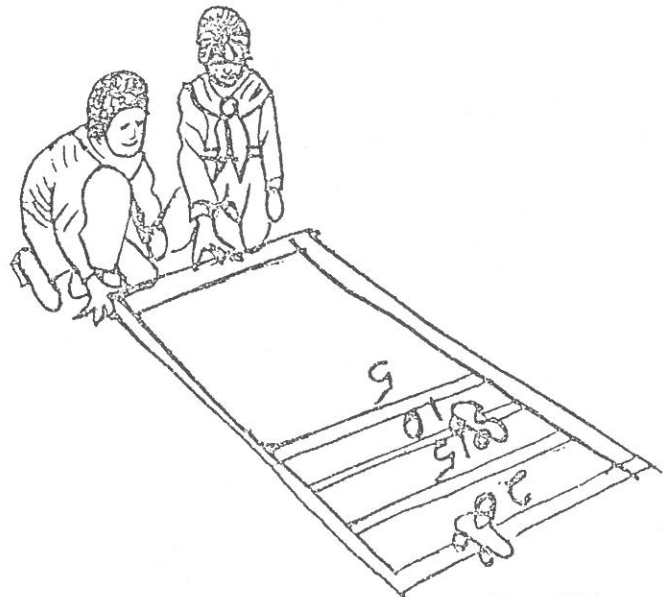
Have a paper cup with a hole punched in each side and a string threaded through it for each boy. Tie the cups to the bumper of each boys car (their bottoms). Hands must be kept on their knees. When you say go, they have to try and crush the other Scouts' cups without damaging their own. As their cups are demolished they are removed from play. The final cup left together is the Derby winner.

### BROKEN DOWN CAR RELAY

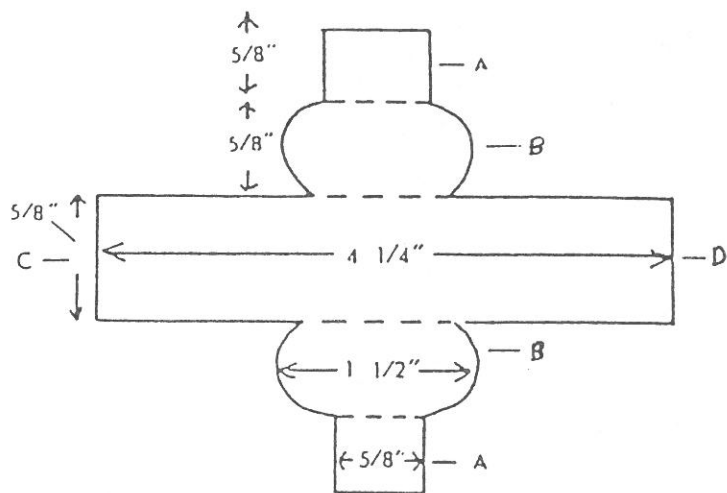
Two teams line up single file at the starting point. The first player on each team represents a flat tire. He hops to the goal and back. The second player is a broken radiator... he makes a hissing sound as he runs to the goal and back. The third player has water in his tank of gas... he moves forward three steps and backward two steps until he has covered the course. Number four has a rundown battery, and number five pushes him. Number six has a wheel off... he moves on two hands and one foot. Number seven can move only in reverse... he runs backwards. Number eight is in good shape... he runs fast.

### PARK YOUR CAR GAME

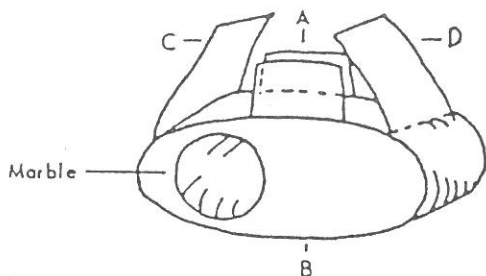
This is a variation of shuffleboard, using pinewood derby cars as "disks." Mark court with tape or string as shown. Drivers line up about 10 feet away and take turns coasting their cars. Score for each turn is the number the car stops on. Cars stopping on a line do not score.



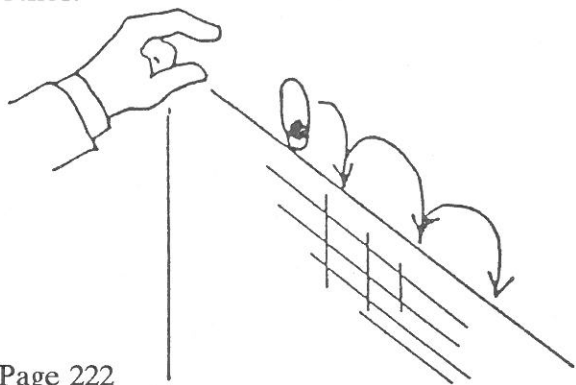
**MARBLE RACERS**



1. Trace pattern on thick paper or cardstock and cut it out.
2. Fold flaps A and B toward the center strip.
3. To form the sides, place flaps A together and paste.



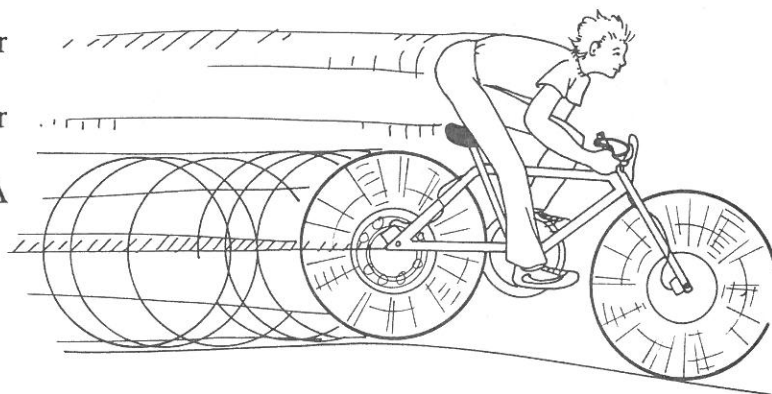
4. Insert a marble between the sides; then paste ends C and D together to form a bean-shaped roller with the marble on the inside.
5. To operate the racer, release it on an inclined flat surface (not too steep) and it will roll down end over end with an erratic motion. Race the rollers against each other.



**BICYCLE RODEO RACES**

**SLALOM TEST:** The rider weaves through a set of 5 to 12 blocks (may be highway cones or bushel baskets) set 6 feet apart in a straight line and returns to starting line. One point is taken off for touching a block.

**STRAIGHT LINE RIDING:** The rider travels through a lane 6 inches wide and 60 feet long. Each time a wheel touches the side of the lane, he loses one point.



**CIRCLING:** The rider rides into a circle with an inside diameter of 7 feet and an outside diameter of 9 feet, circles it, and exits at the same point as entrance. He loses one point for touching lines at any point.

**COASTING RACE:** The object of this is to see how far the rider can coast after pedaling as hard as he can for about 10 feet. Mark a line where each rider stops.

**SLOW RACE:** The course can be 50 to 100 feet long with several lanes 3 feet wide. A rider is disqualified if he deviates from his lane, touches a foot to the ground, or turns around. The last rider to cross the finish line wins.

APRIL -  
THE FIRST AMERICANS

INDIAN BACK-PULL



Draw two parallel lines, the goal lines, ten feet apart. Opponents meet at the center back-to-back. Arms are locked (as shown) with right arms on top. Or, when size differs greatly, players will merely clasp hands. On signal, each attempts to pull his opponent across the line on his side. Go best two out of three attempts.



INDIAN HAND WRESTLING

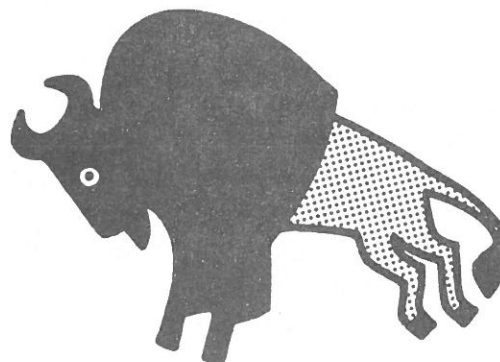


Opponents stand facing each other with right feet placed side-by-side and right hands joined in a firm handshake grip. Left foot may be extended or slightly to the side. Once contest begins, each attempts to push or pull the other off-balance, with the first to move either foot becoming the loser. Go best two out of three falls.

INDIAN FEATHER CHASE

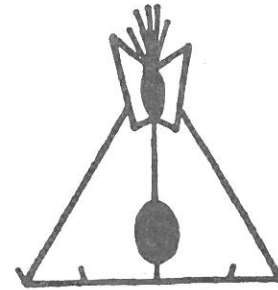


Divide group into small teams and supply each with a small fluffy feather. On signal, each group tosses its feather into the air. The object is for each team, working together, to keep their feather in the air as long as possible, by blowing on it gently. As feathers fall to the floor, that team is eliminated, until only one team remains.



INDIAN RING WRESTLING

Draw an eight-foot circle to mark the out-of-bounds. Opponents meet at the center, facing each other. Each locks his own hands together, with one player's arms passing through the circle formed by the other's. On the signal, each attempts to wrestle his opponent to the ground. Stepping outside the circle or hands coming unlocked also counts as a "fall." Go best two out of three falls.

INDIAN STICK KICK

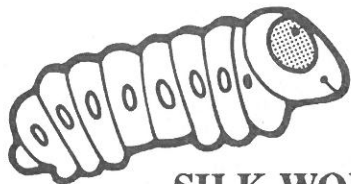
Each player marks or paints his stick so that it may be easily recognized. A 10-20 foot circle is drawn with a start and finish point. On the signal, players drop sticks to the ground and begin kicking their own stick around the outside of the circle. No disqualification for kicking another's stick, but first player to reach finish with his own stick wins.

INDIAN STAR REACH

This is a jumping game. Stretch string overhead at an angle, from just out of reach to high enough to present a real challenge. Use clothes pins to attach the cardboard stars to the string. The player starts at the lower end, jumping to touch the stars, and proceeds jumping until he fails to touch the next highest star. This may be individual elimination or round-robin to see who can collect the most stars.

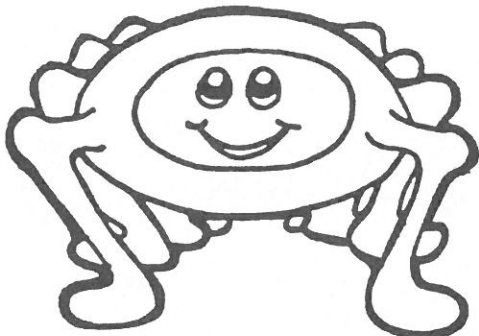


## MAY - BUGS AND THINGS



### SILK WORM

Form teams of 8 to 10 persons per team. Each team is given a spoon with a ball of string attached to it. The first person begins by threading the spoon through their clothing starting at the neck of their shirt and threading down to the bottom of their pants. The next team member threads from the bottom up - the third from the neck down and so on. The first team finished wins.



### DADDY-LONG-LEG RACE

Divide group into teams of even numbers. Each team lines up with half of their team on one side of the room and the other half on the other side. Each team is given one set of coffee cans with cord looped through holes near the bottom. Scouts stand on the bottom of the cans (the cans are upside down) and hold the cord to keep the cans against their feet. The first scouts of each team walk to the other side of the room or field and give the cans to the first person in line. The first team to have all participants cross is the winner.

Variation: If enough coffee cans are available, the event can be run as an individual race.

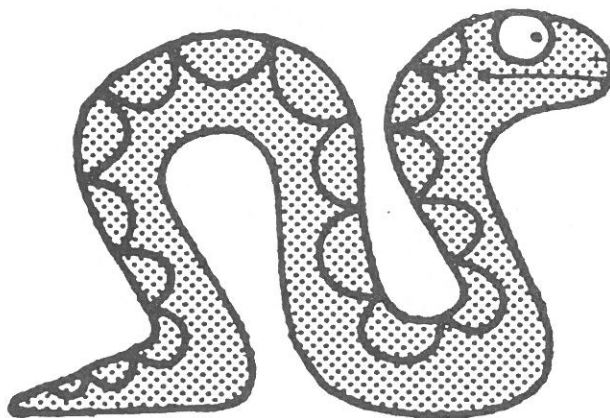
### SKIN THE SNAKE

Form teams of 5 or more players each. Teams stand in lines and at a signal, each player bends forward slightly and puts his right hand through his legs. With his left hand, he grasps the right hand of the person in front of him. Thus, each line is a chain.

The person at the back of each line lies down (carefully), while the person in front of him walks backwards, straddling him. Each player successively lies down in the same way. The players must not let go of hands (break the chain). If they do so, they must start over.

When all the players on a team are lying down, the last person to lie down gets back up and walks forward, and the procedure is reversed.

The first team that has all lain down and stood up again without breaking the chain wins.

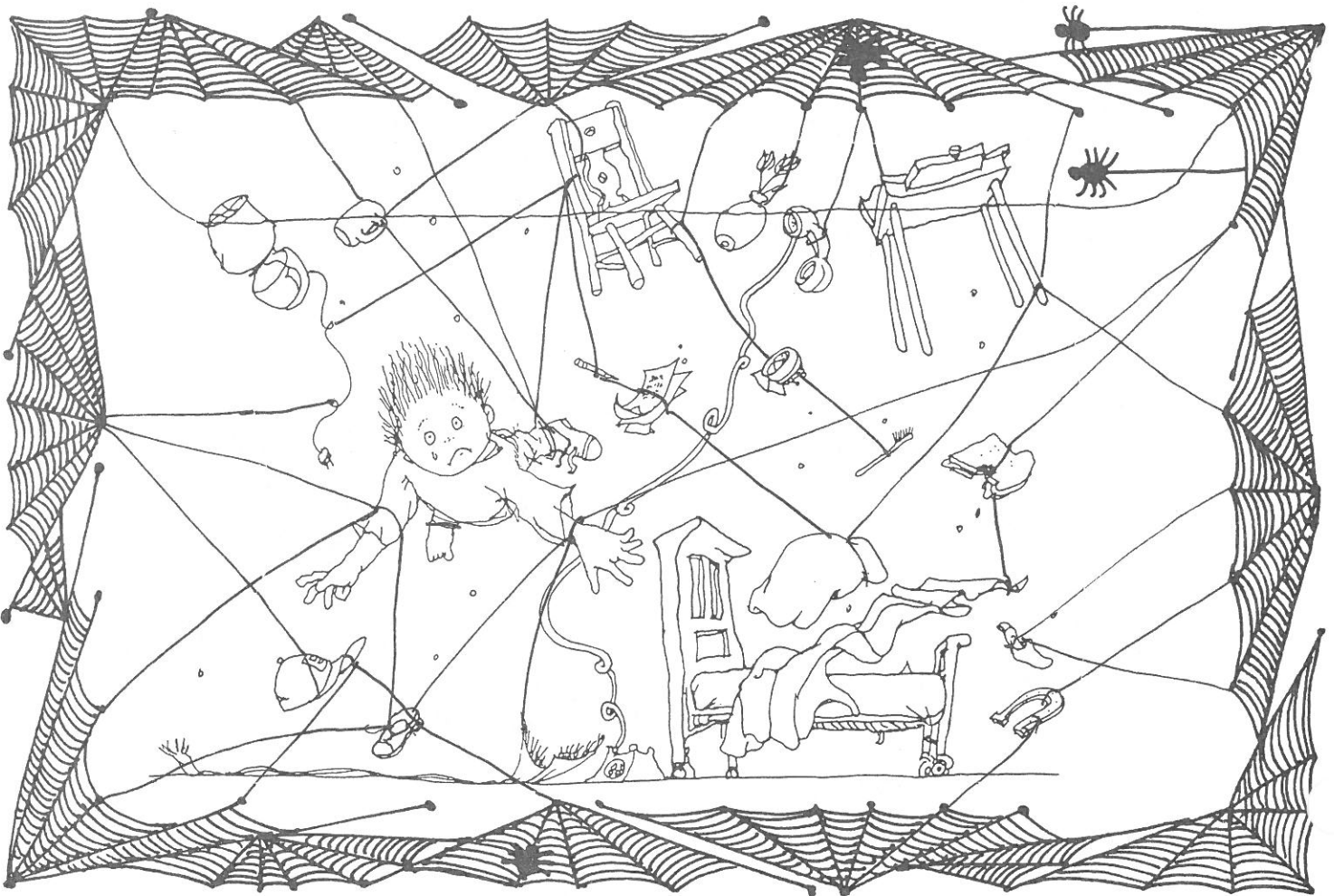


## SPIDER WEB

This is a good party game where EVERYONE wins!!

**Preparation:** Before the Cub Scouts arrive, prepare the game and prizes. Using one ball of string or yarn per boy, weave string or yarn around the room (one at a time and start all strings at the same common point such as the door to the room) getting entangled with chair legs, tables, and other pieces of string. Each string ends with a prize tied to it. When done, the "web" should weave all over the room, but without tight knots.

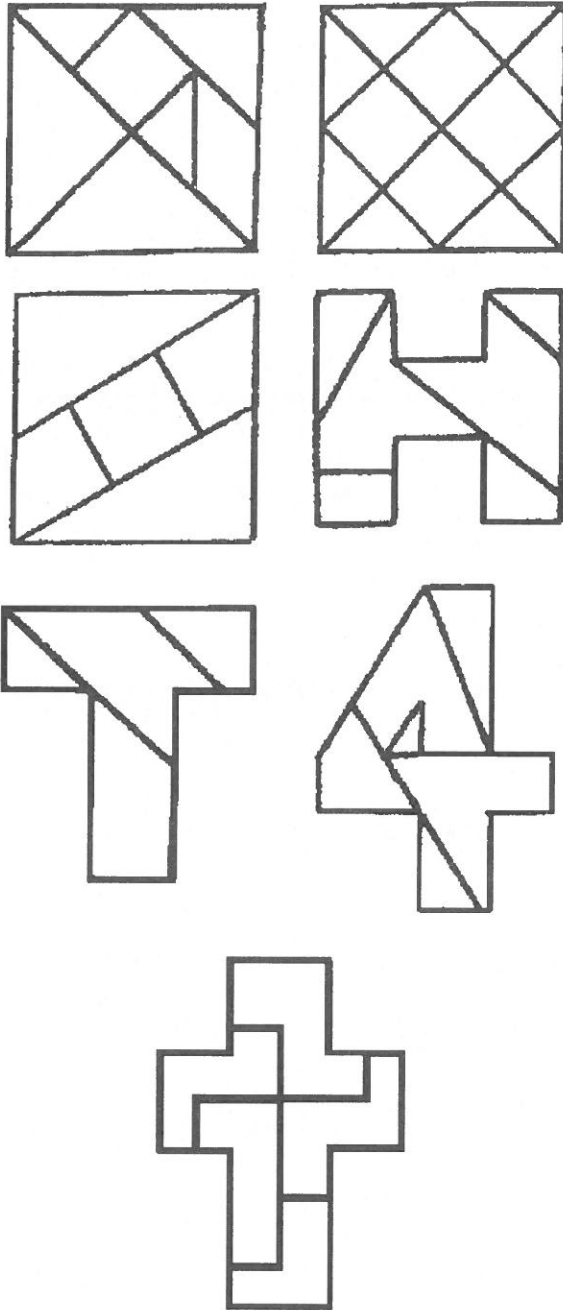
**To Play:** Each boy is assigned one string. At the command "Go!" all begin to untangle the "web," winding their respective strings into balls as they go. Game is over when each has reached his "prize."



**JUNE -**  
**GENIUS NIGHT**

**PUZZLES**

Draw these puzzles on stiff paper or cardboard. Cut along the lines. (Keep pieces in an envelope and use over and over.)

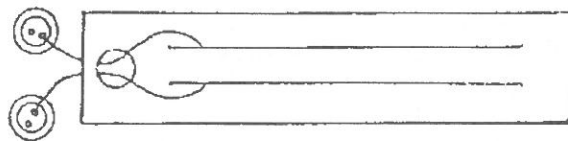


**RHYME TIME**

These are pairs of rhyming definitions. Try them out, then make up some of your own. The boys will enjoy making them up as well as working them.

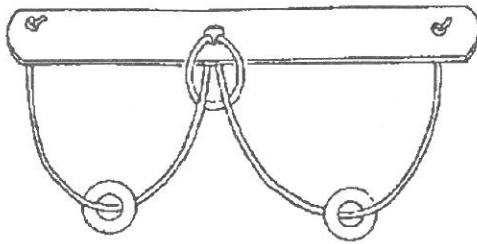
- |                               |               |
|-------------------------------|---------------|
| 1. A skinny young horse       | bony pony     |
| 2. A seafood platter          | fish dish     |
| 3. Comic little rabbit        | funny bunny   |
| 4. A foul in a prize fight    | low blow      |
| 5. A hobo in the rain         | damp tramp    |
| 6. Well behaved rodents       | nice mice     |
| 7. Flower asleep in the field | lazy daisy    |
| 8. Two pretty girls           | fair pair     |
| 9. Timid insect               | shy fly       |
| 10. A bee's home              | live hive     |
| 11. A jittery fowl            | jerky turkey  |
| 12. An unhappy boy            | sad lad       |
| 13. Small frankfurter         | teenie weenie |
| 14. An angry employer         | cross boss    |
| 15. A fresh vegetable         | green bean    |
| 16. A feverish fowl           | sick chick    |
| 17. A clean cut               | slick nick    |
| 18. A blonde girl             | fair hair     |
| 19. A snow covered flower     | froze rose    |
| 20. Ride on a three-wheeler   | trike hike    |
| 21. An escaped fowl           | loose goose   |
| 22. Happy father              | glad dad      |
| 23. A smashed head covering   | flat hat      |
| 24. A white Christmas         | cool yule     |

**STRAP AND BUTTON**  
**PUZZLE**



Make two parallel cuts in the center of a strip of pliable leather. Just below this, cut a hole the same width. Pass a heavy string under the slit and through the hole, as illustrated. Fasten buttons to loose ends. Challenge: remove the string without taking off the buttons. Solution: draw the narrow strip of leather through the hole. The string and buttons can be removed easily.

**YOKE PUZZLE**



Make this puzzle with a tongue depressor, string, and two washers. Drill holes in wood and fasten string and washers as shown. **Challenge:** get the washers both on one side without untying any of the knots. **Solution:** Pull the loop at center hole straight out about 2". Slide washer through the loop. Then pull rest of center loop back through center hole. Slide washer through center loop onto opposite loop. Pull center loop back through hole. The washers are now hanging together. Reverse procedure to get it back.

**CREATE A CREATURE**

Using Pla-dough or clay, have each boy in the den make a different part of a creature's body. One makes the head, one the neck, one the body, one an arm, etc, etc. No one should look at each others' creation. Then assemble the creature and see how strange he looks!!

**THE SIGN GAME**

Each player chooses a "sign" with which to identify himself. Examples: scratching his nose, snapping his fingers, slapping his stomach. Any nonverbal expression that everyone can do is permissible.

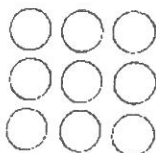
Someone begins the game by performing his sign, following it with another person's sign. The person whose sign he performed must respond by giving his sign, and then someone else's.

If a player fails to respond immediately or if he gives the sign of someone who is no longer in the game, he is eliminated from the game. Play continues until there is only one person remaining.

Everyone not actually performing a sign slaps his knees with both hands, to keep a rhythm going and add the suspense. This also allows players to participate after they are excluded from play.

Variation: Each person chooses a different *animal* to pretend to be, and decides upon a gesture which would characterize that animal. For example, and appropriate gesture with which to characterize an elephant would be leaning over with arms straight and hands clasped.

**MORE PUZZLES**



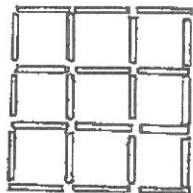
**Problem:** Rearrange these nine coins to form rows of four coins to the row.

**Solution:** A triangle with four coins on each side.

**Problem:** Move just one match and change this to an acceptable mathematical statement.

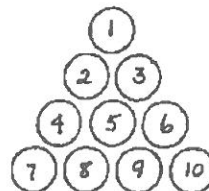
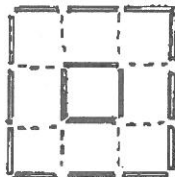


**Solution:** 11 = 1111 - 11



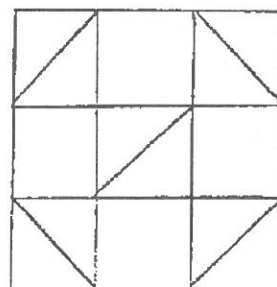
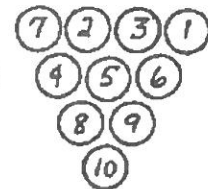
**Problem:** Take away eight matches so there are only two squares left.

**Solution:** Remove matches shown by dotted lines.



**Problem:** Move only three coins of this arrangement to turn it upside down.

**Solution:** Move the 7, 1, and 10 like this.



**Problem:** Trace this figure without lifting your pencil from the page and without retracing any part of the figure.

**Solution:** Start at one of the corners of the center square that is also an end of the diagonal.





## JULY - FUN IN THE SUN

### SILLY CUB SCOUT OLYMPICS



#### Event #1 - SHOT PUT

Each Cub Scout is given ten navy beans, which he attempts to throw into a quart jar from a line on the floor.

#### Event #2 - HAMMER THROW

An inflated balloon is tied to one end of a string and a washer on the other end. Each Cub Scout throws the "hammer" by the end of the string with the washer. One throwing the farthest wins.

#### Event #3 - DISCUS THROW

A paper plate is thrown from a chalk line. Plate must be held flat in hand, and not sailed with thumb and fingers.

#### Event #4 - STANDING BROAD GRIN

The width of the grins are measured by judges. Widest wins.

#### Event #5 - LONG GLUM

See which Cub Scout can stay sober longest, while anyone in the room tries to make him laugh.

#### Event #6 - SIXTEEN-POUND PUT

A small water balloon is "put" for distance, as though it were shot from the shoulder. If water is a problem, just use an inflated balloon.

#### Event #7 - FOOT RACE

Cub Scouts are requested to lie on their backs and throw a shoe over their heads with their two feet.

#### Event #8 - RUNNING HIGH WHISTLE

The Cub Scout who holds a whistled note longest with one breath wins.

#### Event #9 - FEATHER BLOW RELAY

Blow a feather twenty-five feet and return touching off the next boy. The more the merrier for this event.

#### Event #10 - EATING RACE

Give each Cub Scout two double crackers. The one who can eat them all and whistles first wins.

#### Event #11 - TREASURE HUNT RACE

Put lots of closed safety pins in a bowl full of uncooked rice. Blindfolded Cub Scouts try to see how many pins they can find in 30 seconds. The one who finds the most pins wins.

#### Event #12 - FIFTY YARD SWIM

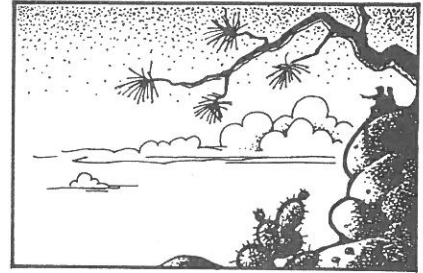
Each Cub Scout hops on one foot, carrying a glass of water. First one over the finish line with the most water in his glass wins.

### GROUP LAP

Players form a large circle, then turn so they are in single file. They should be fairly close together. On a signal they all slowly bend to a sitting position where each can balance, sitting on the lap of the person behind, while the person in front sits on his lap. This requires coordination and proper spacing, and may take several attempts.

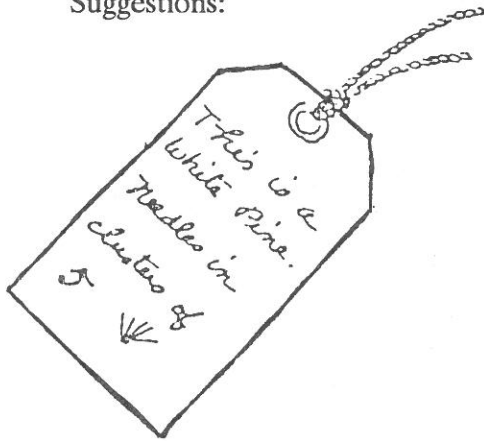
Once this is achieved, and players have their balance, they may attempt to walk. One player tells the group which foot to start with and counts to three. Players simultaneously move one foot slowly, then the other.

MARK A NATURE TRAIL



- \* Use simple signs that campers can make.
- \* Label plainly - not too much printing.
- \* Put something interesting on besides the name.
- \* Use a variety of types of signs.
- \* Put signs where they can't be missed - some high, some low.
- \* Have too many rather than too few.
- \* Place so the next marker is plainly seen along the trail.
- \* Some can be permanent (such as trees), some are seasonal (such as flowers).
- \* If you use wire, make it loose, not tight.
- \* Don't use nails. Small tacks on thick bark are OK.

Suggestions:



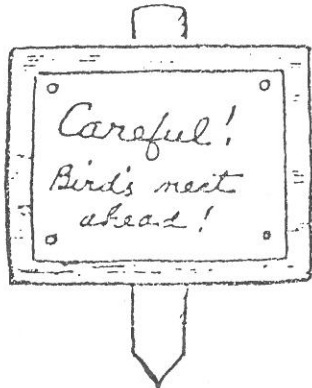
PLAIN BAGGAGE TAG - Good for temporary trails or seasonal things. Mark with waterproof ink.



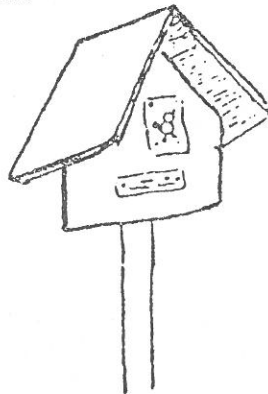
PULPIT SIGN - Made of wood, Good for things close to ground. Easy to read.



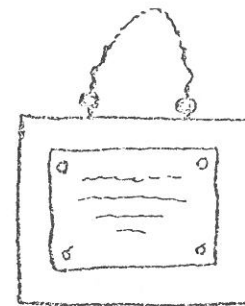
TIN-CAN-TOP LABEL - These can be painted with enamel and written on. Suspend by wire, or tack to bark.



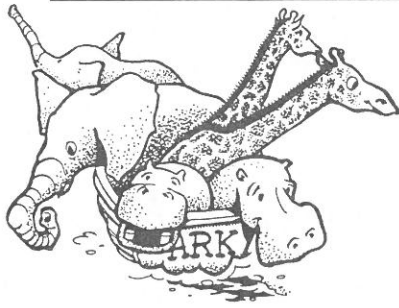
PEG SIGN - Made of wood. For sticking in the ground.



SHELTERED LABEL - Made of wood. Protects pictures and labels from rain.



HANGING SIGN - Small blocks of wood with eyelets for hanging by wire or string.



### NOAH'S ARK

Animal names are written on slips of paper, two slips for each animal, and enough for each person in the group to have one. Distribute the slips of paper to each person as they come in. All walk around, making the noises of (or acting out) their respective animals, until each finds the other person who was given the same animal.

### ANIMAL TAG

Have the Cub Scouts in a scattered formation. Select an "it" (Noah). "It" names an animal and all Cub Scouts assume the identity of the animal as they move about. "It" also assumes a like identity and tries to tag one of the animals, who becomes "it." EXAMPLE: "It" calls "kangaroo" and everyone must hop like a Kangaroo until tagged.

### ANIMAL HUNT

Hide small objects such as animal cutouts or wrapped pieces of candy around the room. Form two teams, the "ducks" and the "sheep" - each with a leader. On signal, individual players begin hunting for the hidden objects, but only the leader may do the retrieving. When a duck discovers an object, he "quacks" loudly to attract the attention of his leader. Sheep "baa" for their leader. If the group is large, form additional teams of "crows" or "donkeys." The team with the most objects win.

## AUGUST - INSIDE NOAH'S ARK



### DUCK, DUCK, GOOSE

All players except "it" are seated in a circle on the floor (or ground). "It" walks around the outside of the circle tapping the head of each player he passes. With each tap he says either "duck" or "goose." If he says "duck" no response is required by anyone. However, if "it" says "goose," the player being tapped tries to tag "it." "It" flees, running in one direction only around the circle until he reaches the spot formerly occupied by the pursuing player. If "it" succeeds in sitting in the unoccupied spot without being tagged, the pursuer becomes the new "it," and play resumes as before. If, however, the pursuer tags "it," then "it" continues on around the circle as before.

### ONE, TWO, THREE, YOU'RE AN ELEPHANT

The players sit in a circle. One of the players is chosen to be "it" and stands in the center of the circle. "It," trying to surprise individuals in the circle, points to them and says, "1, 2, 3, you're an elephant!" The player he points to and the player on either side of him must respond before he finishes the sentence by doing the following: The player pointed to must make his hands into fists and put them in front of his nose to form a "trunk," and the players on each side must put their cupped hands up to his ears to form "ears." Any of the three who is too slow replaces the person in the center and the game continues.





**SEPTEMBER -  
OUR TOWN, USA**



**OUR TOWN - PUZZLES**

**LITTER SWEEP RELAY**

Use as a get-acquainted ice-breaker: Prepare puzzles made from magazine pictures of things around your town. Mount on thin poster board or cardboard and cut into 8-10 pieces (depending on the size of the group). Hand out one piece to each person as they enter the meeting. They must then find others who have pieces to the same puzzle. When all the pieces have been found and the picture is complete, the group is asked to do something as a group such as perform a skit for the audience or sing a song, be a team in a game, etc.

Divide den into two teams and give each team a broom and a small pile of trash - paper, cans, etc. On signal, the first boy on each team sweeps the trash to a certain point and back. The next team member then takes over. First team finishing wins.

**MAP GAME**

**PEOPLE SCAVENGER HUNT**

Divide den into two teams and give each team a pencil & paper and an object to hide (such as a basketball or a box with treats in it). Ask the teams to hide their object within two blocks of the den meeting place (under supervision of Den Leader and Den Chief). Then they are to draw a map showing the location of the object. Set a time for everyone to meet. The teams exchange their completed maps and study them. Then the teams try to find the object on the map.

Make up a grid chart with descriptions of people in each square. Examples might be: Has brown eyes; Is a new Cub Scout; Is allergic to cats; Has a bandaid on; Likes spinach; Is left-handed; Has blond hair; Hates pizza; etc. Or, for adults at a Pack meeting: Has 2 sons in Cub Scouts; Has gray hair; Watches M.A.S.H. every night; Has been in Scout for 5 years; etc.

Hand out copy of grid to each person as they come to the meeting. Everyone collects signatures of people who match the description in the squares. They may only use a person's signature in one square on the sheet. They may not sign their own sheet.

**FIND SOMEONE WHO :**

HAS BLOND HAIR _____	LIKES SPINACH _____	IS A NEW CUB SCOUT _____	IS LEFT-HANDED _____
HAS A BAND-AID ON _____	IS ALLERGIC TO CATS _____	HATES PIZZA _____	WATCHES CARTOONS _____
HAS BLUE EYES _____	CAN CROSS THEIR EYES _____	HAS HIT A HOME RUN _____	CAN TOUCH HIS NOSE WITH HIS TONGUE _____

## OCTOBER - FIRE DETECTIVES

### STAMP OUT THAT FIRE!

Using red or orange balloons, tie one balloon onto each person's ankle with long strings (36 inches). Players attempt to "stamp out" everyone else's fire (pop their balloons) while keeping their own fire burning (saving their own balloon). The one with the last unbroken balloon wins.

Variation: Play in teams with half having red balloons and half having orange balloons.

### DOUSE THAT FIRE!

Line up candles 12 inches or more apart, at least one per boy. Give each boy a squirt gun or spray bottle. Light the candles. When the leader shouts "Fire!" the boys start trying to squirt out their candle. The first to succeed wins. (They will probably want to do this over and over, so have plenty of candles on hand!)

### FIREMAN'S CARRY RELAY

Boys line up relay style behind a starting line. The first boy carries the second boy using the Fireman's Carry to a designated marker where he lowers the victim to the ground. The victim now runs back and rescues the next person in line. The team that rescues everyone in their line first wins.

Variation: The fireman's Drag Carry could be used also.



### BUCKET BRIGADE

Teams line up relay style behind a starting line. Each team has a bucket of water and a cup. In front of each team, a given distance away, stand an empty bottle with a small neck. On "Go," the first member from each team fills the cup with water from the bucket, takes the cup to the bottle, pours the water into the bottle and runs back to the starting line to give the cup to the second team member. The first team that fills the bottle wins.

Variation: This time the empty bottle stands behind the last team member. On "Go," the first person on each team fills the cup with water, and passes the cup to the second person, and so on to the back of the line. The last person pours the water into the bottle and passes the cup back to the start of the line for a refill. (Note: if this game is played in the summertime, it is fun to poke several small holes in the bottom of the cups and have the boys pass it back over their heads!)

# NOVEMBER - TURKEY DAY

## TURKEY TROT

Construct a maze using anything from coffee cans to furniture. Divide the group into two. One team is the Pilgrims and the other team are the Indians. One person from each team is chosen to be the turkey. The turkeys are blindfolded and placed at the starting point of the maze.

The Pilgrims and the Indians try to direct their turkeys through the maze to their dinner table using only shouted instructions. Each team tries to prevent the other team's turkey from getting to his table by shouting conflicting instructions. If either of the turkeys bumps into any part of the maze, he is done and a new turkey is chosen from his group. Game continues until one turkey successfully navigates the maze or until all have had a chance to be the turkey.

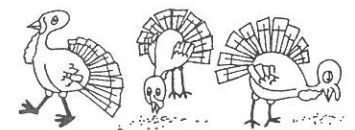
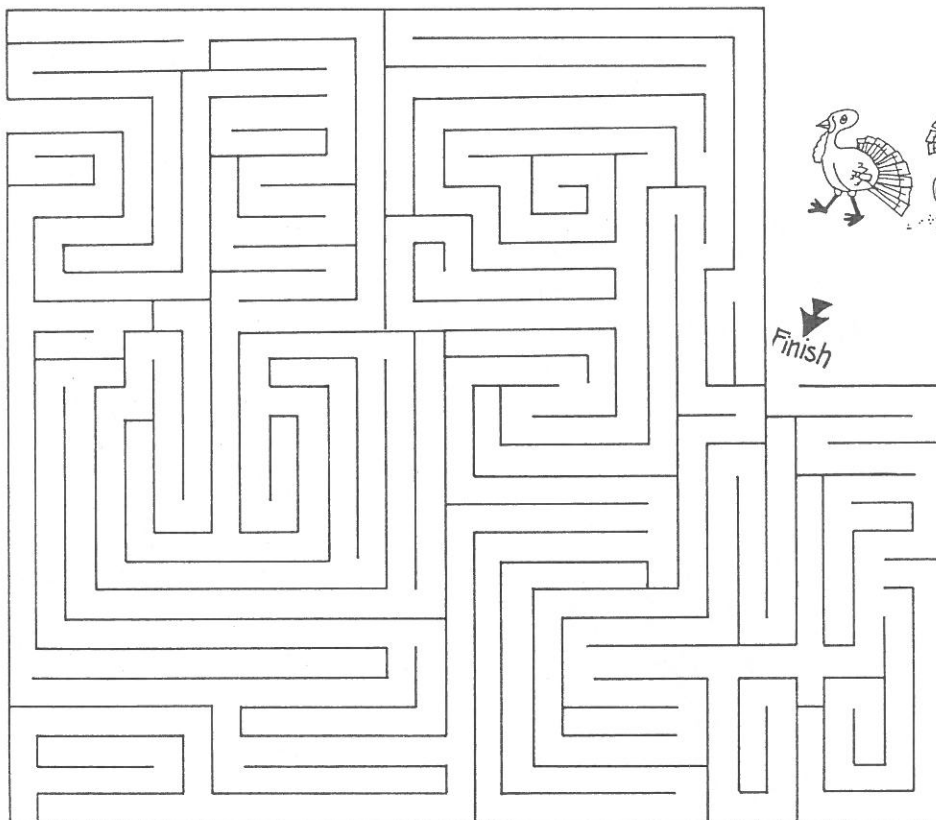


## STUFF THE TURKEY

Make a turkey from a basket. Cover with brown paper. Make "drumsticks" out of small, stuffed paper bags with frilled paper booties. Players take turns throwing wadded newspaper balls into the turkey from a distance of four to five feet.



Tom Turkey is lost from the rest of the flock. Help him find his way to his friends before they eat all of the food!



## DECEMBER - TO HELP OTHER PEOPLE

### GOOD TURN RELAY

Divide into 2 teams. Line up at a given starting line. When a signal is give, the first player on each team runs to the table and writes down one "good turn" he could do for his den or family. Then he runs back and tags the next boy in line and so on until each player has had a turn. First team finished wins. Each team has a separate piece of paper and pencil.

### BUDDIES

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

### SNOWBALL RELAY

Divide players into teams and give each team a large spoon and a bowl. Scatter cotten balls over floor. On signal, the first boy scoops up as many cotten balls as he can (without using hands), dumps them into bowl, and gives the spoon to the next boy. Game continues relay style until all cotten balls have been picked up. Team with most "Snowballs" in their bowl at the end wins.

### JINGLE BELL CHOW MEIN

Place marble-sized jingle bells in a bowl. Players use pencils with erasers on them like chopsticks to transfer the bells to an empty bowl. Only one hand may be used. Give each player a time limit. If playing in teams, the team to get all the bells in the bowl first wins.

### GIVE IT AWAY

Tell everyone ahead of time to bring a wrapped, white-elephant gift. At the meeting, all gifts are placed on a table. The moderator calls out various categories that will pertain to the group: everyone with January birthdays, everyone with brown hair, clothing color, etc. and each person takes a gift. As each person takes a gift, he gives it to someone else. The moderator keeps calling out categories until everyone has been given a gift. (You can continue calling categories so everyone can keep swapping their gifts just for fun if you wish.) As soon as everyone has a gift then the calling can stop and everyone can open the gift they received.



**NOTES...**

*(Use this page to write down instructions for the games you'll find on Midway)*





**SKITS**  
**&**  
**RUN-ONS**

# SKITS AND RUN-ONS

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## SKITS AND RUN-ONS

Skits are appealing to boys of Cub Scout age. They help channel a boy's imagination. He doesn't just play he's a pirate. He is a buccaneer sailing under the Jolly Roger. Dramatics are important in the growth of boys because it gives them an outlet for the "let's pretend" part of their character. It gives the boys a chance for creative expression rather than imitations or exhibitionism.

Skits let a boy express his choice of characters and develops his power of observation by helping him recognize the desirable characteristics in the people he see. They let him play the parts he has always dreamed of. Skits create in him the desire to improve his own interpretation of other people.

You can expect an increase in the boy's powers of observation through skits, and also a gradual diminishing of self-consciousness.

### Things to Avoid:

1. Dramatization of undesirable characters.
2. Allowing a Cub to attempt a characterization which is difficult for him, causing him to become discouraged.
3. Criticism which makes no attempt to suggest a better way out.
4. The tendency of the more capable Cubs to do all the work.

Keep Ideas Simple: Simple skits, simple costumes and simple props well done are always more impressive than elaborate ones done poorly. A simple sign can often do wonders... it turns a box into a wagon, car, boat, plane, etc. It can even turn a boy into a tree.

Keep Skits Fun: Fun makes a good skit. Whether the theme is serious or humorous the skit must be fun for the boys.

1. Keep it simple.
2. Keep it short. (3 to 5 minutes at the most)
3. Avoid long memorized dialogue. Pantomimes are great.
4. Use simple scenery, props, costumes - if any.
5. Let every boy take part.
6. Use stage directions liberally - tell who goes where and does what.
7. Make your audience hear. Boys should speak slowly, clearly, loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

How To Write a Skit: Follow this outline:

1. Boy Wants something... friendship, a gold mine, a trophy, to find a lost planet, etc.
2. Boy Starts to Get It... by canoe, plane, horseback, foot, or some other way.
3. Obstacles Stop Boy... crocodile, native headhunters, a secret enemy, false friend, etc.
4. Boy Achieves Goal... through an act of kindness, bravery, wisdom, magic, unexpected help or some other way.

The following skits are suggestions for theme ideas. Many more skits can be found in other Scout publications such as Creative Campfires. Or, let your Cub Scouts make up their own... they are only limited by their imaginations! Try taking a favorite joke and turning it into a skit...

## SPECIAL EFFECTS FOR SKITS

A flash of lightning, a loud crash, a train chugging down the track - all of these and many other special effects can be created by your Cub Scouts for their den skits, with just a few simple preparations. Sound effects can be pre-recorded to be used during a performance.

Remember that imagination plays a large part in special effects. The effect that you are using, coupled with the action in the skit, will go a long way in making the sounds believable.

In addition to the fun that the Cub Scouts will have, making the sound effects and acting as the Sound Effects man is an ideal role for that shy boy in the den who wants to be part of the action, but finds it difficult to appear before an audience.

Here are a few ideas which you can expand and produce even more life-like effects:

Boat Whistle - A wooden or plastic spool, a 3/4" strip of balloon and a rubber band. Fasten the balloon over the hole in one end of the spool. Wrap rubber band around the spool over the ends of the balloon and pull the balloon tight. Blow into the open end of the spool.

Knock at the Door - Hit sharply a 1/2 gallon bleach bottle on the end with a rubber spatula.

Pistol Shot - Snap a yardstick on a thin board or hard surface; or fire a cap pistol.

Thunder - Grasp a tin or aluminum cookie sheet at one end, placing your thumb on the underside of the tin. Shake the tin so that it vibrates. Bang it against the knee for occasional loud thunder claps.

Hail - Pour rice on pane of glass, in front of microphone.

Rain - Fill a tin can full of dry peas or beans. Rotate the can slowly in front of a microphone.

Wind - Cut a narrow slit in a sheet of paper; hold it 1/2" from lips and blow through it into a microphone.

Snow - Small pieces of white paper fanned off a flat box top will give the effect of blowing snow. Or Christmas snow can be dropped from above.

Lightning - Flash a white light off and on, or use a photographic flash.

Storm - Combine wind, rain, and thunder sounds. Turn stage lights off and on to produce flashes of lightning.

Fire - The sound of fire can be produced by crumpling cellophane into a ball, then releasing it in front of a microphone.

Burning Campfire - Wood piled over a light or flashlight with red cellophane or tissue paper covering the light for a red glow.

Crashes - Fill a wooden box with broken glass and a few stones, then nail on the top. By tipping the end of the box, various kinds of crashes can be produced.

Running Water - A wooden box, 1' x 2' x 2" is fitted with tin on the bottom and ends. finishing nails are driven into the bottom and ends in a 1" diameter pattern. Place a small amount of lead in the box, tilt, and the sound of running water is produced.

Trains - Place small wire nails or shot inside a flat box, such as a band-aid box. Move back and forth and it sounds like a train chugging along. Rhythm of movement is important. CHUG, chug, chug, chug... CHUG, chug, chug, chug.

Creaking Door - Use a coffee can or two foil pans taped together. Tie a string in the center of a pencil. Punch a hole in the container, place the pencil inside and pull the string out through the hole. Rub string with resin. Drag fingernails along the string to produce noise into microphone.

Puppy Dog - Blow up a balloon. With first 2 fingers of both hands, stretch the neck of the balloon, slowly releasing the air.

Sword and Shield Fight - Holding an aluminum cookie sheet in one hand, hit it with a metal spoon.

Spotlight - Flashlight with different size construction paper funnels. For different color effects, use colored cellophane or tissue paper over the end of the funnel.

## JANUARY - KNIGHTS OF THE ROUNDTABLE

### KING ART

Cast: King Art (with crown), Sir Laughlot, Black Knight (with black mask), Robingood (with green hat & sword), Sir Plus.

(All wear name tags; Sir Plus's turned backward.)

Setting: Everyone except Robingood sits at table.

**NARRATOR:** In days of old when Knights were cold, King Art and his men used to sit around the square table playing dominoes (characters play dominoes). Suddenly Sir Laughlot smiled (He frowns) and Black Knight frowned (he laughs aloud). King Art threw his crown on the floor (he picks up crown and puts it on) and jumped to his feet (he slowly puts his feet on table). Then suddenly the bandit Robingood rushed into the room (he saunters) ran to the table and demanded the life of the Black Knight (he gets down on his knees and begs). King Art shook his head (he nods) the bandit drew his sword (he sheaths it) and ran over to Black Knight (he runs away from the table and cringes). Black Knight leaped to his feet (stands slowly) and retreated to the side of the rom. Robingood drew his trusty sword (he does so) and stepped next to the Black Knight (he does) and threatened to kill him saying:



**ROBINGOOD:** I want your life!!!

**NARRATOR:** The Black Knight fell to his knees (he does) saying:

**BLACK KNIGHT:** Why? Why do you want my life?

**ROBINGOOD:** I want to look at the pictures... Please, please, PLEASE?????

**BLACK KNIGHT:** Let's look at the pictures together, OK? (He pulls out a copy of Boys Life Magazine and they sit down together...)

King Art looks at the other knight and says:

**KING ART:**What are you doing in this skit?

**OTHER KNIGHT:**Who me? Why, look at my name (turns name card over) I'm Sir Plus!!!

THE END



KNIGHTS FOR HIRECHARACTERS:

MR. KNIGHT - owner of agency, dressed in business suit.

KING ARTHUR - wearing robe and crown.

LONG KNIGHT - tallest boy, using tin can stilts.

ARABIAN KNIGHT - wearing sheet and turban resembling a sheik.

KNIGHT SHIRT - wearing man's night shirt.

SIR LAUGH-A-LOT - well padded and dressed in simple knight costume.

SIR GALLON-HAD - wearing coveralls and carrying gallon gas can.

KNIGHT OF THE ROAD - wearing regulation hobo costume.

*(as the scene opens, Mr. Knight is seated at table and phone is ringing. Use alarm clock off stage for bell)*

MR. KNIGHT: Hello, Knight Employment Agency, Mr. Knight speaking. What can I do for you? Yes, Mr. Arthur, you say you need some more help over at your company? Well, come right over, perhaps I can find the men you're looking for. *(Hangs up phone.)* Arthur... Arthur.. that name seems to ring a bell...

*(As King Arthur enters, Mr. Knight jumps to his feet and bows.)*

KING ARTHUR: Good evening, sire, I see from your sign that you have a Knight employment agency. So many of my best knights are away rescuing maidens in distress, I have need of more men. Can you help me?

MR. KNIGHT: *(very flustered)* Welcome, Your Majesty. You must be King Arthur. I'm honored to have you visit my humble office. Yes, indeed, I have several unemployed Knights I'd like to have you meet. Just sit over here. I'll call them in, one by one, so you can see them and judge for yourself.

*(Mr. Knight blows a small whistle and calls out each knight by name. Each knight enters from right, stops at center to speak lines, then moves to left and waits for others to join him.)*

MR. KNIGHT: *(Blowing whistle)* Enter, Long Knight. This long fellow is no poet, but he is bright, though he may not show it.

LONG KNIGHT: I'm over twelve hours long and several feet tall, in fact, I'm the longest (k)night of all.

MR. KNIGHT: *(Blowing whistle)* Enter, Knight Shirt. Now here's a man that we've recruited - to serve as night watchman he's well suited.

KNIGHT SHIRT: A (K)night shirt at tournaments you'll never see, but for sleeping, I'm popular as can be.

MR. KNIGHT: *(Blowing whistle)* Enter, Arabian Knight. Under this sheet there's a lot of sand... He comes from a brave Arabian band.

ARABIAN KNIGHT: *(excitedly)* I couldn't park my camel, I'm in a spot! I don't believe this town has no camel-lot!

MR. KNIGHT: *(Blowing whistle)* Enter, Sir Laugh-A-Lot. This cheerful fellow all gloom would ban. We call him our Good Humor Man.

SIR LAUGH-A-LOT: *(giggling)* I'm fat and jolly, hee-hee-hee, even a spear point tickles me!

MR. KNIGHT: *(Blowing whistle)* Enter Gallon-Had. Tigers and dinosaurs he can understand, at slaying dragons he'll be a good hand.

GALLON-HAD: *(Swing gas can)* When you're out of gas, I'm a welcome sight. At a time like that, I'm a popular Knight.

MR. KNIGHT: *(Blowing whistle)* Enter, Knight of the Road. He would do his best to work for a king, he'll even give up pan-handling.

KNIGHT OF THE ROAD: They call me a bum and a hobo I hear, but Knight of the Road is the name I hold dear.

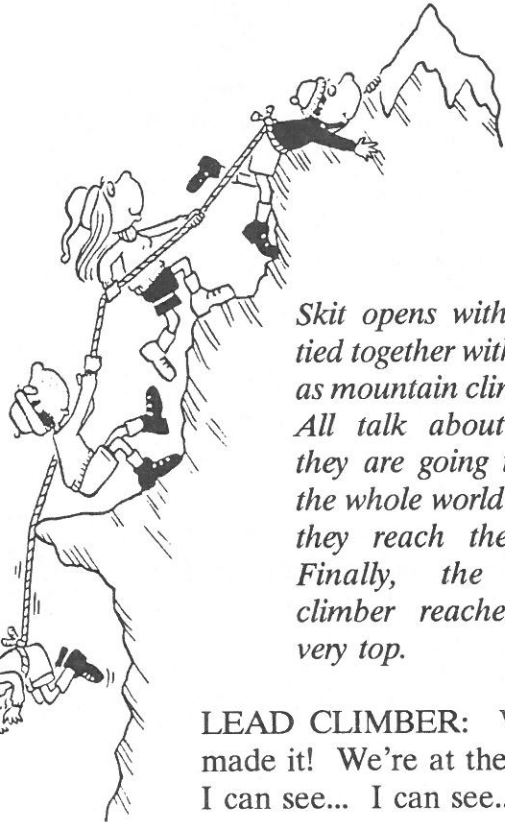
ALL: *(Standing in a huddled group)* A wealth of talent we possess, good King Arthur, please say yes!

KING ARTHUR: *(Haughtily)* They're all impossible, I'll be bound! Why even your table is square, not round! I've never seen a sorrier sight... All I can say is Good Night!!

*(He rises and sweeps out of the office as lights go out.)*

## FEBRUARY - SCOUTING AROUND THE WORLD

### CLIMB THAT MOUNTAIN



*Skit opens with boys tied together with rope as mountain climbers. All talk about how they are going to see the whole world when they reach the top. Finally, the lead climber reaches the very top.*

**LEAD CLIMBER:** We've made it! We're at the top!! I can see... I can see....

**OTHER CLIMBERS:** Yes, Yes???

**LEAD CLIMBER:** I can see... I can see....

**OTHER CLIMBERS:** Yes, Yes???

**LEAD CLIMBER:** I can see.

**OTHER CLIMBERS:** WHAT CAN YOU SEE???????

**LEAD CLIMBER:** (disappointed) The other side...

### AROUND THE WORLD

**COSTUME:** Captain's hat  
**PROPS:** Ship's rail

*Skit opens with everyone leaning on the rail. The captain is telling them about the countries as they pass them. (It's a VERY FAST ship!) All at once one person yells.*

**PASSENGER:** What is that big thing out there, Captain?

**CAPTAIN:** Iceberg. They are made from ice that has broken off the ice caps from the north and south ends of our world.

*(Continue on with other sights like whales, islands, etc.)*

**PASSENGER:** (pointing) What is that, Captain?

**CAPTAIN:** That is a volcano that has erupted and the ash and lava has run down the sides.

**PASSENGER:** Oh, yeah! Like when you eat too much and you erupt?

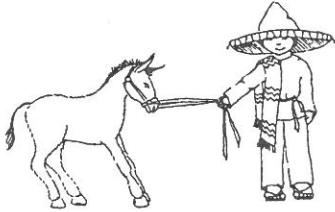
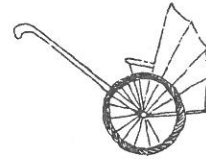
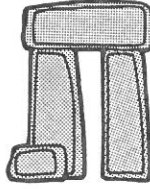
*All start to look sick and run off stage covering their mouths.*





**LIMMERICKS OF THE WORLD**

We are a den with a skit  
About customs other countries do fit.  
In limerick we'll tell you  
What Scouts around the world do  
Although we've stretched the truth a bit.



There was a Cub Scout in HONG KONG  
Who never did anything wrong.  
He'd lay on his back,  
With his head in a sack,  
Singing an old Scouting song.



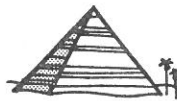
There once was a Scout from PERU  
Who watched his mom making stew.  
Because once by mistake,  
In an oven she did bake  
His birthday cake out of glue.



There once was a Cub Scout in NICE  
Whose friends were usually geese.  
They walked out together,  
In all sorts of weather,  
That's the custom of Cub Scouts in NICE.



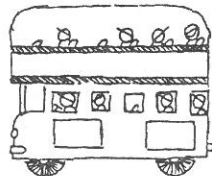
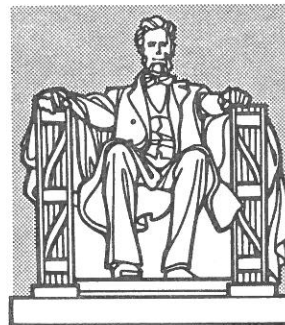
There was a Cub Scout in FRANCE  
Who taught little ducklings to dance.  
When he said, "Tap, Tap!"  
They only said, "Quack,"  
What ducky dances they have in FRANCE.



In AMERICA there are Cub Scouts, too.  
With their own funny customs to do.  
Their den yells are extreme,  
No one's heard such a scream,  
Cause they yell till their faces turn blue.  
CAN YOU?



There once was a Cub Scout in FLORENCE  
Who hated Christmas mutton with abhorrence.  
He found a dead buzzard,  
And fried him in mustard,  
Then served him for dinner in FLORENCE.





## MARCH - THINGS THAT GO

### TEAR ALONG THE DOTTED LINE

**CHARACTERS:**

1 Driver - in his car

4 Policemen - 3 in police cars

1 in helicopter

**PROPS:**

Signs reading "POLICE" for vehicles

A wallet and driver's license

A ticket book

Chairs as vehicles

Tape on the floor for center of highway

**DRIVER:** *(Driving along center of highway)*  
This car is beautiful! It cruises at 120 with no problem!

*(1st policeman enters to position behind driver and then makes siren sound.)*

**DRIVER:** Wow! A Policeman! I'll bet there's been a robbery up ahead. I'll speed up and see if I can get a closer look at what happened.

*(He steps on gas. Policeman follows. Two more policemen enter with car sirens on and they flank the driver.)*

**DRIVER:** Three of them! This robbery must be an all-points bulletin! My car can get me there first. I'll just speed up and see the excitement!

*(He steps on gas. Policemen follow. Helicopter enters and "lands" in front of driver and forces him to stop.)*

**DRIVER:** Hey! What a crazy pilot! These police don't get enough training at the academy!

*(1st Policeman gets out of his car and approaches the driver.)*

**DRIVER:** He must want to use me as a witness. Hello, officer. I'm afraid I didn't see very much.

**POLICEMAN:** May I see your license, please? *(He takes out his ticket book)*

**DRIVER:** Hey, what's the idea?!?!

**POLICEMAN:** Well, sir, you were doing 150 down the center of the highway and I'm about to give you a ticket.

**DRIVER:** A ticket! You can't do that... I'm ALLOWED to go 150 here!

**POLICEMAN:** Excuse me, sir, NO ONE is allowed to go 150 down the center of the highway. Now, may I see your license?

**DRIVER:** You sure can! But I warn you, I'm licensed to do this!

*(Driver takes wallet out and flashes his license)*

**DRIVER:** You see, there it is! "Official Driver's License." My name and the official words "TEAR ALONG THE DOTTED LINE"!!!!!!



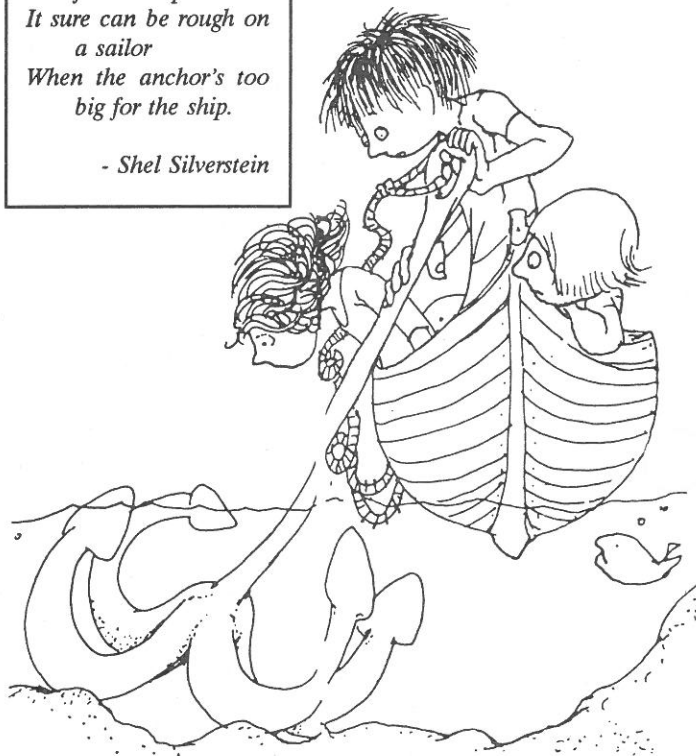
MODEL "T"

This skit requires six cubs and 1 volunteer (such as Cubmaster). Four of the boys go down on all fours with blankets over their backs. They hunch over to resemble wheels on a car and assume the position of four wheels. One of these boys has a can of pebbles that he rattles when the engine is cranked up. Another boy has a blown-up balloon. The two remaining boys are in suitable costumes as the driver and passenger. The volunteer kneels down in front of the drivers' seat (he is the radiator). The driver goes to the front of the car and pretends to crank it. The engine starts (rattling pebbles) but, before the driver can get back to his imaginary seat, it stops. This happens two or three times, but finally it runs long enough for the driver to get settled and the "car" moves forward. Suddenly the boy with the balloon bursts it and falls flat, imitating a flat tire. The driver switches off the key; gets out; and starts pumping up the tire. With each pump the tire raises until it is back to full size. The driver starts the engine and goes back to his seat. Suddenly the engine stops rattling, the driver gets out and tries to crank up the engine -- NOTHING HAPPENS. So he opens the imaginary hood and fiddles around; finds nothing wrong. He then goes to the radiator and says, "I guess the radiator needs water..." (He pours a cup of water or confetti on the volunteer's head.)

*ANCHORED*

*Our anchor's too big for  
our ship,  
So we're sittin' here tryin'  
to think.  
If we leave it behind  
we'll be lost.  
If we haul it on board,  
we will sink.  
If we sit and keep talkin'  
about it,  
It will soon be too late  
for our trip.  
It sure can be rough on  
a sailor  
When the anchor's too  
big for the ship.*

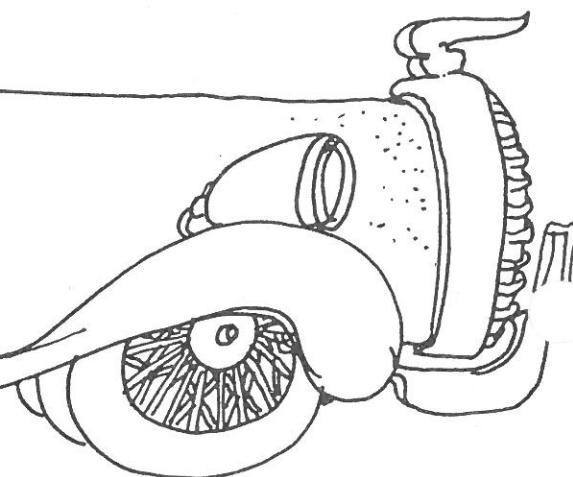
- Shel Silverstein



## L O N G M O B I L E

It's the world's longest car, I swear. It reaches from Beale Street to Washington Square.  
And once you get in it to go where you're going, You simply get out, 'cause you're *there*.

- Shel Silverstein



## APRIL - THE FIRST AMERICANS

### HEAP BIG KNOWLEDGE

*Have one boy dress as an indian, sitting on the floor, indian-style. Two other Cubs, without costumes, act as if they were old friends. (This can be elaborated but has to follow the basic plot.) The following dialogue occurs:*

#### SCENE 1:

#1 & #2 (at the same time) "Hi ya old buddy, long time no see, you're sure looking good" etc.

#1 "Do you see that old Indian over there?"

#2 "Oh yeah, I was going to ask about him."

#1 "Well, he is as old as time itself, I mean he knows Everything!!

#2 "Wow! I can't believe that! No Way!"

#1 "Come on... let's go ask him some questions."

#1 & #2 "Hello, old man."

#2 "Hmmm... let's see... What did Noah say when he built the ark?"

INDIAN "I hope this thing floats..."

#2 "Yeah, that seems logical! What did George Washington have for dinner before he crossed the Delaware?"

INDIAN "Steak and potatoes."

#2 "Ok, What did Abe Lincoln have for breakfast the day he gave the Gettysburg Address?"

INDIAN "He have ham and eggs."

#1 & #2 walk off stage

#### SCENE 2:

*Another Cub walks across stage with a sign that says TWENTY YEARS LATER:*

#1 & #2 Walk in as before "Hey old buddy, how are you, etc. etc."

#1 "Hey, there's that same funny old Indian!"

#2 "Yeah, I can't believe he's still there!"

#1 "Let's go over and say hello..."

#1 & #2 walk over to Indian and say "HOW!"

INDIAN "SCRAMBLED!"



## BOBCAT'S BIG CATCH

### CHARACTERS:

Running Webelo; Small Bear; Little Wolf; Bobcat; and Chief Akela.

### COSTUMES:

Assorted Indian costumes - headbands, vests, breech cloths, etc.

### PROPS:

Drum for Running Webelo. Small bow and arrow for Bobcat to carry.

### SETTING:

A clearing in the forest. As scene opens, all but Bobcat and Chief Akela are seated in a semi-circle facing audience. Running Webelo is slowly beating drum.

**RUNNING WEBELO:** This big day in Bobcat's life; Make-um Brave, if good with knife.

**SMALL BEAR:** In our tribe he will belong - If nothing in Forest go-um wrong.

**LITTLE WOLF:** Hope he catch-um heap big prey - Make Chief Akela happy today.

**RUNNING WEBELO:** (stops drum - cups hand to ear) Hark, my brothers - sound I hear - Think brother Bobcat must be near!

(Off stage, continuous loud sneezing is heard. This goes on and off for rest of skit)

(Enter Bobcat and Chief Akela. Chief holds Bobcat by back of vest. Bobcat continues to sneeze - in his hand he carries small bow and arrow)

**LITTLE WOLF:** Brother Bobcat, what you fetch? We wait-um here to see big catch.

**CHIEF AKELA:** Bobcat head for father's teepee. Hunt has made him tired and sleepy. Have to hunt where buffalo play another time - another day.

**SMALL BEAR:** But Chief Akela - where is catch that brother Bobcat went to fetch?

**CHIEF AKELA:** Brother Bobcat plenty bold - Him wade-um creek and catch-um cold!



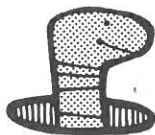
## 1ST AMERICANS ON THE MOON

Moon Men watch as a bright light, then a loud roar, and at last, a Spaceship enters the stage.

The Moon men hide and watch as the Astronauts descend, plant American flag, salute, and leave.

After the spaceship leaves, one Moon man turns to the other and says "Now do you believe in flying saucers?"



MAY - BUGS AND THINGSEATING A WORMCHARACTERS:*Father, Mother, spoiled child*PROPS:*High chair, Gummy worms*

Child won't eat, cries he wants a worm. Mother tells Father to go get one and he finally does. Child wants it cooked. Finally after much crying, Mother cooks the worm. Child refuses to eat until father eats half and cries until he does. Father eats half and child cries that father has eaten his half.

FLEA CIRCUS

*This skit opens with a group of Cub Scouts laying on their stomachs in a small circle watching something. Nothing is said. Soon a Cub on all fours runs by in front of them. The group says nothing, but they all get up and brush off and stretch.*

Cub #1: Boy! That was a great flea circus!!

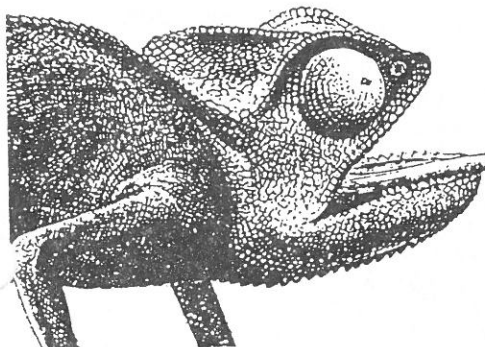
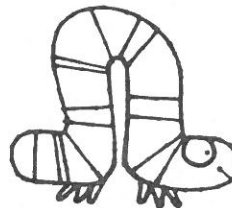
Cub #2: Yeah! But that dog sure stole the show!!

THE HUNGRY WORM

*(Have two Cubs on the floor under a blanket; feet together. One end takes food in and the other end throws out the finished product. A third Cub does all the talking and feeding...)*

Cub: I found this worm on a Nature Hike and brought him home for a pet... It's grown a LOT over the weekend! It eats everything that you give it. Watch... I'll give him this apple. *(Gives him apple, core is thrown out other end.)* See? He ate that right up! How about an orange? *(Gives him an orange, peels are thrown out the other end.)* Let's see what he does with this bag of potatoe chips... *(Gives him bag of chips, empty bag is thrown out.)* *(Cub stands real close, looking into mouth of worm)* Wow!!! He ate that too!! Uh, oh.... HELP!!! HELP!!!

*(Worm pulls Cub under blanket along side boys under blanket and a Cub Uniform is thrown out the other end...)*



## JUNE - GENIUS NIGHT

### THE ROBOT INVENTORS

Scene:

Table, covered with old sheet or cover reaching to floor at front. Fishbowl or other glass bowl, test tubes, flasks, etc., are on table. Six scientists in lab jackets (dad's shirt, collar turned inside, put on backwards) stand at each end and back of table. Scientist 2 is reading a book, plainly titled, *HOW TO INVENT A ROBOT*. Scientist 3 is looking over his shoulder. Scientist 4 is stirring liquid in bowl with wooden spoon.

SCIENTIST 1: It doesn't seem to be working...

SCIENTIST 2: I can't understand it.

SCIENTIST 3: We'll have to change the formula.

(Scientist 4 adds soda to vinegar water in bowl, mixture fizzes.)

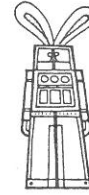
SCIENTIST 7: (enters from stage left, carrying top hat): I've got it! I've got it! A friend of mine told me just how to do it. (Places hat on table.) You just say "Abracadabra 1 - 2 - 3," reach in, and ...

SCIENTIST 4: Wait a minute. What did you say your friend's name was?

SCIENTIST 7: Magisto the Magician. He says he's pulled a robot out of a hat lots of times.

SCIENTIST 5: That's RABBIT, you idiot!!!

(Scientist 2 raises book, Scientist 4 raises spoon, Scientists 1,2,3,4, and 5 chase Scientist 7 off stage. Scientist 6 starts to follow, stops, and looks at hat.)



SCIENTIST 6: (Shrugging shoulders): It might work. "Abracadabra 1 - 2 - 3" (takes hold of hat with left hand, tips it toward himself at edge of table, reaches "in," really reaches behind table -- grabs "robot" who has been hidden behind table and pulls him out of hat.) Hey, it worked! Now I'll just push this button... (Pushes button on robot, robot drops to all fours, hops off stage, showing bunny tail bobbing at back.)

### THE FORTUNE TELLER

Have one Cub sitting on the floor under a poncho... He is the fortune teller. Another boy introduces him as "Ali Baba, the fortune teller, he who speaketh only ancient languages." #2 boy asks audience for certain items for Ali Baba to foresee the future...He hands these items to Ali Baba. Ali Baba mumbles some funny nonsense words and #2 interprets for him...

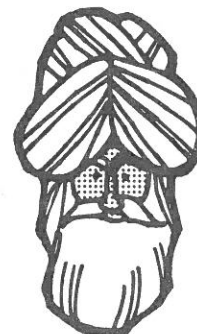
Examples:

(Item: Watch) The great Ali Baba says he sees many good TIMES in your future!

(Item: Glasses) The great Ali Baba says that the owner of this item has great foresight!

(Do several items and end with asking for the Cubmaster's shoe...)

The great Ali Baba says that in the near future you will take a long journey... (He then throws the shoe as far as possible in a safe direction...)





## JULY - FUN IN THE SUN

### WATCH FOR FALLING ROCKS

CHARACTERS:

A Driver, A Secretary, A Director of Highways

PROPS:

A sign: WATCH FOR FALLEN ROCK

A sign: MINISTRY OF HIGHWAYS

A sign: TIME

A box of Rocks (real or artificial)

Desk and chair

**DRIVER:** (Cruising across stage in his "car" enjoying the view) What a beautiful day! This is perfect weather for a drive in the country. Look at that view! (Sees a sign "WATCH FOR FALLING ROCKS" slows down) Hmmmm!! (He looks up the imaginary cliff and then drives on.) I wonder.... -- Nah.... (Shaking his head, he turns his car around and drives back to the sign.) I'll do it!! (He gets out, sits on hood and waits.)

("Time" sign crosses stage.... There are rumbling sounds and flashing lights, a landslide occurs. Driver rushes over, "wades" through the rocks, and picks up a few.)

**DRIVER:** Perfect!! (He returns to his car with the rocks and speeds off the Ministry of Highways Office. He rushes into the office.)

**SECRETARY:** Excuse me sir, you can't go in there! The director is very busy!

**DRIVER:** I've GOT to see him! It's very important! (He enters Director's office and places the rocks on his desk.)

**DIRECTOR OF HIGHWAYS:** What's the meaning of this? Get out of my office!!

**DRIVER:** Oh no you don't!! You're not getting rid of me that easily!!

**DIRECTOR OF HIGHWAYS:** What do you want? Why have you put these rocks on my desk?

**DRIVER:** Well, I've been reading all the signs, and I'm here to collect... There's my falling rocks, NOW, WHERE'S MY WATCH!!!

### ONE MORE PIECE OF PIE

CHARACTERS:

Several Cub Scouts and their parents, one of the Cubs is named Jeff...

SCENE:

Cub Scout Picnic. The Cubs and their parents have finished their picnic dinner and are still seated around the picnic table. One piece of pie remains on a plate.

**ADULTS:** (All of the adults are trading comments like:)

- Well, Linda, you certainly are a good cook...
- I can't remember when I've eaten so much and enjoyed it so!
- It certainly was delicious!
- I couldn't eat another bite if you paid me!
- Oh, come on! That one little lonesome piece of pie... Surely someone will finish the pie! You, Ed?
- Not me! How about Bill?
- Not me! I've eaten more than anyone else... well, except Jeff...
- Yes, for once I think even Jeff has had his fill. Bet he couldn't hold another crumb!
- I sure wish someone would eat that last piece of pie so I don't have to take it home...

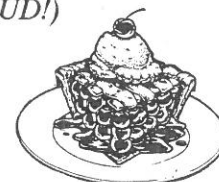
**JEFF:** Nobody asked me... I'd like that piece of pie!

**JEFF'S MOM:** Jeff, if you eat one more thing you'll explode!

**JEFF:** I'll take that chance. Please pass the pie...

(Jeff eats the pie as he exits to backstage. Just as he gets out of sight of the audience, the sound effects man pops a blown-up paper bag - or something else LOUD!)

**ALL:** JEFF!!!!!!!



AUGUST - INSIDE NOAH'S ARKALL ABOUT ANIMALSCAST:

Jerry, Jimmy, Johnny, Jack

SCENE:

Jerry is reading. He turns the pages of his book slowly. One by one, the others enter.

JIMMY: Hi, Jerry. What are you doing?

JERRY: *(Not looking up)* Reading a book about animals.

JIMMY: It must be a good book. *(He sits down and picks up another book and begins to read also.)*

JOHNNY: Hi, Jerry. Hi, Jimmy. What are you doing?

JERRY: *(Not looking up)* Reading this book. *(Close book)* Now I know all about animals.

JACK: Hi, guys. What are you doing?

JOHNNY: Jerry's been reading a book. He says he knows all about animals.

JACK: OK. Then tell me what animal can jump higher than the Empire State Building?

JERRY: *(Thinks)* I'll have to look it up. *(He looks in index of book.)*

JIMMY: *(Looking up from his book)* I don't think any animal can jump higher than the Empire State Building.

JOHNNY: *(To Jerry)* And I thought you knew all about animals.

JERRY: So did I. *(Looks sheepish)* OK, Jack, what animal can jump higher than the Empire State Building?

JACK: All of them! The Empire State Building can't jump!

--- ALL GROAN LOUDLY....

A TEXAS BULL  
GOES TO AFRICA

Divide audience into five groups and assign each group one of the sounds below. Each group responds to the proper word in the story with their sound. Give the groups a chance to practice their sounds before you begin reading the story.

BULL: Moo-ooo

AFRICA: Boom, Boom, Boom, Boom

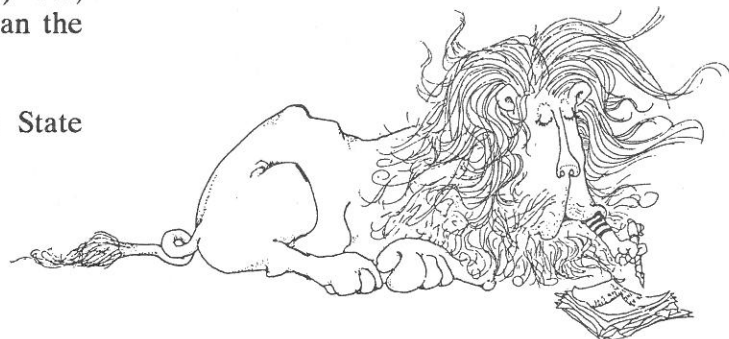
SHIP: Toot-toot

HUNTER: Bang, Bang

LION: Grr-rrrrr

Once upon a time there was a Texas bull (*Moo-ooo*). The bull (*Moo-ooo*) decided to take a trip to Africa (*Boom, Boom, Boom, Boom*). So the bull (*Moo-ooo*) boarded a ship (*Toot-toot*) bound for Africa (*Boom, Boom, Boom, Boom*). As the ship (*Toot-toot*) neared land, it made ready to dock in Africa (*Boom, Boom, Boom, Boom*). The bull (*Moo-ooo*) hurried down the gang-plank of the ship (*Toot-toot*) and went away into the jungle. The bull (*Moo-ooo*) met a hunter (*Bang, Bang*) who warned the bull (*Moo-ooo*) about a dangerous lion (*Grr-rrrr*) roaming the jungles of Africa (*Boom, Boom, Boom, Boom*). The bull (*Moo-ooo*) paid little attention to the hunter (*Bang, Bang*) and went merrily on his way.

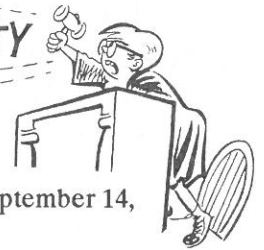
Just then the lion (*Grr-rrrr*) spotted the bull (*Moo-ooo*) and began to chase him. The hunter (*Bang, Bang*) was following the lion (*Grr-rrrr*) and as the bull (*Moo-ooo*) grew tired, the lion (*Grr-rrrr*) caught up with him and ate the bull (*Moo-ooo*). The lion (*Grr-rrrr*) climbed to the top of a hill and let out a roar of a lion (*Grr-rrrr*). The hunter (*Bang, Bang*) aimed, fired and shot the lion (*Grr-rrrr*). As the hunter--- boarded the ship--- on his way home from Africa (*Boom, Boom, Boom, Boom*), he looked back and said: "The moral of this story is, if you are full of bull (*Moo-ooo*), keep your mouth shut."







## SEPTEMBER - OUR TOWN, USA **GUILTY**



### DEN LEADERS DRAGNET

**NARRATOR:** The story you are about to hear is too often true. The names have been changed to protect the innocent.

*(Dagnet Tune)*

**BOY:** This is the city - beautiful, sunny, smog-free Denver, Colorado - where thousands of boys between the ages of 8 and 10 comb the streets in search of Den Leaders. My name is Sunday. I'm one of these boys. I'm *not* a Cub Scout. The reason for this dilemma, no Den Leaders.

It was Thursday, September 24. I was on day watch in my own neighborhood, same old story, looking for Den Leaders. I met many new faces, but always the same old story - **NO ONE HAD TIME.**

A nice-looking, well-dressed woman was coming down the street toward me. I judged her age to be about 35. She was swinging a new hatbox in her hand. Obviously, she had been shopping. I approached her. "Could I have your name, ma'am?"

**LADY:** Why yes, little boy, I'm Mrs. Marion Johnson.

**BOY:** And your age, lady? Could I have your age?

**LADY:** My age? My, but you're a tall little boy. You must be 4 1/2 feet tall!

**BOY:** That's about the size of me, ma'am. Now could I have your age?

**LADY:** Well, I'm in the neighborhood of 32, but what's this all about?

**BOY:** I want the facts, ma'am, just the facts. Are you now or have you ever been a Den Leader?

**LADY:** Me, a Den Leader! Heavens, no!!!

**BOY:** Do you have any boys, lady?

**LADY:** Why yes. In fact I have two boys. One 8 and one 10.

**BOY:** Where were you on Monday, September 14, between 4 and 5 pm?

**LADY:** Let's see now. Oh, yes, on Monday at that time I have my hair done.

**BOY:** And Tuesday, September 15, at the same hour, where were you then, ma'am?

**LADY:** Oh, I play bridge on Tuesday afternoon. I was at my bridge club.

**BOY:** And Wednesday, September 16, what do you do on Wednesdays between 4 and 5 pm?

**LADY:** Well, I'm taking a course in ancient history. We are studying the prehistoric boy.

**BOY:** The prehistoric boy, ma'am. I'm sorry that you find that more vital and interesting than the live ones who need you so badly. How about Thursday, ma'am, can you account for your time on Thursday?

**LADY:** Oh, I must go to the fashion show and tea at the country club on Thursday. You see, I am chairman of the potato chip committee.

**BOY:** What do you do on Friday?

**LADY:** Surely, you don't expect me to be a Den Leader on Friday? That's the only day I have to myself.

**BOY:** I'm sorry, lady, you'll have to come with me to Scout headquarters for further questioning.

*(Dagnet Tune)*

**NARRATOR:** The case of Marion Johnson was tried the next week. She was found guilty on all counts of evading Den Leadership, thus causing untold agony to many little boys. She was sentenced to 3 years of hard labor as a Den Leader or until such time as her boys both have reached 11 years of age.

*(Dagnet Tune)*

**PUSH BUTTON RADIO**

**SCENE:** *A person is willy-nilly pushing buttons (changing stations) on a push-button radio. He mixes up the following programs with hilarious effects: A talk on Cub Scouting, a prize fight, a soap opera, a political speech, and a commercial on cornflakes.*

**DIRECTIONS:** *Pick one "character" for each part. Rehearse at least twice. First and last part of each line are the most important. Don't leave any dead space between lines. Do not stop on your laughs. And, don't laugh yourself!*

**CUB SCOUT:** Good evening, friends! Tonight, I am going to tell you about Cub Scouting. Cub Scouting is a home- and neighborhood-centered program for Cub Scouts, their leaders, their mothers, their father, and...

**POLITICAL:** *(passionately)*...scoundrels in high places! I say to you, we must send to Congress men of character and worth, men of sterling integrity, men who will stand up to temptation and say...

**SOAP OPERA:** *(with feeling)*...take me in your arms, darling! Yes, my sweet, come close, closer still, and put your strong arms around me and then...

**FIGHT:** *(hard staccato)*...a hard looping right to the breadbasket! Wow, whatta scrap this is, folks! Murphy flicks a left to the jaw, a right to the head, a left, a right, another right, and the Butcher goes down, he drops straight back on his...

**COMMERCIAL:** *(loud and brassy)*...large, economy-sized package. Yes, friends, ask your grocer today for this big, family-sized box of Chlorophyll's, you'll say...

**POLITICAL:** ...in the name of Heaven, how can they do it? How can these men, these elected servants of the people, put politics before principle in such a brazen and outrageous effort to advance their own selfish cause? There is only one thing, only one thing I say, that will put a halt to their cynical tyranny. I mean none other than...

**CUB SCOUT:** ... a group of overworked Den Leaders. The answer to this, of course, is to select assistant Den Leaders who can help out where needed. Of course, when you ask a woman to be a Den Leader, don't apologize. Just walk right up to her and say...

**SOAP OPERA:** ... take your hands off me, you fool! Don't you dare come near me! I cannot stand you, you hear? I hate you, I HATE you...

**CUB SCOUT:** ...in this way, of course, she is much more likely to say "yes." And, when she does agree to take a den, there is only one thing to watch out for...

**FIGHT:** ...another hard looping right to the breadbasket! Now the Butcher is boring in, and Murphy's looking bad, very bad; his nose is bleeding again, and his left eye's swelling fast. In fact, I'd hate to tell you what he reminds me of...

**COMMERCIAL:** ...soggy bowl of leftover cornflakes. So accept no substitutes! Always choose Chlorophyll's cornflakes for the crumminess you love to crunch. Start your day with a big brimful bowl of Chlorophyll's,

swimming in heavy cream and covered with strawberries, sugar, and a large helping of...

**POLITICAL:** ...crooked politicians! Yes, my friends, I repeat to you again and again that dishonesty in Government, whether local, State, or National, is a shame and a disgrace to our fair land; and, there is only one thing we can do about it, only one thing that will save our proud and mighty nation...

**CUB SCOUT:** ...four full dens in every pack! More boys in your pack mean more boys to enjoy the fun and benefits of Cub Scouting, as well as more parents to share in their leadership. With a full pack, a Cubmaster can look his Den Leaders in the face and say...

**SOAP OPERA:** ...I think I'm going crazy! I can't stand it any longer, do you hear? If you bring that person into this house once more, do you know what you'll get?...

**FIGHT:** ...another hard looping right to the breadbasket! Boy, whatta sock that Murphy's got! The Butcher's boring in now, they exchange rights and lefts; now the Butcher lands a beauty on Murphy's button, and **WOW, LOOK AT THAT!!!!**...

**COMMERCIAL:** ...another bowl of soggy, leftover cornflakes. But they'll *never* be soggy and they'll *never* be leftover if they're Chlorophyll's. Chances are he'll smile a great big smile at you and say...

**POLITICAL:** ...poison! Yes, political dishonesty, as practiced by my opponent, is a poison; a poison to the community, the State, the Nation itself. There is only one thing left for a man who steals from the taxpayers...

**CUB SCOUT:** ...he should work out rather well as the pack treasurer. The treasurer is an important man in your pack. So, when he does a good job, be sure to compliment him for it. For example, you might say to him...

**SOAP OPERA:** ...kiss me, you fool! There is only one thing I ever expected from you...

**FIGHT:** ...a hard looping right to the breadbasket! And I can see what's coming now...

**COMMERCIAL:** ...another bowl of soggy, leftover cornflakes. So, remember, always use Chlorophyll's cornflakes...

**POLITICAL:** ...I say they're poison, and I mean poison! The only solution to political dishonesty is...

**CUB SCOUT:** ...more and better Cub Scouting everywhere!





## OCTOBER - FIRE DETECTIVES

### FIRE DETECTIVES

*SCENE: Bedroom scattered with 5 boys and lots of clutter.*

MOM: I peeked into my son's bedroom a few weeks ago and found him and four of his friends on the floor with a pencil and notebook. This is what happened....

SON: Mom, what are you going to do to help us with this fire prevention project?

MOM: Gee, I don't know.... Maybe the same thing I did the day the first astronauts landed on the moon... I took a bath.

SON: I'm serious... do you know what is the greatest fire hazard?

MOM: This bedroom!

JIMMY: People! They're careless! We have to list ways we can help.

MOM: Where do you keep your bed?

SON: In the middle of the floor. It isn't made because I'm airing it.

MOM: You've been airing it for three years. Why have you been sleeping with 48 copies of Boys Life, a Dixie cup, a hubcap, and 18 mismatched socks?

DAVID: Fire prevention is a personal thing. It has to start with one person at a time.

MOM: Why are my eyes watering?

SON: It's the aquarium. The catfish just isn't doing his job.

MOM: Other than the Persian Gulf, this is possibly the only body of water that could catch fire...

MIKE: Carelessness! I think that's what it is all about. If you could just make people aware of how careless they are when it comes to fire.

MOM: Are you saving these oil cans for anything?

FRED: There's a garter snake in one of them. Now where were we? Oh, yes, how about if we make up a lot of posters about fire prevention?

MOM: Wonderful... Did you know you have gym shoes under your bed that have rusted? A three year's supply of crumpled tissue in your sock drawer? A piece of green bread under your pillow? A cat under your clothes in that chair? A nest in your toothbrush and a towel on the floor of your closet that just spoke to me?

SON: Mom, (sighs) if you aren't going to help us with this project then quit mumbling.

MOM: I wonder how many years they'd give me for burning down this room?



ALL'S WELL THAT HAUNTS WELL

**CHARACTERS:** (Name cards hung around necks) Three boys dressed as witches named SCARY ELLEN, ELIZABAT, and HAGRET ROSE; a Fire; and a Narrator.

**SETTING:** Witches' cottage in Haunted forest. (Long table, center; rocking chair, left; and a washtub on floor in front of table.)

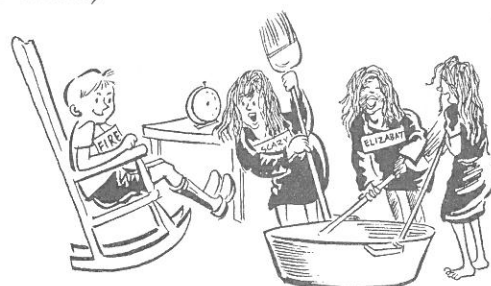
**PROPS:** Broom; stick to stir tub; clock; magazine with SEANCE FICTION pasted on front; strip of crepe paper with EVENING crayoned on it; calendar; fake hand (or 8 to 10 playing cards); basket containing boxes and bottles marked as follows -- Instant Headaches, Brown-and-Serve Bats, Minute Mice, Quick Frozen Toad Stools, 1 Gal. Lake Eerie Water

**DIRECTIONS:** Narrator reads the script, others pantomime according to direction. As curtain opens FIRE is rocking in rocking chair, witches are stirring tub.

**NARRATOR:** There once were three witches who lived in Haunted Forest. Their names were Scary Ellen, Elizabat, and Hagret Rose (witches curtsy as names are read). Every year on Halloween, these witches sprayed their forest with a magic potion which took 6 weeks to make, and was absolutely guaranteed to haunt-up the place for a full year (witches continue to stir). This magic potion contained such delicacies as pickled cat's feet on mice and apple cry with whipped scream on top. One Halloween, when it was almost dark, the three witches started their annual spraying job... (witches lift tub, ELIZABAT stumbles, tub spills on FIRE) ...when ELIZABAT tripped over a black cat and spilled the magic potion on FIRE. (FIRE stops rocking, stands, puts hands on hips, sighs, exits.) FIRE went out. "Now you've done it," said the other two witches (SCARY ELLEN and HAGRET ROSE shake fists at ELIZABAT). "If we don't haunt this forest tonight, all of our fiends will desert us." "Oh dear," croaked ELIZABAT, "I'll fly in to the stupor market at the magic city shocking center, and pick up more supplies; meanwhile, you two get the fire started again. (ELIZABAT exits, SCARY ELLEN and HAGRET ROSE pull FIRE back onstage with

much effort, sit him in rocking chair, push chair several times to start it rocking, after a while it does.) With a lot of gentle coaxing, SCARY ELLEN and HAGRET ROSE finally got the fire going, then they settled back to wait for ELIZABAT. (SCARY ELLEN and HAGRET ROSE stand behind table and pass clock back and forth in slow motion.) Time passed slowly. They read their favorite magazine SEANCE FICTION. (They hold up magazine and read.) The evening grew longer... SCARY ELLEN holds up crepe paper "Evening" and stretches it.) HAGRET ROSE began to feel a little weak. (HAGRET ROSE holds up calendar and runs fingers back and forth over a short week.) They almost decided never to spook to their sister again, when who should float right through the door... but ELIZABAT. (ELIZABAT enters with a basket of groceries and places them on table.) "What took you so long?" they said. "I ran into an old boy-fiend," ELIZABAT replied. "Did he kiss you?" (Giggle, giggle...) "No," answered ELIZABAT, "but he gave me his hand" (ELIZABAT pulls dummy hand out of basket, holds it up, throws it in tub). ELIZABAT'S snooping basket was full of goodies, and she laid them on the table one by one. (ELIZABAT holds up each article for audience to read before placing it on table.) Instant Headaches... Brown-and-Serve Bats... Minute Mice... Quick Frozen Toad Stools... and 1 Gallon Lake Eerie Water. The witches took turns adding the ingredients and stirring the kettle. (They pick up items and turn circles before adding ingredient to tub.) When the magic potion was finished, they went out to spray the forest... (Witches pick up tub and exit slowly.)

Being left unattended, FIRE blew itself out. (FIRE picks up name card and blows on it as he exits...)





## NOVEMBER - TURKEY DAY

### THE FIRST THANKSGIVING



#### CHARACTERS:

*Pilgrim, Wife, Indian, Turkey*

#### SCENE 1:

WIFE: (crying) I don't know what I'm going to do! You've invited 150 people for dinner on Thanksgiving! I don't have enough dishes. I don't know what to serve. I have nothing to wear. I just don't know what I'm going to do!

PILGRIM: There, there dear... I'm sorry. It was just one of those things. I asked a few people and, before I knew it, word got around and everyone wanted to come. Even the Indians asked if they could come. I didn't know what to say!

WIFE: You could have said "NO!" 150 people!!! What am I to do?

TURKEY: (*enters, gobbling*) Sure, you've invited 150 PEOPLE - but not one TURKEY!

WIFE: I'm very sorry, but there are just too many people coming!

TURKEY: Gobble, gobble, Hmmph! Okay. If that's how you feel! You'll be sorry. We turkeys will have our own Thanksgiving dinner! (*turkey exits as Indian enters*)

INDIAN: Say, I want to thank you for inviting all the Indians on Thanksgiving! (*Wife begins crying again...*) What's the matter? Did I say something wrong?

PILGRIM: Oh, no... She's just a little upset about the dinner. There are 150 people coming and she doesn't know how to handle it.

INDIAN: Tell her not to worry about a thing. Just leave everything to the old "Indian Chef" here! I'll help you fix a dinner that's finger lickin' good!

PILGRIM: You will? But how?

INDIAN: (*Holds up hand in Indian salute*) How!... It's easy! I'm the owner of Plymouth Rock Catering.

WIFE: Plymouth Rock Catering? I've never heard of them.

INDIAN: Oh, sure you've heard of us... We served the food at a big bash the Indians had for Columbus.

PILGRIM: That's great! Maybe you can come up with a Thanksgiving feast for us!

INDIAN: I'm sure we can. Now, that's settled - a southern fried chicken dinner for 150 people on Thursday, right?

PILGRIM: Right. We can't thank you enough. We'll see you then.

INDIAN: Okay. An don't worry about a thing. Goodbye.

(*continued...*)



**SCENE 2:**

*The day of the dinner. The Pilgrims and Indian enter.*

INDIAN: Well, everything's all set. I'm surprised nobody's here yet.

WIFE: I am too. Here it is time for the dinner, and not one person is here. I wonder where they could be!

PILGRIM: I really don't understand it. I'm sure I told everyone the right day - Thanksgiving, the last Thursday in November. How could they be confused?

INDIAN: Here comes Tom Turkey... Maybe he can help us.

TURKEY: Gobble, gobble. Well folks, how's the dinner coming along without us?

PILGRIM: Not too well, nobody's here. Have you seen anyone?

TURKEY: I sure have. I've seen everybody.

INDIAN: You have? Where?

TURKEY: Over at my place, of course. they're having dinner.

WIFE: Dinner? But they were invited here!

TURKEY: Well, I invited them too. And they remembered something you should never, never forget.

PILGRIM: What's that, pray tell?

TURKEY: THANKSGIVING IS NOT THANKSGIVING IF YOU DON'T HAVE DINNER WITH A TURKEY!!!



DECEMBER - TO HELP OTHER PEOPLETHE BROKEN TOYSCAST:

1 Rich Boy            1 Broken Clown  
 2 Poor Boys        1 Broken Bear  
 1 Elf                2 Monsters

(Two Monsters enter)

Monster #1 Wake up, Rich Boy! (Shakes him)

SET:

2 Rooms -1 Rich with fireplace, big tree.  
 1 Poor with broken window,  
 bent stick tree.

Monster #2 You're just our kind!

Rich Boy: AAAAGGGGGG!!! What do you want????

Rich Boy: Boy, am I glad Christmas is here at last! All my toys are broken and I need some new ones!

Monster #1 We want YOU!

Monster #2 Yeah! You're mean and selfish!! You'll make a good monster like us!

☆☆☆☆☆☆☆☆

Poor Boy #1: (sad) It's Christmas Eve. I hope Santa can find some toys for us. And maybe a better tree...

(Enter Elf with bag)

Elf: STOP!!!

Poor Boy #2: Wait, don't you understand? Christmas is for giving and being together!

Rich Boy: (To audience) Doesn't anybody ever knock?

Poor Boy #1: (puts arms around Boy #2) You're right! We may not have much, but we do have each other. Goodnight!

Monster #1: What do you want, Elf?

Elf: Santa sent me...

Poor Boy #2: Goodnight! (They both sit down and sleep.)

Monsters (Together) SANTA!!!! HELP!!!! (They run out.)

☆☆☆☆☆☆☆☆

Rich Boy: Where are my presents! Everything here is busted! (goes to clown) Silly old thing broke it's arms! (flops arms, goes to bear) Stupid bear, it's kid stuff, and it has no stuffing! (Pretends to punch it's stomach) Nothing here works! Christmas is for getting and eating, so GIMME, GIMME, GIMME, Santa!!! O, phooey, I'm going to bed. (Sits down and sleeps.)

Rich Boy: Thank You, Elf!!!! What can I do to thank you?!!!!??

Elf: Funny you should ask... Santa has run short of toys and wants you to help...

Rich Boy: But what can I do?

Elf: Give me your toys!



(continued...)

Rich Boy: My toys??? There all broken, but you can have them if you want...

Elf: Maybe I can fix them with my magic elf bag and tools.

Rich Boy: I'll help you! Let's get to work!

*(They fix toys. When each is fixed, they get up and start to dance.)*

Rich Boy: Wow!! That's real magic!!! Now what do we do with them?

Elf: I'll show you... Come on, toys!!! *(All start to leave.)*

Rich Boy: *(Stops)* Wait! I forgot the tree! *(Picks up the tree and all sneak into poor boys' house and set up tree and toys.)*

☆☆☆☆☆☆☆☆

Elf: Wake Up!! Wake Up!! Christmas is here!!!

Poor Boys: *(Wake up surprised and happy.)*

All: Hooray!! Hooray!! *(all join hands and dance around - meanwhile monsters sneak up on them...)*

Rich Boy: Oh, No!! It's the MONSTERS!!!

Poor Boy #1: Come on in! It's Christmas!!!

*(Monsters enter, all dance together...)*

Elf: NOW you all see what Christmas really means, *(pause)* LOVE!!!

All: *(To audience)* MERRY CHRISTMAS!!! *(All bow.)*

## MERRY CHRISTMAS SCRAMBLE

### CHARACTERS:

*2 Dens can participate. Combine for skit and song.*

### PROPS:

*Boxes made into alphabet blocks OR posterboard letters spelling out "Merry Christmas" (3-R's, 2-S's, 2-M's and 1 each E,Y,C,H,I,T,A. Letters should be at least 9"x 12")*

Boys enter stage carrying letters. All the letters are scrambled so that they make no sense at all. Boys all look puzzled.

Den Chief enters, looks at boys, scratches his head. He begins to rearrange the letters (moving the boys all around). He makes several errors. All the time the boys are looking around trying to figure out the message.

Den Chief finally gives up, just can't figure it out.

Boys make a huddle and discuss the situation.

Finally one boy goes over and taps the Den Chief on the shoulder and whispers something in his ear. The Den Chief then proceeds to properly arrange the letters to spell "Merry Christmas."

When all the letters are in place, the den leads the audience in singing "We Wish You A Merry Christmas."





RUN-ONS

Runs-ons are spontaneous skits done without introduction or audience knowledge. They are done just to liven-up a meeting.

*(Try these spread out throughout your pack meeting... by the end everyone will answer with you!):*

- #1: It's been here! Oh, no! It's been here!  
#2: What? What's been here?  
#1: Yesterday...
- #1: It's here! On, no! It's here!  
#2: What? What's here!  
#1: Today...
- #1: It's coming! Oh, no! It's coming!  
#2: What? What's coming?  
#1: Tomorrow...
- #1: *(enters carrying a large board...)*  
#2: What are you doing?  
#1: I'm bored...
- #1: *(enters swinging a wire coat hanger round and round...)*  
#2: What are you doing?  
#1: Just hangin' around...
- #1: *(enters carrying a long stick...)*  
#2: What are you doing?  
#1: Just stickin' around...
- #1: *(enters pulling a rope...)*  
#2: Why are you pulling that rope?  
#1: Ever tried to push one?
- 2 boys enter dragging a 3rd boy...  
3rd boy: "What a drag..."
- #1: (Points to the sky) Is that the sun or the moon up there?  
#2: I don't know, I'm a stranger here too.
- #1: (singing) Soap... Soap... Soap!  
#2: What are you doing?  
#1: Oh, just singing a few bars!
- #1: (picks up ringing telephone) You don't say... you don't say... you don't say...  
#2: Who was that?  
#1: I don't know. He didn't say...
- #1: I've been seeing spots before my eyes.  
#2: Have you seen a doctor?  
#1: No, just spots.
- #1: My feet are killing me...  
#2: Well, no wonder... You're shoes are on the wrong feet!  
#1: No, they're not! They're the only feet I've got!
- #1: Why are you scratching?  
#2: Cause I'm the only one that knows where it itches!
- #1: *(enters carrying a large leaf)*  
#2: What are you doing?  
#1: I'm turning over a new leaf...
- #1: *(Comes on stage with a blanket or a towel. Puts it down on the ground, picks it up and puts it down again in another place, picks it up, puts it down somewhere else, etc.)*  
#2: What on earth are you doing?  
#1: I'm just covering ground...
- #1: *(Enters holding a loaf of bread)*  
#2: What are you doing?  
#1: Just loafin' around...
- #1: *(Enters with a large cardboard clock and a toy gun or a stick. Lays clock down and shoots it or hits it with stick)*  
#2: Hey! What do you think you're doing?  
#1: Just killing time....
- #1: *(Enters with cardboard clock, throws it into the air or to #2, back and forth)*  
#2: Why are you doing this?  
#1: I'm just watching time fly...
- #1: *(Enters, gets down on knees and starts hunting for something)*  
#2: What in the world are you looking for?  
#1: Marbles.  
#2: There's no marbles here.  
#1: Well, somebody told me I lost mine, so I thought I'd look for them around here, but I should have known I wouldn't find any marbles around you!

**KNOCK KNOCK JOKES**

\*Knock, knock.

\* Who's there?

Analyze.

\* Analyze who?

My analyze over the ocean, my analyze over the sea...

\*\* Anatomy \*

Oh, bring back my anatomy.

\*\* Adolf \*

Adolf ball hit me in the mowf.

\*\* Alda \*

Alda time you knew who it was.

\*\* Archie \*

You catching cold?

\*\* Bolivia \*

Bolivia me, I know what I'ma talking about.

\*\* Cook \*

Cuckoo yourself. I didn't come here to be insulted.

\*\* Cash \*

I knew you were some kind of nut.

\*\* Manuel \*

Manuel be sorry if you don't open this door.

\*\* Chesterfield \*

Chesterfield my leg so I slapped him.

\*\* Nadya \*

Nadya head if you understand what I'm saying.

\*\* Noah \*

Noahbody know the trouble I've seen.

\*\* Norma Lee \*

Norma Lee I don't go knocking on doors, but I have this wonderful set of encyclopedias.

\*\* Deanna \*

Deanna-mals are restless - open de cage.

\*\* Tom Sawyer \*

Tom Sawyer underwear.

\*\* Cadillac \*

A cadillac crazy if you pull his tail.

Knock.

Who's there?

Opera.

Opera who?

Opera-tunity. Don't you know that opportunity never knocks twice?

**LAUGH-IN SKITS**

#1 I'm nobody's fool!

#2 Maybe someone will adopt you...

#1 Have you heard about my uncle who broke his arm raking leaves?

#2 How'd he do that?

#1 He fell out of a tree.

#1 Everytime I'm down in the dumps, I get a new hat.

#2 I wondered where you got your hats.

#1 While Abdul was at Camp Norse last summer, he decided to put up a clothes line. His line was only 10 ft. long and the nearest tree to his cabin was 20 ft. away.

#2 What did Abdul do?

#1 He moved the cabin.

#1 What's black and dangerous and lives in a tree?

#2 I don't know, what's black and dangerous and lives in a tree?

#1 A crow with a machine gun.

#1 My mother has the worst memory of anyone I know.

#2 Forgets everything, huh?

#1 No, remembers everything.

Cub Scout rides tricycle across stage. Half way across, he falls over. Ambulance enters with two Cubs as stretcher bearers, who run over and pick up the tricycle very carefully, put it on the stretcher, leaving the driver laying on the stage. They put the tricycle in the ambulance and drive off stage with the driver running after them...





# CEREMONIES & STUFF

# CEREMONIES & STUFF

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## CEREMONIES

We take ceremonies in our lives for granted...graduation from high school or college, weddings, joining a church, the christening of children...all of these were probably recognized by some type of ceremony. And even the end of our lives will undoubtedly be marked by funeral ceremonies.

So it is in Scouting...the highlights are marked by ceremonies. Joining the Pack, receiving badges, graduation from Cub Scouting to Boy Scouting, the opening or closing of these important events...all of these may be remembered through special ceremonies.

The length of time a boy can concentrate on any one idea is often called his attention span. In Cub Scout age boys...this span is short...so keep your ceremonies short and simple. Include boy-parent-audience participation. Use easy-to-remember lines. Keep props and equipment simple. A part need not always be recited word for word...just get the general idea of what is to be said clearly in the mind of each person so that everything will run smoothly.

A ceremony should have dignity to show parents that Cub Scouting is serious about its principles and objectives. It should be impressive enough to capture the Cub Scout's imagination. Remember that a Cub Scout lives mostly in an imaginary world. Building ceremonies around his interest increases his desire for greater achievements and knowledge.

The ceremony should be planned so as to be easily observed and understood by all present. Don't use complicated stage play, introductions or long speeches. Nothing happens in a ceremony unless you make it happen. The script should be in large type, double spaced and placed where the leader can glance at it quickly and easily during the ceremony. Because he will coordinate everyone's action, he should be familiar with the ceremony so that he can give a cue.

Planning is the key to meaningful ceremonies. Ceremonies in Cub Scouting don't just happen. They require effort in planning and execution. Ceremonies can be short and to the point, and still be impressive through the use of props and equipment and costuming. They are important to the boys...so they should be important to all of us.



### Why Do We Have Ceremonies?

- \* To establish a regular plan to present awards promptly, as soon as possible after they are earned.
- \* To encourage parent involvement by permitting parents to present badges to their sons.
- \* To provide high points in the advancement plan.
- \* To focus attention on the accomplishments of boys, leaders, and parents for achievement, recruiting, service projects and special activities.
- \* To mark the beginning and end of den and pack meetings.
- \* To honor leaders.
- \* To help develop the monthly theme.

One of the most important reasons for ceremonies is to provide meaningful and memorable highlights in a Boy's Cub Scouting experience. Many men can remember the day they received their Wolf badge or Arrow of Light award.

*Never underestimate the power of a simple, but impressive ceremony.*

**INGREDIENTS:**

When an event arrives that no ready-made ceremony will satisfy, build your own. The following are some of the things to be used in building a ceremony.

**ACTION:** Use as many people as possible. Have them move about the "stage" area.

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

**COORDINATION:** Plan ahead and practice it a few times. If there is to be audience participation, tell them in advance what is expected of them.

**DELEGATION:** Rely on your assistants and others; don't try to do it all yourself.

**DIGNITY:** Allow no horseplay or action that will interfere with the ceremony.

**IMAGINATION:** Use showmanship and materials easily found. Change the words of ready-made ceremonies to fit the theme. If the Cubmaster feels uncomfortable with a touch of drama...invite one of the parents to help. Recycle some would-be junk items for props. Set the stage. Use lighting, make an announcement, use music, don't spring it on the audience cold.

**PARTICIPATION:** Get involvement from the parents with their child. Use Den Chiefs and Den Leaders to work with the Boys. Ask community people to help...a doctor, a policeman, an engineer. Get as many people as appropriate to participate in the ceremony.

**SIMPLICITY:** KISMIF.....Keep it simple, make it Fun.

**VARIETY:** Don't use the same ceremony too often in a pack or den meeting. No matter how well it is received the first time, it may be a bore the second time.

**SYMBOLISM:** The proper use of props can provide symbols of deeper meanings and values. A lighted candle can represent the ideal, an individual, etc. A paper chain can represent unity, strength, togetherness.

**PROPER SETTING:** Always face the audience. If possible, elevate the center of action so everyone can see what is happening. Make sure everyone can HEAR!

**PROPS:**

A few attractive props help set the scene for an impressive ceremony. A little "SHOWMANSHIP" along this line shows the boys and their parents that the Pack really cares. Many props can be made from scrap materials. They need not be expensive to be impressive.

**TABLECLOTH:** A Blue and Gold tablecloth will add color to your head table which holds badges to be awarded and ceremonial candle decorations, Webelos-Arrow of Light boards.... make the cloth from yellow or blue fabric, then trim in the contrasting color.

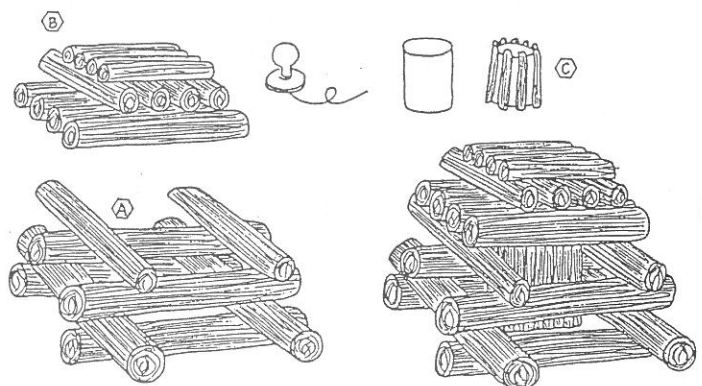
**ELECTRIC CANDLES:** Use old Christmas lights, run through cardboard tubes which have been covered with blue or gold foil gift wrap.

**CAMPFIRE:** A log cabin or tepee type fire can be made and nailed to a plywood base for ease of moving. Line the center part with yellow or red cellophane. Use a small string of blinking lights underneath to make a "Fire".

**BRIDGE:** Build this from scrap lumber, using dowels for poles and white rope to string along the top. Graduating Webelos Scouts look forward to crossing the bridge into Boy Scouting.

**ARROW OF LIGHT:** Can be made from scrap plywood, painted yellow and mounted on a plywood base. Holes can be drilled to hold candles.

**COSTUMES:** Sometimes the Cubmaster or advancement chairman will want to wear a costume fitting the monthly theme...such as Santa Claus, Indian, Astronaut, Ghost...discussions concerning these ceremonies at the monthly leaders meeting may bring about suggestions for costumes...where to borrow, how to make, what to be.



PACK CEREMONIES

OPENING: The opening ceremony can make or break the entire Pack meeting. If it is dull and lifeless, the meeting could be in trouble. The opening ceremony definitely "sets the stage". Always include the Pledge of Allegiance or a patriotic song.

ADVANCEMENT: The main goal of Cub Scouting is growth and advancement in a positive direction. Advancement ceremonies are important in creating an incentive to progress. It is so simple to pull a badge out of a boiling witch's cauldron or a pirate's chest...and it means much more to a boy than just receiving it with a handshake. The monthly themes lend themselves to some exciting opportunities for advancement ceremonies.

RECOGNITION: Installation of leaders, recognition of leaders, recognition of den chiefs, recognition or thank-you to boys, leaders, or parents for special services or activities. Adults as well as boys appreciate recognition.

INDUCTION: Bobcat (new family) induction. Webelos Den induction, leaders, etc.

GRADUATION: One of the most important ceremonies of the pack. Make it impressive so it will be an incentive for younger boys and a real "send-off" for Webelos Scouts moving into a Troop.

CHARTER RENEWAL: An impressive charter presentation ceremony strengthens relationships between the Pack and the Chartered Organization.

CLOSING: A sometimes overlooked, but very important part of the Pack meeting. The last few moments are often the longest remembered. An effective way to cause boys and adults to leave with a positive attitude and motivated to do a good job is to precede the closing ceremony with an inspirational Cubmaster's minute...a few words to inspire enthusiasm and dedication.

DEN CEREMONIES

SPECIAL RECOGNITIONS: Boys love to be recognized. Use birthdays, the welcoming of a new den member, the transfer of a Cub Scout to a Webelos den, special events the Boys are participating in outside the Cub den like school or church.

DEN DOODLES: Use a den doodle as an incentive for advancement within the den. Let the boys help construct the doodle. Have a special time at the den meeting that the boys can hang their special signs of achievement.

IMMEDIATE RECOGNITION: This is a motivational device used to encourage each boy to complete the rank for his age. Use a brief ceremony related to the theme or to the den activity for the day.

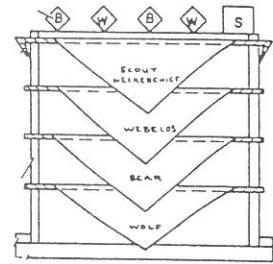
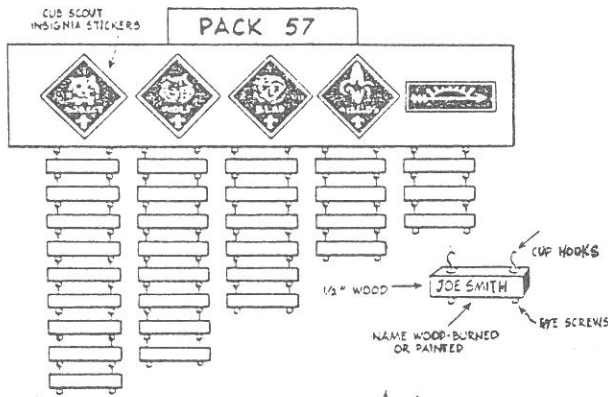
OPENINGS: Den meeting opening ceremonies, as a general rule, are used to give the boys a chance to work off steam and to signal the beginning of the meeting. It introduces the program and sets the tone of the meeting. It can add dignity and importance. Like most other ceremonies, it should help the Cub Scout remember and understand the purposes and ideals of Cub Scouting.

CLOSINGS: Den meeting closing ceremonies set the tone of the meeting that is carried home with the boys. If the closing is a simple "Bye" the boy has no ending to the meeting. Instead, try: "May the Spirit of Scouting and the Light of Akela be with you and me until our paths cross again. Or a Circle Handshake: boys form a circle and give the Cub Scout Handshake, completely around the circle, ending when it has reached the boy who started it. As each boy receives the handshake, he makes a wish, silently, and pledges to do his Best.

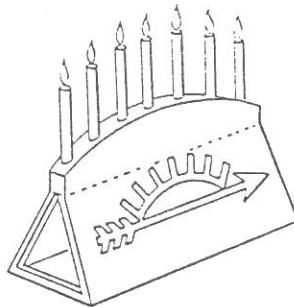
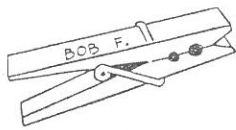
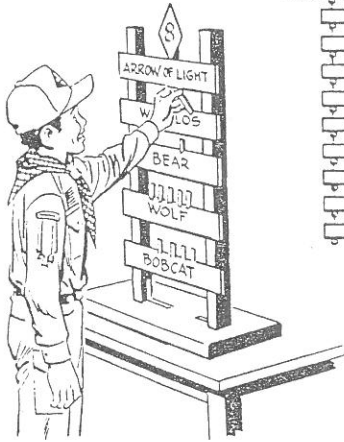
Books, props, atmosphere...these are all important, but don't forget your number one resource... PEOPLE. Draw on the imaginations of Pack Leaders, Parents and Cub Scouts (Listen to what they are talking about...current movies, books, events...think like an 7, 8, 9 or 10 year old boy.)

*YOUR ONLY LIMITATION IS  
YOUR OWN IMAGINATION.*

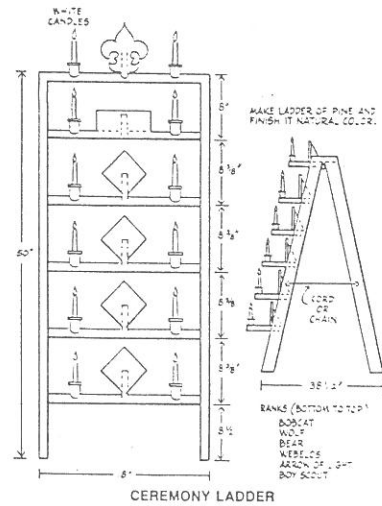
### PACK ADVANCEMENT BOARDS



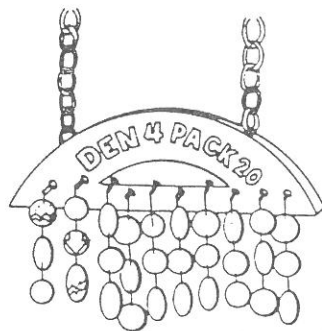
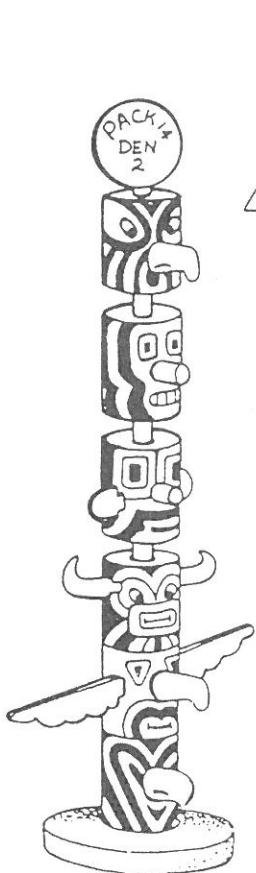
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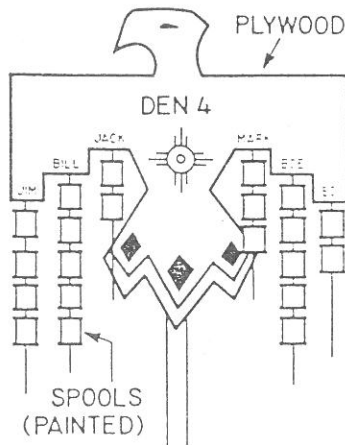
### DEN DOODLES



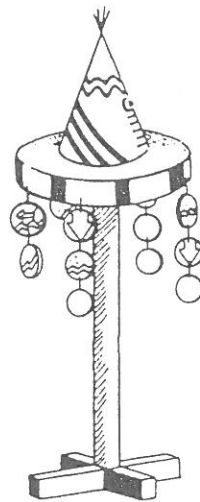
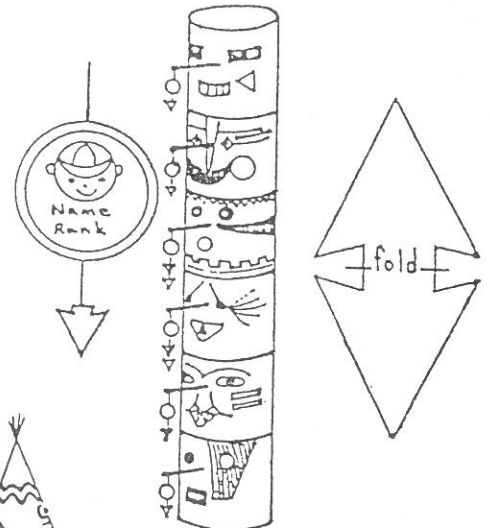
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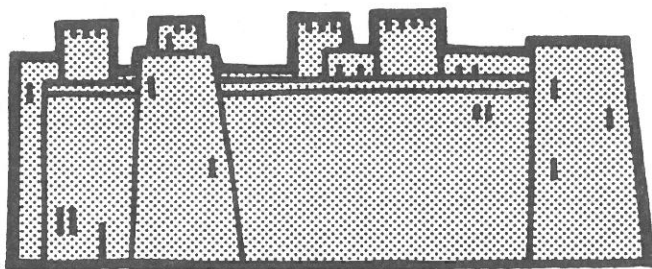
Den doodles can be hung from the ceiling.



SPOOLS (PAINTED)





**JANUARY - KNIGHTS OF THE ROUNDTABLE**

Make a Banner out of paper, cardboard or cloth, to display at the Pack Meeting. Display it in back of a Captain's Chair, where the Cubmaster will sit. Form the room arrangement in a circle. If you want to use candles for advancement, place them on a table behind the captain's chair. Have the Cubmaster wear a crown.

**OPENING**

*(Cubmaster takes his seat)*

"I am pleased to see my faithful knights in attendance this month. Before we begin, let's pay honor to our father land. *(Flag ceremony)*).

**ADVANCEMENT**

*(Turn Banner over to display awards. The Cubs to be honored are called up and asked to kneel on one knee, with parents standing behind. Cubmaster uses play sword.)*

"In recognition of your hard labor, and faithfulness to your fellow knights, Sir - \_\_\_\_\_ we present you with this token of our appreciation."

*(Give award to parents, who then pin it to the Cubs uniform.)*

**CLOSING**

*(Have audience stand.)* "We as Knights of the Roundtable must pledge to go forth and do right." *(Say either Promise or Law)*

## KING ARTHUR RECOGNITION AWARDS

Advancement in rank and other awards should be recognized at pack meetings, but there are many other occasions not mentioned in the handbook when Cub Scouts, leaders or others involved in your program should be bragged upon in public. Using King Arthur's magic sword Excalibur is one colorful way.

You can go all-out in costumes and scenery if you wish, but the uniformed Cubmaster can just use the fancy sword and an array of colorful badges cut from construction paper and hung from gold strands of yarn.

In preparing ahead of time, the badges, done with magic markers, can read like anything from "Bobcat" and "Queen Betty" to "Sir Boss" for a contest winner. Make as many awards as you want to, but be sure to string a few extras blank, and bring your marker for a hurry-up job for some honoree you overlooked earlier.

Call the honoree forward. Read out or recite his citation. Have the kids kneel, touch them on each shoulder in turn with Excaliber, and have an assistant hang the award around his neck. In the case of rank advancements, or where there is an award to be made, do that properly and ALSO make the King Arthur presentation. In the case of awards to adults, go easy on the kneeling bit.

The Sword in the Stone is an ingenious device that holds the attention of everyone before and during the meeting. With supervision from an adult or older den chief, let the boys stand on the platform and try to pull the sword from the stone. If the back of the "stone" is against a wall, and the pin is in place, of course nobody

will succeed. Make sure the contestant stands squarely on the platform and pulls on the sword steadily, not yanking or twisting.

During the real contest at the pack meeting, put the apparatus on the edge of the stage, with the back portion concealed by the stage curtain. Put an adult or den chief out of sight, and when your (pre-chosen) champ comes on, secretly pull the pin, and the new Sir Boss draws out the sword easily. The pin can be reinserted to prove to doubters that he is really a winner.



## FEBRUARY - SCOUTING AROUND THE WORLD

### OPENING

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

Cub Scouting is a boy. He is somewhere between 7 and 11 years of age. He is just an average boy - energetic, inquisitive, noisy and eager to explore the world around him.

Cub Scouting is parents - who love this boy and care about him. They want him to grow up to be a well-rounded individual who can live and work in an atmosphere of harmony and cooperation.

Cub Scouting is a den leader - who opens her home and her heart to this boy and several others just like him so they may learn to do things in a group rather than individually and learn to share with others.

Cub Scouting is a den chief - a Boy Scout who works into his busy schedule a time for the younger boys so he may encourage them to stay on the Scouting trail for many years.

Cub Scouting is a Cubmaster - who gives of his/her spare time, and sometimes much more, to provide a program that will bring Cub Scouting to this boy.

Cub Scouting is a committee - made up of interested parents who back up the Cubmaster and who serve willingly to carry out the pack goals.

Cub Scouting is a national organization - a little brother program to the Boy Scouts of America for 7,8,9, and 10 year old boys.

Cub Scouting is fun for the boy, his parents and his leaders.

Cub Scouting is fellowship with the boy in your class at school, your neighbor, and other people you might never meet except through Scouting.

Cub Scouting is citizenship - teaching the young boy respect for God and Country. He learns his moral obligations to himself and his fellow men.

Cub Scouting is a challenge - for all who become involved - to live up to high ideals; to learn to compromise and work out differences; to use your own creativity.

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

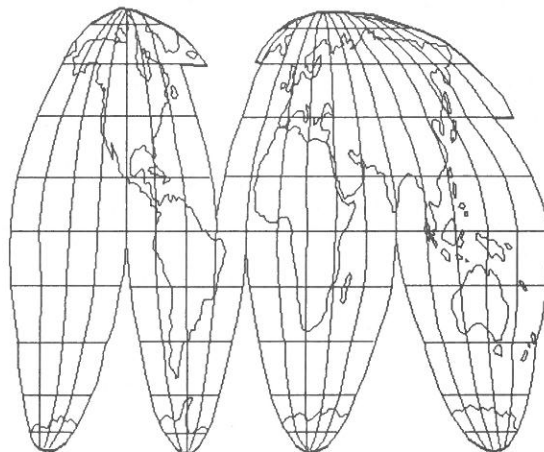
**CUBMASTER** - Let's all rise and repeat the Cub Scout Oath.

### CLOSINGS

Did you know that millions of boys and men have been part of the Boy Scout movement since its beginning in 1910? Many of you dads were Scouts and today your sons are Cub Scouts. What a vast force to be crusading each day, at work or play for those things America holds dear! As we light the candles on our birthday cake, over all is the Spirit of Scouting and below this, three candles representing Boy Scouting, Cub Scouting, and Exploring. Let us resolve that as someone helped us get started in Cub Scouting, so will we, together and as individuals, help more boys and institutions have Cub Scouting. Repeat with me the response to our Cub Scout motto: WE'LL DO OUR BEST. Now sing "Happy Birthday to You."



As we close our meeting here tonight let's give a thought to what the Blue and Gold colors of Cub Scouting means. Did you know that the Blue and Gold you see on the Cub Scout uniform was not selected merely because it was attractive? You see, each color has a definite meaning. Blue stands for truth and spirituality, for steadfastness and loyalty, and for the sky above. Gold stands for the warm sunlight, good cheer and happiness. So, may the meaning of these two color's shine forth in our lives as we bring the Scouting program into the lives of our boys.



## ADVANCEMENT

Personnel: *Cubmaster, Bobcat, Wolf, Bear, Webelos Badge and Arrow of Light Candidates*  
Equipment: *A large reproduction of each of the five badges of rank fastened to standards or held by each boy; Webelos badges, Arrow of Light awards and certificates*

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 the Cub Scouts speak for themselves. First, a Bobcat, *(name)* ...

BOBCAT: I am a Bobcat Cub Scout, a new member of the pack. I have just learned the Cub Scout Promise and the Law of the Pack.

CUBMASTER: Will the following boys and their parents come forward. *(Cubmaster reads names of boys to receive Bobcat rank. He then presents badge and certificate to boy and parents.)* Next, a Wolf, *(name)* ...

WOLF: I am a Wolf Cub Scout. Because I am 8-years-old, I have worked on Cub Scout advancement in the Wolf book. I had lots of fun in my den and pack and with my whole family as I earned by Wolf badge.

CUBMASTER: *(Cubmaster calls forward the boys to receive the Wolf rank with their parents and presents them with the badges, arrow points and certificates.)* A Bear, *(name)* ...

BEAR: I am a Bear Cub Scout. Because I am 9-years-old, I have been working on the advancements in the Bear book with my parents to earn by Bear badge.

CUBMASTER: *(Calls forward the boys to received the Bear rank with their parents and presents them with the badges, etc.)* Beyond Bear, there is the Webelos badge and the Arrow of Light award, the end of the Cub Scout trail. Tonight we have *(number)* candidates, *(number)* for the Webelos Badge and *(number)* for the Arrow of Light. *(Names)*

FIRST WEBELOS SCOUT: I am reaching the end of the Cub Scout trail and have found that it is not an end at all, but only a beginning leading onward and upward to the great brotherhood of Scouting. In passing the Webelos badge requirements, I have learned and am ready to earn the Boy Scout

requirements and now understand more about the ideals of Boy Scouting.

SECOND WEBELOS SCOUT: The Arrow of Light trail has lead me to the beginning of a new adventure. In learning the Boy Scout requirements, I have found that as a Boy Scout I must continue to do my best!

CUBMASTER: To the parents of each of these Webelos Scouts I take great pride in presenting the Webelos badge or Arrow of Light award to you to present to your son that he may wear it on his Webelos Scout uniform. The Webelos badge is worn on the left pocket *(centering bottom to complete the diamond of cloth badges.)* The Arrow of Light is worn centered on the flap of his left shirt pocket -- and later on his Boy Scout uniform. *(Presents badges.)*



### BADEN POWELL CLOSING

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

Baden-Powell had a vision  
 Which he made come true.  
 So that we enjoy Scouting  
 And have fun while we do.  
 He wasn't an American  
 But he's famous to us;  
 He has earned in America  
 Our admiration and trust.  
 May the Spirit of Scouting  
 Be with both young and old  
 As you never forget  
 The blue and gold.

May you strive for Truth and Spirituality as  
 the Warm Sunlight under the Sky above.  
 May you bring Good Cheer and Happiness to  
 others and have Steadfast Loyalty and Love.

## MARCH - THINGS THAT GO

### OPENING

*When ceremony is presented, Cub Scouts come on stage, each holding a large cardboard picture of appropriate train car. Large pieces of cardboard from office furniture stores, refrigerator cartons, etc., could be used opened flat, the inside or plain side used. Den Leader or other adult could sketch train, and Cub Scouts could paint with tempera or marks-a-lot pens. Cub Scouts could simply march across stage with appropriate signs hung around necks describing cars. (The engine could have a small American flag posted in a proper place and the caboose could bear the Scout emblem. The other cars can be decorated appropriately.)*

**ENGINE:** This is the engine that represents our Government that keeps us on the right track.

**COAL CAR:** This is the coal car that represents the people who supply the energy to run our Government.

**GONDOLA CAR:** This is the gondola car that represents the open minds of the people who supply the energy to run our Government.

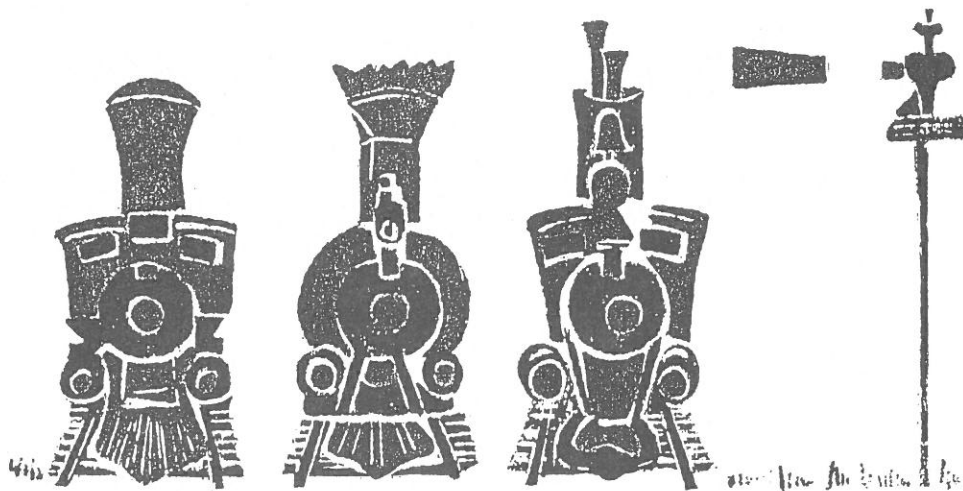
**TANK CAR:** This is the tank car that represents the energy to produce the ideas in the open minds of the people who supply the energy to run our Government.

**BOX CAR:** This is the box car that carries the food from our farmers, that helps produce the energy to supply the ideas in the open minds of the people that run our Government.

**CABOOSE:** Last but not least, this is the caboose that represents Scouting, which trains the boys with fantastic energy, who eat the food from our farmers and grow to men who produce the energy to supply the ideas in the open minds of the people that run our Government.

**CUBMASTER:** This train is unique, in that it runs on FREEDOM, the freedom that has made this country the strong nation that it is today.

☆☆☆ Please stand and join me in the Pledge of Allegiance.☆☆☆



## OPENINGS, AWARDS, CLOSING

Try tying the opening, awards, and closing ceremonies together. Why not have the meeting room seating arranged like the seating on a giant air liner.

For a pre-opening activity, have everyone coming in issued a ticket. The opening is a call, announcing Cub Scout Air Lines flight number (*Pack number*) is ready for boarding. People board, Cub Scout flight attendants check tickets, and all are seated and fasten their seat belts.

The Captain (*Cubmaster*) announces the destinations of this flight and wishes all a pleasant trip. Aircraft takes off, flies all around the United States, landing at various cities to see a skit by that nationally famous Den #1, or to sing a song led by the Den #4 singers.

For awards, the airplane lands at various places to see famous people (*brand new Wolf Cub Scouts*), takes off and lands somewhere else to see a Cub Scout who is receiving arrow points. The Captain might present each boy earning an award with some silver pilot's wings (*cardboard cutouts covered with aluminum foil*) with his award.

At the end of the round trip flight, the aircraft returns home. Pilot announces that he was pleased to have all on the trip with him (*that was the closing*). Everyone goes home.

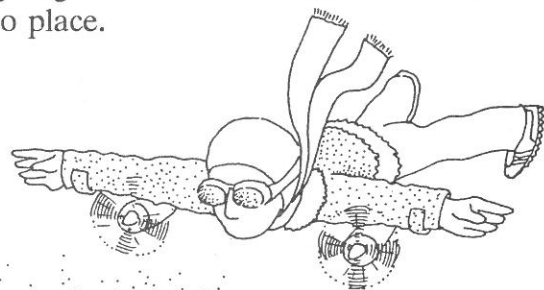
## CLOSING

One day on the way home from work a man spotted an antique map of the world in a shop window. Being a collector, he purchased the map and upon arriving home he set it on his desk as he got ready for dinner. About this time his eight year old son came in and spotted the map. Then, for reasons known only to boys of that age, he took the map into his mother's sewing room and with her scissors cut it up.

When his parents found out, they talked over with each other what they felt would be a fair and proper punishment. Finally, having reached an agreement, they sent the boy to his room with the map and a roll of tape. He was told he could not come out until he had put the map back together correctly.

Both parents were surprised when, twelve minutes later, the boy returned with the map, correctly taped together. When questioned as to how he was able to do it so quickly, he simply replied that on the back of the map there was a picture of a boy and he just put the boy together.

The thought behind this story: If all of us will, also, to the best of our ability, put the boy together then the world too will fall into place.



## APRIL - THE FIRST AMERICANS

### OPENINGS

Four boys dressed in Indian costumes, carrying artificial torches. One boy dressed as the Chief.

CHIEF: Let the North Wind enter. *(One of the boys enters carrying his torch high. He says his lines by the campfire.)*

NORTH WIND: The North Wind that brings the cold, builds endurance.

CHIEF: Let the South Wind enter. *(Enters same as the North Wind.)*

SOUTH WIND: The South Wind brings the warmth of friendship.

CHIEF: Let the East Wind enter.

EAST WIND: The East Wind brings the light of day.

CHIEF: Let the West Wind enter.

WEST WIND: The West Wind from the direction where the sun sinks, brings night and stars.

CHIEF: The Four Winds will light our fire.

*(All four boys dip their torches to 'light' the fires.)*



*Grand Entrance Snake Dance -- after strutting in, Indians sit in semicircle facing the audience. A den chief acting as the Indian Chief sits with three Cub Scout Indian braves around an artificial council fire. He holds up both hands until all are quiet. Then he speaks loud and clear.*

CHIEF: Oh Great Father in the sky, listen to thy people. *(Each Indian raises both hands and gives his prayer in turn. Lines can be pasted to back of shields Cubs have made with their Indian costumes.)*

1ST BRAVE: We thank Thee, Great Creator, for the light of the sun each day.

2ND BRAVE: We thank Thee for the beauty of this world and the plants and the animals we enjoy.

3RD BRAVE: We thank Thee for the night and the rest it brings.

CHIEF: Oh Great Father of all Cub Scouts, bless us and be with us.

MEDICINE MAN: *(jumps up, shakes rattles, and as tom-toms beat and shouts:)* Rise up all you braves. Rise up, our white brothers. *(All stand.)* We lower our tribal totems to honor the great flag of our white brothers.

2ND DEN CHIEF: *(presents flag to chief)* This is the most beautiful flag in the world. It stands for freedom, liberty, and happiness. Take it, honor it, respect it, and love it always as it is yours and mine. *(He leads all in the Pledge of Allegiance.)*



### CLOSINGS

#### INDIAN PRAYER

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

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



#### FRIENDSHIP DANCE

Form Cub Scout, Leaders, and Parents into a huge circle and do the Friendship Dance. Everyone faces in and hold arms around neighbor's shoulders while doing a slow side step dance to a one-two beat of the tom-tom. Close by repeating this Benediction:

"May the Good Spirit be with till we meet again."

ADVANCEMENTS

## FOUR WINDS

Equipment: Artificial Fire

Personnel: Cubmaster dressed as Akela, Cub Scouts or Scouts dressed with headbands representing the Four Winds.

As with the tribes of old, we too, as braves in the tribe of Scouting, follow the Spirits of the Winds. Each of the four winds can be representative of the ranks you achieve as you go along the many trails of Scouting.

First comes the North Wind that brings the cold, which builds endurance. As a Bobcat, you felt (or feel) cold and alone, unsure of yourself, and you must build your confidence by learning the Cub Scout Oath and the Law of the Pack. (Bring boys and parents forward, if used as a Bobcat induction, have boys repeat with you the Cub Scout Oath.)

Next comes the South Wind which brings the warmth of friendship. As you achieved the rank of Wolf, you gained new knowledge and strengthened old friendships, as well as making new ones. Together, with this rank, you may have counted coup by earning arrow points, either gold or silver. (Bring boys and parents forward.)

Then comes the East Wind bringing to us the light of day. With the earning of the rank of Bear, many things that before were unknown to you have been brought out into the light by the guidance of your parents and leaders. (Bring boys and parents forward.)

Finally the West Wind comes from the direction of the setting sun, bringing the night and the stars. As you worked toward the Webelos Badge, your years as a Cub Scout began to set, also. With the earning of the Webelos Badge and challenging activity badges, you approached the end of your beginning years along the Scouting Trail. Then, like the stars that come with the night, the Arrow of Light is there to guide you on the many new adventures on the trail of Boy Scouting. (Bring boys and parents forward for awards.)

Along with the Great Spirit of Scouting, our leaders, parents and boys, it is the presence of these Four Winds that keep our council fire burning bright. As long as advancements are made, fun and friendships are shared, our fire will never go out.

## MEDICINE MAN AND FRIENDS

Personnel: Cubmaster is dressed as an Indian Chief; an adult is dressed as a medicine man, and another adult is dressed as an old fur trader with saddle bags. Medicine man and Indian Chief at front of room.

Medicine Man: There are several braves here tonight who have worked hard since we last met, and have earned awards for their efforts. I sent an order to the trading post last week and it should be here by now. I don't know what happened, but they have not arrived. I hear we will have to wait until next month. Heap Big Sorry!

Fur Trader: (looking wild, wooly, and hurried, enters room carrying saddle bags.) Is this the meeting of Cub Scout pack \_\_\_\_\_?

Cubmaster: Yes, it is. Who are you?

Fur Trader: I'm the rider from the trading post.

Medicine Man: I'm heap big glad to see you.

Fur Trader: Well, I hope you're ready to trade.

Medicine Man: Hmmm. I have 3 blue beads for \_\_\_\_\_ who has earned the Bobcat Rank.

Fur Trader: Good enough. Where is the varmint?

Cubmaster: Will \_\_\_\_\_ and his parents please step forward? Congratulations on your hard work!

Medicine Man: I have 3 red feathers for \_\_\_\_\_ who has earned the Wolf rank.

Fur Trader: Good deal!

Cubmaster: Will \_\_\_\_\_ and his parents please step forward?

(Continue presenting awards in similar manner)

Cubmaster: (To Fur Trader) Thanks for getting here on time with all our awards. The boys really appreciate it.

Medicine Man: Ugh!

Fur Trader: My pleasure, son. Now I gotta be getting along. So long! (He exits)





## MAY - BUGS AND THINGS

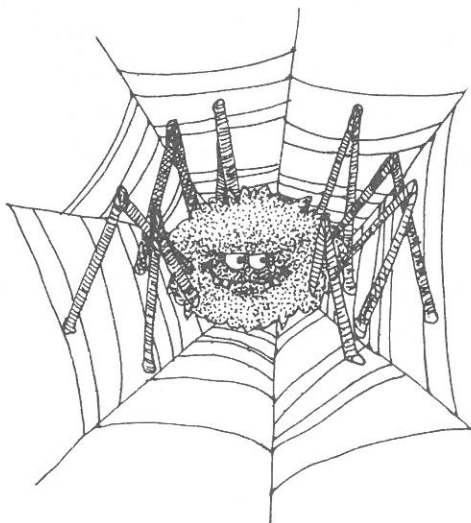
### OPENINGS

*Two boys dressed in paper sack costumes and the other boys used as color bearers for the flag. Or you might dress all of the den as litterbugs, half as one and the other half as the other. Then you will need to change the I pronoun as we.*

My name is Litter Bug Lou,  
And, oh, what us litterbugs do!  
We clutter the country with papers and trash,  
At making a mess we're really a smash.  
The roadsides and parks are scenes of our folly.  
We really enjoy it and think it quite jolly,  
To leave behind garbage, bottles and paper,  
As little mementos of our daily labor.

I'm Tidy Bug Ted of the Tidy Bug clan,  
We work to keep things spic span.  
We pick up the litter together we are,  
And always carry litter bags in our car.  
We'll K.O. Lou and all of the band,  
And make America a beautiful land,  
Free of litter, trash, and clutter,  
Won't you help us, dear Fadder and Mutter?

☆☆☆☆☆☆



### **HOORAY FOR BUGS!**

Personnel: Nine Cub Scouts

Props: Pictures of various Insects

All Cubs: Yuk! Who needs bugs? We all do!

Cub #1: If it were not for insects and their relatives, we would not have apples, grapes, peaches or many of the foods we eat.

Cub #2: Insects pollinate plants. They travel from plant to plant carrying the pollen that enables plants to bear fruit.

Cub #3: Insects also make food for us. Do you like honey? Hooray for bees!

Cub #4: Insects are food for many animals. Fish, lizards, rats, birds and toads eat them.

Cub #5: Some people eat grasshoppers and even ants. (But don't try it.)

Cub #6: Insects also eat each other and thereby help the farmer protect his crops.

Cub #7: Insects help get rid of man's and nature's waste. They eat up much of what we throw away.

Cub #8: They help our forests by gnawing up wood until it turns into what is called "humus", which helps new plants to grow.

Cub #9: Insects die and their bodies decay, so the soil becomes richer. True, some are harmful and you don't want to get near them ... but not all!

All Cubs: HOORAY FOR INSECTS!!!!

CLOSINGS

Cubmaster: "A naturalist stands like Columbus on the brow of his ship with a vast continent before him ... except that the naturalist's world can be at his very feet ... a world to be investigated and discovered. It is as near as your own backyard, a nearby park, the woods, and fields or even a country road. These places are inhabited by many kinds of insects, birds, plants, animals, trees, and other forms of life. Continue exploring the world of nature and you will find many wonderful things that God has given us to enjoy."

INSPIRATIONAL CLOSING

- ☞ He is a person who is going to carry on what you have started.
- ☞ He is to sit right where you are sitting, and attend, when you are gone, to those things you think are so important.
- ☞ You may adopt all the policies you please, but how they will be carried out depends on him.
- ☞ Even if you make leagues and treaties, he will have to manage them.
- ☞ He will assume control of our cities, states and nation.
- ☞ He is going to move in and take over your churches, schools, universities and corporations.
- ☞ All your work is going to be judged and praised or condemned by him.
- ☞ Your reputation and your future are in his hands.
- ☞ All your work is for him, and the fate of the nation and of humanity lies in his hands.
- ☞ It is well that we pay him some attention.

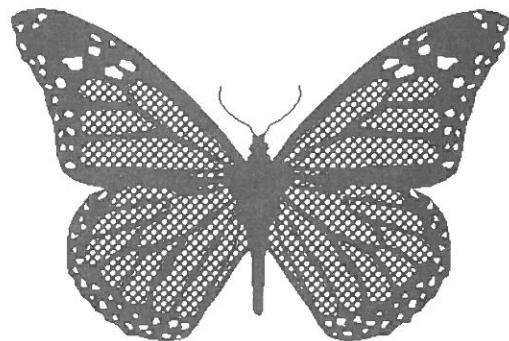
ADVANCEMENT

Props: Pictures of: Caterpillar - Wolf, Cocoon - Bear, Butterfly - Webelos. The awards can be put inside a cocoon, which can be a bottle, balloon, toilet tissue tube or use imagination.

Cubmaster: "In the Spring of the year, about this time, many things are unfolding. One of these great events is the caterpillar that wants to grow up and be something beautiful. He seals himself up in a cocoon and awaits the changing into the beautiful butterfly. Tonight we want to remember that like caterpillars, our Cubs are also changing and growing, and so they, too, represent the coming of spring.

Awards Chairman: "Will these boys please come forward and stand behind the Den Chief holding the proper picture. Will these Cubs stand behind the caterpillar? (*Calls the Cubs receiving their Wolf. Continue until all boys have been called and stand behind the proper picture.*)

Cubmaster: "These Cubs have shown that by working on their projects they have grown in their own skills and stature. We would like to present the awards representing their part in their own life's drama.



JUNE - GENIUS NIGHT

OPENINGS

**A LIGHT BULB**

*A single light bulb is illuminated in the front of the darkened room.*

Cubmaster: This light bulb is a pretty commonplace thing to people these days. But it's a fitting symbol for our pack genius night because of what it represents. Its inventor, Thomas Edison, was recognized as a genius, of course, one of the great inventors of all time. But even more, he represented what you can accomplish if you remember to live up to that part of the Cub Scout promises that says you will Do Your Best. Even if you don't invent a better light bulb tonight, I hope each one of you will do your best, and not stumble around in the darkness, complaining about what everyone else is doing. *(Turn off light.)*

*Turn up house lights - Webelos color guard posts colors and leads the Pack meeting in the Pledge of Allegiance to the Flag.*



**HELLO DAD**

- H - Here we as a Pack are gathered every one.
- E - Each one here to join in some family fun.
- L - Let's pay some honor to dear old Dad.
- L - Letting him know that for his support we are glad.
- O - Our thanks to him we'd like to now show.
- D - Dads please stand as recognition we bestow.
- A - And let us now as before us they stand,
- D - Do our best to thank them, with applause to show they are grand.

CLOSING THOUGHT

Did you ever stop to think that each one of us is like a light switch? We all tend to give off some light and heat. One of the most important questions is: How much light and heat radiates from you? Every one of us gets 'turned on' by different things. And when each of us gets our switch turned on, we should shed more light than heat. Look at it this way: When someone throws your switch, what do they get? Do they get heat, in the form of anger, grumbling, an argument? Or light - friendliness, kindness, and understanding. What you give off depends on what you are plugged into - what you really are inside, as a person. Every day we should try to be a little better than the day before. When someone throws our switch, we should reflect the very best of which we are capable, and brighten up the world around us.



CLOSING

1st Boy: Everyone cannot be brilliant, everyone cannot be smart, I may not be a genius, but I can build a neat go-cart.

2nd Boy: I can dam a stream with boulders, I can climb trees to the top, I can run for blocks and blocks and never even stop.

3rd Boy: I can't solve a chemical equation or lecture on Newton's rule. But I make a peanut butter sandwich that will really make you drool.

4th Boy: I don't know much about flowers, but smelling them is a joy, I don't think I'm a failure. I'm a genius at being a BOY.



BRIGHT IDEA ADVANCEMENT CEREMONY

*(The room should be dimly lit, with the candle that represents the Light of Scouting on the table at the front. The person conducting the ceremony should come into the area wearing a dark suit with vest if available with a bow tie and white shirt.)*

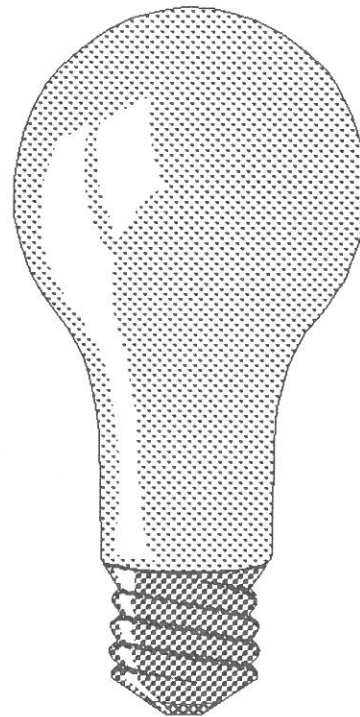
Mr. Edison: "Good evening everyone. I was invited here this evening to talk to you about being a Genius. I understand that's your theme this month.

I guess you could say I had a bright idea or two during my time. I was born February 11, 1847. My Mom and Dad always thought that learning could be fun and so we'd try different experiments and things around the house. Some of them didn't work out and some of them did. I was always glad that my parents were there to keep an eye on things and give me advise if I needed it.

When I got older I used the experiences I had experimenting around the house with my parents to try to make new and different things that would make people's lives a little better.

I've been told that \_\_\_\_\_ who is a (Bobcat) (Wolf) Scout in this Pack is ready to advance to the next rank in Cub Scouting. I understand that he's used several bright ideas that he's had lately to complete the requirements the (Wolf) (Bear) badge. I've looked at the requirements for this award and I'm sure you've worked very hard for a long time to complete all the requirements. I'm also sure that you've had to experiment and try new ideas as you worked toward your goal. I hope that as you continue on in your career in Scouting, you will always set high goals and use your bright ideas to help achieve them.

If \_\_\_\_\_ and his parents would please come forward I will present this (Wolf) (Bear) badge to his parents. I'm sure that they helped him as much as my parents helped me get started on my career as an inventor. Some people even say that I may have been the greatest inventor that ever lived. Although I did come up with an invention that brightens the room a little better than the candle on the table here, I'm sure that the Spirit of Scouting represented by this candle will continue to brighten the lives of many thousands of scouts in the future just like my light bulbs will brighten their rooms. Oh, I almost forgot to introduce myself. My name is Thomas Edison."



JULY - FUN IN THE SUN

OPENING

**FAMILY PICNIC**

*The following opening ceremony would be done very easily by a group of Cub Scouts with not much before-hand preparation. At a family picnic remembering to keep it simple why not use paper plates with the letters printed on them which would take a few seconds to make. A den of Cub Scouts could hold the paper plate signs while a pack leader reads the lines as the plates are flipped over one at a time by the boys to spell out the word FAMILIES.*

- F - Folks we are here to welcome you now.
- A - And what fun we've had today and how.
- M - Mom and Dad we're glad you are here.
- I - Imagine how much fun we're going to have this year.
- L - Laughing and playing together which family fun is all about.
- I - I think it's great to be a Cub Scout.
- E - Everyone let's all please stand right here.
- S - Saluting together as we Pledge Allegiance to our Flag so dear.



CLOSINGS

Cubmaster:

We've had a lot of fun today.  
With families together in fun and play,  
And now before we each go our way,  
Let's have each family take part in our closing for the day.

*Leader then instructs all families to stand in a family Brotherhood circle with hands on each others shoulders as all in unison says:*

As a Family we pledge to Do Our Best!!!!

*Leader says goodnight.*



**SPIRIT OF NATURE**

*Each Cub Scout should have a candle to light from a central candle. Each lights his candle and reads the following statements.*

- Cub 1: We have been observing and studying Nature's treasures.
- Cub 2: We will help to maintain Nature's balance.
- Cub 3: We will help and learn from Nature's animals.
- Cub 4: We will help maintain Nature's resources.
- Cub 5: We will protect them from harm.
- Cub 6: We will follow the law of nature.
- Cub 7: Please stand and join me in the "Outdoor Code":

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



**WILDLIFE PLEDGE**

I pledge to use my eyes to see the beauty of all outdoors.

I pledge to train my mind to learn the importance of nature.

I pledge to use my hands to help protect our soil, water, woods and wildlife.

And by my good example, show others how to respect, properly use and enjoy our natural resources.

Narrator: The Lord giveth, and the Lord taketh away, but He is no longer the only one to do so. When some remote ancestor of ours invented the shovel, he became a giver .... he could plant a tree. When the axe was invented, he became a taker .... he could chop it down. We should all give serious thought to these words of Alda Leopold:

*"Each of us possesses the power to create or to destroy.*

*Let us use this power wisely as we protect our beautiful land."*

**AWARDS**

*The following awards ceremony is very simple but can be very effective. Try it at your Family picnic pack outing by having everyone sit around the campfire meeting for giving recognition for the advancements and awards earned by the boys during the past month.*

Equipment: Three flashlights (one with blue cellophane over end, one with gold, and a third with red.)

Personnel: Cubmaster and two Pack Leaders.

Cubmaster: Here we have the blue light of Cub Scouting on my right (Leader stands beside Cubmaster and turns on blue flashlight) and the gold light of Cub Scouting on my left (leader turns on gold light). These two lights symbolize the light of Cub Scouting which can

shine brightly in the lives of our boys but only with the help of parents to make them shine. There have been some Cub Scouts in our pack this month who have had those Cub Scouting lights shining in their lives and they've worked hard to pass off some achievements and electives (*Cubmaster needs to say appropriate word for awards being given*). Would the following boys and their parents come forward and stand in the Cub Scouting's Blue and Gold limelight together as we recognize them for the fine work they have done.

*(Call forth appropriate boys and parents and make presentation telling their own personal award earned, etc. After all presentations are made, leaders turn off the Blue and Gold lights and leader turns on a Red light.)*

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

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

*Flashlights could have cozy cups with bottoms cut out and taped onto can and then the top of that covered with the colored cellophane. This could also be done by mounting the flashlight inside a cardboard roll, etc., and painted up thus giving it a torch effect.*



AUGUST - INSIDE NOAH'S ARK

OPENING

Setting: *Closed door at the front of the room. Room is darkened and door spotlighted.*

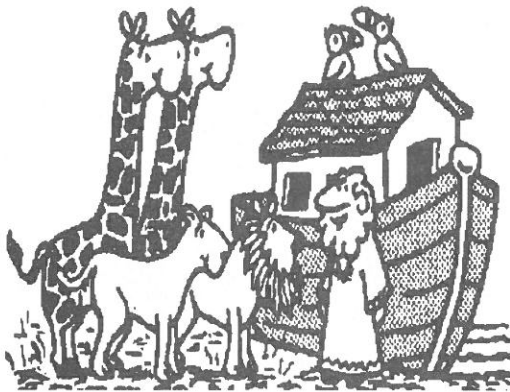
Voice:

This is the doorway to adventure. Behind it there are many new and exciting things: friends, games, trips, new skills, contests, awards, hiking, camping, fun of all kinds.

How can we get so much behind one small door? It's easy. (*Open door to reveal pack flag or uniformed Cub Scout.*)

It's Cub Scouting!!!!!!!

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CLOSING

The Spirit of Scouting:

In the beginning, God created the Heaven and the Earth, and the earth was without form, and void, and darkness was upon the face of the deep, and the spirit of God moved upon the face of the waters. And God said "Let there be light, and God saw that the light was good." (*Light a candle when you say "let there be light"*)

So began our world, with God sharing his light with man. I'd like to share my light with you this evening. My light is this candle. It represents the Spirit of Scouting to our Cub Scouts. Now the candle loses none of it's brilliance when we share it, and we can give the boys something to brighten their world. Hopefully, this Scouting Spirit will light their way to Wolf and Bear and on to Webelos and Boy Scouts.

Let us hope that the Spirit of Scouting will still glow within these young men as they grow into adulthood. Now, as adults, we hope each one will have the desire to kindle the Spirit of Scouting within yet another young boy, and so it goes on. We have profited by sharing our lights. Not only is their world brightened, but we can see our own way even more clearly now, because of their lights.

So remember a better world starts with us, so when we light the Spirit of Scouting in a boy, our world cannot help but be a brighter place.

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ADVANCEMENT

A long time ago God told Noah to build an ark and to get a male and female of each type of animal and put them on the ark because a great flood would be coming. So Noah built his ark and loaded the animals two by two.

Like Noah -- his ark -- and the animals two by two, the pack -- its leaders -- its boys -- its families and the Cub program, good things comes in twos.

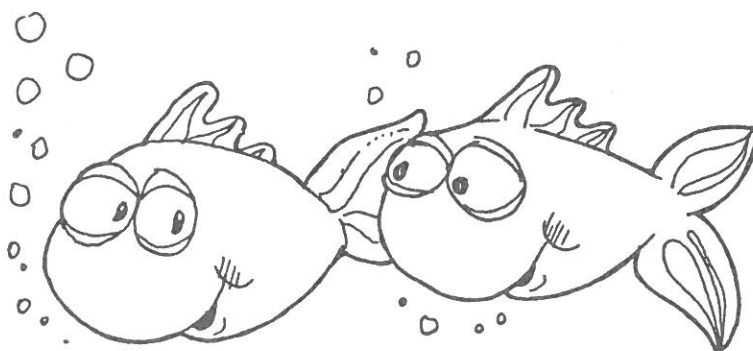
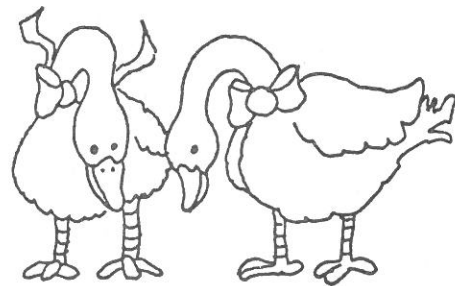
Parents and the boy are the first things I want to talk about that come in twos. The parents and the boy come to the pack looking for fun and adventure. They find this in the pack and its program. This fun and adventure lead the boy to his first rank: Bobcat. (Call Bobcat candidates and parents forward to present badges and pins.)

The colors, blue and gold, are another twosome. Blue stands for truth and spirituality, steadfast loyalty, and the sky above. Gold is for warm sunlight, good cheer, and happiness. With the ideals of the blue and gold behind the boy, he pushes forward to his next rank, Wolf. (Call Wolf candidates and parents forward.)

God and country make up the next set of two that affect the lives of Cub Scouts. In the Cub Scout Promise, a boy promises to do his best to do his duty to God and his country. With this in mind, our Cub earns his Bear. (Call Bear candidates and parents forward.)

The next set of twos is the Webelos Scout and the Boy Scout. When a boy starts the fourth grade he joins the Webelos den. This is the transition period from Cub Scouts to Boy Scouts. The activities change and become more challenging. The first challenge is the Webelos badge. (Call Webelos candidates and parents forward.)

The last pair I want to talk about tonight is two-deep leadership. What is it and why is it important? Two-deep leadership means there is one or more trained leaders for the same position. It is important because if one leader is unavailable for any reason, someone is there to carry on the program. This is important to our Cubs, as they have worked hard and come a long way to the Arrow of Light, the highest award a Cub Scout can earn. The Arrow of Light is a combination of all the twos we have talked about. (Call Arrow of Light candidates and parents forward.)





SEPTEMBER - OUR TOWN, USAOPENINGS**ALL ACROSS OUR NATION**

Personnel: 7 Cub Scouts

Equipment: Picture of/or small Flag

The following pictures: Statue of Liberty, Steel Mills or Factory, Scene of Colorado, Picture of Alaska, Hawaiian scene, Map or picture of the U.S.A..  
Recorded background music.

The Cub Scouts form a semi-circle around the flag and hold up their picture and say the short verse.

1st Cub: (Statue of Liberty) New York is a lovely state where we see this lady stand.

2nd Cub: (Factory or Industry) Michigan is a very great state, they make the cars for our land.

3rd Cub: (Colorado Scene) Colorado is our own home state, we're proud in many ways.

4th Cub: (Alaskan Scene) Alaska has some very cold nights, with some short, short days.

5th Cub: (Hawaiian Picture) Hawaii is our newest state, and we're proud to say she's ours.

6th Cub: (Map or Picture U.S.) But all of the states together, make a nation of beautiful stars.

7th Cub: (Flag) Please join me in singing "God Bless America."

**RED, WHITE AND BLUE  
CEREMONY**

U.S. Flag is held by Webelos honor guard.  
Cubmaster has scraps of red, white and blue cloth.

Cubmaster says: "Cub Scouts, what is our flag? You could say it is just a few pieces of red, white, and blue cloth like these in my hand. That would be true. But our flag is really much more than that. We all recognize the flag as the banner of our country. In other words, it stands for our country. And so we should respect it and treat it as we would want to be treated -- with care and love. Let us show our respect by pledging allegiance to the flag."

After the pledge the Honor Guard posts colors.

**WELCOMING PROGRAM**

(A simple program for the opening meeting of the year.)

No scenery is required for this program. There are no costumes, unless the organization sponsoring has a uniform. The verse may be said by individual performers or by groups of children. Have the performers line up on stage. Let each performer (or performers) step forward as he gives his verse. The final two verses are given by all. Insert the name of your group where indicated. In the seventh verse, have the performers point at the audience on the last line.

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

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

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

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

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

6th Speaker: We'll learn to be good citizens  
and, hopefully, we'll see  
That laws are made for all the men  
so each man can be free.

ALL: To do all this, the Cub Scouts need  
Good leaders - this is true -  
That means we need the help of all  
OF YOU - AND YOU - AND YOU!!!

All or One: And now, to start the year off right,  
in a good and proper manner,  
We'd like you all to rise and sing  
Our own "Star-Spangled Banner."

☆☆☆ All rise and sing ☆☆☆

## CLOSINGS

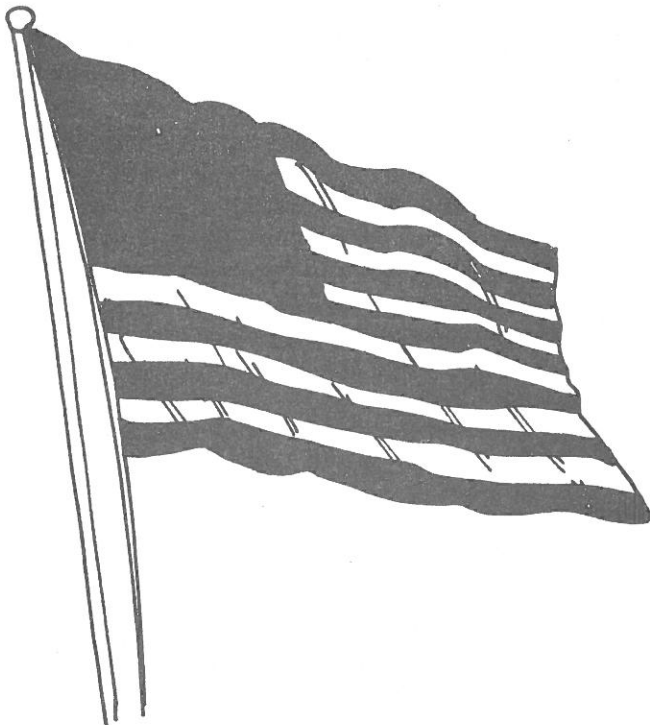
### OUR COUNTRY'S WARMTH

*Arrangement: The American flag is posted on stage. Each Cub Scout in the audience has been given a candle. At a signal, all the Den Leaders light the candles of the boys in their dens. The room is darkened and the American flag is spot-lighted.*

Cubmaster: From the four corners of our great nation, if the warmth of all our people were to be combined, as we in Pack \_\_\_\_\_ have combined our light and warmth with candles tonight, then our great flag will always be our guiding light to keep America great. Please join me in singing "God Bless America".

*(As the song is completed, Cubs blow out their candles and the lights are turned on.)*

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### LIBERTY AND FREEDOM FOR ALL

*Arrangement: Den Chief and 6 Cub Scouts in uniform, each carrying small American flags, line up on stage and each speaks his part.*

Den Chief: More than 200 years ago, God gave us a great nation; A land of wealth and bounty, choice among his creation. We must protect its freedom and defend its worthy cause, and support its constitution, which is based upon God's laws. Let's pledge to stand in loyalty throughout the coming year, and with God's help we can overcome any items of doubt and fear. If we will trust His leading and live our lives His way, God will bless America, as upon its founding day.

Cub # 1: Glad you came to our Pack meeting!

We had many things to say  
About our love for our country  
As we gathered here today.

Cub # 2: Independence is a big word

And hard for me to say;  
But I know it means a lot  
To all Americans today.

Cub # 3: Our national bird is the eagle;

Have you ever wondered why?  
It may be because it soars above  
All birds to reach the sky.

Cub # 4: The Liberty Bell is ringing,

Though its sound we do not hear,  
For Freedom of Speech and Worship,  
Freedom from want and fear.

Cub # 5: Without our flag of red, white and blue,

Things would be different for me and you.  
It's a symbol of pride in the American way,

So we should be loyal and true each day.

Cub # 6: Good Night and Good Scouting!

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OCTOBER - FIRE DETECTIVES

OPENING

*With the room lights turned out, the Cubmaster lights a candle and says:*

"Cub Scouts, this candlelight represents the Spirit of Cub Scouting, lighting our way through life."

"This flame also represents danger. You have learned about the danger of fire and how to prevent it. Let's remember what we have learned so we will always use fire wisely and safely, not only as boys, but later on as men."

"This light of Cub Scouting gives us warmth and good cheer. Make sure it is never allowed to run wild and destroy lives and property. Let's always be fire detectives."

*Light on. Have a Webelos den post the U.S. flag and pack flag and lead in the Pledge of Allegiance.*



**FIRE DETECTIVE PLEDGE**

"Because I love America and all she offers me, I will do my best to protect my home and that of my friends and neighbors from fire and I will do by best to be a good Fire Detective."



CLOSINGS

Make some "to do" about lighting a large candle at the beginning of the pack meeting. It burns all the way through your meeting. When it's time to close, have boys imitating a fire brigade come running in and circle the room toward the candle.

One or two boys might be making siren noises, another one or two might have bells ringing, several could have a hose, one carries a bucket. They all rush toward the candle and just before they get there, the Cubmaster blows the candle out. The firemen look disgusted and walk away muttering.

The Cubmaster says "Good Night All".



ADVANCEMENT

How about having a cardboard fire truck made and as boys are called up front, the fire truck makes a run with lights flashing (flashlights covered with red cellophane), bells ringing, siren going, and delivers the award to the Fire Chief (Cubmaster). The Fire Chief presents the award with a Cub Scout salute.

Your local fire station will more than likely loan you a fireman's helmet or two and fireman's jacket if you explain what you need them for.

## A CUBMASTER'S INDUCTION

Equipment: Table, log with twelve candles upon it.

Arrangement: The new Cubmaster stands in the center of a semi-circle formed by 12 Cub Scouts. Each member of the induction team lights a candle and recites the following.

Cub #1: Akela, I light the candle of "RESPONSIBILITY"; for great will be your responsibility as our Cubmaster.

Cub #2: Akela, I light the candle of "KNOWLEDGE"; for knowledge of Cub Scouting will help you guide us to fun and adventure.

Cub #3: Akela, I light the candle of "HARD WORK"; for that is one of the foremost qualities of success.

Cub #4: Akela, I light the candle of "ENTHUSIASM"; for nothing great was ever accomplished without enthusiasm.

Cub #5: Akela, I light the candle of "GRATIFICATION"; for that will be the reward for your efforts.

Cub #6: Akela, I light the candle of "ADMIRATION"; for never has there been a worthy chief who was not admired by his tribe.

Cub #7: Akela, I light the candle of "OPPORTUNITY"; for few things will bring you a chance to work with and learn to know the fine families of your community as will your new position.

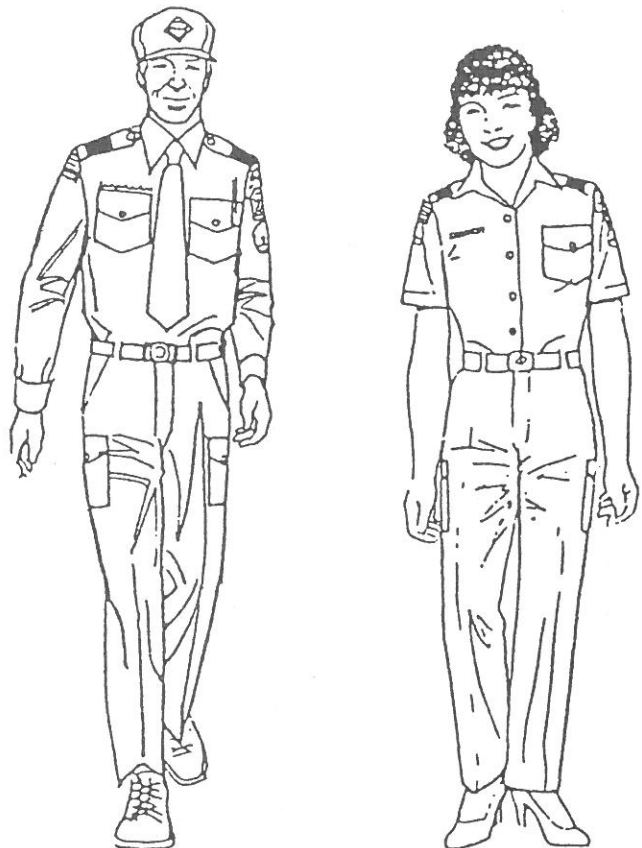
Cub #8: Akela, I light the candle of "COMMITTEE SUPPORT"; to assure you that each and every member will support your program.

Cub #9: Akela, I light the candle of "PARENT SUPPORT"; to assure you that you can depend on your parents to carry out your duties.

Cub #10: Akela, I light the candle of "ASSISTANT CUBMASTER SUPPORT"; to assure you that I stand ready to assist you.

Cub #11: Akela, I light the candle of "DEN LEADER'S SUPPORT"; to assure you that we will stress the importance of weekly den meetings.

Cub #12: Akela, I light the twelfth candle to demonstrate that this Pack will advance the purposes of Cub Scouting for a Year-Round Program.



NOVEMBER - TURKEY DAYOPENINGS

Cubmaster: They came as strangers to a wild land, and none of them knew which day would be their last. Never in the old country had they known such winter; the wind so cold, the food so scarce; the enemy night so filled with dread. Never had they worked so hard, paying with aching backs for every shelter raised against the cutting wind. Everywhere they went, famine and death watched them with pale expectant eyes. And by the end of that bitter year, there was hardly one among them who had not lost to the cold earth someone he could not live without.

Then these men and women who had nothing, sat down to a hearty feast, filled with gratitude for what they had. We who follow them sometimes wonder why. Did they know some secret of happiness, denied to us, that made them so glad for so little?

And then we think back... back to some personal wilderness we have all been through in our time. Perhaps there was once a day when simply to feel the sun again, smell another morning's freshness, to hear a child laugh again was miracle enough... a time when just to find oneself alive was a gift beyond belief. They had their lives; no man has more. They had freedom too. They were where they chose to be. All the days ahead were theirs to use as they pleased. They owned themselves; no man owns more.

Remembering this, we join their feast, brothers to all the wise men whom trouble has taught to look at what they have, and not at what they lack.



*Color Guard brings the Flag of the United States and the Pack Flag forward.*

Cubmaster: Our country has fought through many crises in the last 216 years. The people in our 50 states have always stood together, living and sharing experiences and responsibilities. We also share much of our knowledge and hope with all countries of the world. In short, one main reason for our success as a nation is our willingness to share with others. As Americans, we have much to be thankful for. Let us now stand and renew our faith in our way of living and sharing by pledging our allegiance to the proud Flag that represents our nation.

CLOSINGS

Setting: *Pilgrims sitting around a table.*

Den Chief: "We have a lot to be thankful for at this time of year. We work and for this we see all the good things that come of it. Let us all share something good with each other at this time."

Cub #1: "Do the very best you can and leave the rest to God."

Cub #2: "Life is hard by the yard; but by the inch life is a cinch."

Cub #3: "A clean conscience is a soft pillow."

Cub #4: "We can do anything we want if we stick to it long enough."

Cub #5: "There is no failure except to give up."

Cub #6: "Our country, right or wrong.

When right, to be kept right.

When wrong, to be made right."

Den Chief: "Good night Cubs and families, see you next month."

THANKS TO THE PILGRIMS

- T - Tonight we've tried to bring you,  
 H - History of what the Pilgrims did.  
 A - And once again it's time for our meeting to end.  
 N - Now we want to remind you to be thankful, dear friend.  
 K - Kindness toward others the Pilgrims did teach.  
 S - So let's make our kindness all mankind to reach.

At this Thanksgiving time of the year,  
 Let's all show that we care,  
 What we have to be thankful for,  
 Is really beyond compare.

Thanks for Attending this meeting tonight,  
 And may we leave with thanks in each heart,  
 Being grateful for our free land,  
 Which the Pilgrims of long ago did start.

ADVANCEMENTS

While inducting new Cub Scouts and presenting Bobcat pins, the Cubmaster may wear a Pilgrim hat and welcome the boys into the colony. Post a large sheet on which is written the Cub Scout Promise. New Cub Scouts sign this sheet, agreeing to abide by the "charter" of the colony. Cub Scouts who receive awards may renew their pledge by signing the "charter".

Prop suggestion is to make small construction paper pilgrim hats, fasten badges inside. Or have a model of the Mayflower on the head table, from which the boys draw their badges.



Personnel: *Akela and Medicine man are both in Indian costume. Pilgrims wear pilgrim costumes.*

Equipment: *Campfire (artificial) and tom tom*

Akela: It is time for us to take council. Our medicine man is here so it is time for the council to begin. (*Tom tom beats low and slow.*) Mighty Medicine Man, you have signaled us that some of the braves in this tribe have travelled along the trail of the Golden Arrow of Light far enough to earn them names of their hunting stations. Who are these Braves?

Medicine Man: (*Calls names of Boys*)

Akela: Pilgrims, you have been with our tribe for some time. Do you know how far along this trail our braves have traveled?

Pilgrims: \_\_\_\_\_ and \_\_\_\_\_ have passed the Achievement tests to Wolf Valley and \_\_\_\_\_ did a fine job of hunting for he has earned a gold arrow point. \_\_\_\_\_ and \_\_\_\_\_ have worked hard and have crossed Bear Ridge on the way to the peak. \_\_\_\_\_ is working his way up Webelos Mountain and has earned his \_\_\_\_\_ activity badge.

Akela: This is indeed a fine job of Scouting. Will these braves and their parents come forward and stand before the Council so that we may honor these good hunters.

Medicine Man: Braves, can you truthfully say that you have followed the Cub Scout Promise and tried to do your best?

Scouts: YES!!!!

Akela: Will each of you tell us of one of your accomplishments along the trail? (*They do so*) I am satisfied you have done your best. This is indeed a proud moment for our tribe when we can advance our young braves. It symbolizes the cooperation in your tepees among your families. In your living together and with the pilgrims you have shared many experiences and much knowledge. Without this sharing, hunting along the trail to the Golden Arrow of Light would be far more difficult. Mighty Medicine Man, have you brought suitable awards for these fine hunters?

Medicine Man: I have, Akela!! (*Awards are Presented.*)



**DECEMBER - TO HELP OTHER PEOPLE****CLOSINGS****CUB SCOUTING CHRISTMAS**

- Cub #1: "C" is for Cubbers, cheerful and bright.
- Cub #2: "H" is for Helpful, healthy, and right.
- Cub #3: "R" is for Resources they try to save.
- Cub #4: "I" is for Ideals they like to wave.
- Cub #5: "S" is for Scarf of yellow and blue.
- Cub #6: "T" is for Tying they learn to do.
- Cub #7: "M" is for Magic of which they all shout.
- Cub #8: "A" is for Akela our Best Scout.
- Cub #9: "S" is for Something we always have to do.

**OPENINGS**

Dim the lights and have the boys come in marching very slowly, singing Christmas or Hanukkah songs. Have the boys carry lighted candles. Have the Webelos color guard follow and when the lights come on, a Webelos Scout leads everyone in the Pledge of Allegiance. Then everybody sings "Silent Night".

**LIGHT A CHRISTMAS TREE**

Cubmaster: "Cub Scouts, isn't that a beautiful tree? It's bright and colorful, like the joyous seasons of Christmas and Hanukkah. And we all had a part in making it so beautiful. When all Cub Scouts work together and do their best, the result is always something fine, like this tree. Let's remember that as we repeat the Cub Scout Promise. (*Lead in the Promise.*)



AND THIS BRINGS A MERRY CUB SCOUTING CHRISTMAS TO YOU.

**HELPFUL TO OTHERS:  
FROM LORD BADEN-POWELL**

"I often think that when the sun goes down, the world is hidden by a big blanket from the light of heaven, but the stars are little holes pierced in that blanket by those who have done good deeds in this world. The stars are not all the same size; some are big, some are little, and some men have done small deeds but they have made their hole in the blanket by doing good before they went to heaven.

Try to make your hole in the blanket by good work while you are on earth. IT IS SOMETHING TO BE GOOD, BUT IT IS FAR BETTER TO DO GOOD!"

**ADVANCEMENTS**

**CHRISTMAS TREE ADVANCEMENT**

All advancement awards are placed in Christmas wrappings and hung on the Christmas tree. Also in each package is a Christmas tree light bulb with the Cub Scout's first name lettered on it with a felt pen.

Use pink bulbs for Bobcat; red for Wolf; green for Bear; gold for Gold Arrow Points; silver or white for Silver Arrow Points; orange for Webelos activity badges; blue for Webelos badges; and a special bulb for Arrow of Light.

Boys being given awards are called forward with their parents. Each boy takes the package with his name on it from the tree. His parent(s) pin his new badge on his shirt, and each boy then screws his light bulb into an empty socket on the strings on the tree. After each boy has received his award, the tree is lit.



**SNOWFLAKE ADVANCEMENT**

*Props: 1 small snowflake for each award with the award attached. 1 cut out snowflake for each Cub and Parent.*

Cubmaster: Snowflakes always appear as six-sided crystals. If you use your imagination just a little, you can see that there are six areas in the climb to the top of the Cub Scouting experience.

1. Will all Bobcats please come forward with their parents. (*Awards Chairman presents the award and gives each a snowflake.*)

*Do the same as above for all of the following:*

2. Wolf
3. Wolf Arrow Points
4. Bear
5. Bear Arrow points
6. Webelos

*Have all boys remain at the front of the room until all awards are presented.*

Cubmaster: With this group of people gathered here, we have made a snowstorm out of a lot of small snowflakes. Just as the wind blows snow into a storm, parents provide a force to make a Cub Scout form all facets of his life as he grows into a bigger, stronger person both physically and mentally.



**RECIPE FOR A HAPPY NEW YEAR**

Take twelve months of willingness. Blend with plenty of active service, and generous amounts of understanding of your friends and neighbors. Flavor with love and kindness. Spice with good humor and cheerfulness. Stir up your opportunities, whip up your enthusiasm, and blend this all together. Pour into baking dish 3x6x5 (365 days). Bake in a warm glow of appreciation. Cover generously with icing of joy and happiness. Decorate with a friendly smile. Serve generous portions to all and you will find your share of happiness the largest.



## THE ART OF SAYING "THANKS"

The very best way to say 'thank you' is to say "thank you" and really mean it. Sounds simple enough, doesn't it? Let's take a look at some things that have probably happened to you.

Were you ever a member of a committee which performed a job then later a gentleman arose from his place at a long table in the front of a large room filled with people, walked to the podium and said: "I wish to thank all the members of the committee, however, time won't allow me to recite all the names, so I'll just say 'thank you' for your efforts". Didn't mean much, did it? Why? Because he didn't thank you - he thanked an unknown committee...and for what? Who knows?

What will you do if the Cubmaster asks you to say thank you to all at your next Pack meeting? Here are some suggestions:

1. Find out if there is enough time to thank each person individually by name.
2. Have something concrete to say 'thank you' for...and say it loud and clear. It can be embarrassing to be thanked for something you didn't do.
3. The mark of a good 'thank you' is when you know your Leader has helped the boys, they know they have helped, the boys know they have helped them...and now you want everyone else in the pack to know. A warm, public 'thank you' is in order.
4. If time does not permit naming each individual involved or giving an explanation of what he or she actually did to be thanked... then probably the best solution would be to thank the

chairman of the committee and ask that he/she personally thank each individual.

You are probably familiar with this situation. You have the cereal, the toast, the jelly, the orange juice and a pitcher of milk on the breakfast table. You call the family to breakfast. They are running behind this morning, so they rush in, one by one, sit down, fill their bowls with cereal and then pass the pitcher of milk around. Your son gets it last, and it is bone dry. With a frown on his face, he says "Thanks a lot!" The point is, the type of 'thank you' we're after should be given in the right context, and said with a smile on your face and warmth in your heart. Anything less will be spotted as artificial.

Between Cub Scout leaders, a sincere, verbal 'thank you' means a lot. But there is another aspect that you might like to consider. You may have something in your Cub Scout file at home, or sitting on your desk that was given to you by someone saying 'thank you'. I have in mind the material object such as a plaque, a certificate, a statue, etc. Every time you look at it or pick it up, that moment is recreated in your mind. This is another way, a more lasting way, of saying 'thanks'.

Finally, there is the 'thank you' that flows spontaneously between two people. It isn't planned in advance. It just happens. It is said at just the right moment with just the right meaning. It is a matter of simple courtesy. And if you miss your chance to say this 'thank you' you'll know it.



NOTES...

## SPECIAL AWARDS AND TROPHIES

Cub Scouts like nothing more than receiving recognition for the things they do. An award lets them know they've done a good job. Awards are not just for those who win first, second, or third place -- they are a way of saying "Thank You" for participating or for doing something special. They need not be the largest or the fanciest possible to satisfy -- a simple "You did a Good job" is sufficient.

Trophies can be made from almost any material and need not necessarily be "artfully" done. They are meant as a token of appreciation and as a token it is very acceptable to be very simple. Thus, awards can be made of wood, paper, plastic, plaster, ribbon, cloth or any other material commonly found around the home. An award may be a scrap which has been redone and turned into a treasure for the recipient.

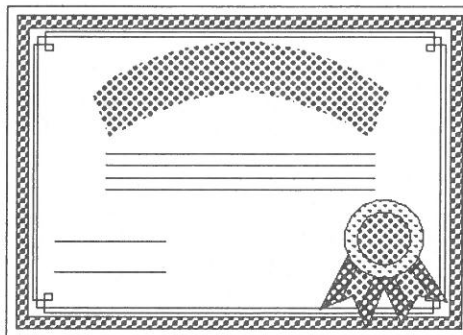
Don't forget that all who participate enjoy receiving awards, including parents and Cub Leaders. Awards are fun for all and bring pleasure to all who receive them. They are the little highlights of life which are put away for another day to bring back pleasant memories of the past.

The key to simple, effective awards is being repetitive. That is, make many identical awards. By being repetitive, the task becomes far more simple and enough awards are created that all have the opportunity to receive at least one.

Make it a rule that sufficient awards are given that most can receive one. If only a few are presented, it is possible that a select few Cubs, because of size, aggressive nature or special skill will receive most of the awards. In a Pinewood Derby, for instance, have a first, second and third place trophy for those who achieve those places, but also have a participation award for each Cub.

The frequent and judicious use of awards can assist you as a Cub Leader to maintain control over your meetings and be a factor in encouraging participation, attendance and a desire to follow through.

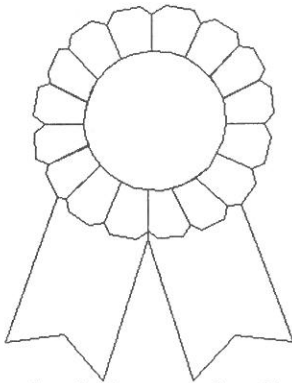
Different types of recognition are:



Certificates: Homemade certificates can be as impressive as those you purchase at a store. Varying the size, shape, type of paper, and writing implements you use can make your certificates truly unique.

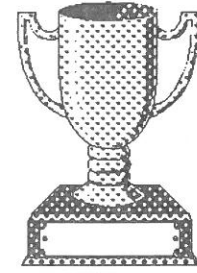
Medals: A medal is anything that can be hung on a string, ribbon, inexpensive chain, rope etc., and placed around a boy's neck. A variety of small objects can be used: a leather round either tooled or written on with markers, a wooden circle with wood-burned letters on it, or even a piece of cardboard out into an interesting shape. A unique idea for medals is to use "shrinking" plastic. Commercially sold as "Shrinky-Dinks", this plastic material can be purchased at hobby or fabric shops. A design can be drawn on and colored in, depicting anything you like. After the design is traced onto the plastic, and cut out, the material is placed into the oven at low heat, where it shrinks into an attractive small picture, suitable for hanging on a string and being used as a small medal. The shrunken design is very detailed and makes an attractive medal.

**Plaques:** A plaque is a neat way to display pictures, patches, and lettering for recognition. Plaques can be made out of practically anything. Paneling, hardboard, lumber, tree trunk slices, sheet metal, plastic sheets, linoleum pieces, and much more, are all good candidates for plaques. Plaques are versatile, and can be used in many ways. Lettering can be done by carving, woodburning, painting stenciling, using stickers or lettering tape, and many others. They can be stained, decoupage, painted, left natural, routed, etc. You can be creative.



**Ribbons:** Certain kinds of ribbon are not practical to use as awards if you intend to write on them. Satiny ribbons tend to allow inks and markers to run or wipe off easily. Be sure to try writing on your ribbon before using it for awards. You can use ribbon alone to make awards or combine it with disks and felt in many different ways. Black felt tip markers usually work well for lettering. To make a special award you can use glue and glitter sprinkled on for interesting lettering. Use your imagination!! Ribbons cut out of construction paper or cardboard can make impressive awards too.

**Trophies:** Trophies are very easy to construct, and can be made from a wide variety of materials.



Impressive ones can be made from old trophies and their parts. Most bowling or sports trophies are pieced together, and they can be disassembled and their various parts reused. Most consist of a base, pedestal, and decorative figure, and the top section can be replaced with any number of items in order to create an appropriate trophy. Miniature cars painted gold, small action figures, carved items and much more can be substituted for those pre-made figures, and can make very nice trophies. If you do not have access to old trophies (which are often found at swapmeets and garage sales) you can assemble your own simply by using the same basic three parts. Sometimes a trophy will consist merely of a base and figurine. Adding the lettering to personalize it finishes it off.

The decorative figures can be made of paper mache', salt dough, tinkertoys, miniatures of many kinds, etc.



## RECOGNITION

There are a lot of adults in our program that do a lot to keep Cub Scouting Fun and active. They do not always hold a specific position within the pack...but they still need to be recognized.

What follows are a few ideas to help you. If you just take a few minutes to observe your volunteers you will see a specific personality or trait that makes this person stand out from the crowd. This is what you use to create a specific award for that individual. These awards are suggested with humor, and are not meant to poke fun at anyone or anything.

It is recommended that you use poster board or cardboard because it is sturdy. Some of the items can be bought at a variety store in the toy section. Be sure to check out the "under \$1 area". Everything else is stuff and odds and ends around the house. Before you start, look around the house, out in the garage and in the yard. Most important of all, HAVE FUN!!!!

Don't forget the kids. Even the little sisters and brothers need recognition, especially if they always have to tag along.

**SWEETHEART AWARD:** Cut out a large heart from red or pink cardboard or construction paper or fabric. (If you use construction paper or fabric you will have to glue it to cardboard of the same shape.) Now frame the outside edge by gluing either white doilies or purchased gathered lace. On the front, sew or glue a big colorful sucker or Hershey Kiss. Hang by colored ribbon. *Suggested for: Someone very cheerful and happy; someone who provided a lot of treats or especially good ones; a lady who got married; or, the leader who decided the den would make a REAL gingerbread house using real candy.*

**RIGHT ARM:** Cut from cardboard the shape of an arm bent at 90 degrees at elbow with fingers in Cub Scout or Boy Scout sign, color in. *Suggested for: To be given to a Den Chief, Assistant Cubmaster or anyone who served as the "Right Arm" of someone.*

**WISHING YOU WELL:** You could purchase a small plastic wishing well and mount to a frame, or draw a wishing well, color, paint or glue pieces to a cardboard and write "Wishing \_\_\_\_\_ Well". *Suggested for: To give to an adult that is retiring from an active position within the Pack, or if they are moving either to another area or going on to Boy Scouting.*

**LETTERS TO EDITOR:** Draw or trace at random 10 to 15 letters. Cut out letters and string together. You can make letters from heavy construction paper, cardboard, felt, dough art, etc. Make them colorful! You may string them together in one long strand, or hang like a mobil. *Suggested for: This award can be given to the newsletter editor of the pack. It could also be given to a secretary, or someone who does a lot of writing and organizing for your group.*

**EARLY BLOOMER AWARD:** This is done several different ways. You could simply present a large artificial flower or you can be creative and make one out of construction paper or felt. *Suggested for: This is good for a Mom who blooms with kindness, love, spirit, smiles or ideas. Or someone who started out low keyed or quiet or shy and is now more vocal or visible.*

**CHEF HAT AWARD:** Cut a chef hat shape out of cardboard and paint or color white. *Suggested for: For someone who really cooks with ideas or activities or yummy treats.*

**THE PATH FINDER:** Use a toy compass and map or cut from cardboard a circle. Put N, S, E, and W on the circle. Cut an arrow from paper or cardboard and using a brad attach to circle. Buy a map or simply draw one. *Suggested for: For someone who is never in the right spot at the right time or has a tendency to get lost a lot.*

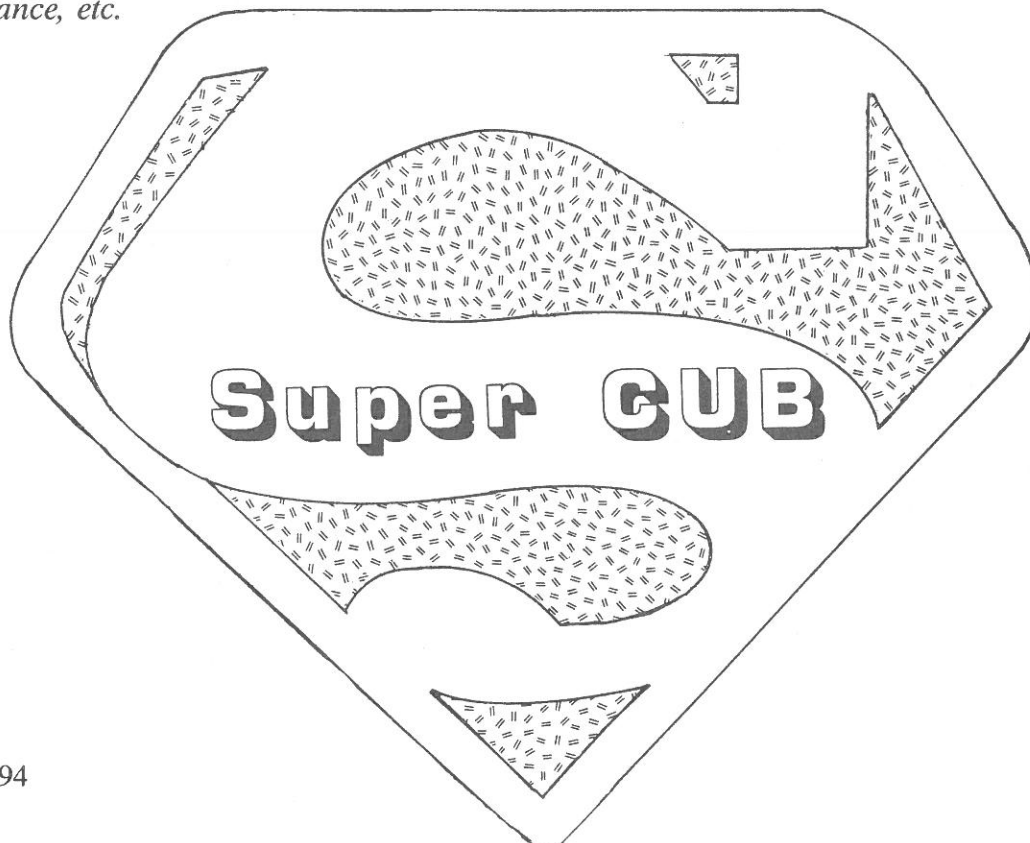
**CLOWN AWARD OR BIG YUK AWARD:** Make a clown mask of colored construction paper and elastic or make a clown hat of paper or fabric. Use cotton balls to decorate and make ball at tip of hat. *Suggested for: For the person who is always clowning around with the boys.*

**THE MISTAKE PROOF PENCIL:** Available at a novelty store...a pencil with an eraser at both ends. Or draw one of cardboard... or take two new pencils and pry the eraser off of one and glue to the unsharpened end of the other. *Suggested for: Could be given to the pack secretary. Also appropriate for a person that does a lot of written organizing or den leader frustrated with keeping track of advancements, dues, attendance, etc.*

**THE BIG BUNDLE AWARD:** Take one sheet from a newspaper and fold it up until you have a small square bundle approximately 4"x4". Tie a string around it. *Suggested for: This can be given to the paper drive chairman. You could do the same with play dollars and give it to the SME Chairman.*

**PRACTICAL WREATH AWARD:** Cut a donut shaped circle from cardboard. Attach play money to it either by punching holes in the wreath or stapling the money to it. You also could take monopoly money, crushing each bill in the middle so it looks like a bow tie, then staple it to the donut on one side completely filling in the cardboard. *Suggested for: This could be made for the chairman of a wreath sale. Also, could be given to the SME Chairman or Treasurer only instead of using the donut shape, use (\$) a dollar sign.*

**ROCKING CHAIR AWARD:** Use a small plastic toy rocking chair or picture of one. *Suggested for: This can be used for a den leader who is retiring or for someone who has been active for "ages".*



NOTES...

# THE END ! ! !

