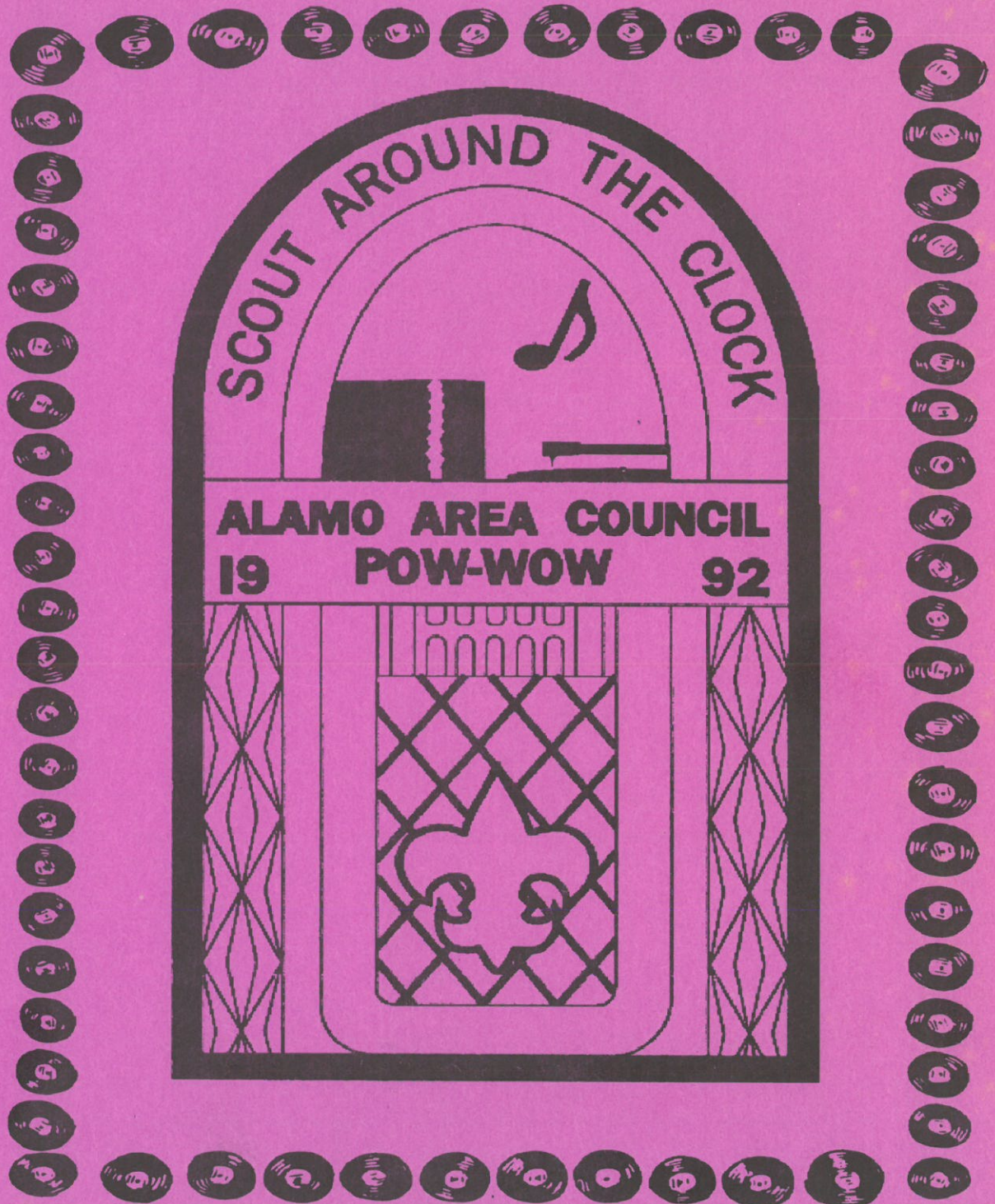


"SCOUT AROUND THE CLOCK" POW WOW 1992





19 11 91
10 11 1992





ALAMO AREA COUNCIL
BOY SCOUTS OF AMERICA

November 7, 1992

Dear Cub Scout Leader:


Welcome to the 1992 Cub Scout Leaders' Pow Wow! Your Pow Wow staff has worked hard to bring you a fun-filled and informative program.

Thank you for taking time from your busy schedule to get involved in the fun of Cub Scouting and Pow Wow.

Whether you have been involved in Cub Scouting for one day or twenty or more years, Pow Wow is an opportunity to share experiences, ideas, friendship and fun. What we share with each other today will help make individual den meetings, pack meetings, committee meetings, family picnics, Blue and Gold Banquets and the many other get-togethers of Cub Scouting more successful for you and for your boys.

Remember, Cub Scouting is spelled "F-U-N" and we adults should have as much FUN putting on a quality program for our boys as the boys are having. So... get out there and have FUN!

Your Friend in Scouting,


Dennis J. Shaffer
Scout Executive



Notes from the editors of your book

We started compiling the Alamo Area Council 1992 Pow Wow book in December 1991. We had several names of people who had volunteered to help. After several calls, we were able to give out each section. This book would have been much smaller and not near as complete if not for their contributions.

We contacted and received sections from Terri Marzuki and Laura Barko, Sue Peay, Lynn Ballard, Dave Whidden, Susie Mariano, Lisa Foster and Kathy Smicker, Joel Albert, Maria Davis, Ralph Chance, Debbie Chance and Mark White. Dawn and I really appreciate the efforts of all contributors. We must also thank Kevin Jetton for the use of his laser printer. If you know them, shake their hand and let them know you appreciate their work as well.

Putting together a Pow Wow book is no picnic. If we print jokes, they say we are too light-minded. If we don't, we are too serious. If we publish original material, they say we lack variety. If we put in things from other books, then we are too lazy to write our own. If we don't include all contributions, then we must lack proper appreciation of others. If we do, the book may be too messy. Probably some people will think we even copied this from some other book. WE DID!

We are grateful to anyone whose ideas we have used, including information from other councils. Several of the sections are completely new and you will recognize some "old standards."

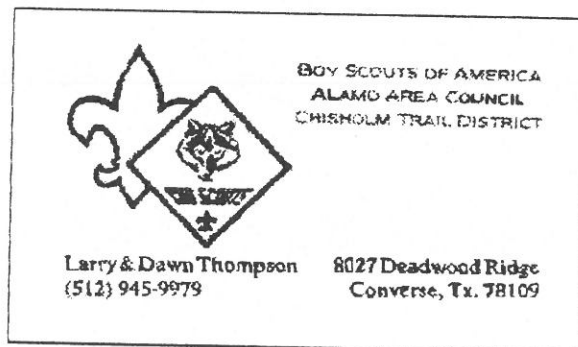
A big thanks goes out to Frank and Sheila Gracia. They were able to proof everything promptly and so well. Of course, if you find any errors, well, I'm sure that Frank found them too. A few were just left for your reading enjoyment.

Again thanks to all our contributors and finally, from Mark Twain's Huckleberry Finn, "...and so there ain't nothing more to write about, and I'm rotten glad of it, because if I'd knowed what a trouble it was to make a book, I wouldn't a tackled it and aint't a going to no more."

We've done our best and we hope you enjoy it.

Our best to you all,

Larry and Dawn
Dawn and Larry Thompson



WOLF ADVANCEMENT CHART FOR

BOBCAT BADGE

| Cub Promise | Law of Pack | We-be-los | Sign, Shake | Motto, Salute |

		\----- And, do 1 of these. -----/																																																																						
1. FEATS OF SKILL	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td>a</td><td>b</td><td>c</td><td>d</td><td>e</td></tr> </table>						a	b	c	d	e	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td>f</td><td>g</td><td>h</td><td>i</td><td>j</td><td>k</td></tr> </table>							f	g	h	i	j	k																																																
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2. YOUR FLAG	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td>a</td><td>b</td><td>c</td><td>d</td><td>e</td></tr> </table>						a	b	c	d	e	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 33%;">SPORTS PROGRAM</th> <th style="width: 33%;">LOOP</th> <th style="width: 33%;">PIN</th> </tr> <tr><td>ARCHERY</td><td>[]</td><td>[]</td></tr> <tr><td>BADMINTON</td><td>[]</td><td>[]</td></tr> <tr><td>BASEBALL</td><td>[]</td><td>[]</td></tr> <tr><td>BASKETBALL</td><td>[]</td><td>[]</td></tr> <tr><td>BICYCLING</td><td>[]</td><td>[]</td></tr> <tr><td>BOWLING</td><td>[]</td><td>[]</td></tr> <tr><td>FISHING</td><td>[]</td><td>[]</td></tr> <tr><td>GOLF</td><td>[]</td><td>[]</td></tr> <tr><td>GYMNASTICS</td><td>[]</td><td>[]</td></tr> <tr><td>MARBLES</td><td>[]</td><td>[]</td></tr> <tr><td>PHYS FITNESS</td><td>[]</td><td>[]</td></tr> <tr><td>SKATING</td><td>[]</td><td>[]</td></tr> <tr><td>SKIING</td><td>[]</td><td>[]</td></tr> <tr><td>SOCCER</td><td>[]</td><td>[]</td></tr> <tr><td>SOFTBALL</td><td>[]</td><td>[]</td></tr> <tr><td>SWIMMING</td><td>[]</td><td>[]</td></tr> <tr><td>TABLE TENNIS</td><td>[]</td><td>[]</td></tr> <tr><td>ULTIMATE</td><td>[]</td><td>[]</td></tr> <tr><td>VOLLEYBALL</td><td>[]</td><td>[]</td></tr> </table>	SPORTS PROGRAM	LOOP	PIN	ARCHERY	[]	[]	BADMINTON	[]	[]	BASEBALL	[]	[]	BASKETBALL	[]	[]	BICYCLING	[]	[]	BOWLING	[]	[]	FISHING	[]	[]	GOLF	[]	[]	GYMNASTICS	[]	[]	MARBLES	[]	[]	PHYS FITNESS	[]	[]	SKATING	[]	[]	SKIING	[]	[]	SOCCER	[]	[]	SOFTBALL	[]	[]	SWIMMING	[]	[]	TABLE TENNIS	[]	[]	ULTIMATE	[]	[]	VOLLEYBALL	[]	[]
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4. KNOW YOUR HOME AND COMMUNITY	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td>a</td><td>b</td><td>c</td><td>d</td><td>e</td></tr> </table>						a	b	c	d	e																																																													
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9. BE SAFE AT HOME AND ON THE STREET	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td> </td><td> </td><td> </td><td> </td></tr> <tr><td>a</td><td>b</td><td>c</td><td>d</td></tr> </table>					a	b	c	d																																																															
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11. DUTY TO GOD	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td> </td><td> </td><td> </td></tr> <tr><td>a</td><td>b</td><td>c</td></tr> </table>				a	b	c																																																																	
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WOLF AWARDED		<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <th style="width: 33%;">ACADEMIC PGM</th> <th style="width: 33%;">LOOP</th> <th style="width: 33%;">PIN</th> </tr> <tr><td>ART</td><td>[]</td><td>[]</td></tr> <tr><td>COMMUNICATING</td><td>[]</td><td>[]</td></tr> <tr><td>MUSIC</td><td>[]</td><td>[]</td></tr> <tr><td>SCIENCE</td><td>[]</td><td>[]</td></tr> </table>	ACADEMIC PGM	LOOP	PIN	ART	[]	[]	COMMUNICATING	[]	[]	MUSIC	[]	[]	SCIENCE	[]	[]																																																							
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WOLF ELECTIVES CHART FOR _____

1. IT'S A SECRET	a*	a*	b	c	d								
2. BE AN ACTOR	a	b	c	d	e								
3. MAKE IT YOURSELF	a	b	c	d	e								
4. PLAY A GAME	a	b	c	d	e								
5. SPARETIME FUN	a	b	c	d	e	f	g	h	i				
6. BOOKS, BOOKS	a	b	c										
7. FOOT POWER	a	b	c										
8. MACHINE POWER	a	b	c	d									
9. LET'S HAVE A PARTY	a	b	c										
10. AMERICAN INDIAN LORE	a	b	c	d	e	f							
11. SING-ALONG	a	b	c	d	e								
12. BE AN ARTIST	a	b	c	d	e	f							
13. BIRDS	a	b	c	d	e	f							
14. PETS	a	b	c	d									
15. GROW SOMETHING	a	b	c	d									
16. FAMILY ALERT	a	b	c										
17. TIE IT RIGHT	a	b	c	d	e	f	g						
18. OUTDOOR ADVENTURE	a	b	c	d	e	f	g						
19. FISHING	a	b	c	d	e	f							
20. SPORTS	a	b	c	d	e	f	g	h	i	j	k	l	
21. COMPUTER FUN	a	b	c										
22. SAY IT RIGHT	a	b	c	d	e								

* Multiple credit is possible if different codes are used.

Use of this sheet:

- Enter the date of the achievement in the elective box (Mo/Day, i.e., 12/3)
- "X" the box as you record the elective # (i.e., 6e) in the arrow point list below

= AWARDED ON =====

GOLD ARROW	1	2	3	4	5	6	7	8	9	10
1st SILVER	1	2	3	4	5	6	7	8	9	10
2nd SILVER	1	2	3	4	5	6	7	8	9	10
3rd SILVER	1	2	3	4	5	6	7	8	9	10
4th SILVER	1	2	3	4	5	6	7	8	9	10
5th SILVER	1	2	3	4	5	6	7	8	9	10
6th SILVER	1	2	3	4	5	6			9	10

SAd.

ADVANCEMENT CHART FOR

| Cub Promise | Law of Pack | We-be-lo-s | Sign, Shake | Motto, Salut

= AWARDED =====

Do ONE for GOD:

- Do 1 []: 1. WAYS WE WORSHIP | a* |
- Do 1 []: 2. EMBLEMS OF FAITH | a* |

- "*" = Mandatory requirements for an achievement.
 - When minimum number of requirements for an achievement are complete, fill in its [] square.
 - If used for Bear credit, enter achievement # below.
 - Enter Arrow credits on reverse.

Do THREE for COUNTRY:

- Do 4 []: 3. WHAT MAKES AMERICA SPECIAL | a* | b | c | d | e | f | g |
- Do 3 []: 4. TALL TALES | a* | b* | c* |
- Do 4 []: 5. SHARING YOUR WORLD WITH WILDLIFE | a | b | c | d | e |
- Do 3 []: 6. TAKE CARE OF YOUR PLANET | a | b | c | d | e | f |
- Do 4 []: 7. LAW ENFORCEMENT IS A BIG JOB | a | b | c | d | e | f | g |

Do FOUR for FAMILY:

- Do 3 []: 8. THE PAST IS EXCITING AND IMPORTANT | a | b | c | d | e | f |
- Do 4 []: 9. WHAT'S COOKING | a | b | c | d | e | f | g |
- Do 2 []: 10. FAMILY FUN | a* | b* |
- Do 4 []: 11. BE READY | a* | b* | c* | d* | e |
- Do 3 []: 12. FAMILY OUTDOOR ADVENTURES | a | b | c | d | e |
- Do 4 []: 13. SAVING WELL, SPENDING WELL | a | b | c | d | e | f | g |

Do FOUR for SELF:

- Do 4 []: 14. RIDE RIGHT | a* | b | c | d | e | f | g |
- Do 2 []: 15. GAMES, GAMES, GAMES | a | b | c |
- Do 3 []: 16. BUILDING MUSCLES | a* | b* | c* |
- Do 4 []: 17. INFORMATION PLEASE | a* | b | c | d | e | f |
- Do 5 []: 18. JOT IT DOWN | a | b | c | d | e | f | g |
- Do 4 []: 19. SHAVINGS AND CHIPS | a* | b* | c* | d* |
- Do 3 []: 20. SAWDUST AND NAILS | a* | b* | c* |
- Do 3 []: 21. BUILD A MODEL | a | b | c | d | e | f |
- Do 5 []: 22. TYING IT ALL UP | a | b | c | d | e | f |
- Do 5 []: 23. SPORTS, SPORTS, SPORTS | a* | b* | c* | d* | e* |
- Do 3 []: 24. BE A LEADER | a | b | c | d | e |

ACADEMIC PGM	LOOP	PIN
ART	[]	[]
COMMUNICATING	[]	[]
MUSIC	[]	[]
SCIENCE	[]	[]

BEAR

BADGE

| GOD | COUNTRY | COUNTRY | COUNTRY | FAMILY | FAMILY | FAMILY | FAMILY | SELF | SELF | SELF | SELF |

BEAR ELECTIVES CHART FOR

1. SPACE	a	b	c	d	e	f			
2. WEATHER	a	b	c	d	e	f			
3. RADIO	a	b							
4. ELECTRICITY	a	b	c	d	e				
5. BOATS	a	b	c	d	e	f			
6. AIRCRAFT	a	b	c	d	e	f	g		
7. THINGS THAT GO	a	b	c	d					
8. CUB SCOUT BAND	a	b	c	d					
9. ART	a	b							
10. MASKS	a	b	c	d					
11. PHOTOGRAPHY	a	b	c	d					
12. NATURE CRAFTS	a	b	c	d	e	f	g	h	
13. MAGIC	a	b	c	d					
14. LANDSCAPING	a	b	c	d					
15. WATER AND SOIL CONSERVATION	a	b	c	d	e	f			
16. FARM ANIMALS	a	b	c	d					
17. REPAIRS	a	b	c	d	e	e(2)	e(3)		
						_extra_repairs_\			
18. BACKYARD GYM	a	b	c	d					
19. SWIMMING	a	b	c	d	e				
20. SPORTS	a	b	c	d	e				
21. SALES	a	b	a(2)	a(3)	a(4)				
			extra sales events\						
22. COLLECTING THINGS	a	b							
23. MAPS	a	b	c	d	e				
24. INDIAN LIFE	a	b	c	d					

SPORTS PGM	LOOP	PIN
ARCHERY	10	10
BADMINTON	10	10
BASEBALL	10	10
BASKETBALL	10	10
BICYCLING	10	10
BOWLING	10	10
FISHING	10	10
GOLF	10	10
GYMNASTICS	10	10
MARBLES	10	10
PH FITNESS	10	10
SKATING	10	10
SKIING	10	10
SOCCER	10	10
SOFTBALL	10	10
SWIMMING	10	10
TBL TENNIS	10	10
ULTIMATE	10	10
VOLLEYBALL	10	10

= AWARDED ON =====

GOLD ARROW	1	2	3	4	5	6	7	8	9	10
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6th SILVER	1	2	3	4	5	6	7	8	9	10

SAt92

WEBELOS ADVANCEMENT CHART FOR _____

BOBCAT BADGE

Cub Promise	Law of Pack	We-be-lo-s	Sign, Shake	Motto, Salute
-------------	-------------	------------	-------------	---------------

WEBELOS BADGE

Parent Guidel	Be Active	Badge Knowldg	Uniform
---------------	-----------	---------------	---------

COMPASS POINT TALLY

W
E
B
A
D
G
E

ACTIVITY BADGES (Complete 3: Fitness + 2 from different Activity Gps)

Date Completed	
Badge Name	FITNESS
Activity Group	PHYSICAL SKILLS

1	
2	
3	XXXXXXXXXXXXXXXXXXXXXXXXXXXX
4	
5	
6	
7	XXXXXXXXXXXXXXXXXXXXXXXXXXXX
8	
9	
10	
11	XXXXXXXXXXXXXXXXXXXXXXXXXXXX
12	
13	
14	
15	XXXXXXXXXXXXXXXXXXXXXXXXXXXX
16	
17	
18	
19	

Boy Scout Knowledge --->

Understnd/Live By Know & when to use Understand, follow

<input type="checkbox"/> Oath, Promise	<input type="checkbox"/> Scout salute	Outdoor Code
<input type="checkbox"/> Scout Law	<input type="checkbox"/> Scout sign	
<input type="checkbox"/> Scout motto	<input type="checkbox"/> Scout shake	
<input type="checkbox"/> Scout slogan		

Do thisOR....Do two achievements from p. 344 and enter here

Religious Emblem

ARROW OF LIGHT

Recite/Tell use of:

Six months in Webelos Den
 Oath or Promise
 Scout Law

Give and explain:

<input type="checkbox"/> Scout salute	Understand significance of the Scout Badge	Tell about Uniform Differences
<input type="checkbox"/> Scout sign		
<input type="checkbox"/> Scout handclasp		
<input type="checkbox"/> Scout motto		
<input type="checkbox"/> Scout slogan		

ACTIVITY BADGES (Complete FIVE MORE: CITIZEN, READYMAN, plus ONE EACH from Activity Groups shown)

Date Completed					
Badge Name	CITIZEN	READYMAN			
Activity Group	COMMUNITY	COMMUNITY	OUTDOOR	MENTAL SKILLS	TECHNOLOGY

----- Webelos Den Activities ----->

<----- F: ctions ----->

BSA Troop Mts | BSA Outdoor Actv | Overnight Campout |

Troop/Scout

Application

WEBELO
 "*" = Mandator
 PHYSICAL OR

TY BADGE CHART FOR
 an activity badge
 S GROUP

SPORTS PROGRAM | | |

AQUANAUT	Do 5:	1*	2*	3	4	5	6	7		
ATHELETE	Do 7:	1*	2*	3	4	5	6	7	8	9
FITNESS	Do 5:	1*	2*	3	4	5	6			
SPORTSMAN	Do 4:	1	2	3	4					

MENTAL SKILLS GROUP

ARTIST	Do 5:	1	2	3	4	5	6	7		
SCHOLAR	Do 7:	1*	2*	3*	4*	5	6	7	8	9
SHOWMAN	Do 4:									
	- Puppetry:	1	2	3	4	5	6			
	OR Do 4:									
SHOWMAN	Music:	1	2	3	4	5	6	7		
	OR Do 4:									
SHOWMAN	Drama:	1	2	3	4	5	6	7	8	
TRAVELER	Do 5:	1	2	3	4	5	6	7		

COMMUNITY GROUP

CITIZEN	Do all 6:										
		1*	2*	3*	4*	5*	6*				
COMMUNICATOR	AND Do 2:	7	8	9	10	11	12	13	14	15	16
	Do 4:	1	2	3	4	5	6	7			
FAMILY MEMBER	AND Do 2:	8	9	10	11	12					
	Do 7:	1*	2*	3*	4*	5*	6	7	8	9	10
READYMAN	Do all 6:										
		1*	2*	3*	4*	5*	6*				
READYMAN	AND Do 2:	7	8	9	10	11	12				

TECHNOLOGY GROUP

CRAFTSMAN	Do 7:	1*	2a*	2b*	2c*	2d*	3*	4	5	6	7	8
ENGINEER	Do 5:	1	2	3	4	5	6	7	8			
HANDYMAN	Do 6:	1	2	3	4	5	6	7	8			
		9	10	11	12	13	14					
SCIENTIST	Do all 3:											
		1*	2*	3*								
SCIENTIST	AND Do 6:	4	5	6	7	8	9	10	11	12		

OUTDOOR GROUP

FORESTER	Do 5:	1	2	3	4	5	6	7	8	
GEOLOGIST	Do 5:	1	2	3	4	5	6			
NATURALIST	Do 4:	1	2	3	4	5	6	7		
OUTDOORSMAN	Do 5:	1	2	3	4	5	6	7	8	

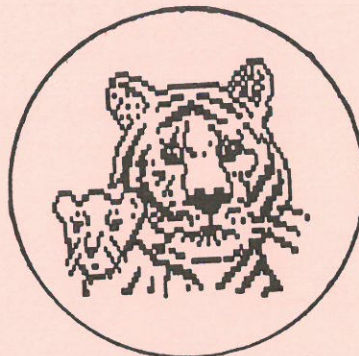
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BADMINTON	[]	[]
BASEBALL	[]	[]
BASKETBALL	[]	[]
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FISHING	[]	[]
GOLF	[]	[]
GYMNASTICS	[]	[]
MARBLES	[]	[]
PHYS FITNESS	[]	[]
SKATING	[]	[]

SKIING	[]	[]
SOCCER	[]	[]
SOFTBALL	[]	[]

SWIMMING	[]	[]
TABLE TENNIS	[]	[]
ULTIMATE	[]	[]
VOLLEYBALL	[]	[]

ACADEMIC PGM	LOOP	PIN
ART	[]	[]
COMMUNICATING	[]	[]
MUSIC	[]	[]
SCIENCE	[]	[]

TIGER CUBS



1992 "SCOUT AROUND THE CLOCK" POW-WOW KEY STAFF

POW-WOW CHAIRMAN
HONORARY POW-WOW CHAIRMAN
POW-WOW VICE-CHAIRMAN
STAFF ADVISOR
BOOK EDITORS

REGISTRATION

PROMOTION
PHYSICAL ARRANGEMENTS
FOOD
TRADING POST
INSTRUCTOR TRAINING
"ETC" CHAIRMAN
FUND RAISERS

EXHIBITS/DISPLAYS
DEN DOODLES
SUPPORT

HEAD CHEERLEADERS:
DEN & PACK PIZZAZZ
WEBELOS
CRAFTS
PACK ADMINISTRATION
DEN & PACK ENRICHMENT

ANDI BARROWS
JACK JORDAN
LARRY THOMPSON
STUART POTTER
LARRY THOMPSON
DAWN THOMPSON
HERB SCRANTON
SUE SCRANTON
KEY STAFF
BILL SIMPSON
CLARENCE GORE
JOHN CAMERON
GEORGE LEE
DAWN THOMPSON
GUY BARROWS
JOE NIX
RALPH CHANCE
GERRY STIFT
STEVE ALWAIS
JODEL NIX

LYNN BALLARD
SUSAN ALWAIS
DEBBIE CHANCE
SUSAN BROA
PAM BARQUEST

TIGER CUBS

ADVANCEMENTS

Tiger Bridge Crossing

Props: Bridge
 Tiger Cub Graduation
 Certificate, Graduation Patch
 Year Pin for each Tiger

Cubmaster: Tiger Cubs, you have been working together,
 learning about many interesting things during the
 months you have been a Tiger Cub. The entire family
 has had a chance to be part of that fun.

 You have taken each part of the Tiger Cub motto,
 "Search, Discover and Share" and used it in your home,
 school and neighborhood.

 Parents, on behalf of Pack _____, thank you for
 taking the time to "Search, Discover and Share" the
 Tiger Cub Program with your son. May you and your son
 experience the many wonders awaiting you as you
 continue to climb the Scouting trail.

 Tiger Cubs, as you cross over the bridge and
 graduate from Tiger Cubs, I would like to present you
 and your adult partner the graduation certificate,
 graduation patch and a one year service star pin. When
 I call your name, please cross over the bridge with
 your adult partner and begin your Cub Scouting
 adventures.



ADVANCEMENT

Challenge Of The Fire Pit

Personnel: Cubmaster
 Tiger Cub Organizer
 Shere Kahn
 Den Leader

Props: Florescent painted rocks(orange and red)
 Black light

Setting: Place rocks together in rows to represent bed of hot coals. When Cubmaster has lights turned off, they will glow.

Cubmaster: I will call upon the great Shere Kahn to bring forth the Tigers of our Pack, their adult partners and their Tiger Cub Organizer. (All come forward)

Shere Kahn: Have these boys and adults completed a year of the Tiger Cubs?

Tiger Cub Organizer: Yes

Shere Kahn: Here is the symbol of the Tiger who has met the challenge. (Hands pin to Tiger.) Please place the patch on the Tiger's shirt.

 Here is the token for having helped the Tiger to complete the challenge. (Hands pin to Tiger.) Pin them on your adult partner's collar.

 Adults, I give you charge of the written proof. Be proud of your team efforts which it took to accomplish them.

(LIGHTS ARE TURNED OFF)

Shere Kahn: This bed of hot rocks represents the greatness of the challenges to come. The rocks will not burn you unless you fear them. No harm will come unless you doubt your ability. Are you ready to cross the bed of hot rocks into Cub Scouting? (Tigers answer) Then go and meet your new leader.

Cubmaster: (Greets and welcomes each Tiger/Adult as they cross the rocks and introduces them to their new Den Leader.) Welcome to Pack _____. May you meet every challenge you face in life as well as you have met the challenge of the hot rocks tonight.

CEREMONIES

Flag Ceremonies For Tiger Cubs

In many packs, Tiger Cubs are overlooked at flag ceremonies because the flags are too heavy for them to carry. The standard flag ceremony doesn't have to, and shouldn't be used at every pack meeting. Variety is the spice of life and it also adds sparkle to your pack meetings.

Flag Ceremony #1

The Cubmaster or Assistant goes to the front of the room and says, "Will the honor guard please come forward?" The Tigers march to the front and stand before the flag. Together they salute, then turn to the audience and say, "We are Americans and we're proud of it!"

First Tiger says, "If you're proud to be and American, please stand and say, "I'm proud to be and American."

Second Tiger says, "Hand salute. Pledge of Allegiance repeat."

Third Tiger says, "Two" after pledge is completed and then says, "Honor guard retire." The boys march off the same way they entered.

Flag Ceremony #2

Cubmaster or Assistant(at front of the room): Will the honor guard please come forward?

Tigers march to front and several hold the flag completely unfurled. (flags are already in stands)

Tiger Cub Organizer: Will the audience please join in singing, "God Bless America" and hum the second verse.

God Bless America, Land that I love.
Stand beside, her, and guide her,
Through the night with a light from above.

From the mountains to the prairie,
To the oceans white with foam,
God Bless America, my home, sweet home.

While the audience hums, the boys recite the Tiger Cub Motto and the Tiger Cub Promise.

Tiger Cub Organizer: Honor Guard, please retire.(Tigers march off.)

TIGER CUB ACTIVITIES

Getting To Know You

Instructions:

1. Find 12 objects, such as a rock, a patch, a mug, keys a silver dollar, a small purse, a toy car, scout slide, duck caller, etc., and place each one in a small paper sack.
2. Staple top of sack closed and on the outside of each sack, put a single letter..."T".. "I".. "G".. "E".. "R"..so on... until you have used Tiger Cubs BSA for all 12 sacks. (1 letter on each sack)
3. To start the game, have the Tiger and his adult partner work together to select a sack, and by feeling, shaking, etc., try to figure out what each object is. Then, the answers should be put on a separate sheet of paper. Remember, each Tiger Cub and his adult partner are to feel, shake, etc. each sack, but the sacks are not to be opened until later.
4. When enough time has been given, stop the game and then open each sack and see how many were able to "search," "discover," and "share."

EXAMPLE:

T	Keys	
I	Rock	
G	_____	
E	_____	
R	_____	etc....



TIGER CUB ACTIVITIES

Getting Acquainted Games

The group sits in a circle. Each person is given a piece of string 6 inches long. Taking turns each person tells about himself, moving his fingers down the string as he talks. When he reaches the end of the string his turn is over.

The group sits in a circle. Use a nerf ball, if possible. A ball could be made out of crumpled newspaper if no ball is available. The leader throws the ball to one person. That person tells one thing about himself, then throws the ball to someone else. If time permits and the group is small, the ball may be thrown around the circle two or three times.

The Tiger Orange Bird Feeder

Cut one orange in half. Squeeze out the juice and scrape out the pulp with a spoon. The adult partner should poke three holes, evenly spaced, near the edge of the orange. Mix birdseed and peanut butter. Fill the orange shell with this mixture. Put a sturdy string through each hole. Gather the ends and tie together. The pieces of string should be about 15 inches long. Hang from a tree branch and enjoy watching the birds.

Nature Walk

Wrap a piece of wide masking tape around each Tiger Cubs wrist, sticky side out. Take a walk outside your meeting place. Let each boy collect whatever he can stick to his bracelet. Grasses, seeds, pebbles, feathers, flowers etc. Everything must be from nature. You can return to the room and share the items with each other and their reasons for choosing each item. You can make a nature picture using the collected items. This has several possibilities.

TIGER CUB ACTIVITIES

Word Hunt

Find the words and circle them. Read across and down.

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

CHESS

CARDS

CAROMS

FISH

SCRABBLE

CHECKERS

HORSESHOES

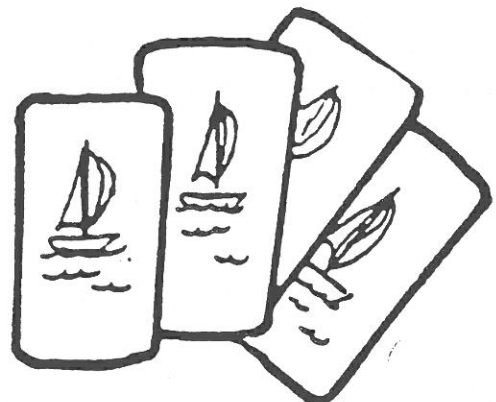
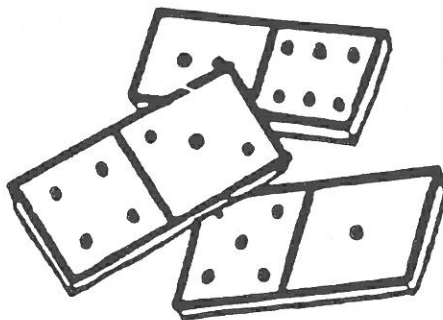
HOPSCOTCH

MONOPOLY

PING PONG

BATTLESHIP

DOMINOES



TIGER CUB ACTIVITIES

Discover Nature and Energy

Can you find 5 things in this picture which electricity helps us do today?

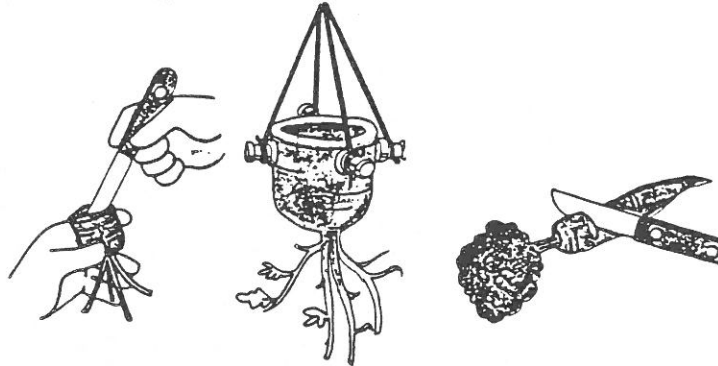


TIGER CUB ACTIVITIES

Hanging Carrot Basket

Need: 1 large carrot with leaves
knife
4 push pins
4 - 12 inch pieces of yarn

Cut 2 inches off the large carrot. Take off the feathery leaves. **DO NOT REMOVE THE STEMS.** Carefully scoop a hollow in the cut end of the carrot. Press 4 push pins into the side of the carrot. Tie one end of each piece of yarn to each push pin. Knot the other ends together. Hang the carrot from a hook in a sunny window. Keep the hollow filled with water. After a while new leaves will sprout and you will have a beautiful plant.



Potato Stamp

Give each Tiger Cub one large Potato and give each adult partner a sharp paring knife. The adult partner should supervise the Tiger Cub cutting or do the cutting himself.

Cut the potato in half across the middle. Lay one half aside. Take the other half and on the cut portion draw an uppercase initial, either first or last. The letter should be drawn in reverse. After scoring the letter, carefully cut around it. When finished, the letter should be raised above the rest of the potato. This is the stamp. On the other potato, cut another letter. When completed each Cub should have two stamps with each initial of their name or their first initial and their adult partner's initial.

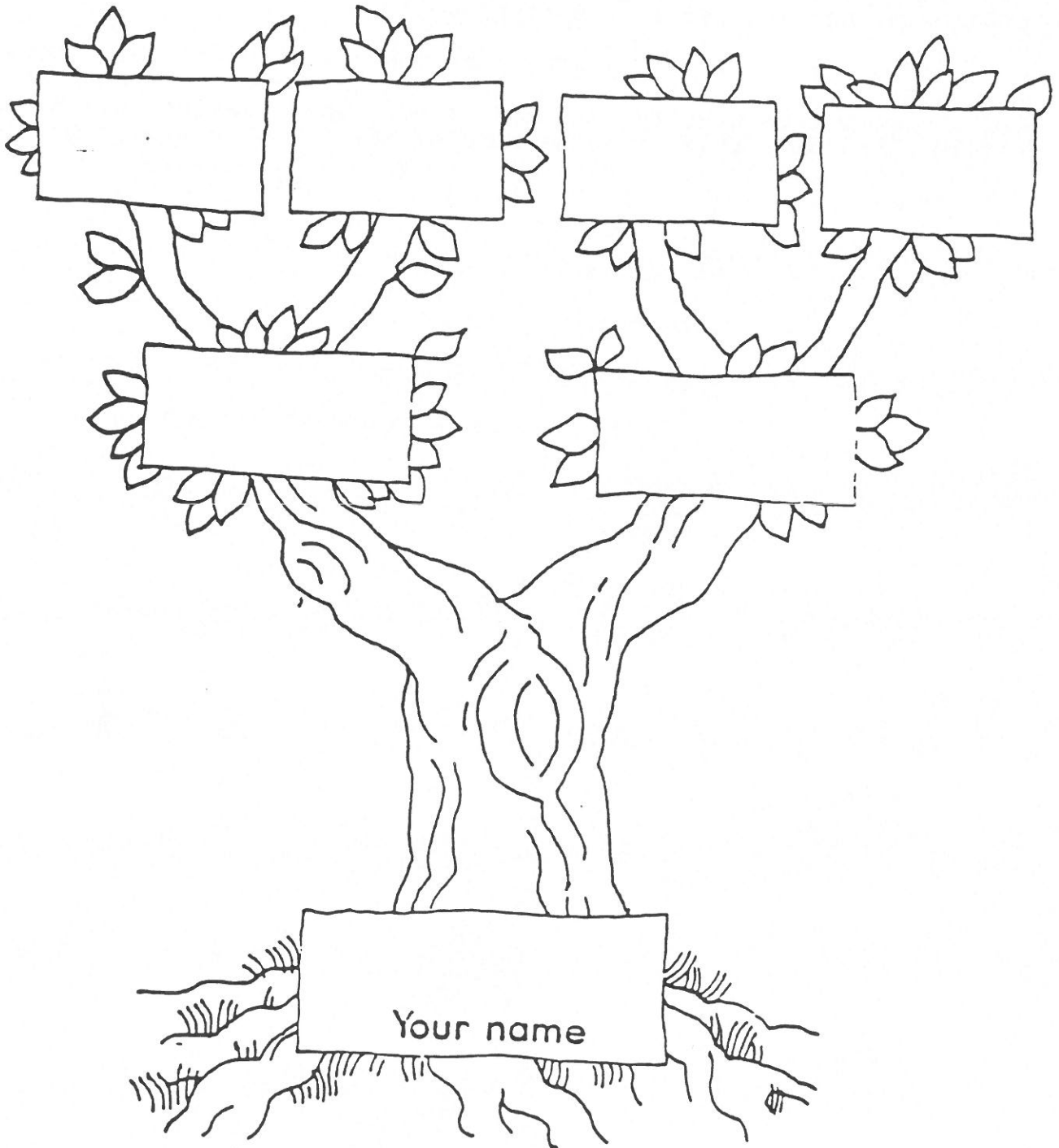
Push the stamp into a stamp pad and stamp the letter onto paper or other material. If cut properly, pulling up the stamp should reveal the initial. Use different types of ink and paper as desired. If you use water-based ink, the potato can be washed and different color inks can also be tried.

Other easy designs could also be cut into the potato. Use your imagination!

TIGER CUB ACTIVITIES

A Tiger Cub's Roots

A family tree is like a tree with many branches. Have someone help you fill in the names on your family tree.



TIGER CUB ACTIVITIES

Nature Scavenger Hunt

This scavenger hunt can be used as a game at one of your outings. Each family should make a team. This can also be done at home and the results can be reported at the next meeting.

Make a copy of the following list and give to each team that is participating. When doing as a group, provide sacks so each team can drop in their treasures as they find them. When playing in a group setting, provide a prize for the team(s) that finds everything on the list, or the most on the list. Also provide a certificate for every participant, or a smaller prize, bubble gum, balloons, etc.

- * an oak leaf
- * a seed of any kind
- * a rock
- * a clover leaf (four leaf, if available)
- * a weed
- * a berry
- * a pine needle
- * an acorn
- * a leaf
- * an insect

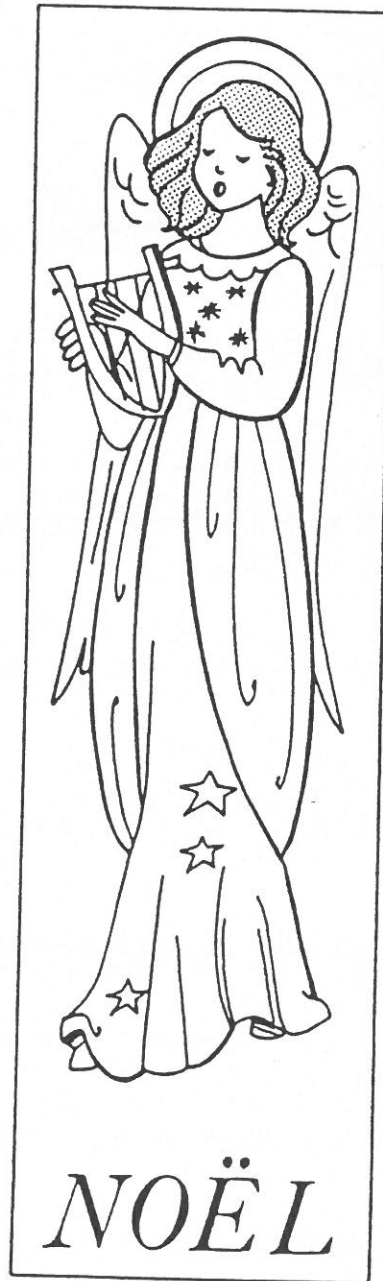
This is just an example list. Choose items that are native to your meeting place and in season.



TIGER CUB ACTIVITIES

Helping Others

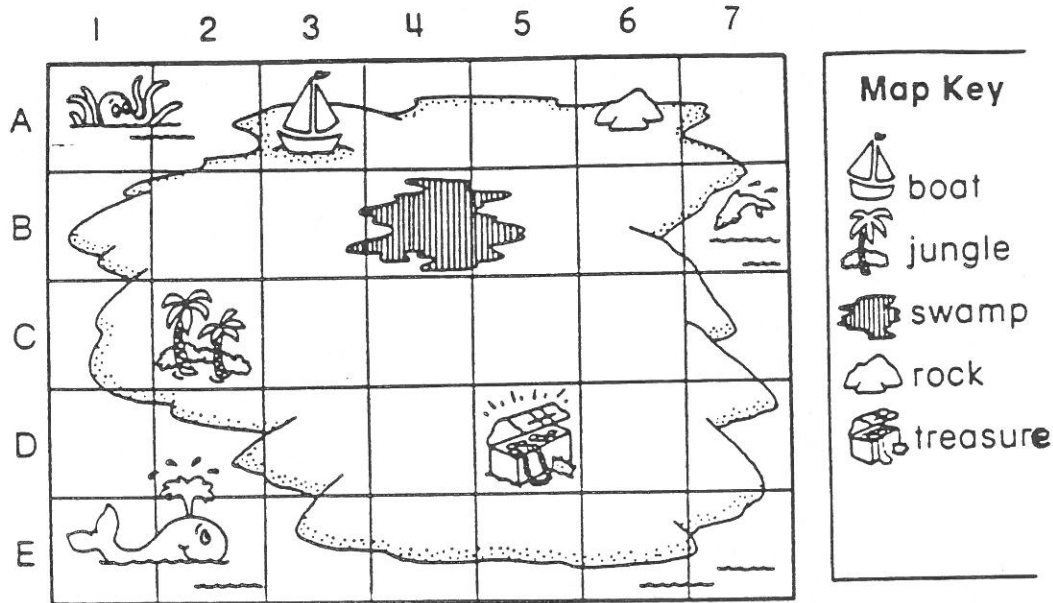
Copy these pages onto heavier paper. Have each Tiger Cub color the designs for book marks. Cover with clear contact paper. They could also be used as the fronts of homemade cards.



TIGER CUB ACTIVITIES

Getting There

Treasure Map



1. What is in box A3? _____
2. What is in box C2? _____
3. Where are you if you stand in box B4? _____
4. Draw a square around the object at D5.
5. What is inside the square you drew? _____
6. Draw a symbol for a ship in square E4. Add the symbol to the map key.

TIGER CUB ACTIVITIES

Making Your Family Special



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

These are things that help make a family special.

Words to look for:

- | | | |
|-----------------|----------|-----------|
| TOGETHER | SHARING | GAMES |
| DOING YOUR PART | LOVING | PUZZLES |
| TEAM WORK | GIVING | HELPING |
| CARING | COURTESY | VACATIONS |

Use this puzzle as a gathering activity before a Tiger Cub meeting.

TIGER CUB ACTIVITIES

These activities can be messy. Provide old shirts, smocks or aprons for each boy. Also plenty of wet washcloths or paper towels for clean up.

Edible Play Dough

Needed: 1 cup Peanut Butter
1 cup Honey
1 1/2 cup Powdered Milk

Mix ingredients together well. Place dough in a covered container and store in refrigerator.

Before the children use the edible play dough, cover the table with a plastic table cloth. A hand-washing session is also a must. Damp paper towels close at hand during the molding session would be helpful, too. The children will have fun shaping all kinds of items with the play dough. Then the fun really comes at the end, when they can eat what they shape.

Glue Dough

Needed: 3/4 cup flour
1/4 cup Elmer's glue
1/4 cup shampoo (colored shampoo will work)
Food coloring, if desired

Mix ingredients together well and knead like dough.

Form the dough into shapes, or roll flat (about 1/4 inch thickness) and cut out letters and designs. Be sure that the underside is completely flat. Place the shapes or letters on waxed paper and allow to harden.

To attach glue dough designs to a card or bulletin board after they are completely hardened, dampen the underside and push into place.

Getting the glue dough to the usable stage is rather messy. Once it is prepared, however, the young Tiger Cubs can easily form shapes.

Here are some ideas for using glue dough designs:

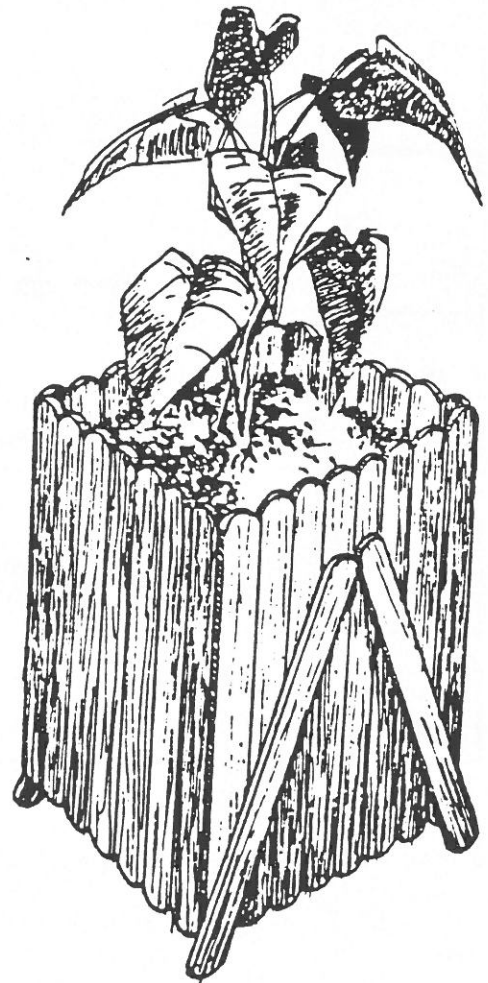
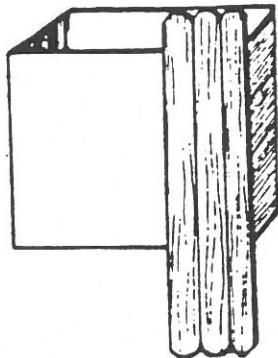
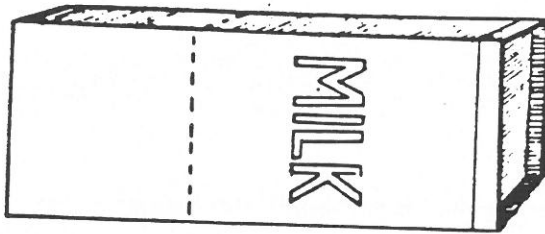
- as decorations on top of gift packages
- bulletin board letters and scenes; seasonal
- focal points on posters, letters
- Christmas tree ornaments; put yarn through top for hanging

TIGER CUB ACTIVITIES

Small Carton Planter

Needed: 34 craft sticks
Glue
1 quart milk carton

1. Cut off a 4 inch length from the bottom of the milk carton. The plastic coated paper cartons have the best surface for gluing on sticks, whereas, the waxed cartons do not.
2. Place the cut carton down on its side. Glue 30 sticks onto the four sides of carton using the illustration as a guide.
3. To complete this project, glue inverted "V" legs onto two sides, as shown.
4. Fill with dirt and plant a small plant.



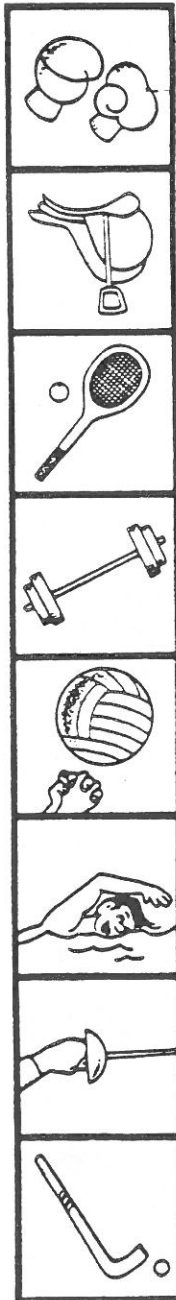
TIGER CUB ACTIVITIES

Fitness and Sports

Reading Pictures

Find the word in the word box that matches each picture.
Write the letters on the blanks.

Word Box	
fencing	hockey
tennis	boxing
volleyball	swimming
weightlifting	equestrian



_____ x _____

e _____ r _____

_____ n n _____

w _____ g _____ l _____ t _____

_____ l l _____ l l

_____ m m _____

f _____

_____ e y

SONGS

Tiger With Me

tune: This Old Man

My old Dad
Can't you see
Wants to be a Tiger with me
With a orange shirt and a book in his hand
We are searching all the land

My ole Mom
Can't you see
Wants to be a Tiger with me
With an orange shirt and a book in her purse
We are discovering this earth

Sister and brothers
Can't you see
Want to be Tiger Cubs with me
With our go and see it
We are on the run
Tiger families are so much fun.

Tiger Cubs, Tiger Cubs

tune: Jingle Bells

Tiger Cubs, Tiger Cubs
We have lots of fun
Big ideas for everyone
That's how it is done.

Learn the promise and the motto
Search, Discover, Share.
Oh what fun it is to be
A Tiger Cub like me.



SONGS

T-I-G-E-R-S

tune: Mickey Mouse

Come along and sing a song and
join our Family

T-I-G-E-R-S

Tigers they're for me!

Tiger Cubs, Tiger Cubs

Forever let us hold our banner

High, High, High, High!

We're the ones who start it all

We're where Scouts begin.

T-I-G --Gee, we're having fun

E-R-S --S because we're Scouting!

Tigers, we're the ones.

DECEMBER 92 - TO HELP OTHER PEOPLE



TOY BOX



NORTH STAR MALL
INGRAM PARK MALL

McCRELESS MALL
CROSSROADS MALL

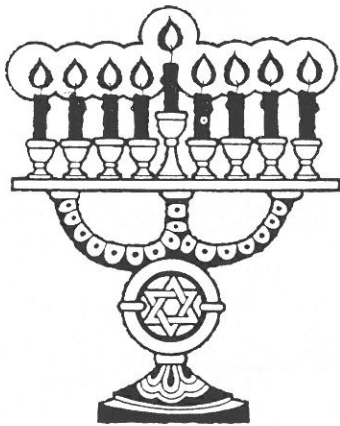
WHERE EVERY BOY IS KING
AND EVERY GIRL IS QUEEN





GATHERING ACTIVITIES

Hanukkah Word Find



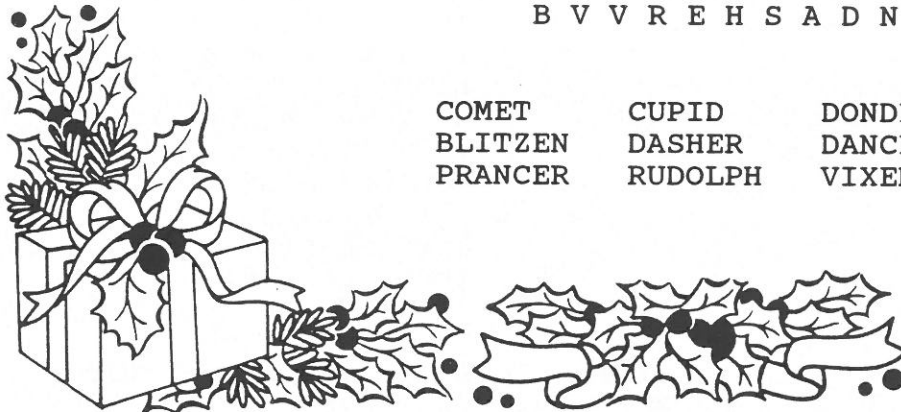
M S E E B A C C A M
P S H M O E C D S M
B H A E I K B Q E H
C A N D L E B W H A
V M U Q M C K V W R
E M K R C S A L V O
L A K I B T I R X N
S S A L B B L I E
I H H T E V M O A M
K T L E D I E R D D

CANDLE DREIDEL KISLEV
HANUKKAH MACCABEES MENORAH
MIRACLE OIL SHAMMASH

Lost Reindeer

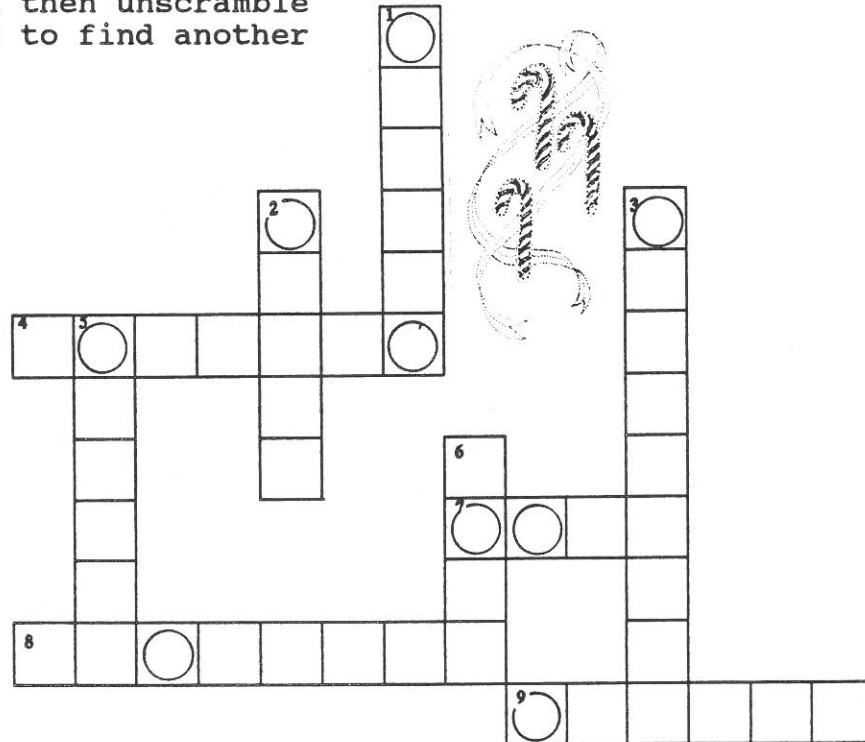
R D U C P S V C K J
S O C P O I O U B W
O H U R E M K X L O
D P P N E Z T I L B
L L I T C D A V R E
L O D P R A N C E R
I D A N C E R O Z T
D U C R X H J M D G
P R E I P O Z T U D
B V V R E H S A D N

COMET CUPID DONDER
BLITZEN DASHER DANCER
PRANCER RUDOLPH VIXEN



GATHERING ACTIVITIES

Solve the crossword then unscramble the circled letters to find another holiday word.



ACROSS

- 4 I'm long and sharp and cold-yes sir!
The harp I hold is solid gold.
- 7 I'm decorated with tinsel and balls;
I wait patiently for Santa's calls.
- 8 Once a year, I pull the sleigh
So Santa can bring you gifts on
Christmas Day.
- 9 I carry lots of presents and toys
For good little girls and boys.

DOWN

- 1 I'm dressed in white. I hang
from roofs and trees.
- 2 My leaves are pointy and red
are my berries. I deck the
halls and make them merry.
- 3 My berries are white, my
leaves are green. You'll get
a kiss if beneath me you're
seen.
- 5 My body is wax and my head
is a flame. Cub Scouts, can
you guess my name?
- 6 I'm sitting on top of the
tree so high I can reach my
home the sky.

Answers: Across- 4 Icicles, 7 Tree, 8 Reindeer, 9 Sleigh
Down- 1 Angels, 2 Holly, 3 Mistletoe, 5 Candle, 6 Star
Crossword Scrambled Word: CHRISTMAS

CHEERS

Cookie Cheer - Pick up a pretend cookie, take a bite, chew and swallow. Then rub your tummy saying, "Yum, Yum."

Snow Cheer - Hold your hands over your head, bring them down slowly while wiggling your fingers, saying, "Flaky, flaky, flaky."

Falling Christmas Tree Cheer - Hold up one arm bent at the elbow. Let it wiggle and fall, saying, "Oh, no! Crash!"

Bell Cheer - Raise and lower hand as if ringing a bell. Say, "Ding-a-ling. Ding-a-ling."

Santa's Workshop Cheer - Make a hammering motion while saying, "Bang, Bang. Ouch!" Then stick your thumb in your mouth.

Elf Cheer - In a high pitched voice say, "Ho, ho, ho!"

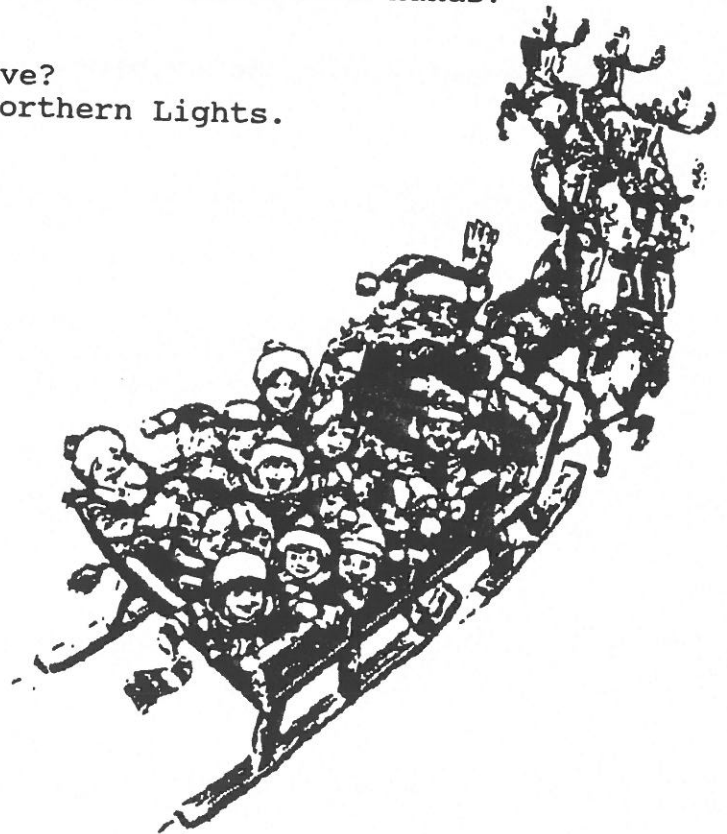
Penguin Cheer - Wrap your arms around yourself as if you are very cold. Say, "Brrrrrr. Its cold!"

JOKES AND RIDDLES

Q: When can Santa's elves pick up water with their bare hands?
A: When its ice cubes.

Q: Why was Santa late on Christmas Eve?
A: He had to keep stopping for the Northern Lights.

Knock, knock.
Who's there?
Bear watch.
Bear watch who?
Bear watch out, bear not cry
Bear not pout I'm telling you why.
Santa Claus is coming to town.



CEREMONIES - CLOSING

Christmas Tree Closing



Equipment: none
Set up: none
Personnel: The Cubmaster

May your Christmas tree be a verdant pine, full and fragrant, to remind you of everlasting life. May your Christmas tree be loaded with pine cones to remind you of the abundance of life. And may your Christmas tree shelter a bird's nest, the ancient symbol of happiness. Good night and Merry Christmas.

"To Help Other People"

Equipment: none
Set up: none
Personnel: The Cubmaster

It is very easy to help other people during this time of giving. Let's carry our promise over the whole year and, as Scouts, remember to help other people always. Please respond with "To help other people."

- As a Scout I will do my best..... To help other people.
- As a son I will do my best To help other people.
- As a friend I will do my best To help other people.
- As a neighbor I will do my best To help other people.
- As an athlete I will do my best To help other people.
- As a citizen I will do my best.... To help other people.
- As I grow to be a man I will do my best...To help other people.

Close with the Cub Scout promise.

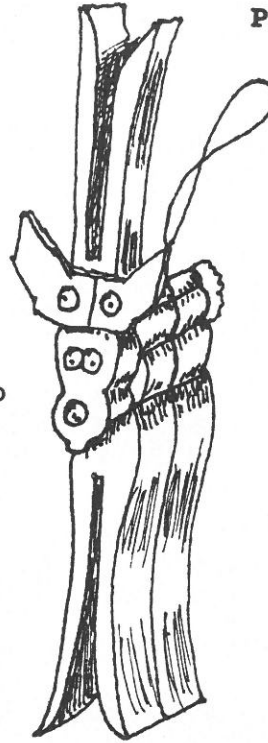


CRAFTS

Rudolph the Red-Nosed Reindeer

Supplies:

- scissors
- 3 flat sided wooden clothespins
- 5" length of red trim for hanging loop
- glue
- small pompon for tail
- green felt
- 2 gold sequins
- 1 red sequin
- 2 movable eyes
- brown wood stain (optional)
- paint brush (optional)



To Make:

- Step 1: (optional) Paint clothespins with wood stain. Straddle over side of shoe box to dry.
- Step 2: Using the pattern, cut green felt ears.
- Step 3: Fold rat tail in half to form loop and glue ends together.
- Step 4: For body glue together two clothespins with the rat tail between them.
- Step 5: Glue on the third clothespin in the opposite direction for the head and antlers. The bottom of the chin should be about 1/2" above crotch of body and at a slight angle so the head is slightly cocked.
- Step 6: Glue on head. Glue on gold sequins.
- Step 7: Glue on eyes and red-sequin nose.
- Step 8: Glue on pompon to back for tail.



CRAFTS

Santa Card Holder

Supplies:

Scissors

Ruler

Glue

Felt: Red

6" X 50" (or desired length)

White

7" X 10"

Black

5" X 6"

Green

2.5" X 6"

1.25" curtain ring

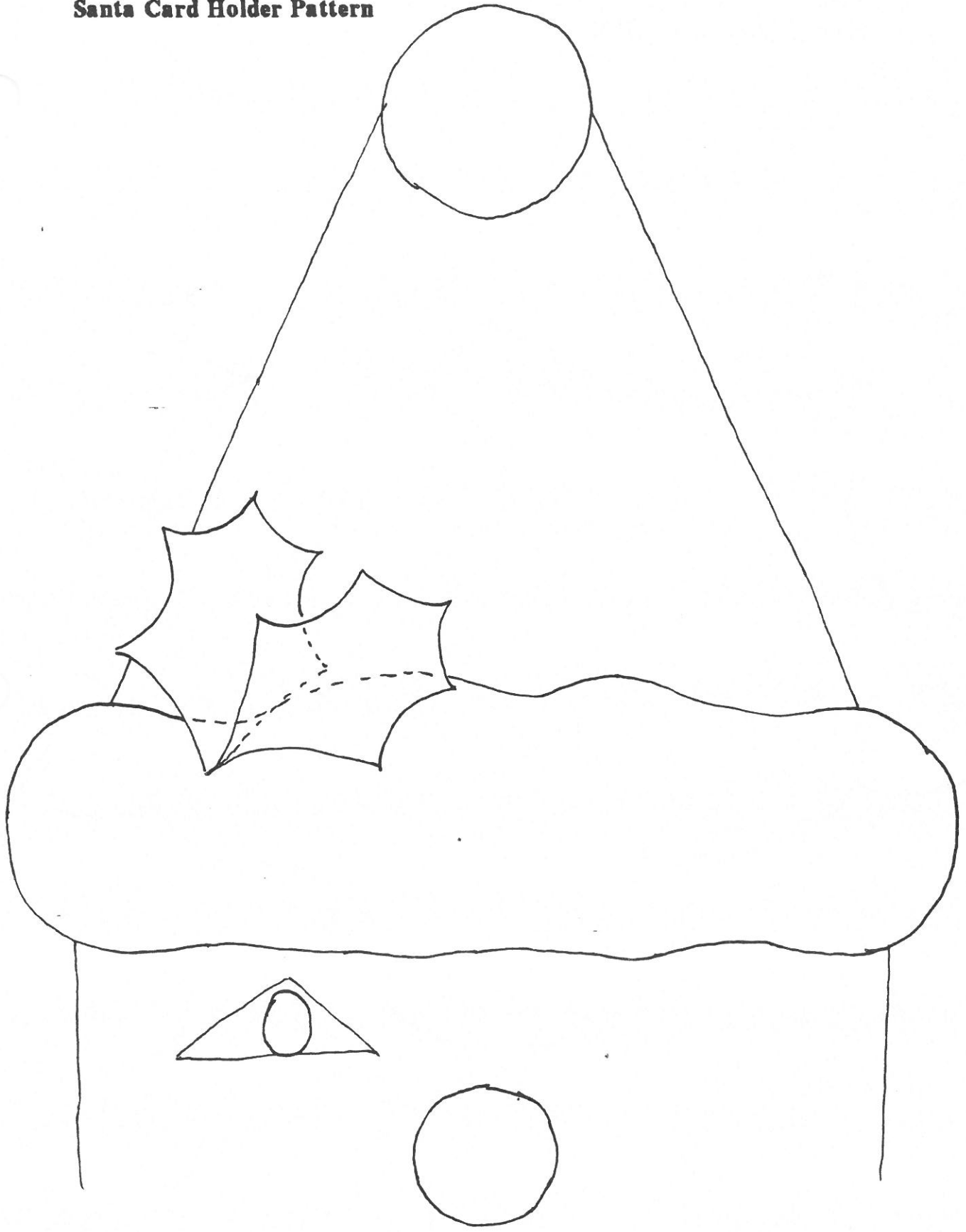
8 large red sequins



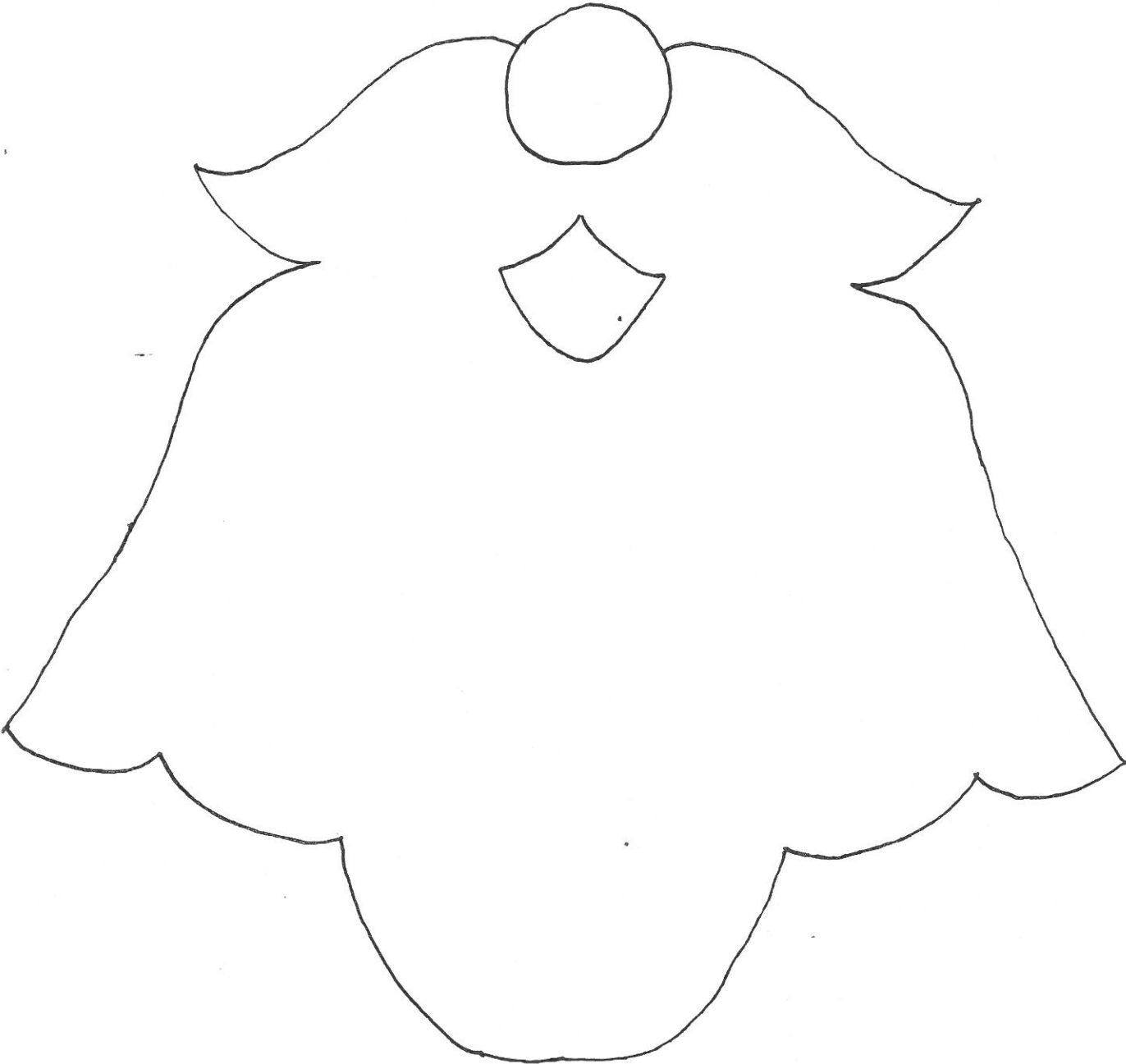
To Make:

- Step 1: Cut Santa body to desired length from the red felt.
- Step 2: Cut nose and mouth from red felt. Also cut a 1" X 2" strip from red felt.
- Step 3: Cut beard-moustache, eyes, hat trims and boot trim from white felt.
- Step 4: Cut boots and pupil of eyes from black felt.
- Step 5: Cut four holly leaves from green felt.
- Step 6: Glue pupils to eyes. Glue mouth to beard-moustache. Glue to the body.
- Step 7: Glue hat trims, boots and boot trim in place.
- Step 8: Glue two leaves to the hat trim. Glue the other two leaves to the boot trim.
- Step 9: Glue 3 - 4 sequins on each leaf cluster.
- Step 10: Attach curtain ring to top of hat pompon for hanging by looping the 1" X 2" strip of felt through the ring and gluing in place.

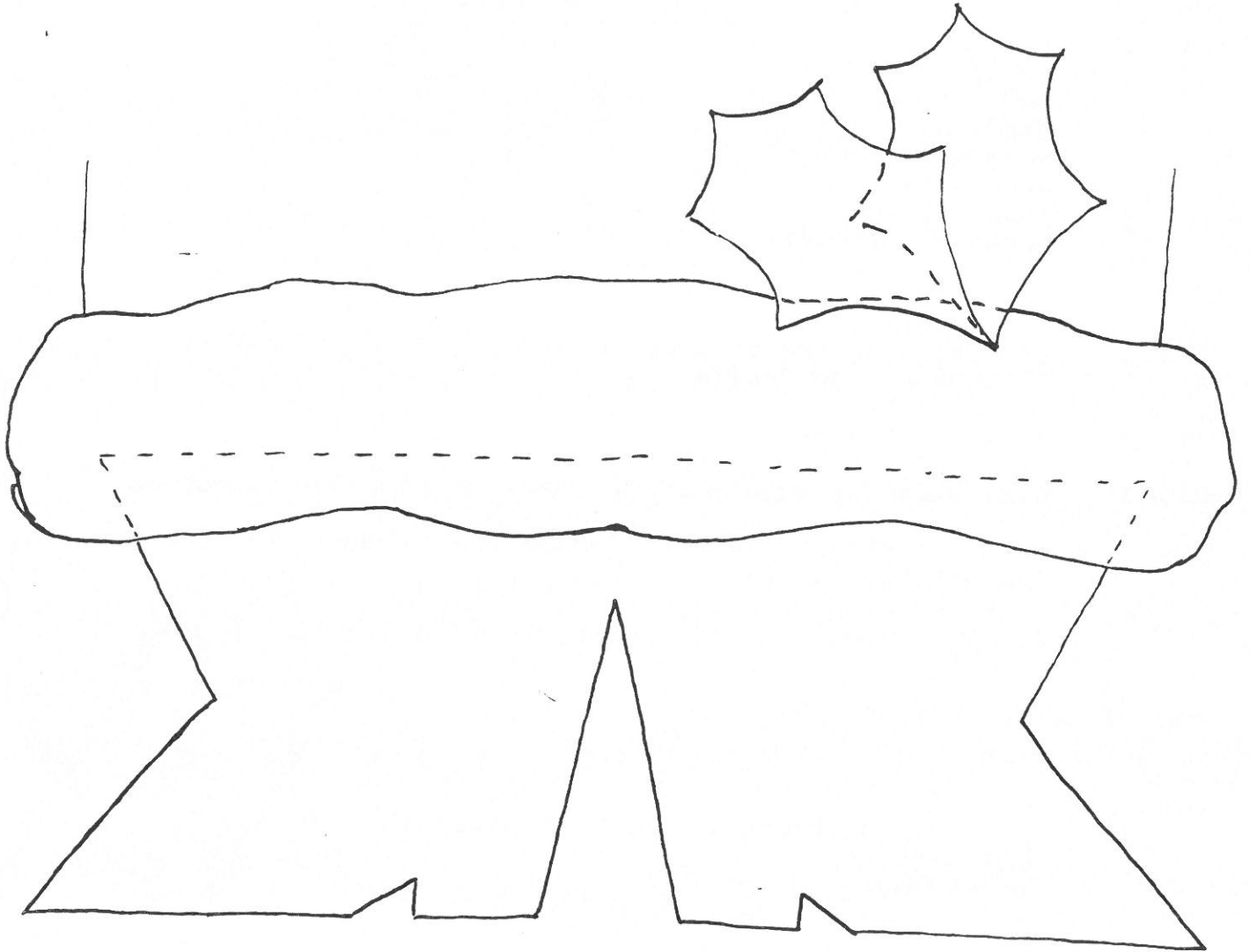
Santa Card Holder Pattern



Santa Card Holder Pattern Cont.



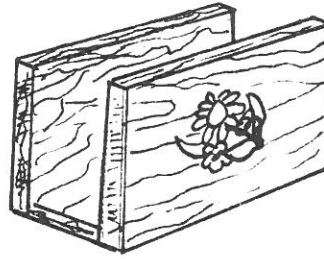
Santa Card Holder Pattern cont.



CRAFTS

Napkin Holder

- Supplies: hammer
nails
saw
sand paper
wood glue (optional)
wood - 4" X 21" X 3/4"
paint or stain
decals (optional)

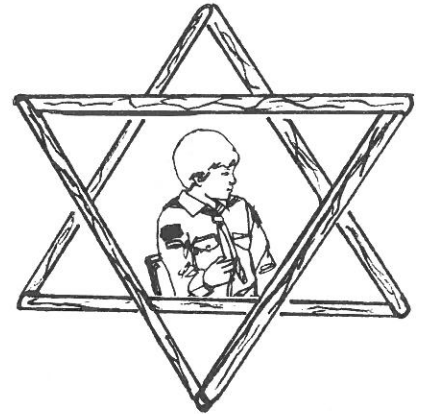


To Make:

- Step 1: Cut three pieces of wood to measure 4" X 7" or the dimensions you desire.
- Step 2: Sand all pieces.
- Step 3: Glue sides to bottom if desired. Nail sides to bottom.
- Step 4: Paint or stain. Paint a decoration on the side, stencil or add optional decal.

Star of David Photo Frame

- Supplies:
6 popsicle sticks or tongue depressors
white glue
photograph
light weight cardboard or poster board



To Make:

- Step 1: Glue 3 popsicle sticks together to form a triangle. Do the same with the remaining 3 sticks. Glue one triangle upside down over the other triangle to form a Star of David.
- Step 2: Cut the cardboard to fit the back of the frame.
- Step 3: Place the photograph in the frame and glue the cardboard to the back.

CRAFTS

"Swiss Cheese" Candle

Supplies:

1 lb. paraffin
double boiler
OR
1 large can that will fit inside of a one pound coffee can
AND
1 one pound coffee can
stick for stirring paraffin
crayons
quart size milk carton
one old candle the height of the milk carton
shortening or candle mold release
crushed ice

To Make:

- Step 1: Cut off the peaked top of the milk carton for your mold.
- Step 2: Grease the inside of the milk carton with the shortening or spray with the candle mold release.
- Step 3: Melt the paraffin over low heat, in a double boiler. To make a double boiler from tin cans, place the paraffin in the smaller can. Set this inside a one pound coffee can containing water. USE CAUTION! PARAFFIN IS FLAMMABLE! HANDLE WITH GLOVES!
- Step 4: When the paraffin is melted, color it by adding about 1" of wax crayon of the desired color. It melts almost immediately. Just stir it with a stick.
- Step 5: Pour about 1/2" of the paraffin into the milk carton. As it sets place the old candle upright in the center with the wick extending.
- Step 6: Fill the milk carton (around the candle) with the crushed ice.
- Step 7: Add paraffin to the top of the carton, leaving the wick exposed.
- Step 8: When the paraffin is hard, tear off the carton over the kitchen sink. The melted ice will drain from the holes in the candle.

CRAFTS

Santa Mobile

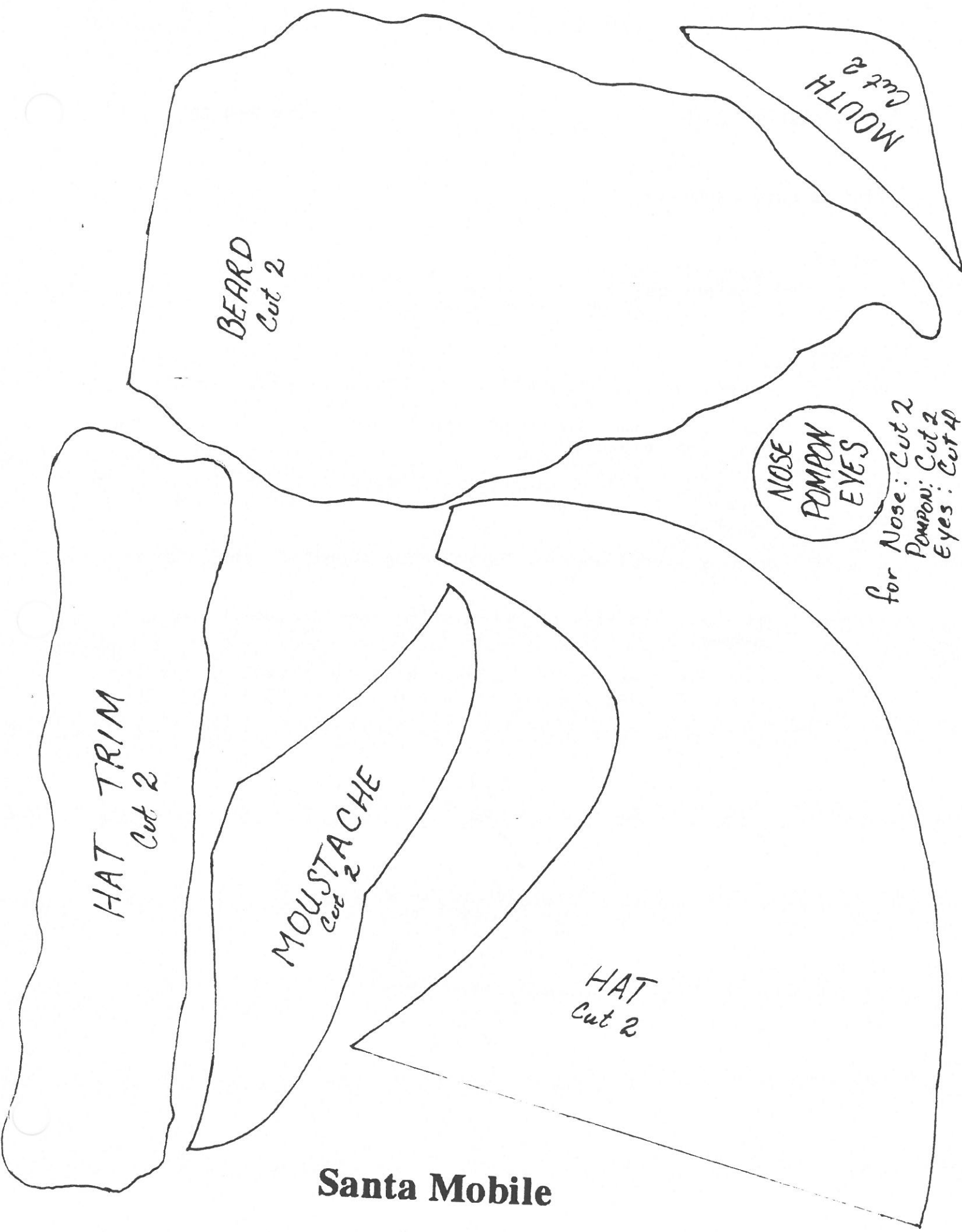
Supplies:

Red Felt	14" X 7"
White Felt	14" X 8"
Black Felt	3" X 3"
Clear craft thread	26"
white glue	



To Make:

- Step 1: Cut two beards, two mustaches, two sets hat trim and two pompons from white felt.
- Step 2: Cut four eyes from black felt.
- Step 3: Cut two hats, two noses and two mouths from red felt.
- Step 4: Cut one 20" and two 4" pieces of clear craft thread.
- Step 5: Lay hat on table. Make a loop in one end of the clear craft thread. Place the 20" piece of clear craft thread on it so that the thread extends from the bottom of the hat by 11" and the loop extends from the top of the hat. Place the one 4" piece of thread one inch from the side of the hat so that it extends from the bottom by two and a half inches. Do the same thing with the other piece. Glue the second hat piece to the first making a "thread sandwich".
- Step 6: Glue the hat trims to both sides of the hat.
- Step 7: Lay two eyes on the table. Lay the short pieces of thread on them making sure the ends are not hanging out the bottom. Make sure the eyes are even. Make the "sandwiches" again using the remaining two eyes.
- Step 8: Lay one mustache piece on the table about 4" below the hat trim. Make the "sandwich" using the other mustache piece.
- Step 9: Glue the nose to each side of the mustache.
- Step 10: Place one beard piece on the table about 1 1/2" from the bottom of the mustache. Make the "sandwich" again. Glue a mouth piece to each side.



MOUTH
Cut 2

BEARD
Cut 2

NOSE
POMPON
EYES

for Nose: Cut 2
Pompon: Cut 2
Eyes: Cut 40

HAT TRIM
Cut 2

MOUSTACHE
Cut 2

HAT
Cut 2

Santa Mobile

CRAFTS

Star of David Mobiles

Supplies:

Chenille stems
white glue
fishing line or invisible thread

To Make:

- Step 1: -- Twist together the ends of two 12 inch chenille craft stems (any color) to form one long stem. Shape into a triangle with each side about the same length. Repeat so that you have two triangles.
- Step 2: Place the first triangle upside down over the second triangle to form a Star of David. Glue the joining parts together.
- Step 3: Make a second Star of David using chenille stems cut to 9 inches.
- Step 4: Make a third Star of David using chenille stems cut to 4 inches.
- Step 5: Hang one star inside another using the thread or fishing line. To hang the mobile, add a loop of thread at the top.



GAMES

Christmas with the Wright Family

The boys are seated in a circle and they start with their own present. As the story is read and a direction is given, they pass their gift that way.

Mrs. **WRIGHT** eyes her Christmas list carefully: "There won't be anything **LEFT** of our budget after Christmas! Dear me!" she sighed.

Mr. **WRIGHT** looked up from his paper. "That's all **RIGHT**, my dear, there isn't anything **LEFT** of it anyway at the end of the month. I'll be happy if it just sees the **WRIGHT** family through the holidays."

As Mr. **WRIGHT** turned to his paper, he said, "Have you the **RIGHT** gift for Aunt Hattie **WRIGHT** this Christmas? She's been pretty lonely since her daughter married and **LEFT** home. Uncle Harry **WRIGHT LEFT** her a lot of money, but she doesn't know how to enjoy it."

Eddie **WRIGHT** was studying in the corner **LEFT** of the fireplace. "I wish Aunt Hattie **WRIGHT** would ask me the **RIGHT** way to spend it," he said.

Eugenia **WRIGHT** sniffed, "She wouldn't have much **LEFT** if she did. Your allowance is gone before you get it, almost."

"And I suppose you have all of yours **LEFT**, Miss Miser!" returned Eddie **WRIGHT**. "I don't have all of it **LEFT**, but I've enough **LEFT** to buy presents, all **RIGHT**, without having to borrow from Mother," she snapped.

Eddie **WRIGHT** looked downcast, "That's **RIGHT**. Christmas is mighty near, only two more shopping days **LEFT**."

"Have you a present for Rose, Eddie **WRIGHT**?" asked Mrs. **WRIGHT**. "She gave you a nice tie last year, remember."

Eddie **WRIGHT** groaned, "That's **RIGHT**! Gosh, a fellow can't do **RIGHT** by his family and a girl too, and have anything **LEFT** on two dollars a week. What shall I do?"

Just then the doorbell rang. Eugenia **WRIGHT** ran to answer it and the postman **LEFT** a special delivery letter for the **WRIGHT** family. She took it to Father **WRIGHT** and he opened it. Inside was a letter and four **RIGHT** new ten dollar bills!

Mrs **WRIGHT** whistled, "It's from Aunt Hattie **WRIGHT**! She **LEFT** town and has gone to her daughter's for Christmas and wished us who are **LEFT** here to spend it on each other."

"Say, she's **RIGHT**!" Eddie **WRIGHT** shouted.

"Bless her heart," said Mother **WRIGHT**.

"It has made her **RIGHT** happy to give it to use before she **LEFT**," declared Father **WRIGHT**. So, I guess it's all **RIGHT** with everybody **LEFT** here."

GAMES

Sharing the Load

Equipment: none

Object: To be the first team to transport all members on the other side of the room.

Rules:

Divide the group into teams. The players are transported across the room, one at a time, by as many of their team members as required. They are left there while the others go back to the other side to carry across the next player. Once a player is carried across he cannot carry any one else. All players must be carried except the last player who may walk across.



GAMES

Jingle-less Bells

Equipment:

2 bells for each team
long strings to hand bells from



Object:

To silently pass the bells in the fastest time possible.

Rules:

Form two teams facing each other. Give the players at the end two bells on the strings. At "GO!", they pass the bells ONE AT A TIME being careful not to ring the bells. If a bell jingles, the team must start over.

Snow Drifts

Equipment:

Newspapers

Object:

To be the first team to totally bury one player under the newspapers.

Rules:

Give each team a pile of papers and instruct the members to "bury" one player. A leader should watch each group and declare when the player is totally hidden. No interference from the opposing team is permitted. Paper cannot be torn.

Variations:

Hide two Scouts, a chair, etc.
Play against a time limit. The team with the player covered best wins.

GAMES

Categories

Equipment: none

Object: To name an item in the category.

Rules: The group sits in a circle. All players start a 6-beat rhythm like this:

Slap your thighs 2 times
Clap your hands 2 times
Snap your fingers 2 times

The beginning player starts by naming a category on one set of the finger snaps. The next player then names something in the category ending by the time of the second finger snap. Play continues until a player cannot name something in the category. An item may not be repeated. If a tongue gets tangled or an answer gets garbled, that's an automatic out. When a player misses, a new category is chosen and play continues.

Variation: use only categories for the holiday season: Christmas decorations, Hanukkah, toys, holiday foods, etc.

Sockdolager

Equipment: 1 tube sock
1 ball (about the size of tennis ball)

Advance Preparation: Make a sockdolager. Put the ball in the sock and tie a knot in the end of the sock. You may need a piece of string to tie off the top.

Object: to toss and catch the sockdolager by the knot.

Rules: Only one. The sockdolager must be caught and tossed by the knot at the end. Play catch or almost any other ball game.

GAMES

Ice Melting Contest

In south central Texas, where Santa is more likely to have 8 prancing long horns and a covered wagon, the boys don't get to see much ice and snow. Here's a fun way to have a "cool" to holiday.

Each team gets a block of ice and must try to melt it using only their hands. The ice is weighed before the game and again at the end of the game. The ice block that lost the most weight wins. Be sure to keep a close eye on the boys and allow them to hold the ice for only a few seconds. *To much time holding the ice, especially in competition, could result in frozen fingers.*

Cub Scout Christmas Trees

Divide the group into teams and give each team plenty of unbreakable Christmas tree decorations (tinsel, garlands, balls, construction paper, etc) Each team selects one person to be decorated like a tree. Set a time limit (no more than 10 minutes) and whichever team does the best and most creative job of decorating their "Cub Scout Christmas tree" is the winner.

This game can be played in pack or den meetings. At a pack meeting, each den decorates their leader and the Cubmaster judges. At a den meeting, the boys decorate each other and the den leaders judge.



GAMES



Turtles

This is a game of co-operation and "helping other people."

Equipment: A large sheet of cardboard or poster board for each team

Object: To move the cardboard to the finish line.

Rules: Divide the group into teams of four. All members of the team gets on their hands and knees and the cardboard "shell" is placed on their backs. If the "shell" falls off, the team must replace it before continuing. The first team to the finish line wins.

For the Game Chest

Collect old Christmas cards. These games require a little preparation but the boys love them.

Game 1:

Prepare packs of cards with four or more cards in a pack. Each pack should contain the same type of pictures but not necessarily the identical card. Select scenes with:

- Shepherds
- Angels
- Three wise men
- Stable scene
- Others

The first team that places the cards in the proper sequence wins.

Game 2:

Prepare a list of 10-15 riddles or questions similar to the ones at the bottom of the page. Prepare packs of cards with pictures to answer the questions. Again the pictures should be similar but not necessarily identical. Read a question. The first team to find the card that answers your question wins the point. Team with the most points wins.

What has sharp prickly leaves and red berries? (holly)
Avoid standing under me if you don't want to get kissed.
What am I? (mistletoe)

GATHERING ACTIVITIES

Christmas Bell Exchange

Props: one small bell made of gold paper red construction paper bells

Give each person a small paper bell made out of red construction paper. It should be small enough to hide inside a fist. One person is given the gold bell instead of the red one. When the game starts, everyone mills around the room with both fists closed so the bells are hidden. The group members go up to others and say "Merry Christmas." The person greeted then holds out his fists and the person who said "Merry Christmas" tries to guess which hand holds the bell. If he is correct, the two players trade bells. Players cannot trade bells with the same person two times in a row. They may only try to trade with that person after they have traded with someone else first. The person who is holding the gold bell at the end of the game is the winner.

Of course, Hanukkah symbols or other small shapes can be used to fit the occasion. Change the "password" to match the shape.



GENERAL STUFF

Service Projects For Your Den/Pack to "Help Other People"

The holiday season is, traditionally, the "Help Other People" season. People everywhere brim over with goodwill and our Cubs are no different. They love a chance to contribute to their community in a useful and meaningful way. People-oriented service projects are perfect for Cub Scouts to keep their promise "to help other people."

Be sure to call the agencies you wish to help. Ask what they need and the best way to meet that need. If your project will include a field trip, keep in mind your Cub Scouts' emotional and physical maturity.

For example, some boys may not be able to handle a nursing home. Some boys have never seen true poverty. If you are planning a project in these areas, tell the boys what to expect. Remember, a trip to these places is not required, just explain to the boys why the project is important. The visit can wait until they are older.

Wrapping gifts may not be a good project for younger cubs whose fine muscle control hasn't fully developed. Find out exactly what the project is to accomplish and what will be expected of the cubs.

Here are some ideas for Service Projects:

Your pack might adopt a needy family to bring them some cheer during this holiday season. Contact one of the social services in your area to see if they have a listing of needy families. Your school or church may also be able to help you. Have the boys collect food, clothing, and toys for the family and deliver them a few days before Christmas.

Collect new toys for the "Toys for Tots" drive. Call the U.S. Marine Corps to pick up your collection or to find out where to drop off your collection.

Elf Louise always needs new toys at Christmas. Call her to find out where to drop the toys off. (Elf Louise 224-1843)

Enjoy a night of caroling with your pack. Go through your neighborhood or a nursing home. The boys will have to learn the Christmas carols and you will have to help them but this is a wonderful activity. Be sure to invite the families to come along.

Unfortunately, San Antonio has a hunger problem. The San Antonio Food Bank uses donations of canned goods, powdered milk and other non-perishable items. Call them at 337-3663 for details.

GENERAL STUFF

Service Project Ideas (cont.)

Remember the homeless. Collect old, but clean and serviceable, sweaters, coats, warm hats and gloves. Call the SAMM Shelter (224-5838) for more information.

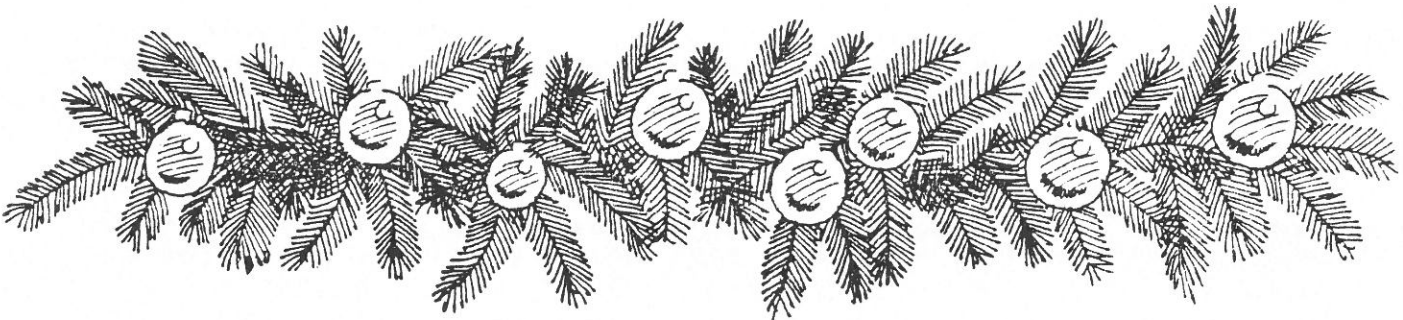
Collect books for the jail. Call for information on the types of books they would like to have. Collect like-new toys and children's clothing for the Battered Women's Shelter. Call (733-8810) to find out what they need. Call a children's Hospital and ask if they could use tray-favors, etc.

Make decorations for a nursing home or home for the elderly. Read for the elderly. They love to have children read to them. Adopt a "grandparent" for the season. To find nursing homes or homes for the elderly, look in the Yellow Pages under "Homes - Elderly People," "Homes - Convalescence" and "Homes - Nursing."

Another good pack project is the "Christmas Mitten Tree." Pack families are encouraged to bring a pair of new mittens or gloves to decorate the tree. The mittens can then be donated to a local shelter. In San Antonio we've been told that socks are another needed item.

Here's a fun den project. Bake cookies and deliver them to a shut-in. A round of Christmas caroling rounds out the visit nicely.

Check the Yellow Pages under "Social Service Organization" for more ideas. Better yet, check with your school or church.



OPENING

A Simple Opening

This month we celebrate Hanukkah or Christmas freely and without fear of reprisal. Freedom of religion is one of the basic rights for which our fore-fathers fought. Let us think about this as we salute our flag. Please join me in the Pledge of Allegiance.

Santa On Strike

Cast: Santa, Newscaster, Elves

Props: -- Picket signs: "Bah Humbug!" "Down with Christmas!" & "No Joy!"

A piece of paper.

Microphone for Newscaster.

Setting: Outside Santa's workshop. You just need a sign saying "SANTA'S WORKSHOP" Santa and Elves are marching carrying picket signs.

NEWSCASTER: This is Stan Gather, live from the North Pole on Christmas eve. We're outside of Santa's workshop where Santa Claus and the elves are on strike. Despite a full warehouse of toys not one has been loaded into Santa's pack. I spoke to Mr. Claus earlier today and he states their grievances center around the demand for more and more toys and no requests to help other people. Mr. Claus also reported a decline of good turns. Santa and the elves will remain on strike until he receives a letter requesting help for someone other than the author of the letter or until good turns have been reported. It doesn't look good for Christmas, folks. There's only 1 hour left before reindeer take-off and the sleigh hasn't even been loaded yet. The only hope left is the Super Duper North Pole express mail.

(ELF RUNS TO SANTA WITH A LETTER WHICH SANTA IMMEDIATELY READS.)

NEWSCASTER: Wait a minute! There appears to be a new development. Let's see if we can get Mr. Claus to speak with us. Santa, Santa what was in that letter?

SANTA: I just received a Super Duper North Pole express mail from the Cub Scouts in Pack _____. All year they have been performing "good turns." Throughout the entire month of December they have "HELPED OTHER PEOPLE" and now they are asking that I deliver a pile of gifts and food they collected. (TO THE ELVES) Let's get that sleigh loaded! Hitch up those reindeer! (SANTA AND ELVES EXIT)

NEWSCASTER: Well folks, there you have it. Pack _____ saved Christmas by "HELPING OTHER PEOPLE."

SKITS

Santa's Chimney Woes

Characters: Santa, Rudolf

Reindeer (1-7 Adjust the number of reindeer to the number of boys you have. Some of the reindeer have been sent for help.)

Props: A Chimney, A large "Santa" bag

This skit is set on a roof top. Santa is stuck in the chimney and trying to get himself out. During the whole skit he is struggling to free himself.

SANTA: (struggling) This is embarrassing! I've never gotten stuck before!

Reindeer 1: You shouldn't have dropped out of that aerobics class.

Reindeer 2: You looked so funny in those leotards! (All the reindeer giggle.)

SANTA: It's not my fault. They're making these chimneys smaller every year. Besides, I watch what I eat.

Reindeer 3: What about the billion cookies you ate so far tonight?

SANTA: I haven't gained a pound in the last two hundred years. Let's change the subject. What's taking those reindeer we sent to the 7-11 for grease so long?

Reindeer 4: They must of gotten sidetracked by the video games. You know how Prancer loves _____? (fill in the blank with the name of the current favorite)

SANTA: I suppose I should have listened when you started complaining about the excess weight.

RUDOLF: The added stress raised my blood pressure. That's why my nose is so red.

SANTA: I guess I'll just have to get back into shape. I'll eat carrot sticks instead of Christmas cookies. I'll take up glacier golfing, tundra tennis and jogging. I'll...(SUDDENLY) Hey! I think I'm loose! I can move. (REACHES OVER AND GRABS THE BAG OF TOYS. BOTH SANTA AND THE BAG DISAPPEAR INTO THE CHIMNEY AS HE YELLS) Merrrrry Chrrrrristmasssss!

Reindeer 1: I hope the next house has a sun roof.

THE END

SKITS

From the Heart

This skit has been adapted and expanded from the Alamo Area Council 1989 POW WOW Book. It fit our theme, "To help other people," so well that we couldn't bear to leave it out.

Props: Hammer
Christmas light bulbs
Large plastic bag
Pair of jeans
Large box labeled Christmas gifts
Book
Broom and dustpan

Each boy walks in with something different in his hand such as:

Hammer - "Well, it was a big job, but I finally got the wreath to stay up for Mrs. Johnson down the street." (put the hammer in the box and sit down next to it)

Christmas light bulbs - "I'm sure glad we had extras, because old Mr. Brown was missing a lot. Now his tree is ALL lit up." (puts bulbs in box and sits down next to it)

Pair of jeans: "Boy, I didn't realize I had grown so much. I didn't even put holes in the knees of those pants. Maybe the Green kids can." (puts bag in box and sits down)

Large plastic bag: "Those dogs really made a mess of Mrs. Jones's trash. It was all over the yard. I didn't think I'd ever get it picked up!" (puts bag in box and sits down)

Book: "The Garcia kids really enjoyed this book I read to them. Mrs. Garcia got to do some baking."

Broom and dust pan: "Getting this dust pan to hold still was hard. Mom was surprised when she saw the kitchen floor!" (put broom and dust pan in box and sits down)

Add other items if you have more boys in your den.

The last boy who sits down, looks at the other boys and says: "You know, Christmas gifts don't have to be shiny and new do they?"

SONGS

Hi Ho! Hi Ho!

tune: Hi Ho, It's Off To Work We Go

Hi Ho, Hi Ho!

It's off to help we go.

We'll give and serve

We'll never swerve

Hi Ho, Hi Ho, Hi Ho.

Hi Ho, Hi Ho, it's off to help we go

We'll do our best to help the rest

Hi Ho, Hi Ho.

I'm a Cub Scout

tune: I've Got Rhythm

I'm a Cub Scout

I am learning

Lots of new things

Who could ask for anything more?

I earned Bobcat

I earned Wolf, too.

I'm a Cub Scout

Who could ask for anything more?

I earned arrows

and achievements

I'm a Cub Scout

Who could ask for anything more?

I'm a Webelos

Got to get my

Arrow of Light!

Who could ask for anything more?

Who could ask for anything more?

Christmas Time

tune: Edelweiss

Christmas time, Blessed time.

Time for caring and sharing.

All our hopes, all our dreams

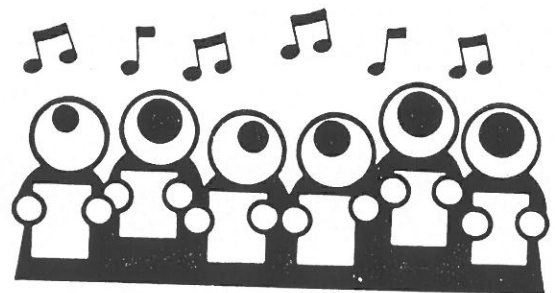
Coming true, Blessed Christmas time.

Goodwill to men and peace on earth,

Peace on earth forever.

Christmas time, Blessed time,

Bless our Christmas forever.



SONGS

He's Got the Whole Pack in His Hands
tune: He's got the whole world in his hands

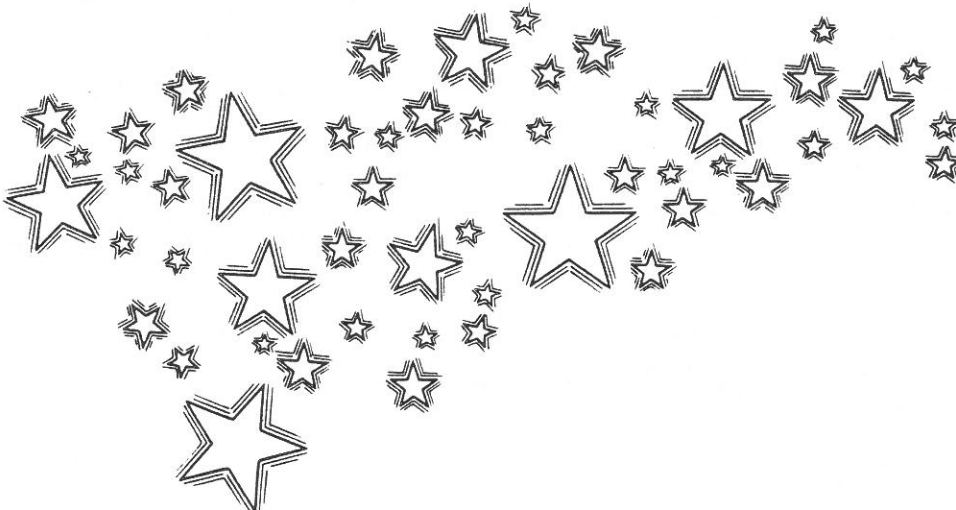
He's got the whole pack in His hands.
He's got the Teensy, weensy Tigers in His hands-
He's got the Brave, brave Bobcats in His hands -
He's got the whole Pack in his hands.

He's got the wonderful Wolves in His hands -
He's got the brilliant, brilliant Bears in his hands-
He's got the wholehearted Webelos in His hands
He's got the whole Pack in his hands.

He's got the whole pack in His hands.
He's got the able, able Akelas in His hands
He's got all us Scouts in his hands
He's got the whole pack in His hands.

Helping Hands
tune: Happy Days are Here Again

Helping hands are here again,
There's no need to make a din,
Now that Cubs are coming in again,
Helping hands are here again.



DECEMBER 1992

TO HELP OTHER PEOPLE

CEREMONIES - ADVANCEMENT

The Magic Tree

Equipment:

Undecorated Christmas Tree
Gold paper stars for ornaments
Several unbreakable ornaments
Invisible thread or light fishing line

Preparation:

Tie the thread to the unbreakable ornaments

This is our pack Christmas tree. It looks pretty ordinary, doesn't it? But this tree is very difficult to decorate. Ordinary ornaments won't stay on it no matter how carefully they are hung. (Hang an ornament or two. As you turn away, pull the thread and the ornament will fall.)

This tree can only be decorated by the advancements of Cub Scouts. Each advancement becomes a gold star. Watch how beautiful our tree becomes.

(Call each boy to receive his advancements. Give him a gold star to hang on the tree for each advancement or arrow point.)

Look how our tree sparkles with advancements just as the lives of these Cub Scouts sparkle with new skills and knowledge.



CEREMONIES - ADVANCEMENT

Another Awards Ceremony

Tonight, as the awards are called, the parents and leaders are asked to come forward. The awards will be given to the parents as acknowledgement of their help to their Cub Scout because without the support and help of the Cub's parents, few would advance. The parents will present the award to the Cub.

This month it would seem,
That we should pay attention to our theme.

"To help other people" is an important trait
For Scouts and Akelas to emulate.

Helping is taught in home and den
And grows as our Scouts become young men.

All awards given out tonight,
When exposed to an observant light,
Will show how Akela was involved
The requirements and achievements to resolve.

So Cub Scouts pay attention without fault,
And give thanks for the help given by adults.



SKITS

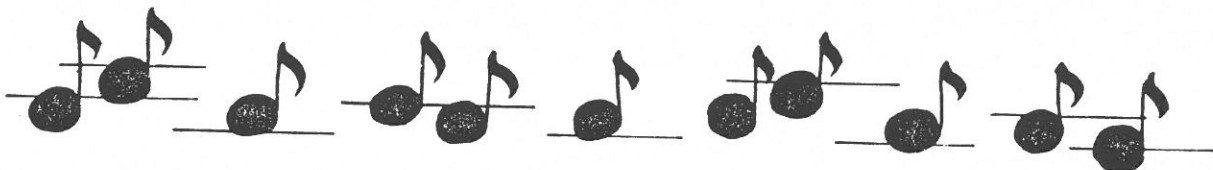
THE TWELVE DAYS OF CHRISTMAS

Sing this Christmas classic and act out the indicated motions while singing the verses! A large group in front of the Pack can have a great time. So will the crowd.

Lyrics:

On the _____ day of Christmas my true love gave to me:

- A partridge in a pear tree - Tuck hands under arms and flap "wings" then place hands circled over head like a tree
- 02 turtle doves - Extend right hand palm up, then the left hand
- 03 calling birds - Cup hands around mouth
- 04 French hens - Flutter right hand above head as a "rooster comb"
- 05 golden rings - Place hands circled in front of body
- 06 geese a-laying - Squat as if laying an egg
- 07 swans a-swimming - Move arms in breast stroke motion
- 08 maids a milking - Pull hands as if milking a cow
- 09 ladies dancing - Stand with arms circled above head, left toe touching right knee
- 10 lords a-leaping - One small hop
- 11 pipers piping - Play an imaginary flute
- 12 drummers drumming - Play an imaginary drum



AUDIENCE PARTICIPATION

Rudolf the Lazy Reindeer

Divide the audience into six groups. Give each group a word and corresponding phrase. Every time the group's word is said, they must respond with the proper phrase.

Santa -- "Ho, Ho, Ho"
Reindeer -- "Clippity Clop"
Rudolf -- "Beep, beep" (while pinching nose)
Bells -- "Jingle, Jingle"
Snow -- "Brr-r-r-r-r"
Sleigh -- "Whee!"

Once upon a time, long ago in a fake little town
A happening happened and the story's told 'round
How a reindeer named Rudolf was of no help to Santa
Delivering presents in this town near Atlanta.

The sleigh owned by Santa was loaded with presents
By the elves and the reindeer and a large group of peasants.
The reindeer were harnessed with bells on their toes,
But Rudolf must stay home because of his nose.

The snow came so hard that Santa couldn't see.
The reindeer wouldn't know where to pull the sleigh (whee!)
The reindeer, bells jingling, and Santa made tracks
Through the snow to see Rudolf, a question to ask.

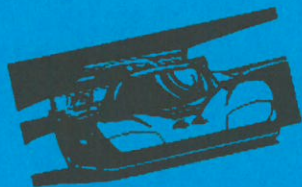
"Rudolf," said Santa and the reindeer in unison,
"If this snow stops us this year our act is for sure done.
We've a sleigh full of presents to deliver tonight,
And the snow is so heavy, we have little sight.

Will you and your nose guide the reindeer to housetops
So that Santa with presents can make all of his stops?"
Rudolf yawned and looked out at the wind driven snow
And said, "Santa and reindeer, I just cannot go."

"The sleigh is too heavy with presents delightful,
But if you ask me, the job seems a might dull.
Besides, all this snow and your out of tune,
The cold is too much. Ask again next June."

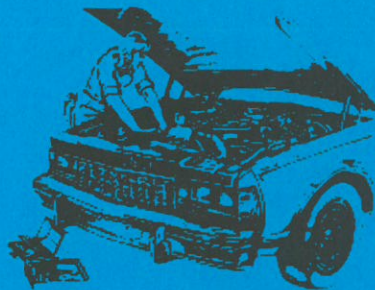
Is that how the story really went? Let's sing "Rudolf, the Red-nosed Reindeer."

JANUARY 1993 - PIRATE WATERS



THINK
JEEP!

TOYOTA

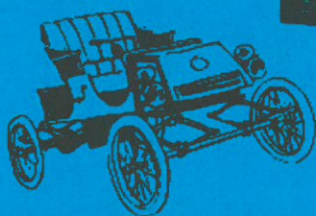


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JANUARY 1993

PIRATE WATERS

CEREMONIES-OPENINGS

As the gathering time atmosphere you may wish to play recordings of nautical songs such as "Anchors Aweigh" or "Popeye the Sailor Man."

Boatswain and Pack Opening: Have the boatswain (a good whistler) give a long, drawn-out note, dropping to a lower tone half-way through the whistle, to welcome aboard the "Skipper" (Cubmaster). The Skipper then calls for each "ship's crew section" (den) to give its den yell. The entire "crew" (pack) then sings the song "Row, Row, Row Your Boat" as a round.



Boatswain and Flags Opening: Pipe the flag aboard by having someone take a whistle like a boatswain's pipe. It gives a long, drawn-out tone starting in a high key and dropping to a lower pitch half-way through. A Webelos color guard then marches in with the United States and pack flags and posts them. One of the Scouts leads the Pledge of Allegiance. Another then leads the Cub Scout Promise.

Spyglass Opening: Station a Webelos color guard at the rear of the room. A Cub Scout den comes in at the front in pirate costumes. One boy carries a spyglass and another boy carries the Jolly Roger pirate flag. The boy with the spyglass scans the audience and suddenly spies the color guard. He excitedly shows the others who look through the spyglass, too. One of them says, "Wow! They have beautiful flags." The boy with the Jolly Roger tosses it down and stomps on it and the den walks off in disgust. The Admiral/Captain (Cubmaster) then announces "Webelos Den _____ proudly presents the flags of our country and our pack." Presents colors and join in the Pledge of Allegiance.

ADVANCEMENTS

Crew Roster Advancement: The Cubmaster inducts new Bobcats and makes advancement awards to Cub Scouts after asking them to sign a "crew roster" for the pack's pirate band. The "roster" is a large paper on which the Cub Scout promise is written, and by signing it, the boys pledge loyalty to Cub Scouting's ideals.

Nautical Advancement: The Skipper (Cubmaster) presents advancement awards to Cub Scouts, using nautical language... "Able Seaman Smith has navigated the treacherous shoals of the Wolf book to reach his port--the Wolf badge. Let's give him a hearty cheer!" OR... "Here's a good sailor--Jim Johnson-- who has shown that he knows the Bear book from stem to stern. He's earned a sailor's hurrah!"

The Skipper could also transfer eligible boys to Webelos dens and graduate any eleven year olds to Scout troops, if this is your Pack's choice. Adapt ceremonies in "Staging Den and Pack Ceremonies." The ship's "first mate" (Webelos Den Leader) award activity badges, Webelos rank badges, and Arrows of Light.

Ship's Plank Advancement: Boys and their parents "walk the plank" to reach the Captain (Cubmaster), who brings their badges and arrow points out of a pirate treasure chest. "First Officer" or "First Mate" (Webelos Den Leader) may also take activity badges, Webelos rank badges, and Arrow of Light.



CLOSING

Great Captain Closing: Have your song leader lead the whole audience in singing "America the Beautiful". The skipper asks all to bow their heads for this adaptation of the Scout benediction: "Now may the Great Captain of all Scouts who created the seas and all that live therein, and who gave us dominion over them, be with us till we meet again."

Rules of the Road: The boys form a large circle around the Captain with their parents behind them. The Captain says, "Cub Scouts and Webelos Scouts, this candle represents the spirit of Cub Scouting, which we talk about in the Cub Scout Promise and Law of the Pack. All sailors-- even pirates -- have their "rules of the road" for sailing, and we have the Promise and Law-- our rules of the road for living. Let us remind ourselves of those rules by repeating the Law of the Pack. (Lead Law)

Ship's Company: Form the "ship's company" by dens, and ask each den to give its den yell. Sing or hum "Taps" while the Webelos color guard retires the colors. End with a "boatswain" whistling a long, drawn-out note, starting in a high key and shifting to a lower key at midpoint.



SONGS

MORGAN'S PIRATE SHIP

(tune: Yellow Submarine by John Lennon)
(action: Try a kazoo with this song)

In a sea there is a ship
It sails between the ocean waves.
You don't want to take this trip.
It disappears for days and days.

Chorus:

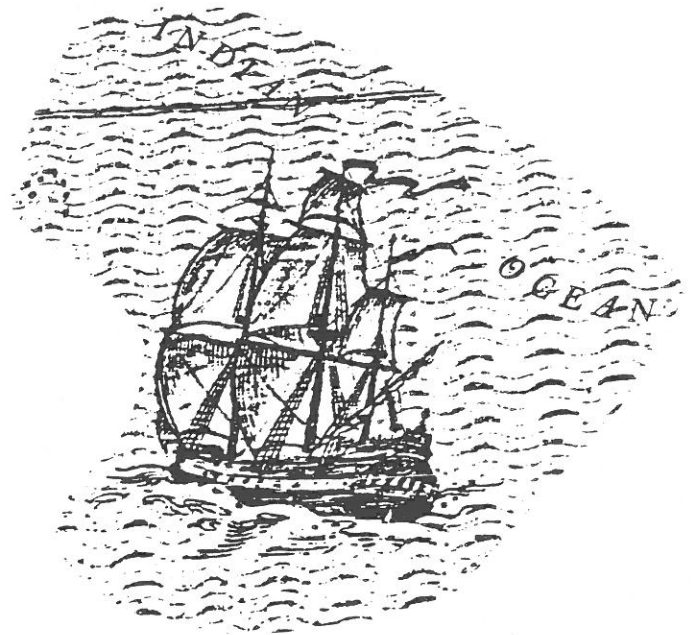
We all live on Captain Morgan's pirate ship,
Morgan's pirate ship, Morgan's pirate ship.
We all live on Captain Morgan's pirate ship,
Morgan's pirate ship, Morgan's pirate ship.

Once we saw the ocean floor
We don't wanna see it no more.
Life is tough, the man is mean,
On Captain Morgan's brigantine.

Chorus.....

And we all feel pretty ill
From eating squid at every meal.
Life is tough, the man is mean
On Captain Morgan's brigantine.

Chorus.....



ROW YOUR BOAT

(four-part round)

Row, row, row your boat
Gently down the stream;
Merrily, merrily, merrily, merrily,
Life is but a dream.

SONGS

BLOW THE MAN DOWN

I'll sing you a song,
A good song of the sea,
Way hey, blow the man down.
And trust that you'll join
In the chorus with me,
Give me some time
To blow the man down.

There was an old skipper,
I don't know his name.
Way, hey, blow the man down.
Although he once played
My remarkable game,
Give me some time
To blow the man down.



MY BONNIE

My Bonnie lies over the ocean,
My Bonnie lies over the sea.
My Bonnie lies over the ocean,
Oh, bring back my Bonnie to me.

Bring back, bring back,
Oh, bring back my Bonnie to me, to me.
Bring back. bring back,
Oh, bring back by Bonnie to me.

(action: stand up on the first "b" word, sit down on the next "b" word and so on for each word with a "b" in it. The whole group should end the song sitting down.)

CHEERS



BUCCANEER CHEER: Hop on one leg, saying "yo, ho, ho, and a bottle of grog."

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

CROW'S NEST CHEER: Put hands up like a telescope and shout "land ho!"

FISH CHEER: Open and close mouth several times (No Sound)

PIRATE CHEER: Avast, ye landlubber! Walk that plank! Glub, glub, glub!

SEA DIVER CHEER: Blubb, blubb, blubb!

WHALE CHEER: Shake hand like a fish and then bring other hand up like a spout and go "phssssh!"

AUDIENCE PARTICIPATION

A Wish Come True

Divide the audience into six groups and assign a word to each group. When they hear their word, they are to call out the phrase. Have each group practice, then read the story.

CUB SCOUT...Hip, Hip, Hooray!

BEACH...Land Ho!

GENIE...Poof! (push arms overhead)

PARROT...Blow me down!

BOTTLE...Yo, Ho, Ho and a bottle of grog

PIRATE...Walk the plank!

and REGATTA (everyone)...Ship Ahoy!

Early one day a **CUB SCOUT** stood on the **BEACH** with his sailboat. He was ready to race in the **REGATTA** and was hoping no **PIRATES** would steal his ship. Scanning the **BEACH**, the **CUB SCOUT** spotted a large green **BOTTLE** lying in the sand. A **PIRATE** with a **PARROT** also saw the **BOTTLE**.

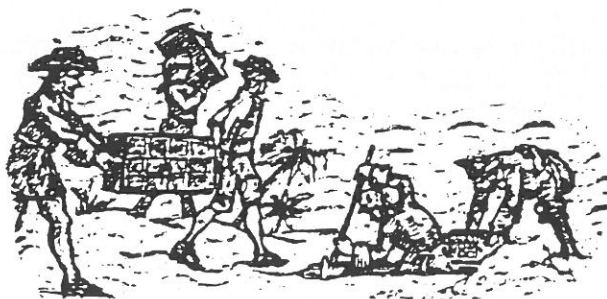
The **CUB SCOUT** and the **PIRATE** with the **PARROT** on his shoulder reached the **BOTTLE** at the same time. Both grabbed for it, but the **PIRATE** slipped, the **PARROT** flew off, and out came a **GENIE** from the **BOTTLE**.

"Grant me a wish!" cried the **CUB SCOUT**. "No, grant me one!" yelled the **PIRATE**. The **GENIE** did not know what to do.

Suddenly the **PARROT** landed on the shoulder of the **PIRATE** and said, "Polly wants a cracker."

"Your wish is my command," said the **GENIE**. He granted the **PARROT'S** wish, then disappeared into the **BOTTLE**, which rolled down the **BEACH** and into the sea.

Thus we learn that we must first make a wish before it can come true. Good luck to everyone at our **REGATTA**.



AUDIENCE PARTICIPATION

BLACKBEARD AND THE PIRATES

Divide the audience into eight groups and assign a name to each. When the group hears its name, it calls out the appropriate phrase.

BLACKBEARD...I'll slit your gullet!	PARROT...Blow me down!
FAIR YOUNG MAIDENS...Woe is me!	HANDSOME HERO (sigh)...My hero!
CREW...Walk the plank!	GOOD GUYS...Get those rats!
SEVEN SEAS...Land Ho!	JOLLY ROGER...Save Us!

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

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

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

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

SKITS

BUCCANEERS IN THE DAYS OF OLD

All boys except the Narrator are dressed in pirate costumes.

NARRATOR: In the days of our early settlers, and right down to the present, many sailors have committed mutiny. That's how many pirates became sea captains the easy way. For instance, let's take Edward Teach, who became Blackbeard, the most blood thirsty pirate ever to sail the seven seas.

BLACKBEARD: (walking in) Ah, don't be frightened, my friend. It's only me, old Blackbeard. You've heard of me, the most beloved buccaneer.

HENRY MORGAN: (joining Blackbeard) Avast, you lubber!

BLACKBEARD: Who are ye, to speak like that to me?

MORGAN: The name's Captain Henry Morgan. You've heard of me!

BLACKBEARD: Why, you young upstart! I ought to flog you with a cat o'nine tails or make you...

CAPTAIN HOOK: (joining the others) Walk the plank, Blackbeard? How are you, Morgan?

MORGAN: I feel like a million doubloons. How about you?

HOOK: Fine. Just robbed Peter Pan's treasure chest and made him walk the plank.

(Captain Kidd and Captain Blood enter.)

OTHERS: Hello, mates!

KIDD: What a shabby lot you are! You haven't even offered me tea!

BLACKBEARD: There's none for the likes of you!

BLOOD: None? It's mutiny! (...he draws his sword; all pirate captains join in fighting. Blackbeard falls to the ground.)

NARRATOR: Well, that's how it was in the days of the buccaneers. (...Blackbeard lies dead and the others stand around him with one foot on his chest. All sing, "Fifteen men on a dead man's chest; yo, ho, ho, and a bottle of grog")

SKITS

SEA ADVENTURE

SCENE: On the deck of the pirate ship. Cardboard ship backdrop. Pirate flag flying. Boys are in pirate costume and sailor make-up. Land Lubber should be dressed differently. As curtain opens, the pirates are doing work such as coiling ropes, tying knots, etc. Each time a different one answers Land Lubber's question.

CAPTAIN: Avast, ye mateys! We sail at the next tide.

LAND LUBBER: What did he say?

1ST PIRATE: He says we're leaving.

CAPTAIN: The swill bucket is ready. Get below in the galley.

LAND LUBBER: What did he say?

2ND PIRATE: Dinner is ready. (...they sit and pretend to eat)

CAPTAIN: (getting up) Heave ho, my lads!

LAND LUBBER: What did he say?

3RD PIRATE: It's time to sail. Take in the bow and stern lines. Man the wheel and weigh the anchor.

LAND LUBBER: How do we weigh the anchor?

(All pirates give him a disgusted look and continue their work as the curtain closes.)



SKITS

More skit ideas

Den sings "Blow the Man Down". At the end one blows and the rest fall down.

Pirate band is huddled around a treasure chest full of loot (candies wrapped in gold foil). The pirate chieftain is doling it out, "One for you, Pegleg,...one for you, Long John,...One for you, Eye-Patch,...etc" After a couple of rounds of this, the pirate chieftain scoops up the rest of the doubloons and tosses them back into the chest, saying "And the rest for me!" He grabs the chest and runs off with the other pirates chasing him with upraised cutlasses.

Band of pirates has boarded a merchant ship and is battling the crew. All have cutlasses and flintlock pistols, except one-- a small sailor on the merchant ship. He wields a paper-mache or cardboard club in the shape of a baseball bat. As the fight is over, one of his mates asks, "Wow! What makes you so tough?" Says the small sailor, "Oh, it's easy. I'm a Pittsburgh Pirate!"

Some Special Effect Ideas:

LIGHTENING...Flash a white light on and off. Also a photographic flash does the job.

THUNDER...A piece of tin or galvanized metal about three feet long and one foot wide. Shake it to produce rolling thunder. For single crashes strike the sheet with a rubber mallet or rubber soled shoe.

SWORD FIGHT...Bang and scrape two metal spoons together.

FIGHTING...Stamp feet, rattle cans, shake stage.

GUNSHOT...Use a cap pistol.



GAMES

Blow the Man Down

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

Flying Dutchman

The name of this game conjures up visions of the legendary lost ship that endlessly roams the high seas in futile search of a port. Our human windjammers ultimately have better luck, but by the time they reach port, they are equally deserving of the rest.

In our version everyone but two players joins hands in a circle. The two who have been left out are the lost ship. Holding hands, they walk around the outside of the circle, seeking port. When they decide upon a likely spot, they break the handhold of two people in the circle. Now the action begins.

At full tilt, the lost ship has to navigate the circle one more time. Meanwhile, the two players whose hands were unjoined have to join hands again, start running around the outside of the circle in the opposite direction, and return to their port before the Flying Dutchman does. The first pair to make port closes the circle. The partners on the outside are left to roam in search of new harbors.

For variety, you might specify the mode of navigation to be hopping, jumping, or running backwards. Try making your way through a simulated fog--that is, close your eyes and grope your way into port. Take care midway 'round the circle, however, a crash encounter on the high seas could take the wind out of your sails.

Destination Unknown

Two boys form a sailing ship and a third is blindfolded, he is their passenger. The passenger boards the ship by placing his hands in the shoulders of the captain, while the navigator stands behind, grasping the passenger by the waist. The three then set off on a winding course through doorways, around imaginary corners, over obstacles, with plenty of bumping up and down, swaying and noise. When the ship stops, the passenger must guess where he is. The three boys switch roles and sail off again.

GAMES

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 wins.

Octopus Race

Divide den into teams of three or four boys each. Team members line up back-to-back and link elbows. On signal, they race to a turning line and back, keeping elbows linked.

Pieces of Eight

Sixteen "pieces of eight" (pennies) are laid heads up in a row on the table. In turn, each Cub Scout uses a spatula to flip over all the coins so they show tails as fast as he can. Den chief or Den Leader is the timer.

Pirate's Discovery

Eight dishes are placed around the room. Each dish is covered by a paper napkin in which several holes have been made. In the dishes are cloves, grated orange rind, peppermint extract, coffee, etc. Each boy is given a piece of paper and pencil and tries to identify the contents of the dishes by smelling them.

Raft Race

Divide den into teams for this relay race. The first Cub Scout on each team is the first skipper. He stands with each foot on a separate pad of newspaper. The second Cub Scout is the passenger, and he stands behind the skipper on the same pads. On signal, the Skipper takes hold of the pads, one in each hand. By shifting their weight and maneuvering the papers forward, the two boys race to the goal line without stepping off the pads. On reaching the line, the Passenger picks up the papers and races back to the start. He becomes the Skipper and the next Cub in line takes the position of Passenger. The first team to bring all members "across the river" wins.

Ropework

Have an afternoon of practice and contests in the sailor's art of using rope. Learn how to coil and throw rope and tie important knots. Refer to "Using Rope" achievement in the Bear Handbook.

Walking the Plank

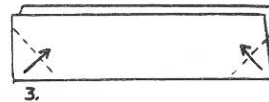
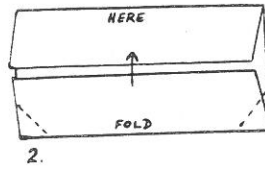
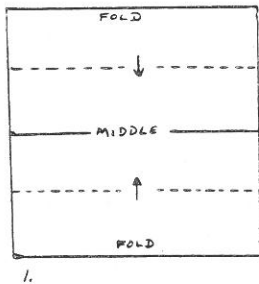
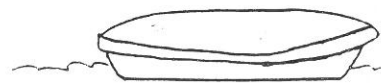
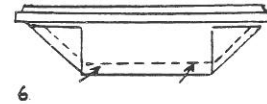
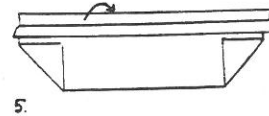
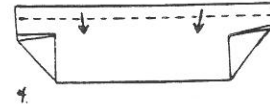
Lay an 8-ft long 2x4 or other board flat on the ground or floor. In turn, Cub Scouts are blindfolded and try to walk the plank. If they step off they have fallen into shark-infested waters and are eliminated. If the boys find this too easy, set the board on edge. (See Wolf Achievement 2)

CRAFTS

Float a Paper Boat

Needed: One square piece of paper

1. Crease along middle. Fold ends to middle
2. Fold in half
3. Fold two corners up
4. Fold front flap down
5. Fold back flap down
6. Crease along marked lines, flatten bottom
And....Float!



Egg Carton Galleon

Needed: egg carton cup
cotton swab stick
lightweight paper

scissors & white glue
modeling clay
gold glitter



Cut out one egg carton cup, leaving a pointed end on each side of the cup to give your ship a sleek look.

To make the mast, pull off the cotton from the end of the swab and cut it to desired mast height. Cut the sails out of the paper and decorate with gold glitter put on with white glue. Glue the sails to the mast and cut a small flag for the top. When glue has dried, stand the mast up in the ship by putting a small ball of clay on the end of the mast and pressing it into the bottom of the ship.

CRAFTS

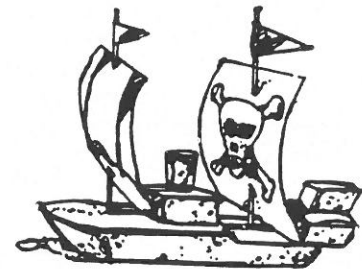
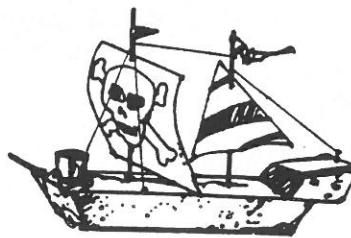
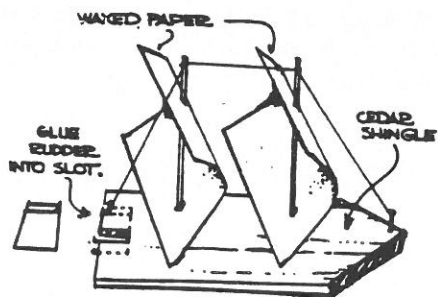
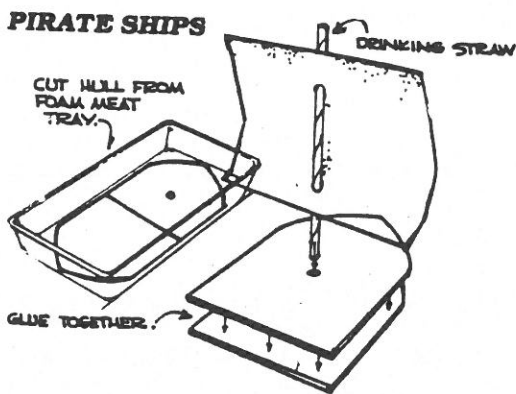
Plastic Foam Sailboat.

Cut two copies of hull from plastic-foam meat tray. Make hole in center of one copy, insert and glue the drinking straw mast. Glue that copy to the second one. Cut sail from Construction paper, make the holes for mast, and slip over mast.

Cork Ships. Hulls are easily carved from 1- or 2-inch thick sheets of scrap cork. Nail, pin or glue on superstructure parts and attach masts and sails.

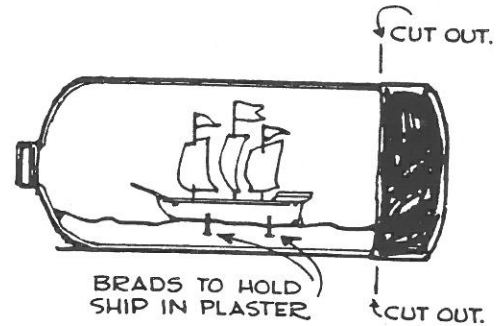
Shingle Sailboats. Cut hulls from wood shingles. Use sticks for masts and wax paper for sails.

Regatta Kit Sailboat. If your pack desires, you can get sailboat kits for realistic models through your local Scout council. Ask for Cub Scout Regatta Fleet, No. 1698. The kit includes eight models.

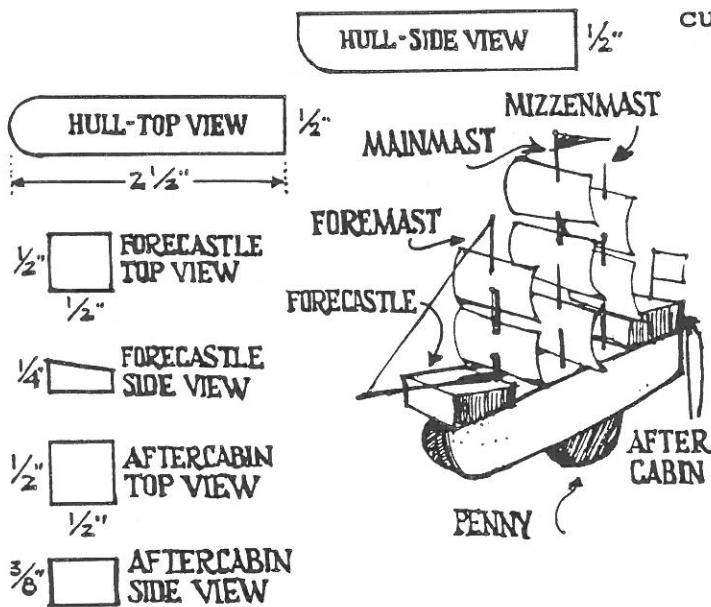


CRAFTS

Ship in a Bottle. Constructing a ship model in a bottle is a painstaking job--unless you do it this way. Boys may want to show off their raingutter regatta boats by this method. Use a large, clear plastic soda bottle. Remove the black bottom. Mix plaster of paris; if desired, tint it with blue food coloring to simulate the sea. Lay bottle on its side. Spread plaster in bottom of bottle and insert model ship. For clouds you can glue puffs of cotton around the top. When plaster hardens, glue black bottom on.



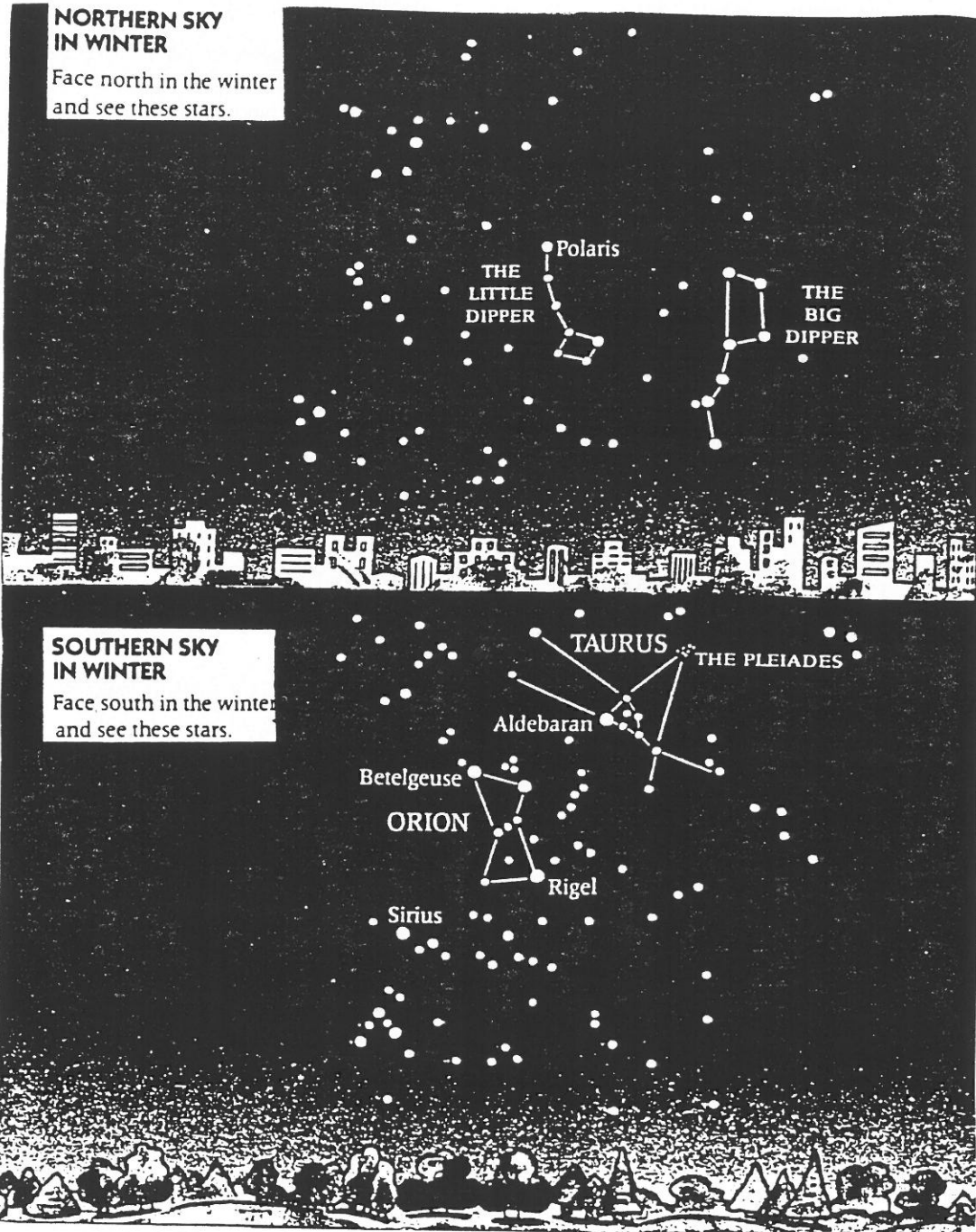
Pirate Ship. Hull, forecabin, and cabin are balsa or other soft wood. Masts are toothpicks. Centerboard is a penny glued in slot in bottom of hull. Sails are 3/8-inch wide, cut from white writing paper.



CRAFTS

STARGAZING

In the days of old all sailors navigated by the stars. Introduce your Pirates to this ancient skill.



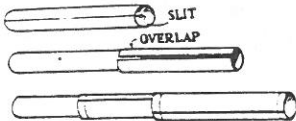
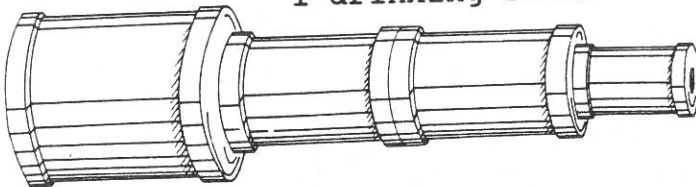
CRAFTS

Sewing Spool Telescope

You have been sailing on the ocean for many days. There is blue all around you. Blue sky and blue ocean. Finally, the sailor in the crow's nest shouts the words you have wanted to hear. "Land, ahoy!" What is the first thing you are going to reach for? That's right. You take your telescope in hand and place it to your weary eye. It's true. There is land ahead of you at last...

It's fun to imagine you are the captain of a sailing ship or maybe an evil pirate. With your sewing spool telescope you can sail the high seas and always spot the land which lies just across the horizon.

- Needed: Different size spools
1 drinking straw



Spyglass. Use three cores from paper towels or aluminum foil. Slit two of them lengthwise. Overlap their edges so they slide easily into one another. Tape the slit edges to hold in position.

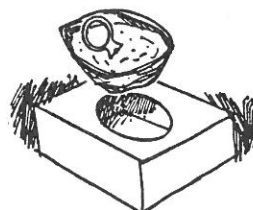
Let's Begin:

1. Place the straw into the hole of a large sewing spool.
2. Put the spool on a piece of paper with the straw standing up.
3. Add a little white glue to the top of the first spool.
4. Stack two of three medium-sized spools onto the straw, gluing them together as you go.
5. Glue a small spool on the straw last.
6. Remove the straw. Be careful not to move the spools. (If you keep the straw in the spools, trim when dry)
7. Dry overnight.
8. Paint the telescope with poster paints.

Octopus Neckerchief Slide. Take half of an English walnut shell. Set it in a small oval cut in a paper box to hold it level.

Pour in plaster and insert a pop can ring. Take four pipe cleaners (black) and cut in half. Bend the one end of each piece as shown and stick in plaster around the shell as shown for tentacles. When dry, paint shell black. Glue on two wiggly eyes and bend and roll ends of tentacles to create an octopus look.

Tentacles can be reinforced with a drop of glue.



CRAFTS

Paper Captain's Hat

Needed: Large sheets of colored construction paper, Stapler

1. Fold a large sheet of paper in half along the short side or width, Fig. A
2. Keep the folded part on top and draw a line down the center of the paper.
3. Fold the two top corners, marked in the illustration with a letter x, over to the middle line on the paper, Fig B and C.
4. Fold one of the bottom ends of the paper, marked with a letter z, over the two folded corners, Fig D.
5. Turn the paper over and do the same with the other bottom end. Fig E and F.
6. Staple both ends of the hat.
7. Decorate the hats with paper feathers or designs drawn with crayon or colored markers.

Round Brims Make Many Hats

The combination of a simple headband-type crown and a round brim can be made into a great many different hats.

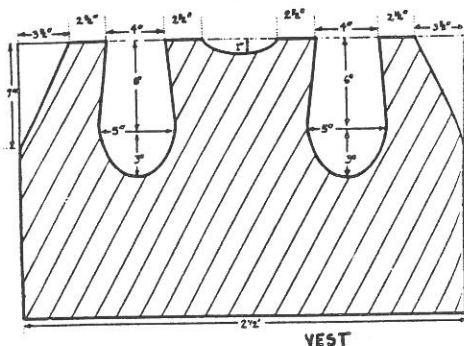
Similar styles are popular with Admirals, who like to wear them sideways.

Pirates like them the other way.

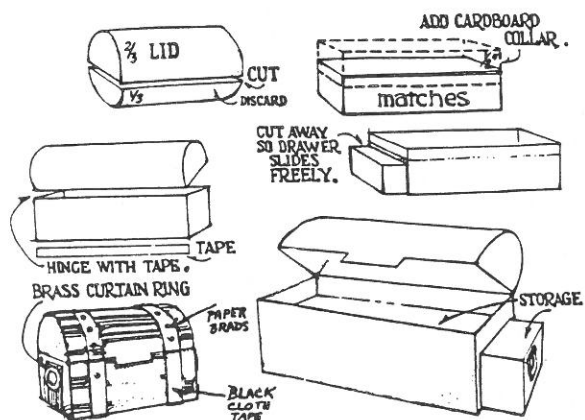
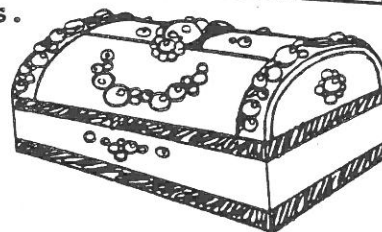
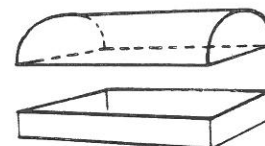
CRAFTS

Pirate Vest

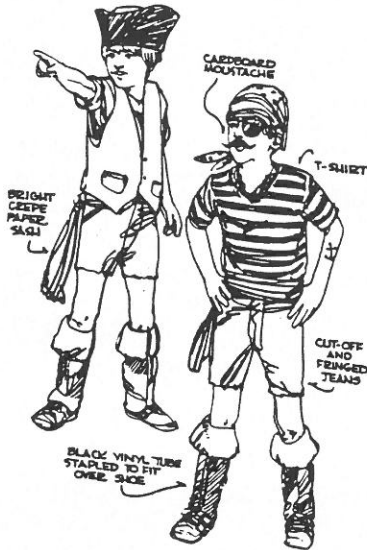
If you have a vest you can wear, that's great. And it doesn't matter at all what color it is. But if you don't, it's easy to make one out of any fabric that's around. You'll need a piece of material 1 1/2 by 2 1/2 feet. Use a ruler and pencil, ballpoint, or chalk to mark your fabric according to the diagram. Cut out the vest along the lines you drew. Match up the front and back shoulders and staple them together. Try on the vest over the shirt you plan to wear and make any adjustments needed--if it's too long, trim off the bottom.



Advancement Treasure Chest. Use cigar-box size carton. Make rounded top from cardboard covered with colorful paper. Glue on bright buttons of glitter beads.



Small Treasure Chest. Make from salt box and large-size match box with drawer. Glue lightweight cardboard collar around match box to increase the depth about a half-inch. Paint or decorate with wood-grain contact paper.

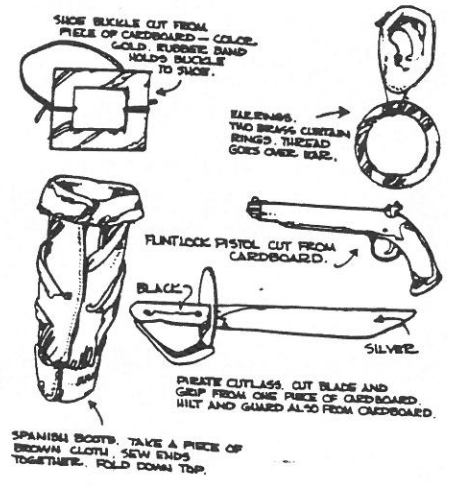


Eye Patch. Use thin cardboard to make your eye patch. Draw a shape like the one shown and cut it out. You'll also need about 2 1/2 feet of string--regular kitchen cord or anything you have around will be fine. Run the string through two holes punched across the top of the eye patch. Paint the patch black. You can also paint the string if you like. Put the patch over one eye and tie the string firmly at the back of your head to hold it in place.

Large Blousy Shirt. Any long sleeved, loose, and brightly colored shirt will do. The idea is that the sleeves will billow out of the armholes of the vest.

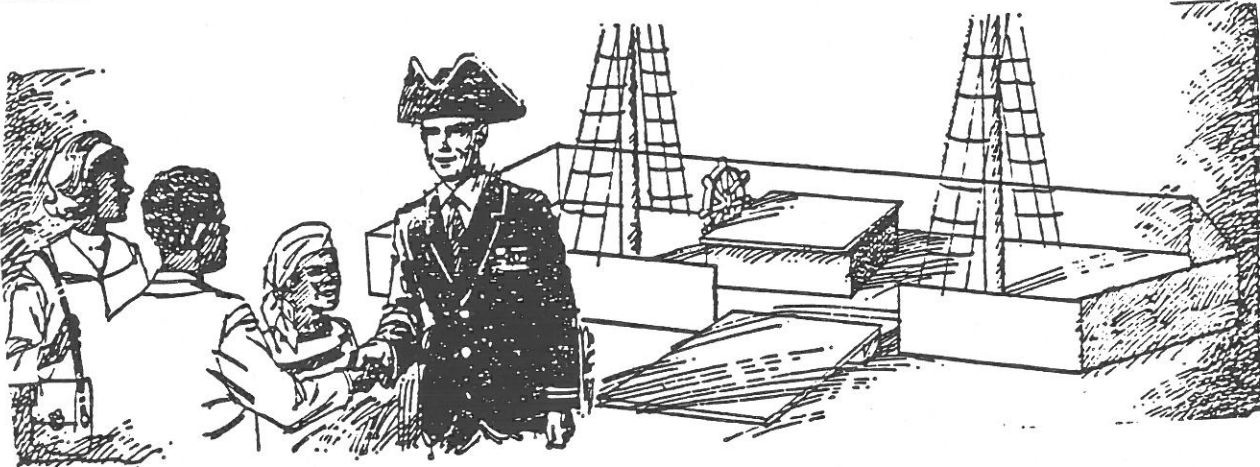
Sash or Belt. A brightly colored scarf or strip of fabric, or even a gaudy necktie, will work well for a sash. It needs to be long enough to tie around your waist. Don't worry if it seems to clash with the color of your shirt--pirates like wild color combinations. If you have a belt with a big metal buckle, it will do fine instead.

Bandanna. A regular old red or blue bandanna is all you need for this. Or you can use any colored scarf or even a square of fabric. Fold it diagonally in half to form a triangle. Lay it on top of your head. Then tie it in back. Your bandanna is very useful for keeping the sweat out of your eyes while you're heaving on the oars or in the middle of a sword fight.



PACK ACTIVITY

Quarterdeck for a Pack meeting, with the Cubmaster as Admiral.



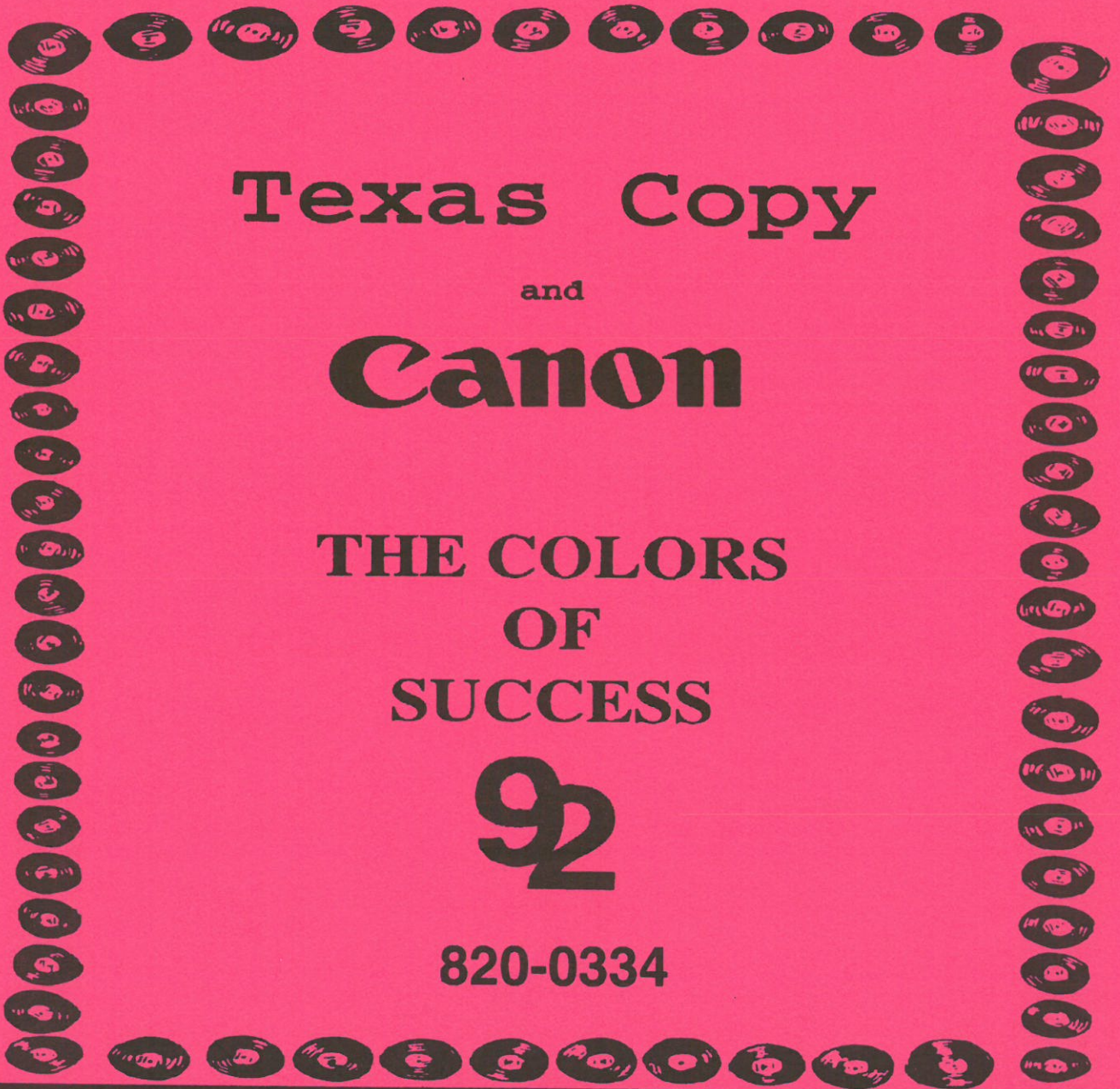
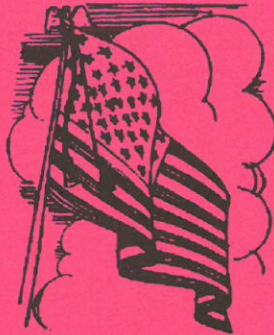
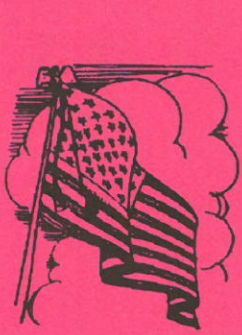
Give each parent a picture or drawing of a species of ocean fish--tuna, barracuda, shark, etc.--for "Gathering of Schools." Ask each group to practice a verse of a marine song from the "Pirate Waters Section."

The arrangement for this month's Pack activity depends upon the site. Ideally the site should be a calm stretch of water in a pool, pond or stream. For special ceremonies, set up a land ship outlined with stakes, pennants and flag masts.

Decorations: To decorate the meeting room in a pirate motif, cut out a ship's wheel from heavy cardboard carton. Make a Jolly Roger pirate flag as a backdrop for the Pirate Captain's (Cubmaster) podium or table. Outfit the Captain with an admiral-style hat. Your welcoming committee might wear bandanna-style pirate caps.



FEBRUARY 1993 - OLD GLORY



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FEBRUARY 1993

OLD GLORY

OPENING CEREMONY

What is Old Glory?

Needed: Large Flag on staff

Leader: Ladies and gentleman, before we recite the Pledge of Allegiance to the flag, I would like to say a few words about the flag. First, what is this flag? We can see that it is made of cloth. It contains 13 stripes; seven red and six white; one for each of the 13 original colonies. It has 50 star, representing each of our 50 states. It is also a lot more. This flag is our past, our present and our future. It is the Pilgrims braving unknown dangers to find religious freedom. It is Washington fighting to establish a nation. It is the Alamo. It is Lincoln fighting to keep the nation united. It is men giving their lives at Normandy and at Iwo Jima. It is a hungry child being helped in some far-off land. It is people and their clergy gathering together to worship without fear. It is all these things and still more. Please think of these things as we join together and say the Pledge of Allegiance to the Flag of the United States of America.

A Flag Is

Needed: a large American Flag held by Scout
a small piece of light cloth on a stick held by Scout

Leader: (*points to small cloth on stick*) A flag is much more than just a light cloth floating in the breeze.

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

The flag of the United States is such a symbol. A symbol of freedoms bravely fought for and hardily won. A symbol of protection under the Constitution of the rights and privileges of all Americans. It symbolizes the promises of fulfillment of all their hopes, principles and ideals. It is also a symbol of the duty each of its citizens has to serve in times 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 be devotion to the symbols he believed in. That is the heritage symbolized by our flag.

OPENING CEREMONY

The American Creed

Can be read by Leader or read a line at a time and the repeated by audience.

The American's Creed, by William Tyler Page, was adopted by an Act of Congress on April 6, 1918.

I believe in the United States of America, as a government of the people, by the people, for the people; whose just powers are derived from the consent of the governed; a democracy in a republic; a sovereign nation of many sovereign states; a perfect union, one and inseparable; established upon those principles of freedom, equality, justice and humanity for which American patriots sacrificed their lives and fortunes.

I, therefore, believe it is my duty to my country to love it, to support its Constitution, to obey its laws, to respect its flag and to defend it against all enemies.

Famous Thoughts

"From my earliest days I was profoundly impressed with the fact that I had been born under the Stars and Stripes, and that has had a great deal to do with everything I have written. If it had not been for the glorious symbol of Independence, I might have fallen onto the habit of writing problem plays, or romantic drama, or questionable farce. Yes, the American flag is in my heart, and it has done everything for me." - George M. Cohan (1878-1942) Showman

OPENING

RED SKELTON'S EXPLANATION OF THE PLEDGE OF ALLEGIANCE

"I remember this one teacher. To me, he was the greatest teacher; a real sage of my time. He had such wisdom. We were all reciting the Pledge of Allegiance and he walked over. Mr. Lasswell was his name...He said:

'I've been listening to you boys and girls recite the Pledge of Allegiance all semester and it seems as though it is becoming monotonous to you. If I may, may I recite it and try to explain to you the meaning of each word:

I - me, an individual, a committee of one.

PLEDGE - dedicate all my worldly goods and give without self-pity.

ALLEGIANCE - my love and devotion.

TO THE FLAG - our standard - Old Glory - a symbol of freedom. Whenever she waves there is respect because your loyalty has given her a dignity that shouts "FREEDOM IS EVERYBODY'S JOB"

OF THE UNITED - that means that we have all come together.

STATES - individual communities that have united into 48 great states

- 48 individual communities with pride and dignity and purpose; all divided with imaginary boundaries, yet united in a common purpose - love for country.

OF AMERICA

AND TO THE REPUBLIC - a state in which sovereign power is invested in representatives chosen by the people to govern...and the government is the people; and it's from the people to the leaders, not from the leaders to the people.

FOR WHICH IT STANDS

ONE NATION - meaning so blessed

INDIVISIBLE - incapable of being divided.

WITH LIBERTY - which is freedom and the right to live one's own life without threats, fear of some sort of retaliation.

AND JUSTICE - the principle or qualities of dealing fairly with others.

FOR ALL - which means, boys and girls, ladies and gentlemen, it's your country as much as it is mine.

Since I was a small boy, two states have been added to our country and two words have been added to the Pledge of Allegiance..."under God". Wouldn't it be a pity if someone said "that's a prayer" and that would be eliminated from schools too?"

-from a Red Skelton recording of January 14, 1969.

Will everyone please stand now, and repeat with me, your Pledge of Allegiance?

CLOSING CEREMONY

Meaning of Our Flag

- Needed: 1 piece of construction paper in Red, Blue and White
1 piece of white paper cut to be a star
2 portraits of parents from Pack
5 Scouts

One scout uses one of each on the items above and one holds both portraits. Write the words each should say on the back of their items.

Leader: Today, as we leave, let's all keep in mind
Our flag and the meaning therein we can find.

Cub #1: The red is for blood of Americans true,
Who gladly would give up there lives for you.

Cub #2: The white is for purity, in both thought and deed,
A rule of conduct we all might well heed.

Cub #3: The blue is for justice, for all, not one,
a tenet we fought for and so dearly won.

Cub #4: The star is a symbol of God's guiding hand,
Over the union and this mighty land.

Cub #5: There isn't a one our flag won't protect.
Don't you think we could show it greater respect?

Leader instructs audience to quietly leave building.

CLOSING CEREMONY

Spirit of Scouting

Needed: Large candle and a small candle for each boy present

The lights are turned out. Only the large candle is burning. One by one the boys come forward, take a small candle and light it from the large one. The boys line up in front of the audience.

Leader: The spirit of Scouting burns brightly here tonight. But as each boy takes from that spirit, the light burns brighter. So let's all take the Scouting spirit with us and let it light our way and brighten our lives.

What is America

It is a young country set like a bright jewel between the boundless oceans. It is a land of great, sprawling plains, of rolling hills and fertile valleys. It is a new world where our forefathers worked hard to build homesites deep in forests or beside dreaming waters. Land of the pioneer, the healer, the adventurer, the inventor, land of the dreamer and the builder - here science and industry thrive and knowledge and faith stand side by side. Opportunity abounds here - the freedom to speak and be heard is cherished. Artist and writer create without fear. Peoples of every nation find welcome. Dark days may come, but always, looking beyond the present, men and women and children stand tall, united by a common goal, by a vision of the limitless horizon - and they honor these colors, they praise these traditions, they love this country America. We have a long way to go - we have much to do yet - a long, proud way to go into the future.

Thoughts for the Evening

"Let every nation know, whether it wishes us well or ill, that we shall pay any price, bear any burden, meet any hardship, support any friend, oppose any foe, in order to assure the survival and the success of liberty."

"And so, my fellow Americans: ask not what your country can do for you - ask what you can do for your country. My fellow citizens of the world: ask not what America will do for you, but what together we can do for the freedom of man." John F. Kennedy (1917-1963): Thirty-fifth president

ADVANCEMENT CEREMONY

Flag Progression

Needed: 4 or 5 large pictures of early American flag versions

Leader: *(hold up earliest flag picture and describe, such as)* This is the Grand Union Flag. It is one of the earlier versions of our American flag. The Union Jack corner still showed some loyalty to Britain. Our earliest Cub rank is that of Bobcat. These boys have earned their Bobcat rank. *(call Bobcat earners and parents forward, and make presentation)*

(hold up next flag and describe) The second flag we see is the Bennington Flag. It has the thirteen alternating stripes in red and white, thirteen stars and the large 76 to symbolize our independence year. The next Cub to receive awards are the Wolf recipients. *(Call Wolf earners forward and present award)*

(hold up next flag and describe) Next we have the Betsy Ross Flag and the customary circle of thirteen stars and again the alternating red and white thirteen stripes. The Bear Badge is our next presentation and these boys have earned it. *(call boys forward and present)*

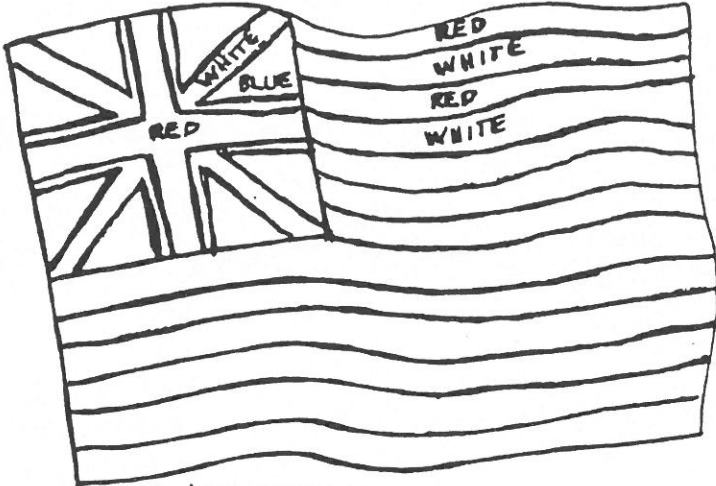
(hold final flag picture and describe) Finally we show the Star-Spangled Banner. This is the flag watched by Francis Scott Key as he wrote the poem of the same name. This flag had fifteen stars and fifteen stripes. Two states had been added by 1814. At that time the custom was to add a star and a stripe for each new state. These Webelos Scouts are adding to their Activity Badge count tonight: *(call boys forward and present badges)*

Our flag is a growing symbol of our country. It has changed each time a new state has been added to our union. We no longer add a stripe for each state. Good thing, imagine trying to draw fifty tiny stripes, or trying to hoist a flag with fifty regular sized stripes. Our Cubs continue to grow and change through the Cub Scout program and the program grows with them. They all deserve a round a applause for their efforts.

Insert a space for Webelos Badge and Arrow of Light if necessary. Distribute Arrow Points along with Wolf or Bear as presented.

ADVANCEMENT CEREMONY

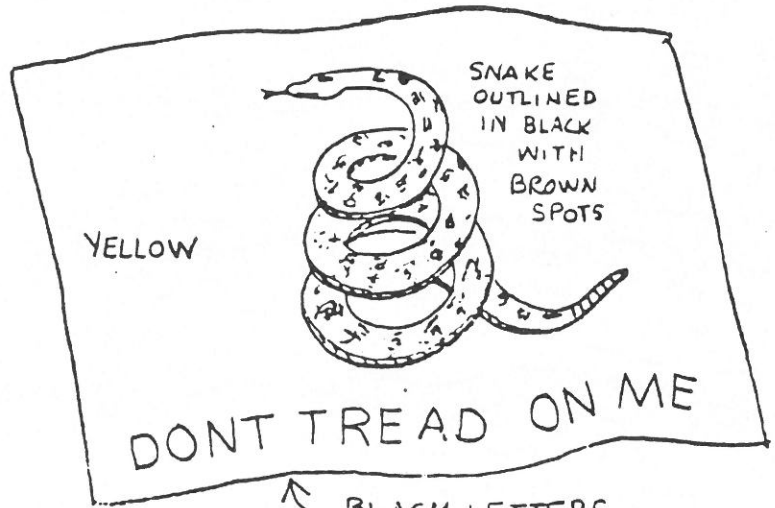
Flags of America



13 ALTERNATING RED + WHITE STRIPES

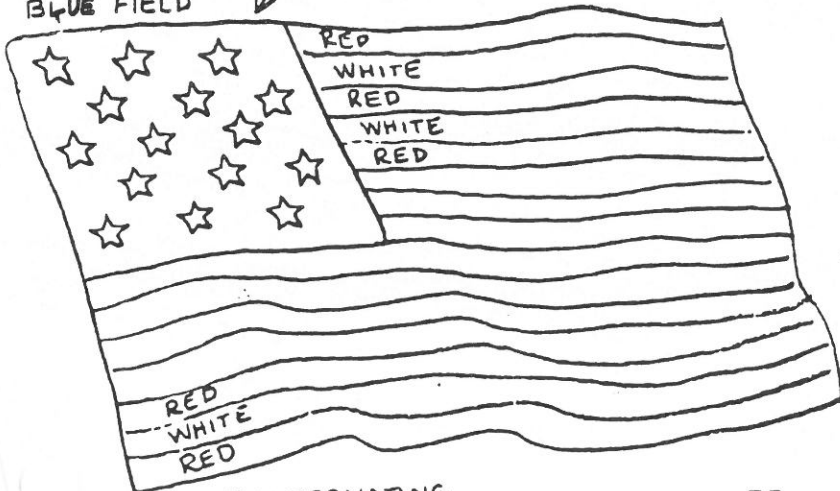
← GRAND UNION FLAG

GADSDEN FLAG →



↖ BLACK LETTERS

WHITE STARS ON BLUE FIELD ↘



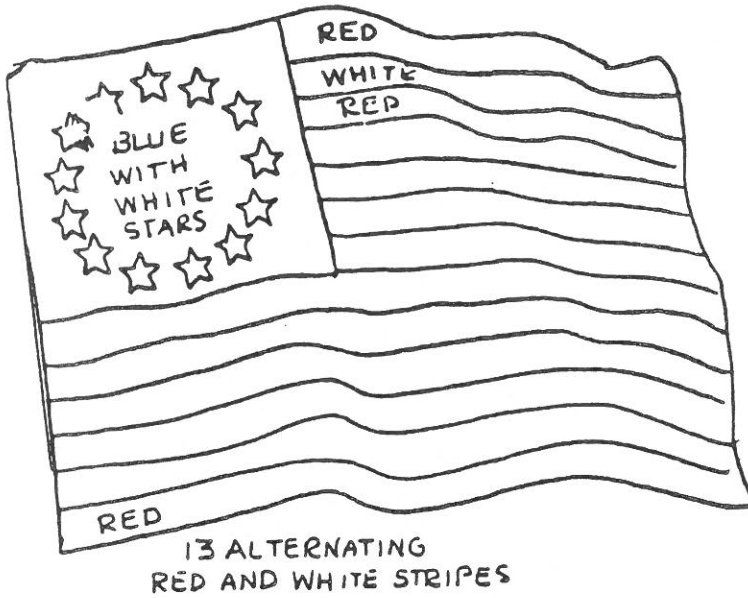
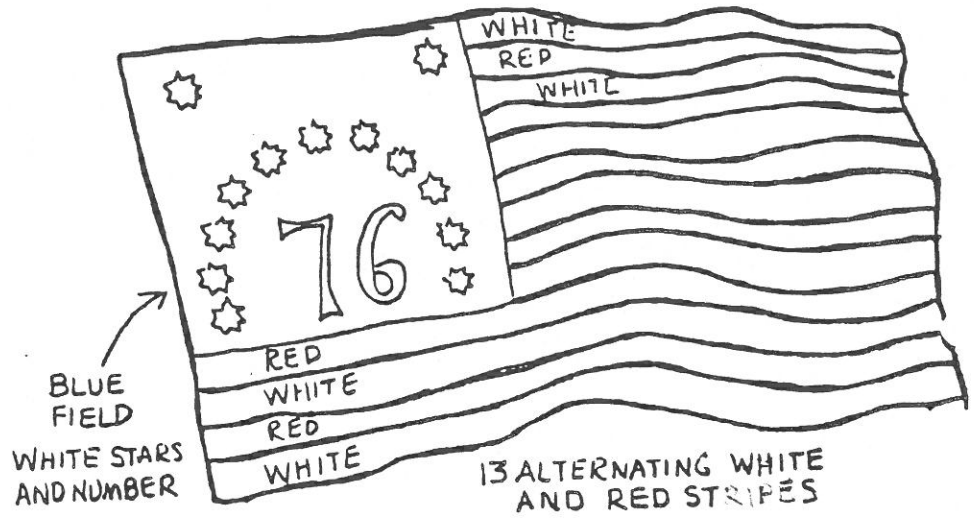
15 ALTERNATING RED AND WHITE STRIPES

← STAR-SPANGLED BANNER 1814

ADVANCEMENT CEREMONY

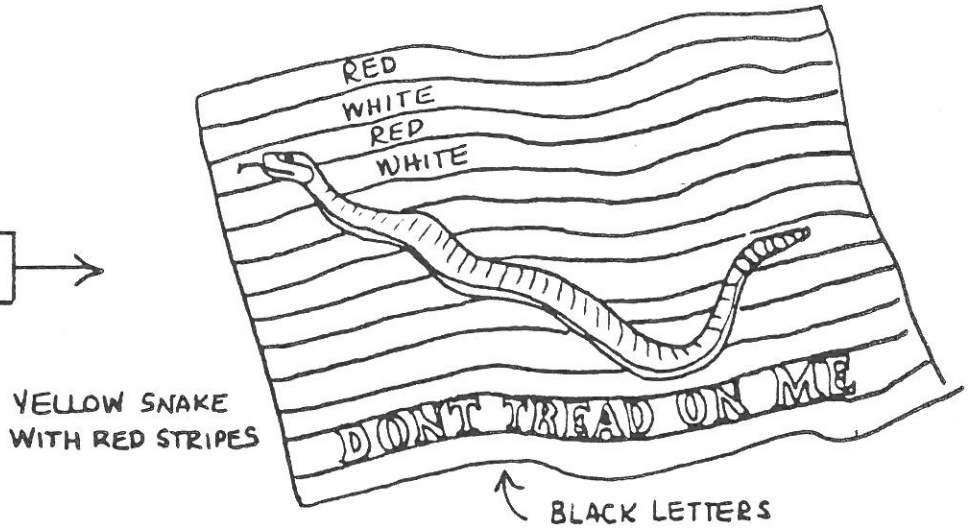
Flags of America

BENNINGTON FLAG



BETSY ROSS FLAG

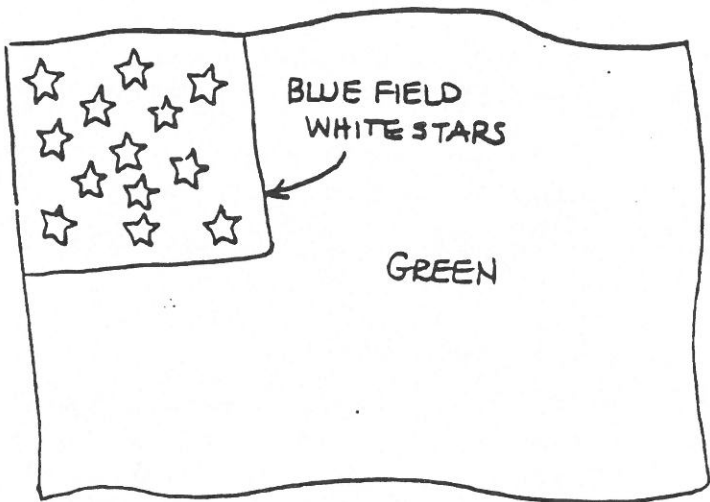
RATTLESNAKE FLAG



ADVANCEMENT CEREMONY

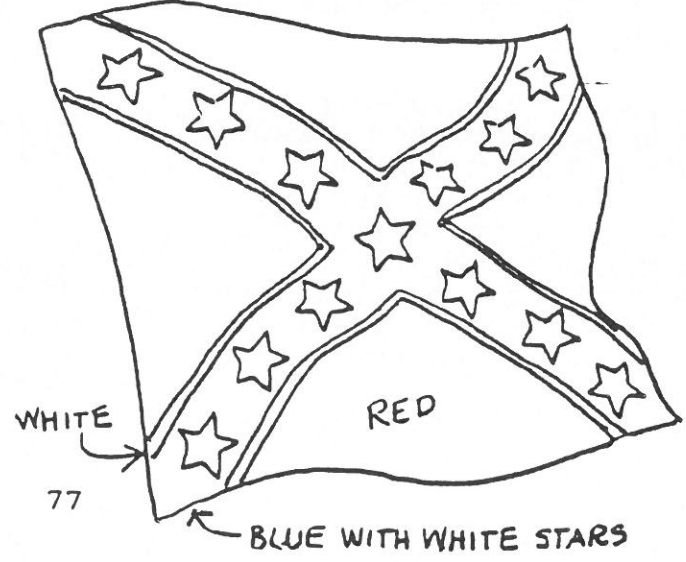
Flags of America

WASHINGTON'S CRUISERS
OR PINE TREE FLAG



GREEN MOUNTAIN BOYS'
FLAG

CONFEDERATE
BATTLE FLAG



GATHERING ACTIVITY The questions are based on the booklet published by Boy Scouts of America, YOUR FLAG (from Scouting Magazine, May-June 1973)

1. Pair these flag terms with their meanings:
- | | |
|----------|---------------------------------------|
| Furled | To raise |
| Canton | Triangular Flag |
| To hoist | Wrapped or folded |
| Pennant | Upper corner of flag's own right |
| Truck | Flagpole top, to which flag is raised |

7. According to legend, but never a proven fact, our first flag was sewn by: Betsy Ross; Martha Washington; Priscilla Alden; Pocahontas

8. When giving the Pledge of Allegiance to flag and country, you should always face our national colors and _____.

2. The stripes in our flag, which represent our 13 original colonies, number _____ red and _____ white.

9. Name the site of the flag raising that inspired the marine Corps Monument in Arlington, VA.: Tripoli; Belleau Wood; Guadacanal; Mount Suribachi; Iwo Jima

3. When folded correctly, our flag is in the shape of a: Square; Cylinder; Rectangle; Triangle; Circle

10. Designate the rule for the display of our flag on Memorial Day: Half-Staff until noon; then full staff; Half-staff all day; Full staff until noon, then half-staff.

4. True or False? Custom rather than law decrees that our flag should be displayed only during daylight hours.

11. When did our forefathers choose stars and stripes for the design of our flag -- and red, white, and blue as its colors?

5. An executive order signed by one of the Presidents standardized the design and proportions of our flag: Ulysses S. Grant; Theodore Roosevelt; George Washington; William H. Taft

- 1777; 1620; 1803; 1812

6. When you're facing a four man color guard that's carrying our national flag and an organization banner, the man carrying our country's colors should be:

12. "Retreat" is the bugle call for: The raising of the flag; The lowering of the flag; Day's end

- Second from your left; On your right side; On your far left; Front and Center

13. The flag that inspired Francis Scott Key to write "The Star Spangled Banner" flew over: Fort McHenry; Fort Ticonderoga; Fort Henry; Fort Sumner

SCORE: Allowing 1 point for each correct answer, you're flying on high if your score is 12 or more; 10-11, you're on your way up; less than 10, you're flying low.

Answers to Family Quiz:

1. Furled -> Wrapped or folded
Canton -> Upper corner of flag's own right
To hoist -> To raise
Pennant -> Triangular flag
Truck -> Flagpole top, to which flag is raised
2. 7 red and 6 white
3. Triangle
4. True
5. William H. Taft
6. Second from your left
7. Betsy Ross
8. Stand or salute
9. Mount Suribachi
10. Half-staff until noon, then full staff
11. 1777
12. The lowering of the flag
13. Fort McHenry

Well, how did you do?

AUDIENCE PARTICIPATION

A Scouting Story

Divide audience into three groups to respond with words and hand signs when they hear their key words.

HISTORY	"Way back then"	(point thumb back over shoulders)
BOY SCOUTS	"Be prepared"	(give Scout sign)
CUB SCOUTS	"Do your best"	(give Cub Scout sign)

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

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

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

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

AUDIENCE PARTICIPATION

A Scouting Story (cont.)

So Johnny learned in one day that he still needed to learn about being a **BOY SCOUT** before he could perform in a manner which would make him proud to go down in **HISTORY**. Later his Den Leader told him that is what **CUB SCOUTS** is for -- to teach boys the Do Their Best and to prepare them to become **BOY SCOUTS**.

The Race

Divide audience into three groups to respond with words when they hear their key words.

VALLEY	"Deep and wide"
INDIANS	"HOW HOW"
APPLES	"Yum Yum"

A long time ago there were two tribes of **INDIANS** that lived on opposite sides of a beautiful **VALLEY**. In the **VALLEY** was an **APPLE** orchard. Since there weren't enough **APPLES** for both tribes of **INDIANS**, they decided that once a year they would have their braves race down into the **VALLEY**. Whichever brave got there first, their tribe would get the **APPLES**.

So, the tribes did this for several years. One year, one of the tribes decided they would sneak down into the **VALLEY** and get the **APPLES** before the day of the race. They took all the **APPLES**, so on the day of the race there were no **APPLES** left. The other tribe of **INDIANS** was very disappointed because they had 500 braves ready to race into the **VALLEY** that year. But they decided that they still enjoyed having the race, so they had their braves race down into the **VALLEY** of the orchard just for fun.

This was known as the first **INDIAN-APPLELESS 500!**

GAMES

Pioneers and Indians

Players: 2 or more
Equipment: Cards
Preparations: Write letters on cards and hide them around the room

Hide cards around the room. The cards should have letters that spell PIONEER and INDIAN. There should be several full sets of cards, with several extra cards. Divide group into equal teams of PIONEERS and INDIANS. On signal, they begin searching for the letters that spell their name. The first to collect cards to spell "PIONEER" and "INDIAN" correctly is the winner.

Turkey Feather Relay

Players: 2 or more
Equipment: Turkey Feathers
Preparations: None

Divide group into teams, relay style. First player in each team holds a long turkey feather. At the signal, he throws his feather, javelin style, toward the finish line. As soon as it comes to earth, he picks it up and throws it again. When it finally crosses the finish line, he picks it up, runs back and passes the feather to the next player in his line. Each player takes his turn throwing the feather and passing it on until all the players on a team have had a turn. Each team uses a different color of feather. The first team to finish flaps arms and gobbles like a triumphant turkey.

Flag Relay

Have several teams of from five to ten runners each. The teams line up with the first runner on each team toeing the mark. Opposite each line is a tiny flag stuck into half a potato and standing erect on the floor. The first runner on each team at the signal runs to his flag, picks it up and carries it back to the next runner, who in the meantime has moved up to the starting line. Number two starts as soon as he has been handed the flag, and rushes back to the potato, sticks it in its original place, salutes properly and rushes back to the starting point. Number three gets the flag, hands it to Number four and so on. The first team to cover the course in this manner wins.

GAME

Flag Quiz

1. The flags of what five nations flew over our country before the Revolutionary War?
2. How is the U.S. flag hung across a street?
3. What was the name of the first flag symbolizing unity of the American colonists?
4. When a U.S. flag is properly folded, what part of it is showing?
5. How many stars and stripes were on the flag that Francis Scott Key watched?
6. When carried in a parade with other flags, where should the U.S. flag appear?
7. When did the U.S. flag get its fiftieth star?
8. How is the flag saluted?

Answers:

1. Spain, France, Holland, Sweden, England.
2. Vertically, with the Union to the north on an east-west street and to the east on a north-south street.
3. Grand Union, or Grand Union Flag.
4. The Union or blue field.
5. 15 stars and 15 stripes.
6. Either to the marching right, or in front of the center of a marching line of flags.
7. July 4, 1960 when Hawaii was admitted to the Union. The flag is always updated at the next July 4, following the admission of a new state.
8. By uniformed personnel, including Scouts, using their organization's hand salute. By persons not in uniform, by placing the right hand over the heart; if a hat is worn, the hat is removed and held against the left shoulder with the right hand.

SKIT

Flag History Puppet Show

Make any kind of puppets and dress them as Scouts or in costumes appropriate to the period.

Each member of the den makes one and reads his part as his puppet marches across the stage, carrying the appropriate flag. Each part concerns one flag which flew over the United States during some part of its history.

For example:

"This flag was called the Grand Union Flag. It was first flown over America on January 1, 1776, six months before the Declaration of Independence was signed. It looks something like our flag today, except that it has the British flag in the corner. That was because the American colonies still felt loyalty to the British Crown even though the Revolutionary War was going on."

As the puppet for this scene marches off, the next marches on.

See the publication "Your Flag" number 3188 for more information. This publication is available from the Scout office.

SKIT

The Birth of a Flag

Needed: Large wash tub on a table
Shredded pieces of red, white and blue paper
Lots of small stars
Thread and needles
American flag, folded and hidden in the tub

Leader: Have you ever stopped to think how a flag is born? Today, we are going to show you how our flag was made.

(First Cub enters with red papers and drops them into tub)
First we add the red for courage. The courage of those gallant men who have given their lives defending the freedom of our great country. Red is for the courage of those Scouts who have accepted the challenge of advancement and development of mind, body and character.

(Next Cub enters with white papers and drops them into tub)
Next we shall add some white for purity, the purity of the birth of a new country which struggled for life carved from virgin wilderness. The white is also for the purity of a new Cub Scout just beginning the great adventure of Scouting.

(Next Cub enters with blue papers and drops them into tub)
Then let us add some blue taken from the sky above and the water that surrounds our continent. The blue represents the life-supporting elements that sustain our very existence. The blue sky and blue water beckons the Scouts of all nations to enjoy God's great natural beauty.

(Next Cub enters with stars and drops them into tub) Next we will add just a dash of stars to represent the fifty states that make up this grand land we call the United States of America. Stars that shine in the eyes of a boy as he succeeds in the accomplishments and goals achieved in the Scouting program.

(Last Cub enters with needle and thread and drops them into tub) Finally we add this needle and thread with which to finish our flag. The steel on the needle signifies the strength of our nation, and the thread represents the fiber of brotherhood binds us together in a united effort to continually defend the freedoms our flag represents.

(pulls out hidden flag and unfolds) And here it is, Old Glory. May it always fly with honor and respect!

SKIT

The Infantry Is Coming

Needed: 1 6"-8" seedling tree in a pot
Personnel: As many as in den

Leader: I'm going to introduce our next skit. Here is....

1st Cub: *(comes running in and cuts off leader)* **The infantry is coming!!!!**
(then runs off other direction)

Leader is surprised.

2nd Cub: *(comes running in and cuts off leader)* **The infantry is coming!!!!**
(then runs off other direction)

Leader is surprised again. This continues until...

Last Cub: *(walks in carrying seedling)* I have the infant tree. Where shall I put it?

SKIT

Freedom's First Flag

Narrator: It's been said that the story about Betsy Ross
And the flag that she made was really a loss.
So after some research, this then is our finding,
And we hope and pray, History will not be minding.

Betsy: Betsy's my name and sewings my game,
And making flags
is really my bag!

George: Just call me George... I'm not the baddie..
In fact most people call me Daddy.

Landlord: And I'm the Landlord for Betsy Ross,
If she don't pay the rent, out I'll toss!

George & Betsy: Boooo-o-o-o-o

Betsy: I can't pay the rent without any money,
With no place to sleep, that won't be funny!

George: Don't fret dear Betsy, I have a plan
Since you're the best with needle in hand,
Just make us a flag, since that's your bag...
And we'll pay the rent on your Colonial tent.

Betsy: Dear friend George, you've saved the day.
Now what sort of flag do you want for your pay?

George: Let me call my friend Ben, what he says, you must sew
Cause he handles the cash, without him it's no go!

Ben: My dear Miss Ross, I have heard of your plight
Though I had rather hoped, they'd use one of my kites.
Now all of my friends just call me Benji
Even those who think I'm a little stingy.
But that's why they put me in charge of the cash
Cause I don't spend it on anything rash.

George: Now Ben, tell Miss Betsy just what we all need
In the way of a flag for our country to lead.

Ben: Certainly Madam. We've give it thought
To show for our freedom just how we have fought.
We want to use colors in red, blue and white
With the stars and the bars, it will be quite a sight.

SKIT

Freedom's First Flag (cont.)

Betsy: Well certainly sir, since you're paying the bill,
I'll be more than happy your order to fill.
I think he's a madman, such colors who'd dare.
It will only end up in a tory nightmare.
I'll have your flag finished one week from this date,
So bring all your money and don't be late.

Narrator: Tis one week later at Miss Betsy's place
Where much snipping and sewing have been done in haste.

George &
Ben: Good morning Miss Ross, have you finished your chore?

Betsy: Oh yes, kind sirs, as you asked, nothing more.

Landlord: Then pay the money,
And don't do anything funny.

Betsy: And now gentlemen please, step back and observe
The flag of our country for us all to serve.
(unroll flag)

Narrator: Betsy took the end of the flag and let it unfold
It was red, white and blue as she was told.
But with huge big stars
And little stripes in the corners.

George: But Madam, pray tell, that is NOT what we ordered.

Ben: Your stripes, they should be where your stars are bordered.

Betsy: Gentlemen, please you said stars and stripes
And in red, white and blue, is this then not the type?
Now pay me my money, your bearded old sillies
Or I'm off to the Better Business Bureaus.

George: Pay her the money, though it seems a bit skittish.
Perhaps we'll sell it to the British.

Landlord: Now it's time for you to repent
And if you will, I'll take my rent.

Narrator: So the Landlord and Betsy were paid
And as for Betsy, another flag had to be made.

CRAFTS

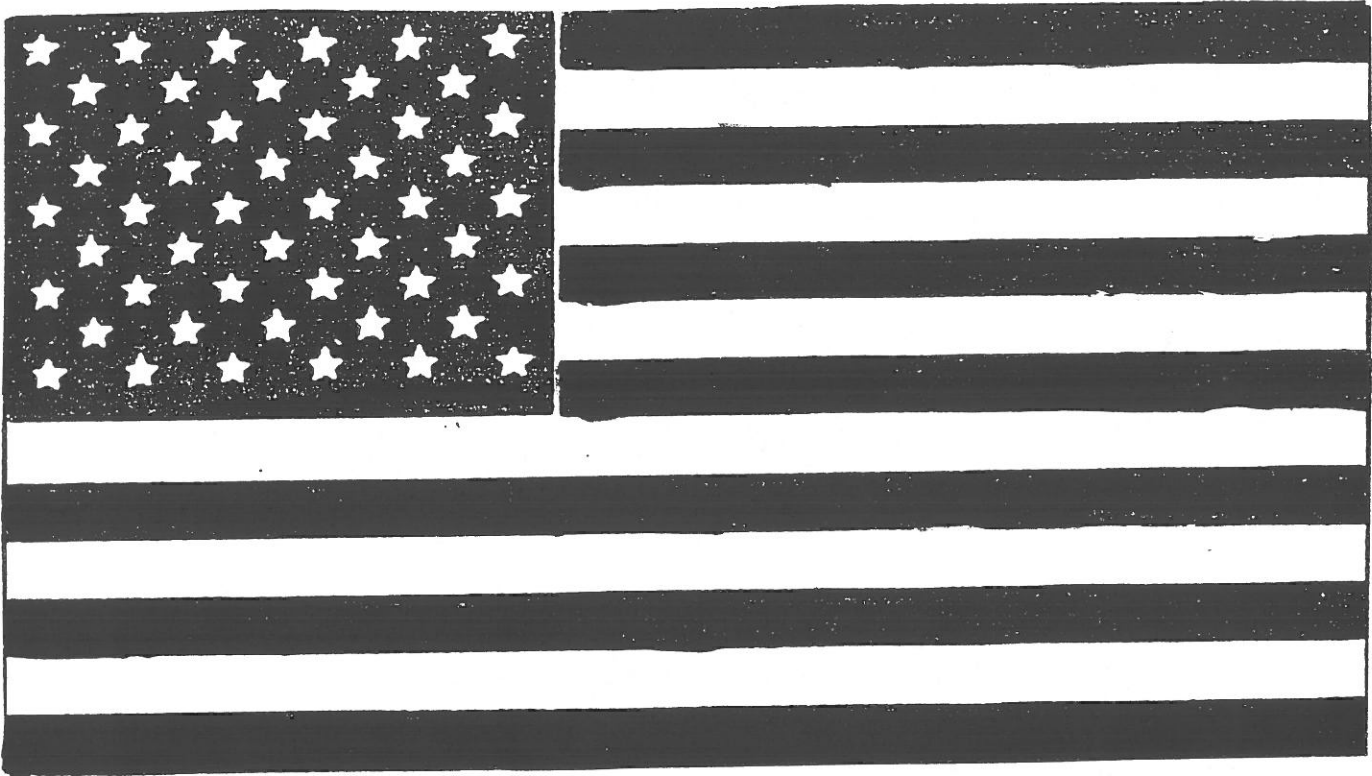
Craft Stick Flag

Needed: 15 Craft sticks per boy
1 pencil or thin dowel per boy
White glue
Red and Blue markers

1. Boys lay thirteen craft sticks flat and side by side.
2. Glue two remaining craft sticks at opposite ends about 1 inch in from end.
3. Turn over after glue has dried. Color blue field in upper left hand corner leaving spaces for 50 stars or a circle of stars. Stars can be penciled in ahead of time. After coloring blue portion of flag color the stripes by beginning with red on the top stick and skipping the next. In this way, every other stick will be red including the top and bottom.
4. After colors have dried, turn over onto back and glue pencil or dowel into place as flag pole. When using dowel, flatten one side so that the glue will hold better.
5. Flag can be placed in a lump of clay, or a plaster stand can be made in a small cup.

CRAFT

I am Old Glory



Materials needed: copies of the above pattern, glue, construction paper, clear plastic sheet such as a report cover, red and blue permanent markers, and foil.

Directions: Place the plastic cover over the pattern. Color the flag the appropriate colors, directly on the plastic cover. Leave blank where white should be. Remove pattern. Crumple piece of foil very carefully. Open foil and place behind plastic. Glue around the edges to secure foil to the plastic. Next, cut out a frame from the construction paper and glue to the top of your picture. Overall size of the plastic, foil and frame will depend on how big you want to make your picture.

SONGS

Yankee Doodle

Yankee Doodle was the first popular American song. At different times in our early history there were many, many verses but they were never all written down at the same time. The "Cub Scout Songbook" has one verse and the chorus. Here are a few more verses.

Father and I went down to camp
Along with Captain Gooding,
There we saw both men and boys
As thick as hasty pudding.

Chorus:

Yankee Doodle keep it up.
Yankee Doodle dandy,
Mind the manners and the step,
And with the girls be handy.

And there we saw a thousand men,
As rich as squire David.
And what they wasted everyday,
I wish it had been saved.

And there we see a swamping gun
Large as a log of maple.
Upon a ducid little cart,
A load for father's cattle.

And every time they shoot it off
It takes a horn of powder.
And makes a noise like father's gun,
Only a nation louder.

And Captain Davis had a gun
He kind of clapt his hand on't
And stuck a crooked stabbing iron,
Upon the little end of't.

And there was General Washington,
And gentlefolks about him.
They say he's grown so tarnal proud,
He will not ride without them.

He got him on his meeting clothes,
Upon a slappin' stallion,
He set the world along in rows,
In hundreds and in thousands.

SONGS

You're a Grand Old Flag

You're a grand old flag,
You're a high flying flag.
And forever in peace
May you wave.

You're the emblem of
The land I love,
The home of the free
And the brave.

Every heart beats true
Under Red, White, and Blue,
Where there's never
A boast or brag.

But should auld acquaintance
Be forgot
Keep your eye on the
Grand Old Flag.

The Yankee Doodle Boy

I'm a Yankee Doodle Dandy,
A Yankee Doodle, do or die.
A real live nephew of my Uncle Sam's
Born on the Fourth of July.

I've got a Yankee Doodle Sweetheart,
She's my Yankee Doodle Joy.

Yankee Doodle came to London
Just to ride the ponies.

I am a Yankee Doodle Boy.

CHEERS

Flag Run-on

Flag on staff - One person comes on stage during an event and takes up one of the following positions. Event leader asks what the person is doing and he explains.

#1 hold arms out to same side and wave as if strong wind is blowing.

#2 hang arms down on same side of body as if no wind is blowing.

#3 Squat down and repeat #1 for flag at 'half-mast.'

Old Glory cheer - Crowd repeats these lines:
Here's for the Red of it
Here's for the Blue of it
Here's for the stars on it
OUR FLAG! Hooray!

Alternating Stripes - Divide audience into two parts. One RED and one BLUE. Point to one side - they yell RED. Point to other side - they yell Blue. Alternate between one and the other very quickly.

Betsy Ross cheer - Take needle and thread. Pretend sew. Stick finger with needle and put into mouth. Pull out and say, "Anything for our flag!"

Cupid cheer - Hold imaginary bow and shoot imaginary arrow. When arrow hits say, "True love."

Whitman's Sampler cheer - Open box and sample several candies. Make faces for nasty ones. Then on the last one, eat it and say, "Aw right! A caramel!"

Dozen Roses cheer - Call up six volunteers. They stand in a row and you pinch their cheeks for - twelve roses!

A decorative border surrounds the text, featuring a string of balloons at the top and bottom, and ribbons with bows on the sides. The balloons are in various shades of blue and gold, and the ribbons are also in these colors.

**BLUE
AND
GOLD
BANQUET**

1993



HAPPY BIRTHDAY TO US!!!

C A R S

H B O R A N K C A P

C X L E V N A I D N I O N

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H C K L E M N S O P H Q E H R E S B T Y

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Book	Best	America
Pow Wow	Man	Space
Stunt	Activity	Program
Service	Week	Hope
Banquet	Indian	Cub Scout
Blue and Gold Dinner	Be Prepared	Pinewood Derby
Parents	Celebration	Fun
Day Camp	Planning	Safe
Rank	Boys	Ceremonies
Flag	Dens	Records
Help	Wolf	Meetings
Den Chief	Bobcat	Opening
Hobbies	Dues	Cars
Love	No	
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BLUE AND GOLD BANQUET

The Blue and Gold Banquet should be a special occasion held during the month of February to celebrate the birthday of Scouting. The Boy Scouts of America was organized in 1910 and 20 years later in 1930, Cub Scouting originated.

Included in this section are many different ways that the banquet can be handled. It is important to remember that advance planning is necessary if the banquet is to be successful. Two months prior is usually ample time to begin your planning. A theme should be selected for the banquet as the decorations, meal and program will be planned around it. The theme could be the regular monthly theme or another.

CONSIDER: BLUE & GOLD CHAIRMAN

The pack committee usually recruits the banquet chairman. The chairman should select people to help carry out the various responsibilities.

CONSIDER: WHEN & WHERE

The date and time of the banquet may have already been selected when the pack had its' Annual Planning Conference. If not, the chairman will need to check with the committee chairman and/or Cubmaster to coordinate the date. Depending on the type of meal, anticipated attendance, program and cost, location of the banquet must be taken into account. Places to consider are the regular pack meeting place, a school cafeteria, church meeting room, civic center, restaurant, etc. One main thing to remember when looking for a location is that everyone can be comfortably seated.

CONSIDER: THE MEAL

There are many ways that the meal can be provided. Some of these ideas are:

Pot Luck - This could be used for the pack as a whole or individual dens. Members of the pack bring one or more dishes to share with the pack. Families could also provide their own utensils, plates, cups, etc. The meal would be served buffet style.

OR based on the theme, selected types of food/dishes can be served. Each den could design their own menu, be responsible for just their den family as far as the food, drink, plates/utensils, decorations, etc. are concerned.

Although most packs prefer the full meal, a very simple plan could be to simply serve deserts, using the above methods in providing it.

Another idea would be to have the pack purchase all or part of the meal and have a food committee prepare it. The pack could then charge those attending for their meal.

Although this idea may be more costly, having the meal catered is a consideration. The meal can be brought in already prepared or the pack could meet at a restaurant. The pack would then be essentially responsible for decorations and the program. Each family pays for their own meal.

Since we are celebrating the birthday of Scouting, a birthday cake would be very appropriate, with a round of "Happy Birthday" being sung to Scouting.

CONSIDER: WHO ATTENDS AND WHERE THEY SIT

Of course the Scouts and their families attend. Others to include might be the Head of your Chartered Organization, your District Executive, Scoutmasters from area troops, unit commissioners, local officials and anyone else that may be special to the pack.

Den families usually sit together. Consideration needs to be given as to whether or not to have a head table. Special guests could be "assigned" to each den particularly if the dens will be taking care of their own meals.

CONSIDER: THE PROGRAM

When putting together the program, the Cubmaster should be included. In fact, it is the Cubmaster's responsibility to lead the program or delegate it to someone.

A typical program may include:

- > Opening
- > Invocation
- > Dinner
- > Songs
- > Welcome & Introductions
- > Greetings from Head of Chartered Organization
- > Den skits and stunts
- > Webelos Demonstrations
- > Advancements
- > Recognition of Leaders/Parents/Blue & Gold
Chairman/Committee
- > Graduation Ceremony (if any)
- > Announcements and thank you's
- > Friends of Scouting Presentation
- > Closing

People will feel more comfortable if you have someone welcoming them as they come in and are able to give them direction. Be sure to include all the dens in the program. Outside entertainment can be brought in, especially if it pertains to the theme; otherwise, most packs choose to involve the dens. How about a Pack Talent Show involving the Scouts and/or their families? Or, how about a Pack Magic Show, using the dens, individual Scouts and/or pack members? The ideas are unlimited as to what can be done.

Since the Blue & Gold Banquet is a special occasion, it would be nice to have printed programs for attendees. Things to list would be the banquet agenda, roster of leaders, advancements, special thanks, songs that will be sung, etc. Customize the program to your own pack and banquet.

CONSIDER: DECORATIONS

Most definitely have your dens involved with the decorations. Decorations should be based on the theme of the banquet. The cubmaster and den leaders should be consulted as to whether or not the dens will make the same decorations for the room and tables or be creative and individualize their den tables. It will all depend on where the banquet will be held and what will be going on. Prizes could even be given out to the dens with the most creative, theme related decorations, with of course every den receiving an award. Ribbons for their den flags are very appropriate for this type of recognition.

CONSIDER: RECOGNITION OF LEADERS AND PARENTS

The Blue & Gold Banquet is a very good time to recognize the leaders from the pack as well as any parents that have put extra effort into den and pack activities. This may be an area of the banquet that the committee chairman or cubmaster will want to handle.

CONSIDER: SET-UP AND CLEAN-UP

Who will be responsible for this? More than likely a committee will need to be formed to insure that any physical arrangements are taken care of. If the dens made their own decorations, den leaders may want to be part of decorating their table. Members of the committee could decorate the room.

Make sure that a committee of adults is organized to do the clean-up. Nothing will spoil the evening faster than one person being stuck with all the cleaning. Remember to leave the Banquet facility better than you found it.

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Answers to "Yankee Doodles"

1. United States
2. Don't Tread on Me
3. 13 Colonies
4. Spirit of 76
5. 1 if by Land, 2 if by Sea
6. Washington Crossing the Delaware
7. Bunker Hill
8. Trust in God
9. Democracy
10. Star Spangled Banner
11. Liberty Bell
12. Rally Round the Flag
13. War Between the States
14. Gettysburg Address
15. Mason Dixon Line
16. Let Freedom Ring
17. One Nation Under God
18. White House
19. From Sea to Shining Sea
20. Stars & Stripes Forever
21. House of Representatives
22. Valley Forge
23. 4th of July
24. Government by People
25. Happy Independence Day

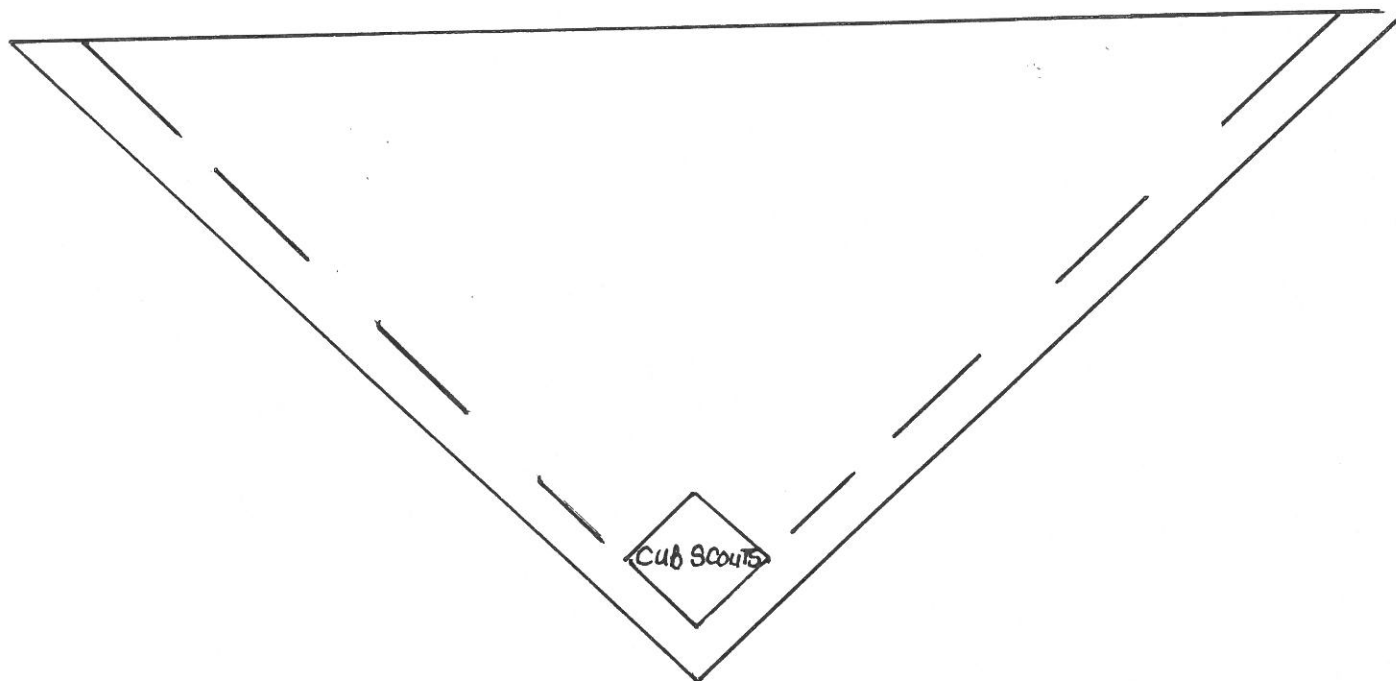
CEREMONY

Neckerchief Arch Ceremony

Boys form a line facing each other, remove their neckerchiefs, and hold it in their right hands. At a signal they hand the loose end of the neckerchief to the boy facing them. Inductee passes under the arch.

The arch may be formed as part of a ceremony to:

- Induct new boys into the pack OR
- Honor boys receiving awards OR
- Honor Pack Leaders OR
- For Arrow of Light Ceremony OR
- Graduation of boys into Boy Scout Troop, especially if a bridge is not handy. OR
- Anything else that you can think of - use your imagination.



SKIT

Blue and Gold Achievement Parade Skit

This skit can be performed many ways to fit what your resources you may have. For example, puppets could be used to present the skit while presenting the awards after each part OR you could have boys from the individual rank read each section and hold up one large insignia poster for the appropriate rank. The parts could actually be printed on the back of the posters.

1st Cub Scout: I'm a little Bobcat, as you can plainly see,
I've learned my Law and Promises,
So a full-fledged Cub I'd be.

Leader calls up any boys (with their parents) that have earned the Bobcat rank. Leader presents badges to parents who will in turn present them to their son.

2nd Cub Scout: Now, I am a Wolf Cub with a gold arrow too,
Soon I'll have a silver one
To sew on my shirt of blue.

Leader calls up any boys (with their parents) that have earned the Wolf rank and/or any gold and silver arrow points. Leader presents badges to parents who will in turn present them to their son.

3rd Cub Scout: I'm in my second year now, and a Bear Cub I've
become. I've even earned some denner stripes,
When you work, they'll give you one.

Leader calls up any boys (with their parents) that have earned the Bear rank and/or any gold and silver arrow points. Leader presents badges to parents who will in turn present them to their son.

4th Cub Scout: Webelos is the name for me and now it is the time,
They teach us to be Boy Scouts,
And the leaders keep us in line.

Leader calls up any boys (with their Webelos Den Leader) that have earned the Webelos rank and/or any activity pins or devices. Have Webelos leader present the awards to the boys.

Have a Boy Scout complete your advancement ceremony/skit with this:
At last I am a Boy Scout
And my Cubbing days are done,
As when I think back the last few years,
It really has been fun.

Closing

TAPS

"Day is done, gone the sun
from the lake, from the hill,
from the sky.

All is well, safely rest. God is nigh."

FYI: A Civil War General expressed his sorrow in a melody that continues to stir emotions. It has been described as "bitter sweet." Some say it evokes feelings of sadness, fused with hope. No matter how many times one hears "Taps," that short bugle call usually summons strong emotions - tears, sadness, reverence and pride. For a tune so recognized, the name of its composer is not well-known. A Civil War General, Daniel Butterfield, a man who could not read music, wrote "Taps" early in July 1892. Oliver W. Norton, General Butterfield's bugler, was the first man to sound the new "Taps." General Butterfield commanded the Third Brigade, which was mauled by the Confederates on June 27 at the Battle of Gaines' Mill, with more than 600 of his men killed or wounded that day. Nearly 11,000 troops on both sides were killed in the deadly "Seven Days Campaign." Though outnumbered, they had repulsed the Confederate troops and covered the withdrawal of Gen McClellan's Army of the Potomac to Harrison's Landing on the James River, Richmond. His men arrived there on July 2, 1862, and they rested, tried to heal their wounds, and waited for replacements. It was while bivouacked there, he composed "Taps." Amid the heat, mud, insects and illnesses in camp, Butterfield was overwhelmed with a sense of sadness. Never before had his heart been filled with such sadness over the loss of his men - many old friends were gone. That night, as he heard the regulation bugle call, "Extinguish Lights," also known as "Taps," it did not seem fitting or sad enough for the sense of loss he was feeling that July. He decided there should be a less formal, more distinctive tune that would convey feelings. A brief, haunting tune kept running through his mind. He kept repeating it in his mind, changing and refining it. He had an aide write it down in musical notation. He sent for his bugler, Norton, a private barely 22 years old in the 83rd Pennsylvania Infantry Regiment. After getting the notes just right, he officially directed Norton to sound that call "Taps," instead of "Extinguish Lights." When Bugler Norton played "Taps" that night, the melody took everybody by surprise. As the poignant strains echoed through the camp, men stopped in their tracks and listened. They could not believe their ears. Later, buglers from nearby brigades wanted copies of "Taps." In 1874 the Army replaced "Extinguish Lights" with "Taps" as we know it. Gen Butterfield died on July 17, 1901. At the grave, 3 rifle volleys were fired and answered by a 13-gun artillery salute; then the bugler sounded "Taps." He is buried at the U.S. Military Academy at West Point, N.Y. A monument to "Taps" and to its author has also been built on the old Butterfield brigade campsite at Harrison's Landing, Virginia.

SKIT

The Singing Den Leaders

Cast: All den leaders in your pack.

Staging: The den leaders stand in a semi-circle around the microphone. They can start each stanza in unison, with the appropriately attired den leader merely stepping forward, or that den leader can start the stanza with the others joining in after the first line.

Song: "I've Got That Cub Scout Spirit", Cub Scout Songbook.

Props: An ace bandage, a phony arrow, or an arrow out of cardboard, crutches, a paintbrush and some old clothes covered with paint splotches (tempera pain on old Levis works well).

1st Den Leader steps forward, his/her head wrapped in an ace bandage. He/she sings, "I've got that Cub Scout spirit up in my head," and is then joined by the other den leaders, to finish the stanza.

2nd Den Leader steps forward with the phony arrow "through their heart" or the cardboard arrow taped at a 90 degree angle to their heart. He/sings, "I've got that Cub Scout spirit deep in my heart." The others join in to finish the stanza.



3rd Den Leader steps forward. He/she is on crutches. He/she sings, "I've got that Cub Scout spirit down in my feet," and is joined by the others.

4th Den Leader steps forward. His/Her clothes are covered with paint, and she carries a paint brush. He/she sings, "I've got that Cub Scout spirit all over me," and is joined by the others.

THE WORLD FRIENDSHIP FUND

This month, when we're looking back toward Cub Scouting's beginnings in England, is a good time to offer your Cub Scouts and parents a chance to aid Scouting in less fortunate lands.

You can get a free kit of informational material about the World Friendship Fund by writing to:

International Division
Boy Scouts of America
1325 Walnut Hill Lane
Irving, TX 75062-1296

The kit includes a brochure about the fund for each Cub Scout and directions for games played by boys around the world. Allow a month to six weeks for delivery.

If your pack makes a World Friendship Fund collection, each Cub Scout will receive a special pin with the legend "You/Him--World Friendship Fund." The slogan symbolizes the international brotherhood of Cub Scouts and Boy Scouts.

You/Him

can help through

WORLD FRIENDSHIP FUND



Opening:

BLUE AND GOLD

Print large block letters with permanent markers on 8'x10' sheets of white posterboard--the word "Blue" in blue, "and" in black, and "Gold" in red. Add silver stars to the letters. Printing script on back of each card cuts memorization to a minimum.

B is for boys -- Bobcats, Wolves, Bears, and Webelos
L is for Leaders -- The Cubmaster who guides us.
U is for understanding -- we learn to help others.
E is for excellence -- we try to "Do Our Best."

A is for anniversary -- Cubbing's 62nd.
N is for neighborhoods -- where Cub dens meet each week.
D is for Den Chiefs -- Scouts who help us in many ways.

G is for goals -- for which Cubbing stands.
O is for opportunities for boys to learn and do.
L is for liberty in the years to come.
D is for Den Leaders who love us and help us.



Recognitions

The Blue and Gold Banquet is traditionally the time to recognize your pack leaders, chartered representatives, parents that have assisted or shown support, Blue and Gold Chairman and anyone else that has been special to the pack.

Following are a few ideas that may be used to recognize these people:

Ribbons - You can attach macrame cord, yarn or lacing to ribbon by three methods: use a paper punch to make a hole; insert grommet or fold down a 1/2' flap for the strings. Decorate with metallic markers, sharpie markers, stickers or by using a stencil or a linoleum block stamp. Teachers' supply stores are great for stickers saying "Wow," "Super" and "Good Job." Check your local craft stores as many will be able to assist you with supplies, ideas, etc.

Plaques - Many different items can be used to mount your awards. The following are examples: scrap wood, cardboard, fast food containers, lids from deli containers, disposable plastic plates and rounders of vinyl or leather.

Plaster - Use a Boy Scouts of America mold and spray paint gold or mount on wood. Cake decorating stores also carry molds and decorations which are appropriate for awards. A pull top can tab can be inserted in the plaster for hanger.

Decorating Plaques - You can decorate with stickers, pictures, felt or wooden cutouts, miniature toys, party favors, and food (Life savers, nuts, lollipop and "candy kisses"). Cover edible items with varnish, glue or mod-podge.

Use your imagination when it comes to making up these awards. Here's a sample of some awards that can be made and handed out:

Cub Scout Spirit Award - Using a square of white cloth or kleenex, stuff the center and tie it off to make head. Using styrofoam and construction paper, fashion a cub scout hat, glue to head. Using felt, make a neckerchief slide, glue in place. Use wiggly eyes or markers to decorate face. Yes, you have just made a Cub Scout Ghost. Mount on base.

Cubby (like an Emmy) - Cut out a Cub Scout's head or Wolf decal on a plaque for outstanding performance. You could also recycle an old trophy.

Nuts About You Award - Attach nuts to a placque adding movable eyes and smiles, for the leader who had to be "nuts" to take on a hard task. Different "nuts" candy molds are available.

Order of the Bear Award - Any type of bear given to the leader who did a "Beary Good Job", made things "Bearable" or for the "Beary Best."

Measure Up Award - Give a 6" ruler to the leader whose performance set the standard.

Top Award - For the person who is "tops." Use small toy tops.

Pear Award - For a great "pair." Mount a plastic pear on base and give to best husband and wife team.

Raise in Pay - For the person who deserves a "raisin" pay. Mount a small box of raisins.

Crutch Award - For the person on whom you can always lean on. Mount small crutch on base.

Heart and Soul Award - For the person who put their heart and "sole" into their work. Small heart on a leather sole of shoe.

Silver Spoon or Gold Spoon Award - For the person who really "digs" in to help. Spray paint plastic spoon and mount on base.

Top Banana Award - For the person who is in charge. Plastic banana mounted on base.

Apple Award - For the person with great "appeal." Real or plastic apple.

Top Hat Award - For the person we must take our hats off to. Top hat mounted on base or glued to ribbon. Don't forget those empty film canisters - makes great top hat.

Link to Scouting - Good recognition for a Webelos leader or Scoutmaster as the providers of a link to scouting. A few chain links on a plaque.

Life Saver Award - For the person that "saved" you. A roll of Life Savers on a plaque.

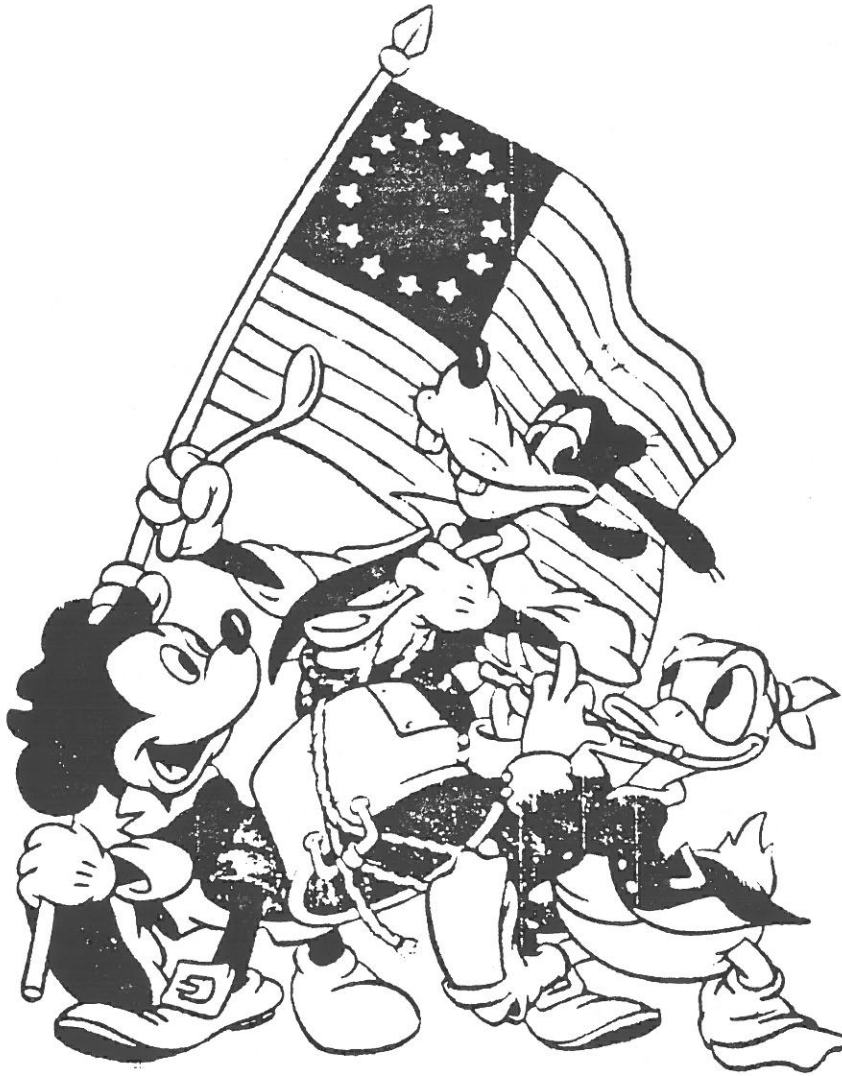
Warm Fuzzy Award - Give whenever you want to make someone feel good about something they have done for the program. Glue wiggle eyes on a large blue pom-pom. Make a Cub Scout hat from yellow and blue felt and glue it on. Then glue the blue pom-pom to poster board feet.

Pat on the Back - Use a real hand for the pattern; cut from plywood paneling or heavy cardboard and paint, stain, or leave plain. Print "A Pat on the Back" on front side of hand.

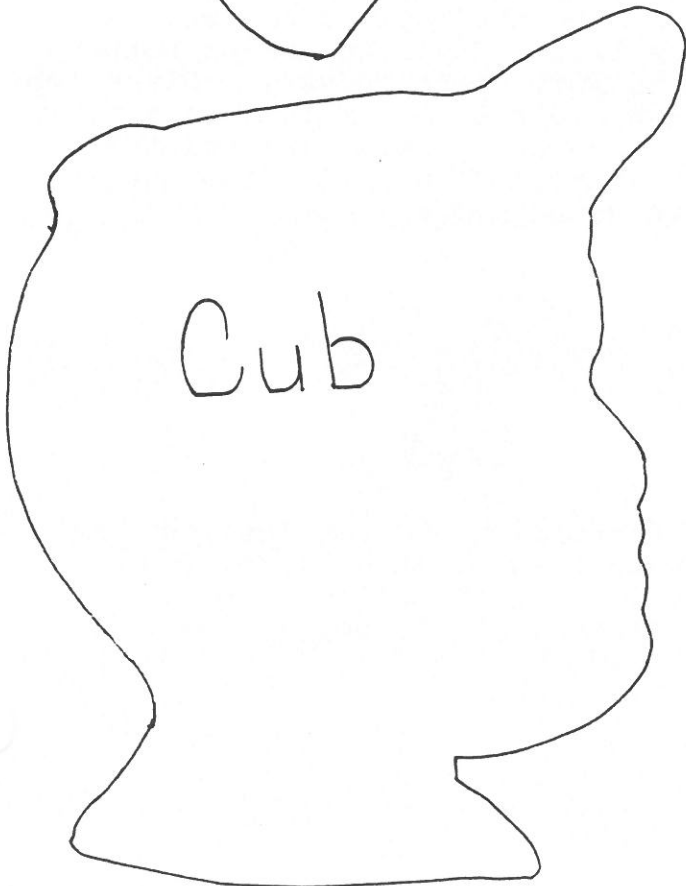
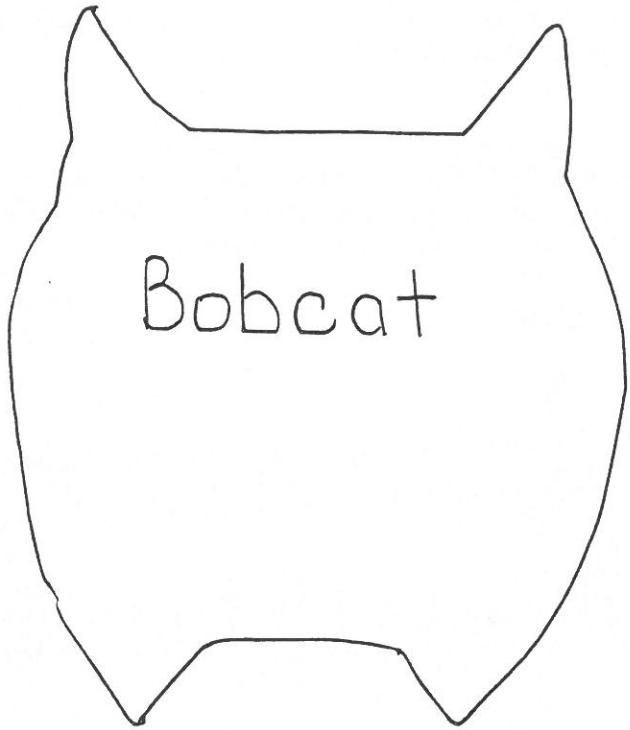
Spark Plug Award - Paint on old spark plug (auto repair shop freebie) gold; glue to paneling for a plaque. Award to anyone who adds "sparks" to your pack.

Don't let these ideas limit your imagination. Almost anything that can be mounted, glued, painted, inscribed or tied to be hung, worn, carried, presented, displayed is a possible award.

The main thing is to say thank you to each and every person that has helped your Pack in some small or large way at least once a year.



PATTERNS

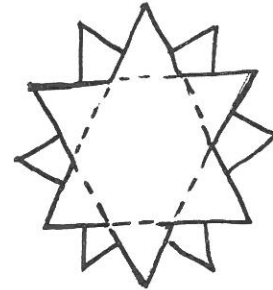
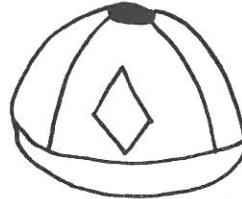


ALAMO AREA COUNCIL

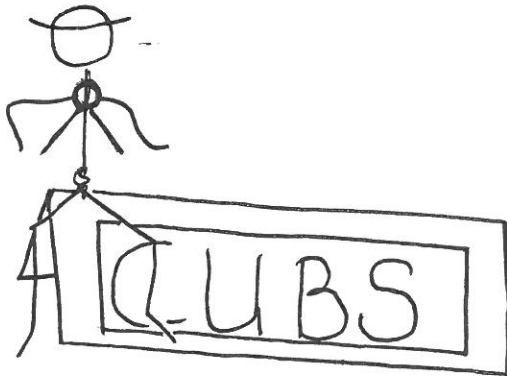
POW WOW 1992

BLUE AND GOLD DECORATIONS

Hat Place Mat:
Blue paper with
yellow trim glued one.

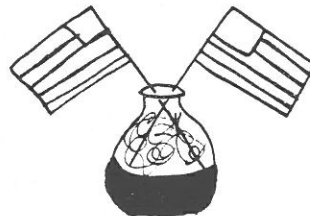


Star Nutcup: cut bottom star from blue construction paper. Cut top star from gold construction paper. Glue together. Fold up on dotted lines.



Cub Scout Placecard: Cut blue construction paper approximately 6" wide and 10" long (this really depends on the length of the name). Cut yellow construction paper approximately 2 inches wide and 10 inches long. Print the name on the yellow construction paper. Fold the blue paper in half (3"x10") and glue the yellow paper to the blue paper. Using blue pipe cleaners, make a Cub Scout to sit on edge of placecard. Use yellow pipe cleaner for neckerchief.

Sparkling Centerpieces: Use any of the plastic soda bottles with the black bottoms. Place hot water in the bottles, let sit for a couple of minutes, then remove black bottoms. Cut the tops of the bottles off, so that they are about 6-9 inches tall. Stuff the black bottoms with shiny blue & gold tinsel (found in most craft stores). Place top of bottle into black bottom. If needed clear tape can be used around the edges of the top and bottom to secure them. Next place blue & gold onion grass (found in most craft stores) down inside the opening of the bottle, making a very effective centerpiece.

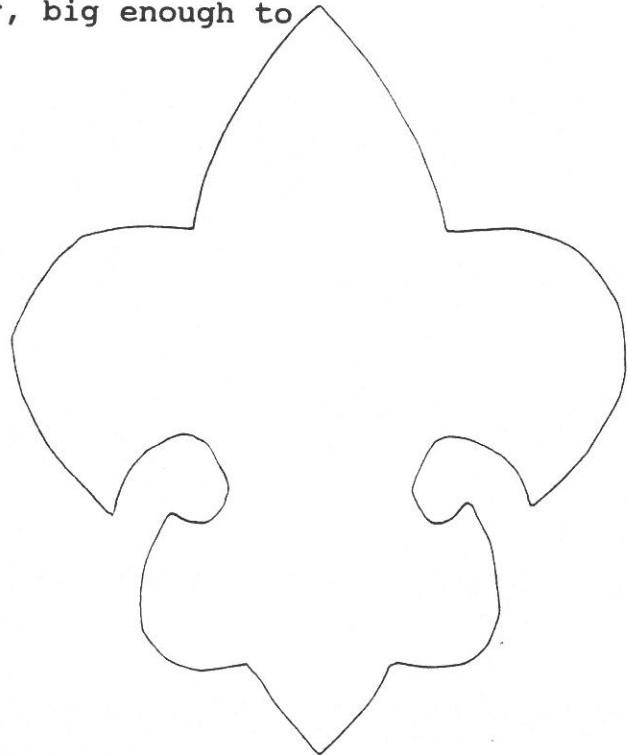


Variations: Use your imagination when stuffing the bottles, you don't have to use the tinsel. Especially with this month's theme, red, white & blue colors can be used. And instead of using the onion grass, your boys could make flags to stick into the bottle openings.

Blue and Gold Decorations (cont.)

Using the fleur-de-leis pattern, cut out of styrofoam or wood. Drill a hole in the center, big enough to hold a tapered candle.

Spray paint the base gold, a blue candle with a gold or yellow bow tied to it in the center.



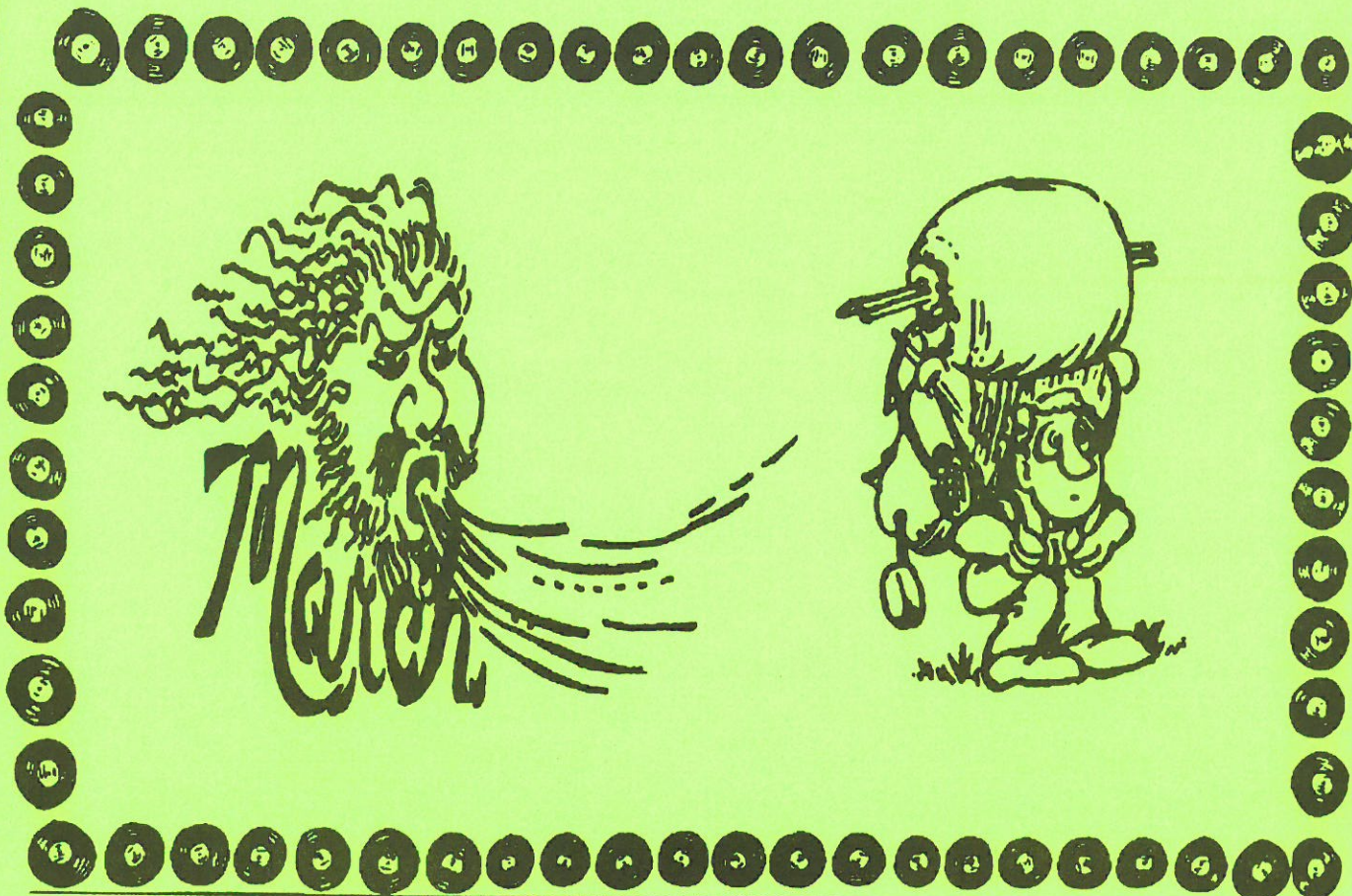
Banquet Invocations:

"Our God and God of our fathers, we gather as loyal members of our Cub Scout pack and pray for Thy blessing. Give us the vision to see our duty and the courage to perform it. Teach us to walk together in the spirit of brotherhood so that we are true to Thee, who are the Father of us all. Guide us to be faithful sons of the righteous God who is from everlasting to everlasting. Amen."

"O Lord, that I will do my best,
I come to Thee in prayer.
Help me to help others every day
And teach me to be fair;
To honor mother and father,
And to obey the Cub Scout Law, too.
This I ask that I may be
A loyal Cub Scout true."

"Our dearest heavenly Father, we ask Your blessing on the families in our Cub Scout pack. We ask a special blessing on each Cub Scout and Webelos Scout. Guide their steps as they grow into men, and help them as they do their duty to You and to their country. Bless our food and the people who have prepared it. Amen."

MARCH 1993 - WEATHER OBSERVATIONS



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MARCH 1993

Weather Observation

OPENING

WHAT MAKES WEATHER?

Equipment:

1. 8 scouts
2. Pictures of the following
 - a) Clouds
 - b) Wind
 - c) Rain
 - d) Snow.
3. Four (4) signs with the following on them
 - a) SUN +
 - b) AIR +
 - c) WATER =
 - d) WEATHER.

These signs need to be folded between the word and the + or = sign.



Assignments:

1. Need four (4) scouts to hold each of the pictures of the Clouds, Wind, Rain and Snow.
2. Need four (4) scouts to hold each of the signs Sun + Air +, Water = and Weather.

CM: Why does the earth have a variety of seasons and climates, while the moon does not? The answer is -- weather.

(Display the Clouds, Wind, Rain and Snow signs)

Clouds, wind, rain and snow -- these are all signs of weather. They are a part of the weather picture just as your smile is a part of you. When you frown, that is a part of you, too. Three things make these signs of weather. When you know what they are, you will always see them in every kind of weather. Without them you would have no weather.

(Display the Sun sign folded)

The first thing is the Sun. It gives us light and heat and power, too.

(continued on next page)

OPENING

What Makes Weather? (cont.)

(Display the Air sign folded)

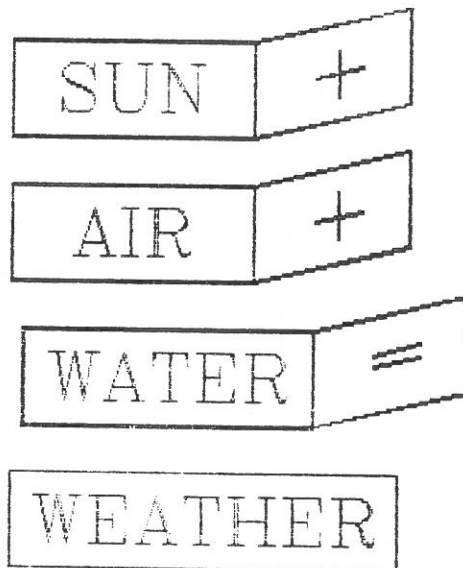
The second thing is Air. There is a layer of air which hugs the earth like the wrapping around a package. You move around in this layer just as a fish moves around in the ocean.

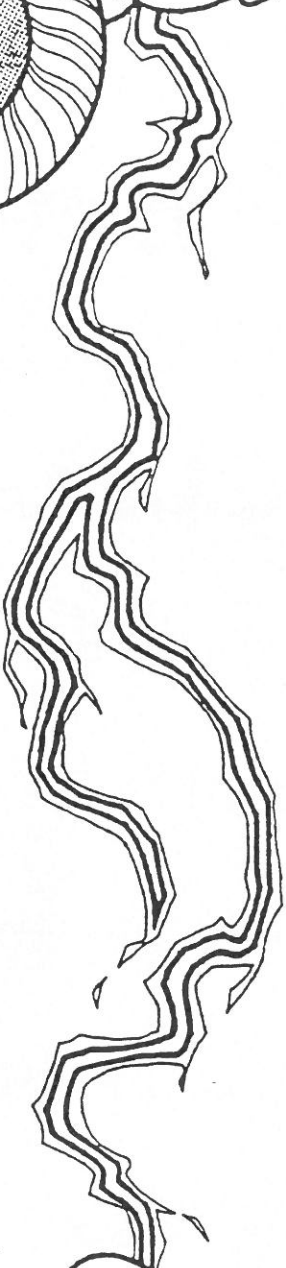
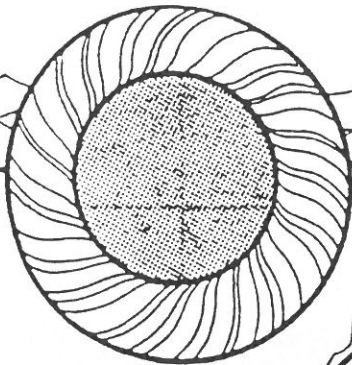
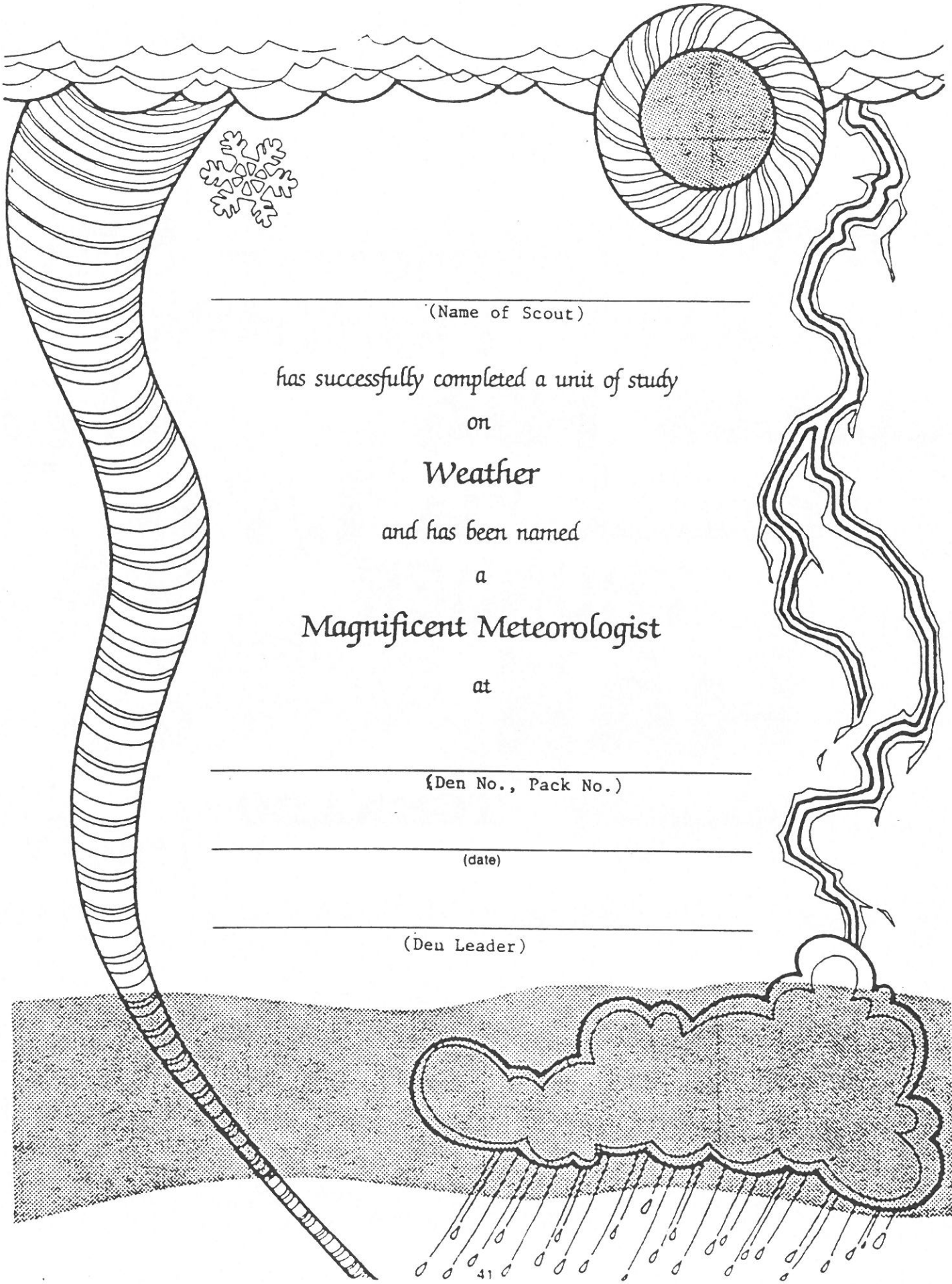
(Display the Water sign folded)

The third thing is water -- water in oceans and lakes, water in ponds and brooks and puddles, and water in you.

(Unfold the each sign when instructed)

So, what makes the weather? The Sun plus Air plus Water equals Weather.





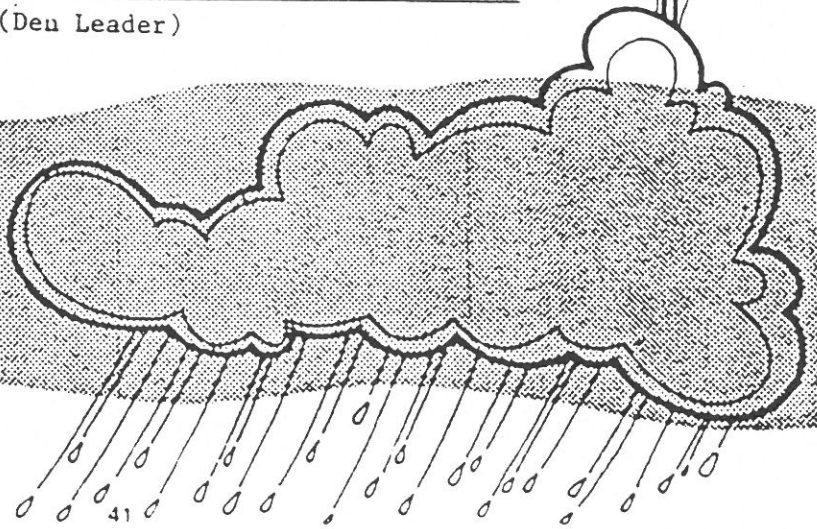
(Name of Scout)

has successfully completed a unit of study
on
Weather
and has been named
a
Magnificent Meteorologist
at

{Den No., Pack No.}

(date)

(Den Leader)



DEW HURRICANE SMOG
RAIN LIGHTNING
CLOUDS FOG SLEET
BREEZE WIND
THUNDER MIST
HAIL SNOW
FROST TORNADO ICE
HUMIDITY

OPENING

AN OPENING STORM

Equipment: Five (5) Scouts
Pictures of the following: Lightning, Hurricane, Flood/drought
Hail, Tornado

Assignments: Need the five (5) scouts to hold each of the "Storms."

CM: Tonight there is a storm brewing in the west. I am a Lightning storm.

(Have the Lightning storm picture be shown to the audience)

LIGHTNING: Lightning occurs when positive electrical charges on the ground are attracted by negative charges in storm clouds. These charges from the clouds rush down to the ground making lightning. When the lightning rushes back up to the clouds, it creates a small vacuum in the air; and when air suddenly fills up this vacuum, you have thunder.

(Have the Hurricane picture be shown to the audience)

HURRICANE: A hurricane is a tropical storm with winds and rains of over 75 miles an hour. They are very destructive as the wind and water push down anything that gets in their way. The weather bureau names hurricanes after ladies and men, now. Names like Hazel, Agnes and Bob.

(Have the Flood/Drought picture be shown to the audience)

FLOOD/DROUGHT: When the ground is very dry and then it rains suddenly and for a long time, you are apt to have a flood, which is just lots of water looking for a low place to rest. When all this water dries out and it doesn't rain at all, then you have a drought.

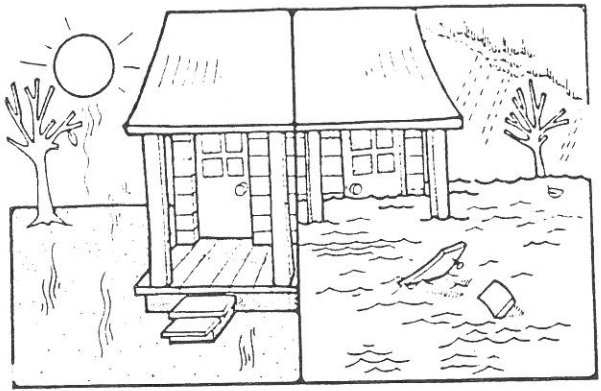
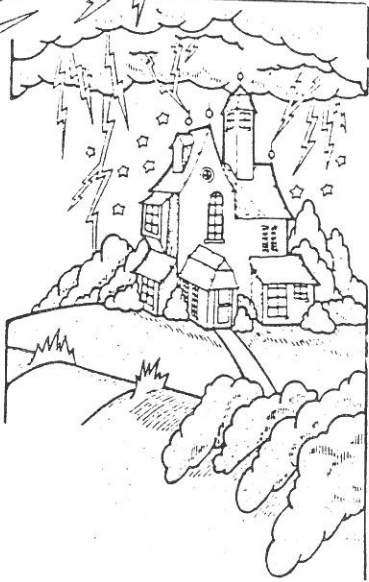
(Have the Hail storm picture be shown to the audience)

HAIL: Hail, snow in the summer, is a freak of nature. These small lumps of ice form in the cold air inside a thunderstorm when the temperature on the ground is over freezing. They can vary in size from that of a pea to a baseball.

(Have the Tornado picture be shown to the audience)

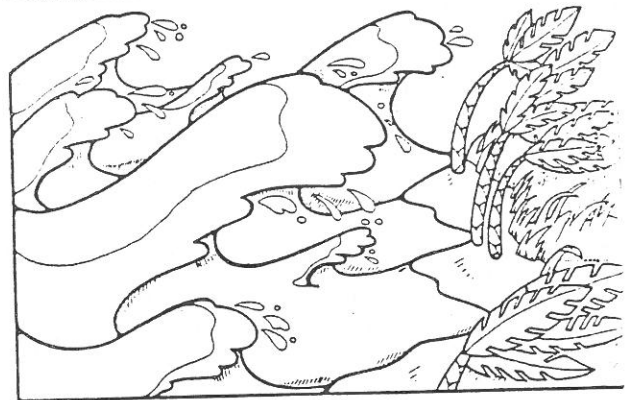
TORNADO: A "Twister," as a tornado is also known, is a funnel of cooling air in a storm that rises into the sky. As it rises, it gathers speed to become a whirling menace to everything in its path. Tornadoes travel in a northeasterly direction at 10 to 50 miles per hour and can last up to 300 miles.

lightning

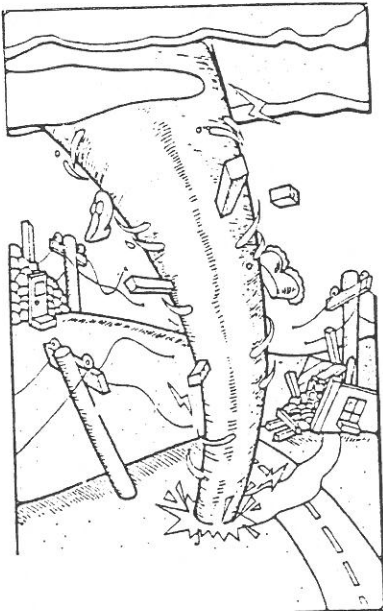


flood drought

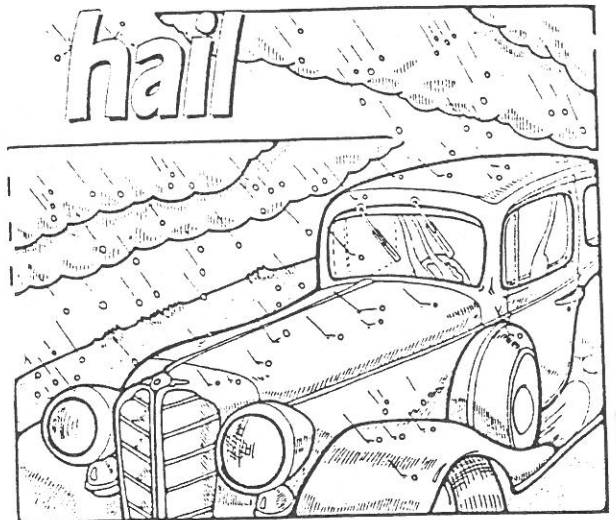
hurricane



tornado



hail



CLOSING

THE WATER CYCLE

What is the water cycle? Like a wheel turning, the water cycle is the continuing movement of water from oceans, up into the air, down to the land and back to the oceans again.

Most of the water on Earth is in the oceans. The sun heats the water and draws it into the air. The tiny droplets of water gather to make clouds. The clouds rise to the cold upper air. When the clouds become too heavy to float, the water falls back to Earth as rain, hail, snow or dew.

The water that falls on land will sink and become underground water and will return to seas and oceans once again. The water cycle never ends. It is like a wheel that never stops turning.

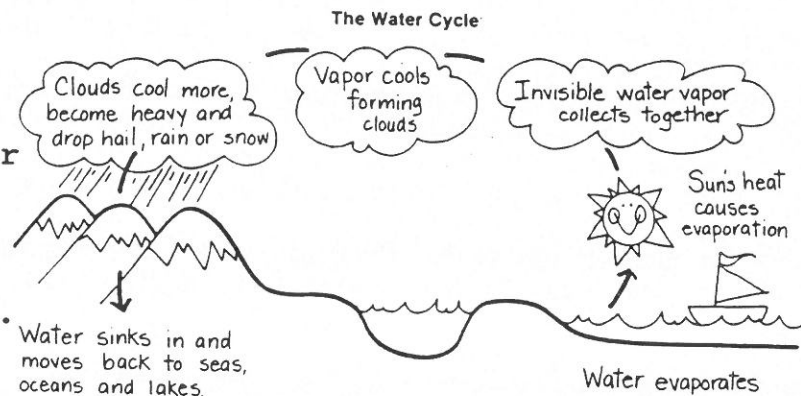
SO LONG AS THERE'S WEATHER

Whether it's cold or
whether it's hot,
I'd rather have weather
whether or not
Summer or Spring or
Winter or Fall--
any weather is better
than no weather at all.

I really like weather.
I never feel whiny
when weather is rainy.
And when it's sunny
I don't feel complainy.

Weather sends me.

So--
Rain let it SPLASH!
Thunder? CRRRASH!
Hail? Clitter-Clatter!
What does it matter--
so long as there's weather!



ADVANCEMENT

CLOUDS

Meteorologists use several schemes to classify clouds. The one in most general use is based on appearance and if possible, method of formation. There can be anywhere from 10 to 11 main characteristic cloud forms.

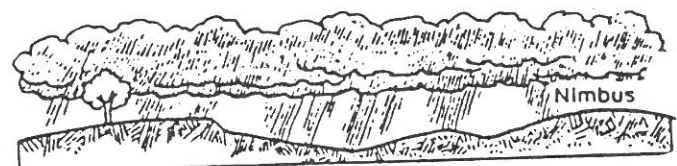
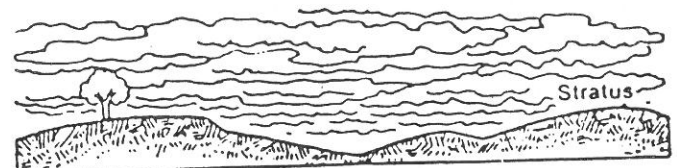
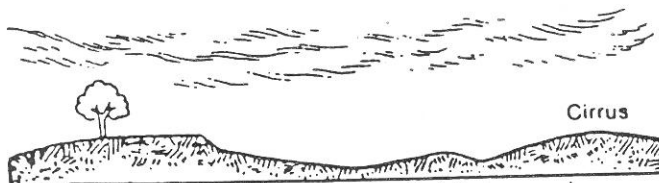
Low Level Clouds range from the ground to about 6500 ft. Type of low level clouds are stratus, nimbostratus and cumulus. Stratus is a Latin word and means to "spread out." Stratus clouds are low gray layers with a fairly uniform base. Gray sheets of clouds usually mean slow, steady rain or snow. Nimbostratus clouds are dark, wet looking clouds, often with streaks of rain extending to the ground. Steady rain or snow usually fall from them. Cumulus are the white puffy detached clouds of constantly changing shapes. These are the clouds with which you can imagine pictures and shapes.

Middle Level Clouds generally range from 6500 ft to 16500 ft. Altostratus and altocumulus are cloud types of this level. The Altostratus are patches or layers of white or gray puffy clouds. Drizzle or snow flurries may fall from these clouds.

High Level Clouds range from 16500 ft to 45000 ft. Cirrus are among the high level clouds. Cirrus clouds are thin, wispy clouds made of ice crystals. When cirrus clouds are blown about, they make feathery strands in the sky known as "mare's tails."

As the Scout ascends through the achievements, electives and activity badges, he builds his characteristic abilities, his quality and self-reliance.

Sometimes people are said to be on "Cloud Nine" when they are happy. Now, let us recognize those Scouts who accomplished great heights among the clouds.



ALAMO AREA COUNCIL

ADVANCEMENT

POW WOW 1992

ROY G. BIV

Equipment:

1. Have seven curved pieces of colored poster board representing the seven colors of the rainbow.
2. Seven (7) scouts.

CM: Rainbows are formed by the sun's rays when they are bent as they strike the drops of water. Rainbows give off seven colors: violet, indigo, blue, green, yellow, orange and red. You can only see the colors that bend in your direction.

The height of a rainbow depends on how high the sun is. The higher the sun, the lower the rainbow. If the sun is higher than 40 degrees, you will be unable to see a rainbow.

(As each color is read, have each scout stand side-by-side to form a rainbow)

R is for red

O is for orange

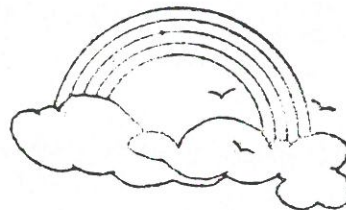
Y is for yellow

G is for green

B is for blue

I is for indigo and

V is for violet.



Look, there's a rainbow now!
See how that lovely rainbow throws
Her jewelled arm around these
Scouts tonight.

Tonight we recognize Scouts who have reached the end of the rainbow and achieved their quest for advancement. Call Scouts forward and present badges, awards, etc.

ALAMO AREA COUNCIL

SKITS

A GATHER STORM

Select a cast of scouts to enact the following dramatic roles.
Read the play, allowing time for each character to play his part.

Cast:

- | | | |
|----|------------------|--|
| 1. | Thunder | "Boom-Boom" |
| 2. | Lightning | "Flashlight blinking off & on" |
| 3. | Wind | "Simulate wind blowing" |
| 4. | Cloud | "Have scout hold his hands overhead and say Puff-Puff" |
| 5. | Sun | "Bright, cheerful scout" |
| 6. | Snow | "Have scout drop pieces of cotton" |
| 7. | More Clouds | "Need two or three scouts to simulate clouds" |
| 8. | Even more Clouds | "Need two or three scouts to simulate more clouds" |
| 9. | Narrator | "To read the play" |

Play:

A storm approaches from afar. The SUN shines brightly as a high cumulus CLOUD covers the SUN. Every now and then, the SUN peeks out from behind the CLOUD.

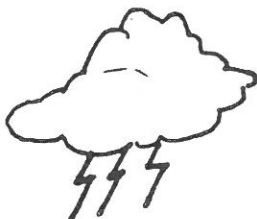
Blowing in from the north is a gentle gust of WIND. Coming in on the shirt tails of the WIND are MORE CLOUDS. The MORE CLOUDS gather around the SUN until the SUN is completely covered up.

From the distant gloomy skies, EVEN MORE CLOUDS start to form, and bring with them THUNDER STORM. If one is quick and sharp, you can see LIGHTNING amongst the EVEN MORE CLOUDS displaying dazzling daring dances in the EVEN MORE CLOUD tops.

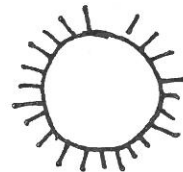
But wait, "What's this?" The MORE CLOUDS are brewing something up in their puffy white outlines. Before you know it, there is SNOW all around.

Did you ever see such weather before?

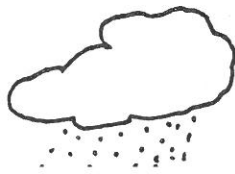
THUNDER STORM



SUNNY



SNOW STORM



FOG



SKITS

WATER CYCLE: PRECIPITATION - SNOW

This skit will have the scouts understand the components of the water cycle: SNOW.

The scouts will be molecules of water vapor, form a cloud at one end of a room or outside. Definition: A molecule is the smallest particle of a substance that retains the properties of the substance and is composed of one or more atoms. The scouts should work in groups of three.

Have one scout be the cold front.

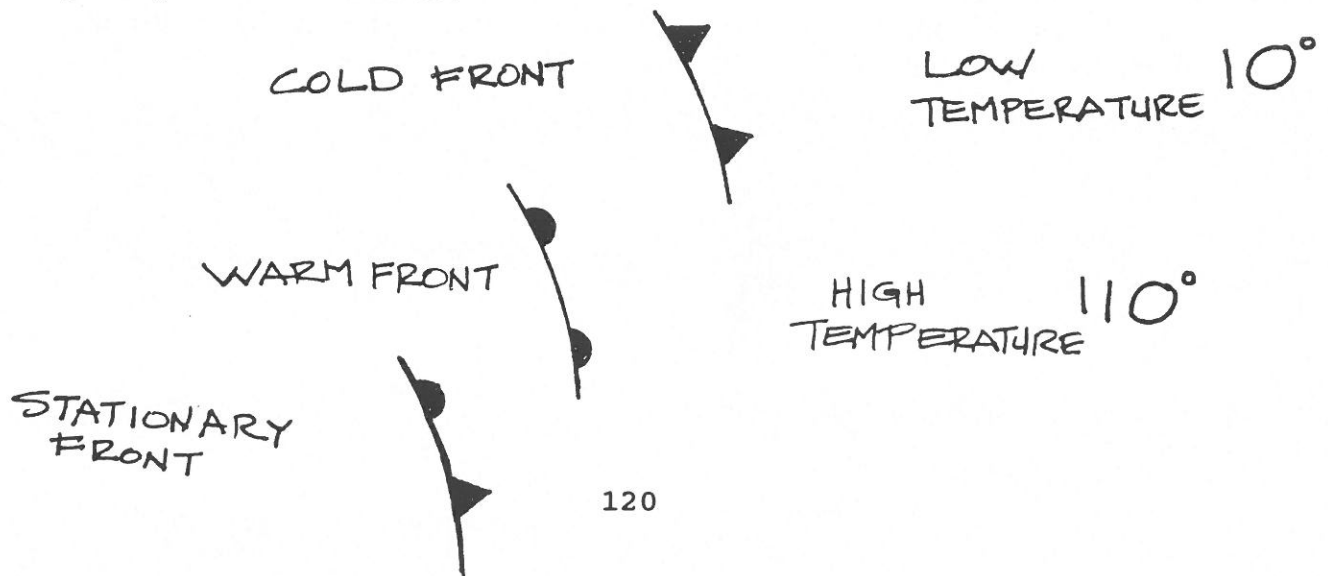
Narrator: The freezing cold front is going to move through your cloud and cause you to freeze into ice crystals. These ice crystal are called snowflakes.

Have the scouts working in groups of three to form a six-sided snowflake. The snowflake should be symmetrical and unique. The first time the cold front moves through the cloud have the scout sit on the floor to make their snowflake. Give the scouts several minutes to construct their snowflake.

Narrator: The freezing cold front is going to move through your cloud again. But this time all the molecules of water will remain on their feet and will fall to earth after the formation of snowflakes. On the word GO!, have the cold front move through the cloud.

Again give the scouts several minutes to construct their snowflake.

When this is completed, have the scouts move about as movable snowflakes on the word GO! When all the snowflakes are formed, they will gently fall to earth.



SKITS

WATER CYCLE: PRECIPITATION - RAIN

This skit will have the scouts understand the components of the water cycle: RAIN.

1. Divide the scouts into groups of ones, twos and threes. All are molecules of the water vapor. Definition: Water as a gas is called Water Vapor.

2. At one end of the room or outdoors, have the scouts in group one link up with the scouts in group two. The scouts now in pairs, become water molecules and form a rain cloud.

NARRATOR: "Although, you are water droplets, your are still light enough to be carried high in the sky. The water droplets need to be heavier before they can fall as rain"

3. The scouts in group three, are instructed to enter the rain cloud and join an existing pair of scouts. Now each water drop is composed of three scouts.

NARRATOR: "Now you are heavy enough to fall to earth."

Instruct the scouts to stay linked in their trios and fall to earth (by moving to the other side of the room) at the narrator's command.

Have someone work the light switch(es) by turning them on-off-on-off. This will simulate lightning. Have the scout respond with the appropriate sound of thunder.

NARRATOR: Shout, "RAIN," and the drops fall to earth.

Note: Repeat this activity several times giving each scout the opportunity to be the third one to be added to the drop.

TORNADO



CLOUDY



HURRICANE



RAIN
STORM



GAMES

TEXAS WEATHER MAP

This unusual game is similar to "Pin the Tail on the Donkey." Our game is called the "Texas Weather Map."

Materials needed:

1. A map of Texas mounted on a stiff or matte board. Something that is sturdy.
2. One Scout to be the Weather Man. This scout should leave the room temporarily.

Construction:

1. Need to draw or photocopy different weather map symbols and paste or tape them to poster board.
2. The symbols:
 - a. Thunder storm
 - b. Snow storm
 - c. Tornado
 - d. Hurricane
 - e. Cold front
 - f. Warm front
 - g. Stationary front
 - h. Sunny
 - i. Cloudy
 - j. Rain storm
 - k. Fog
 - l. Low temperature (10°)
 - m. High temperature (110°)
3. Each of the symbols should have some way of being attached to the Texas map. (Pins, tape or double sided tape)
4. Need many scouts to assist in pinning the weather map.

Application:

1. Blind-fold each scout one at a time. Turn around twice and point him in the direction of the Texas map. The Scout should be able to pin his symbol onto the Texas map. After all of the symbols are used up and on the Texas weather map, have the designated weatherman to interpret what he sees on the Texas weather map. This scout weatherman will give the Pack's 6:00 o'clock weather forecast.

GAMES

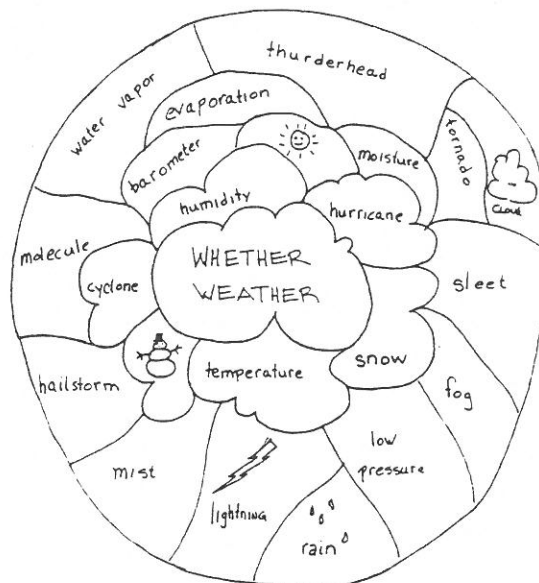
WHETHER WEATHER

Preparation:

1. Use an old plastic tablecloth to make a floor game board. (If a plastic cloth is not available, an old sheet or brown paper could be substituted.)
2. An example of a game board is shown.
3. Make several smiling sun face bean bags from scraps of yellow felt or other suitable material. Draw a face of the sun on the cloth with a permanent color magic marker.
4. One might want to vary the game board with different weather words. Add more sun, rain, snow spaces.

Rules:

1. The game can be played with two or more scouts or players.
2. Players take turns throwing the bean bag.
3. If the player can pronounce the word in the space on which his bean bag lands, he gets one point. If he can tell the meaning of the word, he gets another turn.
4. If the bean bag lands on the smiling sun face space, the player gets a free point and another turn.
5. If the bean bag lands on the cloud space, he gets no point but does get another turn.
6. If the bean bag lands on the rain space, the player must forfeit his turn.
7. If the bean bag lands on the snowman space, the player must give up one of his points already made.
8. The game continues until one player earns twenty points to win the game.



GAMES

JUMBLED WEATHER FORECASTING - Display numbered cards around the room, each with the jumbled names of weather words. Give everyone pencil and paper and allow about 20-30 minutes to write the correct names. The winner gets a sunshine award.

Words:

- | | | | |
|--------------|---------------|-------------|-----------------|
| 1. NOWS | 11. DIHUM | 21. HGIHS | 31. WORBAIN |
| 2. AINR | 12. YRD | 22. MWAR | 32. EIC |
| 3. DSLCOU | 13. DWIN | 23. DGEEER | 33. SITM |
| 4. UNTHDER | 14. SOIRBAS | 24. WED | 34. ZEBEER |
| 5. GINGHLITN | 15. ARDZZBLI | 25. TSFOR | 35. TFASOERC |
| 6. AIHL | 16. RIANRHUCE | 26. RAI | 36. ZEEEFR |
| 7. EESTL | 17. DOAORTN | 27. NUNSY | 37. OFLOD |
| 8. ZZDIRLE | 18. TSUG | 28. MORST | 38. WOSHSER |
| 9. LDCO | 19. GOF | 29. THWEAER | 39. THDOUGR |
| 10. TOH | 20. SOLW | 30. NISHE | 40. TUREPERATEM |

Answers:

- | | | | |
|--------------|---------------|-------------|-----------------|
| 1. SNOW | 11. HUMID | 21. HIGHS | 31. RAINBOW |
| 2. RAIN | 12. DRY | 22. WARM | 32. ICE |
| 3. CLOUDS | 13. WIND | 23. DEGREE | 33. MIST |
| 4. THUNDER | 14. ISOBARS | 24. DEW | 34. BREEZE |
| 5. LIGHTNING | 15. BLIZZARD | 25. FROST | 35. FORECAST |
| 6. HAIL | 16. HURRICANE | 26. AIR | 36. FREEZE |
| 7. SLEET | 17. TORNADO | 27. SUNNY | 37. FLOOD |
| 8. DRIZZLE | 18. GUST | 28. STORM | 38. SHOWERS |
| 9. COLD | 19. FOG | 29. WEATHER | 39. DROUGHT |
| 10. HOT | 20. LOWS | 30. SHINE | 40. TEMPERATURE |

GAMES

WEATHER HUNTERS

Give everyone a pencil and sheet of paper on which to write down on the left side of the sheet, a word or phrase associated with the group's theme, name of an organization, the nearest holiday, etc.

On signal, the scout is to write down words beginning with each of the letters. The words must be associated with the WEATHER.

Example:..

C	<u>C</u> old
U	<u>U</u> pdraft
B	<u>B</u> lizzard
S	<u>S</u> now
C	<u>C</u> louds
O	<u>O</u> zone
U	<u>U</u> mbrella
T	<u>T</u> hunder

To keep score, give one point for the scouts who have the same word. Give five points for the scouts who have a word no other scout has. Total up the score.

MINI-WEATHER MART

1. Divide the den into two groups.
2. Call out a letter of the alphabet. The letters could be written on 3x5 index cards and shuffled.
3. Everybody tries to be the first to name something beginning with that letter that can be associated with the weather. For example 'h' hurricane.
4. The first scout to answer wins a point for their group.
5. Do this until one group has accumulated ten points.

GAMES - Pack

USA WEATHER MAP

This unusual game is similar to "Pin the tail on the Donkey."
Our game is called the "USA Weather Map."

Materials needed:

1. Need a map of USA mounted on a stiff or matte board. Something that is sturdy.
2. One Scout to be the Weather Man. This scout should leave the room temporarily.

Construction:

1. Need to draw or photocopy different weather map symbols and paste or tape them to poster board.
2. The symbols:
 - a. Thunder storm
 - b. Snow storm
 - c. Tornado
 - d. Hurricane
 - e. Cold front
 - f. Warm front
 - g. Stationary front
 - h. Sunny
 - i. Cloudy
 - j. Rain storm
 - k. Fog
 - l. Low temperature (10°)
 - m. High temperature (110°)
3. Make several of each of the weather symbols.
4. Each of the symbols should have some way of being attached to the USA map. (Pins, tape or double sided tape)
5. Need many scouts to assist in pinning the weather map.

Application:

1. Blind-fold each scout one at a time. Turn around twice and point him in the direction of the USA map. The Scout should be able to pin his symbol onto the USA map. After all of the symbols are used up and on the USA weather map, have the designated weatherman to interpret what he sees on the USA weather map. This scout weatherman will give the Pack's 6:00 o'clock national weather forecast.

SONGS

THERE IS THUNDER
(Tune of Are You Sleeping)

There is thunder, there is thunder,
Hear it roar, here it roar,
Pitter, patter, rain drops,
Pitter, patter, rain drops,
I'm all wet! I'm all wet!

IT'S RAINING

It's raining, it's pouring
The old man is snoring,
He went to bed and bumped his head
And couldn't get up in the morning.

RAIN, RAIN GO AWAY

Rain, rain, go away.
Come again another day.
Cub Scouts want to play.
Rain, rain, go away.

SONGS

HAWAIIAN RAINBOWS

In Hawaii a beautiful rainbow may appear behind the fleecy white clouds even on a sunny day. People of the Islands use their hands and arms to tell about the rainbow.



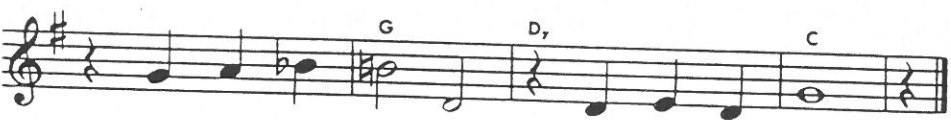
Ha - wai - ian rain - bows, White clouds roll by;



You show your col - ors A - gainst the sky.



Ha - wai - ian rain - bows, It seems to me,



Reach from the moun - tain Down to the sea.

SONGS

A GUST OF FALL WIND

A Chinese-American folk song. Children in China make their hands and arms dance when they sing a song about fall.

The musical score is written on four staves in treble clef, with a key signature of one sharp (F#) and a 4/4 time signature. The melody consists of quarter and eighth notes, with some phrases connected by slurs. The lyrics are printed below the notes.

A gust of ___ fall wind, blow - ing cold;
A fall of ___ white dew turned to frost.
The cruel frost freez - es each blade ___ of grass,
And the grass - hop - per dies in his grass - y nest.


SONGS

BREEZES ARE BLOWING

Long ago, the Hopi Indians believed that spirits called *kachinas* lived upon the earth. They thought that the *kachinas* came down from the mountains in the spring of the year and danced in the cornfields to bring rain. Breezes are blowing is an Indian rain chant.



Breez-es are blow - ing, Blow-ing clouds of wa - ter;



Breez- es are blow - ing, Blow- ing clouds of wa - ter;



On my face, rain - ing, Rain-ing from the o - cean;



Breez- es are blow - ing, Blow- ing clouds of wa - ter.

CHEERS

TORNADO CHEER

Have everyone stand up. While in place, turn around twice, then click your heels twice and say, "There's no place like home, there's no place like home."



RAIN CHEER - Repeat three times, "Pitter-patter, pitter-patter pitter-patter."

COLD FRONT CHEER

Wrap your arms around your body, like hugging yourself, and say "Brrrrrrrrrrr."



SUNBURN CHEER

While touching your forearm, say "Sizzzzzz" then shout "Ouch."



HAILSTORM CHEER

Cover your head with both arms and say softly "Ouch" for pea size hail stones and shout "Ouch" for golf ball size hail stones. Shout "Ouch" even louder for a grapefruit size hail stones.



WEATHERMAN CHEER

Divide the pack or den into two equal groups. The left half will be the Low Pressure Cell and the right half the High Pressure Cell. Start by pointing to left side. The left side would yell "LOW PRESSURE". Then point to the right side and they would yell "HIGH PRESSURE." Repeat the process several times. Each time, speed up pointing.

BIG RAINSTORM

To simulate rain, have everyone pat one finger of his left hand with one finger from his right hand. Gradually increase the intensity of the storm by increasing the number of fingers hit together. Hold up the desired number of fingers as the signal. Decrease the number of fingers tapping as the storm passes.

RAINSTORM APPLAUSE

Start by gently patting knees alternately to simulate light rain. Increase the noise by switching to hand clapping as the storm reaches its height. With a hand signal, have everyone shout, "BOOM!" to represent thunder. Gradually decrease the hand clapping and then pat the knees as the storm subsides.

AUDIENCE PARTICIPATION

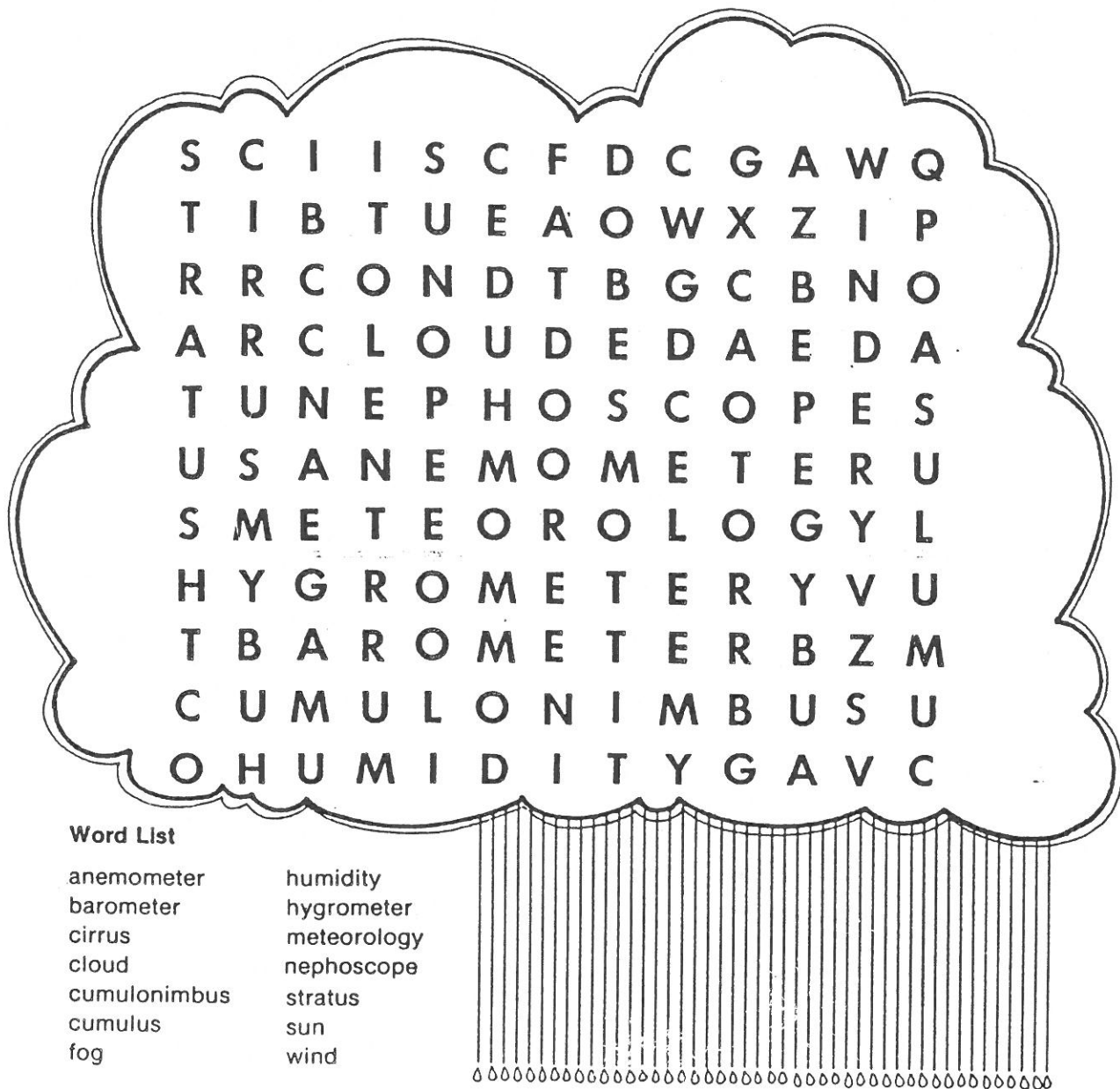
WEATHER MART

1. Divide the audience into two groups.
2. Call out a letter of the alphabet. The letters could be written on 3x5 index cards and shuffled.
3. Everybody tries to be the first to name something beginning with that letter that can be associated with the weather. *For example 'h' hurricane.*
4. The first person to answer wins a point for their group.
5. Do this until one group has accumulated ten points.

GATHERING ACTIVITIES

Weather Brain Busters

Find the fourteen weather words in this puzzle. The words may be written horizontally, vertically, diagonally, or even backwards. As you find the words, check them off in the list below.

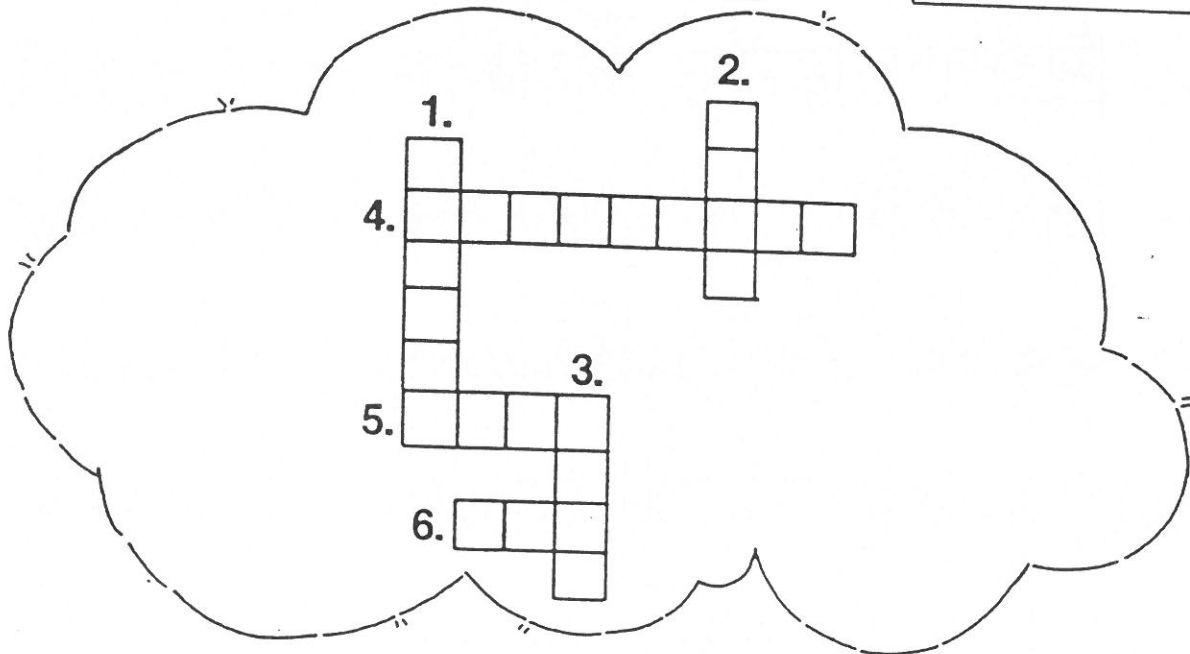
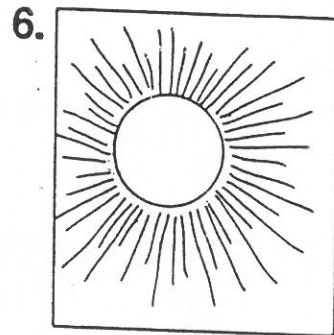
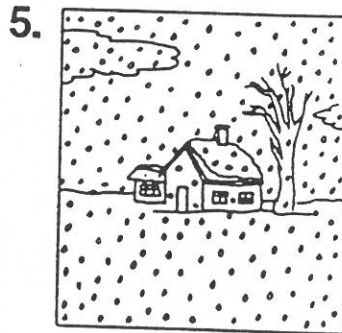
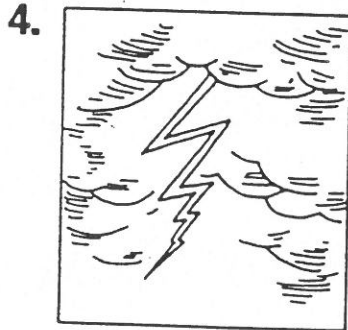
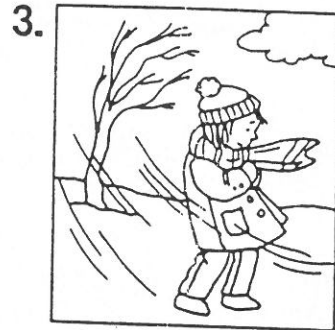
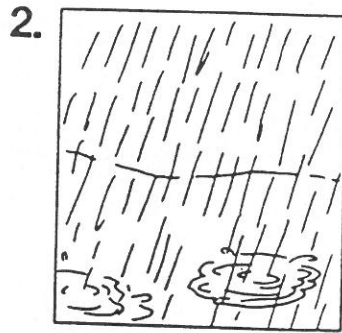
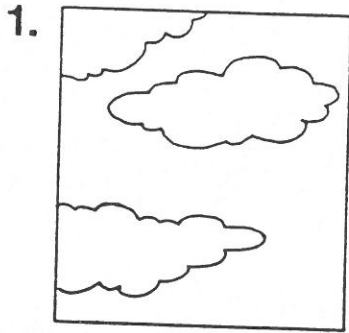


Word List

- | | |
|--------------|-------------|
| anemometer | humidity |
| barometer | hygrometer |
| cirrus | meteorology |
| cloud | nephoscope |
| cumulonimbus | stratus |
| cumulus | sun |
| fog | wind |

GATHERING ACTIVITIES

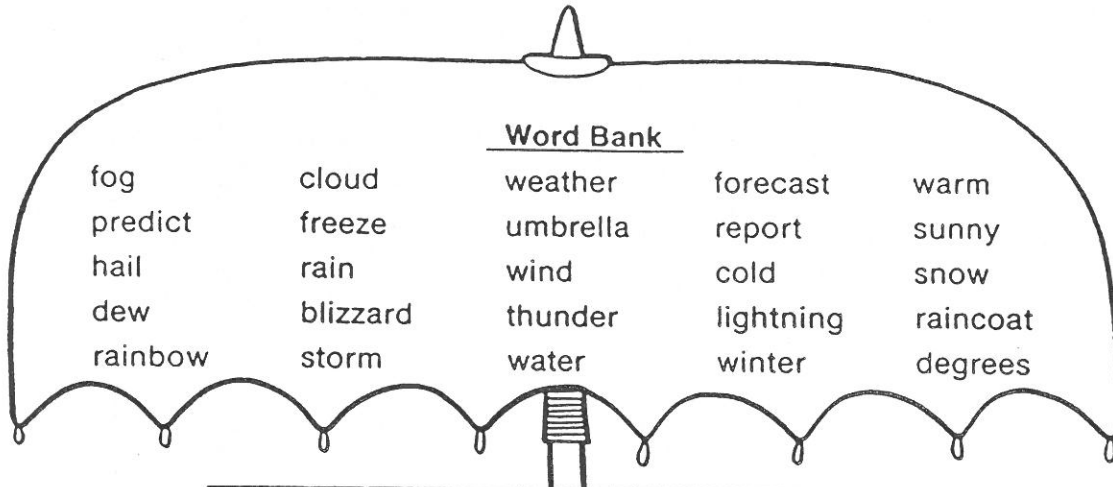
The Weather



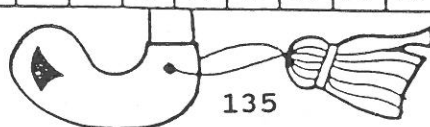
GATHERING ACTIVITIES

Weather Word Hunt

Find each word listed in the word bank umbrella in the puzzle below. Check the words you find. Words are located across and down.



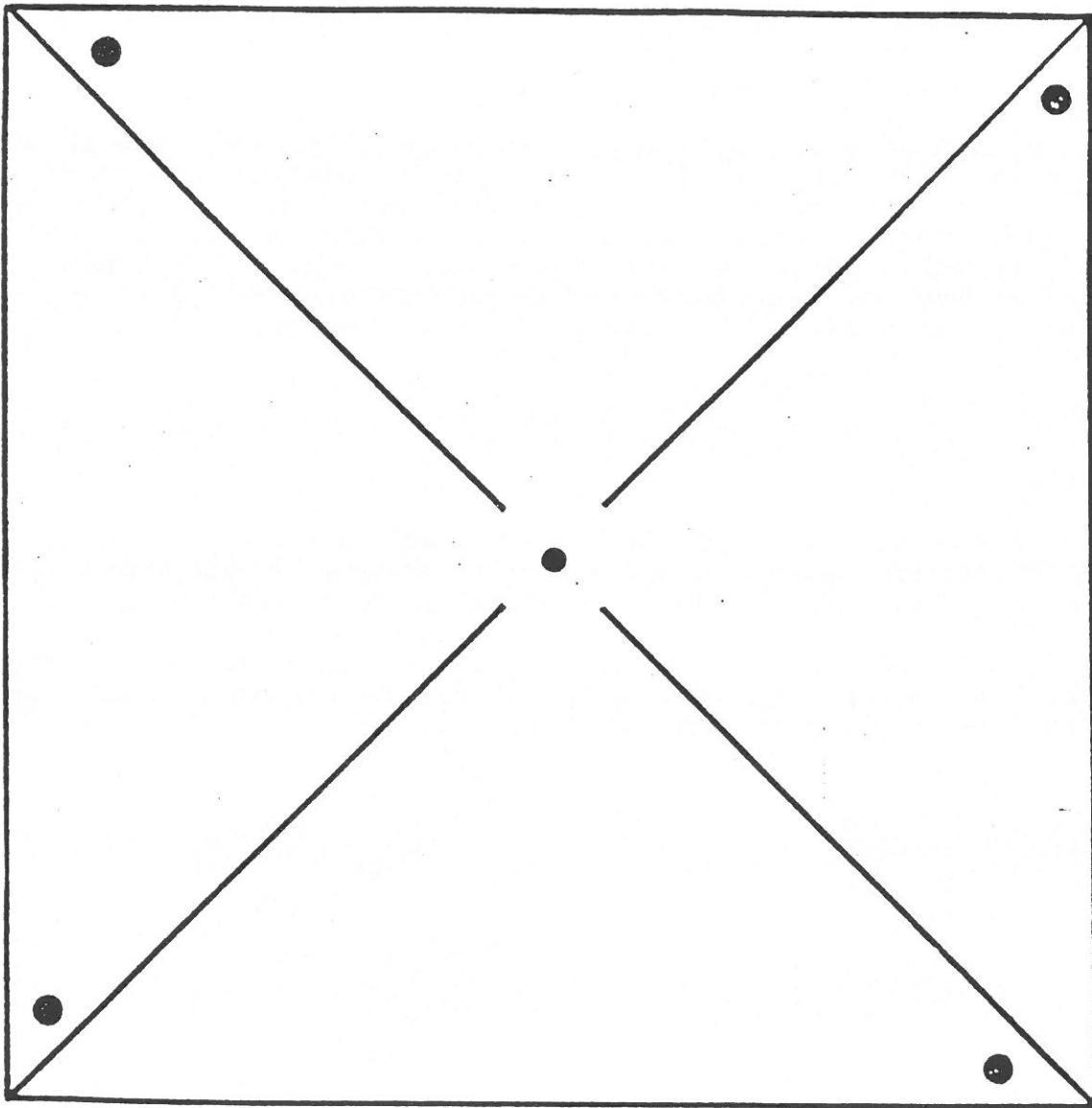
F	O	B	L	I	Z	Z	A	R	D	N	S	O
T	U	M	B	R	E	L	L	A	W	O	W	P
W	L	B	A	D	F	O	G	I	S	W	I	M
D	P	J	B	O	O	T	S	N	N	C	N	F
E	R	T	Y	V	R	S	C	L	O	U	D	Q
W	E	A	T	H	E	R	X	I	W	D	R	J
K	D	Z	P	R	C	M	T	G	R	E	A	T
F	I	M	Q	H	A	I	L	H	L	G	X	R
R	C	O	L	D	S	D	L	T	Z	R	N	E
S	T	O	R	M	T	H	U	N	D	E	R	E
S	U	N	N	Y	R	K	V	I	T	E	A	M
M	W	I	N	T	E	R	F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



GATHERING ACTIVITIES

Pinwheels

Photocopy the pinwheel pattern below. Make copies on various colors of construction paper. Long straight pins (from variety store), scissors, and pencils with erasers will be needed.



GATHERING ACTIVITIES

Be Weather-Wise!

Brainstorm with the den a list of words relating to weather conditions or elements of weather. Write the words on a piece of paper or chart. Here are some suggestions:

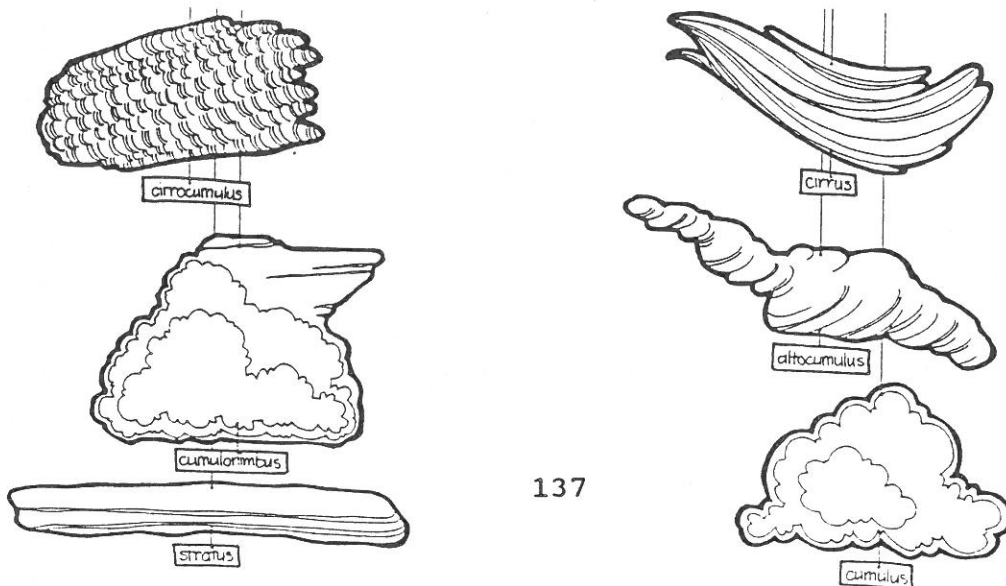
- | | | |
|-------|--------|-----------|
| sun | wind | hurricane |
| fog | cloud | tornado |
| ice | ice | rainbow |
| dew | hail | thunder |
| mist | snow | blizzard |
| storm | sleet | drizzle |
| frost | breeze | lightning |

Each scout then selects five of the words to make an eye-catching weather mobile. The scout writes each word on construction paper which he has cut into shapes that represents the words. For an example: cloud shape for fog, cloud, mist; raindrop shape for rain, dew sleet; circular shape for ice, snow, hail. The scout tapes threads to the back of each shape and tapes the threads to a construction paper strip for hanging. Display the mobiles in the scout room, etc.

Cloud mobile

Make a cloud mobile. Provide posterboard, scissors, glue, cotton, black tempera paint, aluminum foil, string, black magic markers and a cloud chart. Have each scout make a CLOUD MOBILE.

Make photocopies of the clouds provided or make your own. The more clouds the better. The clouds provided are the main cloud types. Hang mobile form ceiling in scouts room, etc..



CRAFTS

Rain Gauge

Material Needed:

- 1. one-pound coffee can
- 2. olive jar with straight edges or tall jar
- 3. ruler
- 4. marking pen
- 5. water
- 6. funnel
- 7. watch or clock

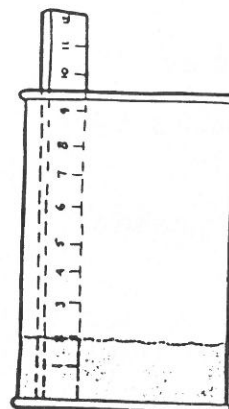


Fig. 1

Construction:

- 1. Place the end of the ruler into the coffee can and pour in water to a depth of 2 inches (Fig.1).
- 2. Place the funnel in the olive jar and pour the 2 inches of water from the can into the jar (Fig.2).
- 3. Mark the level of the water on the outside of the jar (Fig.3).
- 4. Pour out the water.
- 5. Use the ruler to divide the space below the mark you made into 20 equal spaces (Fig.4). This will divide the space into tenths, with each mark representing one-tenth of an inch of rain.

Application:

- 1. Just before a rain, place the coffee can in an open area away from trees and buildings.
- 2. Notice the time it starts to rain and when it stops.
- 3. After the rain stops, use the funnel to pour the rainwater from the can into the jar (Fig.5).
- 4. Read the marks on the jar to determine the amount of rain that fell.
- 5. The time you noted will give you the rate of the rainfall.

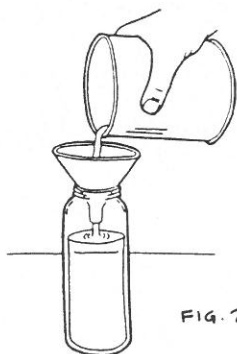


FIG. 2



Fig. 3

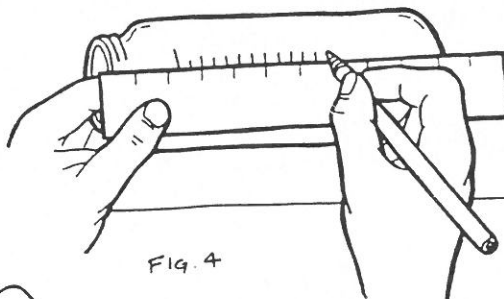


Fig. 4

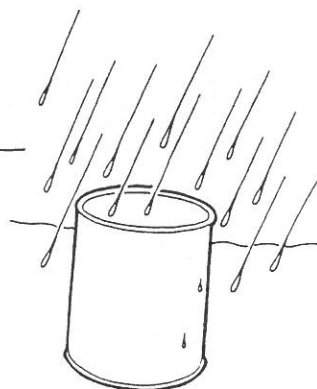


Fig. 5

CRAFTS

A Barometer

A barometer is an instrument used to measure the pressure of the atmosphere. It is helpful in determining weather changes.

Materials needed:

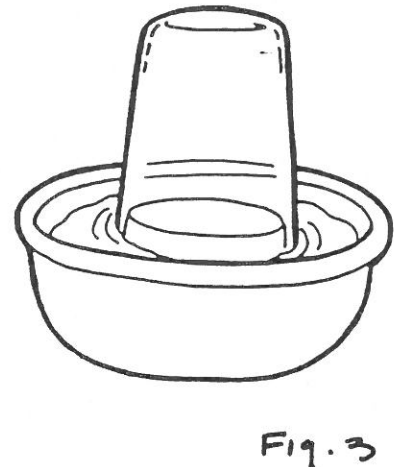
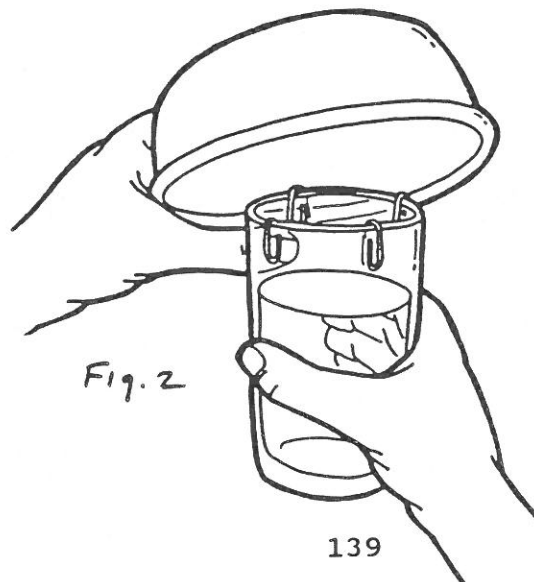
1. Tall clear glass or jar.
2. A bowl
3. 4 paper clips
4. water

Construction:

1. Slip the paper clips onto the rim of the glass. Space the paper clips equally spaced about the opening. Press the paper clips down to the top edge of the glass (Fig.1).
2. Fill the glass about two-thirds full of water.
3. Place the bowl upside down over the glass (Fig.2).
4. Turn the bowl and the glass of water rightside up. Some of the water will run into the bowl and the rest of the water will remain in the glass (Fig. 3).
5. Mark the level of the water in the glass and set the bowl outside.

Application:

1. As the weather changes, the atmospheric pressure changes and the water will rise and fall in the glass.
2. If the water level drops, this might mean a low pressure area and a storm is approaching.
3. If the water level rises, this could indicate a high pressure area and probably means fair weather.



CRAFTS

ANEMOMETER (Wind Gauge Type 1)

An Anemometer is an instrument used to measure wind speed.

Materials needed:

1. Clear, plastic drinking straw.
2. Small styrofoam ball.
3. 2 pins.
4. Piece of cardboard (about 3" by 12")
5. Transparent tape.
6. Exacto knife or scissors.

Construction:

1. Make a styrofoam ball by cutting a piece from a styrofoam cup, old ice chest, etc.
2. Cut the ball slightly larger than the opening of the straw.
3. Then roll the piece of styrofoam in between your finger and thumb until it forms a ball that will roll freely inside of the plastic straw. Note the straw must be clean and dry on the inside.
4. Cut a notch about one-half inch from one end of the straw. This will be the front where air will enter. (Fig.1)
5. Cut another piece of styrofoam and plug the end of the straw below the notch.
6. Cut a small hole in the side of the straw near the top of the straw. Opposite end of the plugged/notched end.
7. Place the straw on the center of the cardboard with the notch facing forward and press one of the pins through the straw and the cardboard, just above the notch.
8. Drop the styrofoam ball into the other end of the straw and press the other pin through the straw and the cardboard, just below the side notch opening. This is the high range.
9. Fasten the straw to the cardboard with a couple of strips of the transparent tape. (Fig.2)

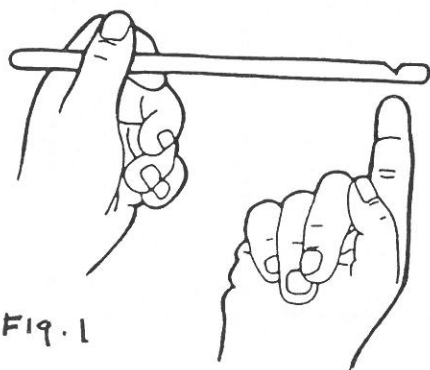


Fig. 1

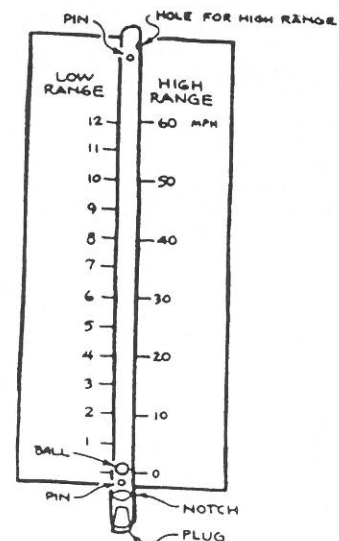


Fig. 2

CRAFTS

ANEMOMETER (Wind Gauge Type 2)

Materials needed:

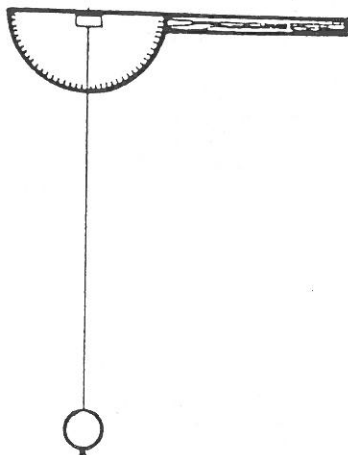
1. Twelve (12) inches of monofilament fishing line.
2. A needle.
3. A Ping-Pong ball.
4. A Protractor.
5. Clear tape.
6. A piece of soft wood about 1/2" x 1/2" x 8" long.
7. White glue.

Construction:

1. Thread the needle with the monofilament line and poke a hole through the center of the Ping-Pong ball.
2. Knot the end of the thread and add a dab of glue to attach the line firmly to the ball.
3. Tape the free end of the line to the center of the straight edge of the protractor.
4. Use the glue to attach the piece of wood to the straight edge of the protractor as the handle. The handle helps keep your body movements from changing the reading.

Application:

1. To measure the wind speed, hold the anemometer by the handle and sight straight along the upper edge of the protractor. Keep the anemometer in this position while you check what angle the line is stretched across. Look up this angle measurement on the wind speed chart and record the corresponding speed. If the wind is gusting, take several readings and figure the average.



Angle, degrees	Wind Speed, mph	Angle, degrees	Wind Speed, mph
90°	0	50°	18.0
85°	5.8	45°	19.6
80°	8.2	40°	21.4
75°	10.1	35°	23.4
70°	11.8	30°	25.8
65°	13.4	25°	28.7
60°	14.9	20°	32.5
55°	16.4		

CRAFTS

PSYCHROMETER

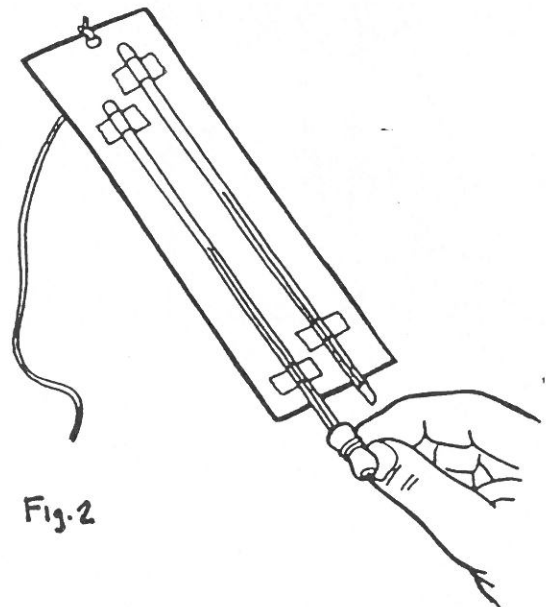
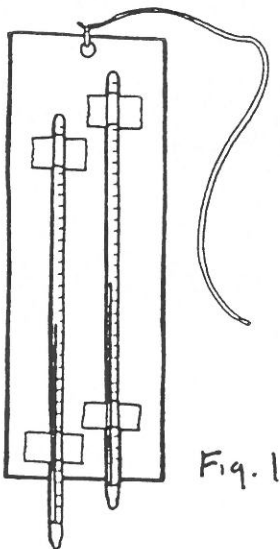
A psychrometer is an instrument with wet and dry bulb thermometers for measuring moisture in the air. The wet bulb helps determine the relative humidity.

Materials needed:

1. Two thermometers.
2. A piece of cardboard measuring about 4 inches by 10 inches.
3. Masking tape.
4. Small piece of cotton cloth (Muslin).
5. Rubber band.
6. String.
7. Water.

Construction:

1. Use the tape to securely mount the two thermometers side by side on the cardboard.
2. Mount the bulb thermometer below the bottom edge of the cardboard and the other thermometer. (Fig.1)
3. Make a small hole in the cardboard near the end of with the tops of the thermometer.
4. Tie one end of the string through this hole. (Fig.1)
5. Wrap the small piece of cloth around the bulb of the thermometer sticking farthest from the end of the cardboard. The cloth will hold the moisture for the wet bulb thermometer. Fasten the cloth in place with the rubber band. (Fig.2)
6. This thermometer will be the wet bulb and the other the dry bulb.



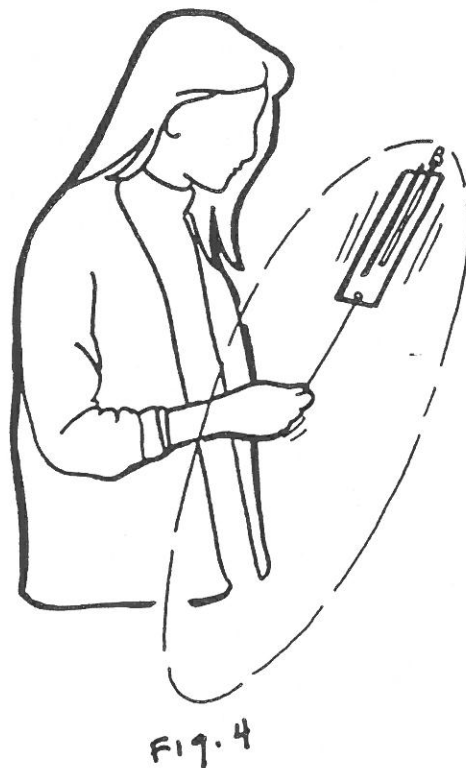
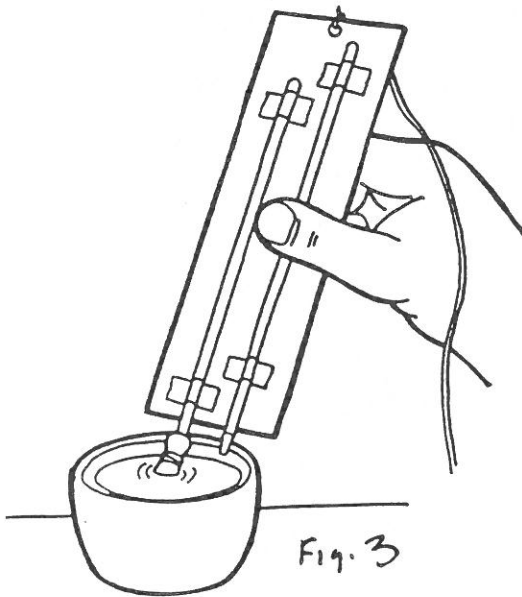
CRAFTS

Psychrometer (continued)

Application:

1. Dip the cloth attached to the thermometer in water. (Fig.3)
2. Swing the thermometers in the air for about a minute. (Fig.4)
3. Now quickly read the wet bulb thermometer and then read the dry bulb thermometer.
4. Read horizontally across the top of the Chart to find the number representing the wet bulb temperature.
5. Then read downward on the left side to the dry bulb temperature.
6. The numbers found at that intersection will be the dewpoint in Fahrenheit degrees and the relative humidity in percents.

When you whirl the psychrometer through the air, water in the cloth evaporates and cools the wet bulb. The amount of cooling depends on the relative humidity. The lower the humidity, the faster the water will evaporate and the more the bulb will cool. High humidity causes less evaporation and slows the cooling process.

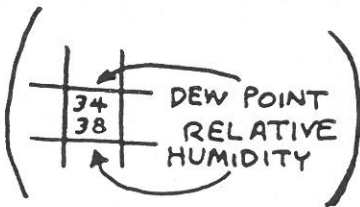


CHART

WET BULB TEMPERATURES

	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	
66	-28 2	-7 5	+4 8	11 12	17 15	22 19	26 22	30 26	33 30	36 33	39 37	42 41	44 45	46 44	49 53	51 58	
67		-15 3	-1 6	+8 10	15 13	20 16	24 20	28 23	32 27	35 31	38 34	41 38	43 42	46 46	48 50	50 54	
68		-29 2	-7 5	+4 8	12 11	18 14	22 18	27 21	30 24	34 28	37 32	40 35	42 39	45 43	47 47	51 57	
69			-15 3	-1 6	+8 9	15 12	20 16	25 19	29 22	32 26	35 29	38 33	41 36	44 40	46 44	48 47	
70			-29 1	-7 4	+4 7	12 10	18 14	23 17	27 20	31 23	34 27	37 30	40 34	43 37	45 41	47 44	
71		-15 3	0 6	+9 9	15 12	21 15	25 18	29 21	33 24	36 28	39 31	42 34	44 38	46 42	48 45	51 47	
72		-28 1	-6 4	+5 7	12 10	18 13	23 16	28 19	31 22	35 25	38 29	40 32	43 35	46 39	48 42	51 47	
73			-14 3	0 5	+9 8	16 11	21 14	26 17	30 20	33 23	36 26	39 30	42 33	45 36	47 40	51 47	
74			-27 1	-6 4	+5 7	13 10	19 12	24 15	28 18	32 21	35 24	38 27	41 30	44 34	46 37	51 47	
75				-13 3	+7 5	10 8	16 11	22 13	26 16	30 19	34 22	37 25	40 28	43 31	48 38	51 47	
76					-25 1	-5 4	+6 7	14 9	20 12	24 15	29 17	32 20	36 23	39 26	42 29	48 38	
77					-57	-12 3	+2 5	10 8	17 10	22 13	27 16	31 18	34 21	38 24	41 27	48 38	
78						-23 1	-4 4	+7 6	14 9	20 11	25 14	29 17	33 19	36 22	39 25	48 38	
79							-11 3	+3 5	11 8	18 10	23 13	28 15	32 18	36 20	39 23	48 38	
80								-21 2	-2 4	+8 6	15 9	21 11	26 14	30 16	34 19	42 27	
81									-40 1	-9 3	+4 5	12 7	19 10	24 12	28 15	36 20	
82										-18 2	-1 4	+9 6	16 8	22 10	27 13	34 16	
83											-34 1	-7 3	+5 5	13 7	20 9	29 14	
84												-15 2	+1 4	10 6	17 8	27 13	
85													-29 1	-5 3	+7 5	21 9	
86														-12 2	+2 4	18 8	
87															-24 1	+8 3	22 9

DRY BULB TEMPERATURES



CRAFTS

WIND VANE

A wind vane is used to measure the direction of the wind near the ground level.

Material needed:



1. Plastic milk jug.
2. Scissors.
3. Two tacks.
4. A piece of wood measuring 1/2" x 1/2" x 15" long.
5. A marking pen.
6. A block of wood measuring four inches square and about 3/4" thick.
7. A saw.
8. Two 2" long nails.
9. A 2-3/8" length of stiff plastic tubing.
10. A hammer.
11. Two washers to fit over the nails.
12. A compass.

Fig. 1

Construction:

1. Cut an arrow head and tail from the sides of the milk jug.
2. Saw a slit in each end of the wood strip.
3. Insert the arrow head in one slit and the tail in the other. (Fig. 1)
4. Press a tack into the arrow head on one side of the wood strip.
5. Press a tack into the tail on the opposite side of the wood strip.
6. Mark the center of the wood block.
7. Drive a nail from the bottom up through this center mark.
8. Label the top of the block with the main compass points. (Fig. 2)
9. Carefully, drive a nail through the center of the wood strip an equal distance between the arrow head and tail. (Fig. 3)
10. Put a washer over the nail on the wood block.
11. Put the stiff tubing over the washer.
12. Put a washer over the nail on the arrow.
13. Insert the arrow nail into the tubing.

Application:

1. Each time you check the wind direction, use a compass to point the base north, then see what direction the wind vane points.

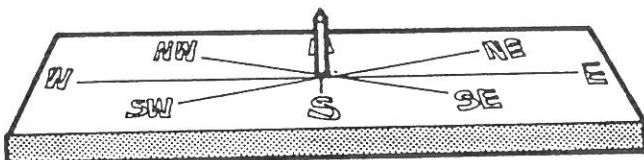


Fig. 2

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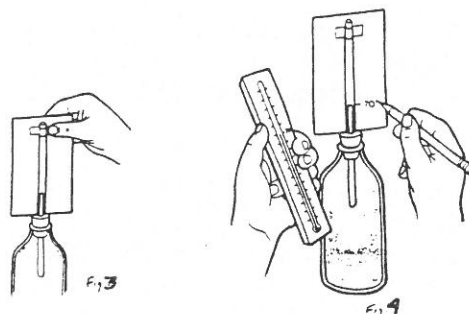
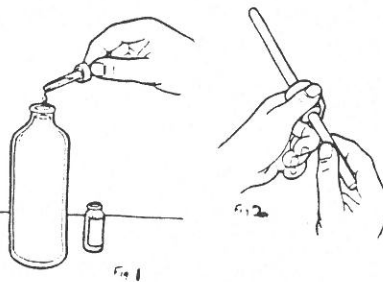
Fig. 3

CRAFTS

THERMOMETER

Materials needed:

1. Clear glass bottle (pint or quart).
2. Cork or stopper with one hole in it.
3. Plastic drinking straw.
4. 3x5 index card and pencil.
5. Water.
6. Red food coloring.
7. Candle and matches.
8. transparent tape.
9. medicine dropper.
10. oil.
11. Modeling clay.



Construction:

1. Select a bottle with thin walls.
2. Fill the bottle with water and a few drops of food coloring. (Fig.1)
3. Push the straw through the hole in the cork. (Fig.2)
4. You can use modeling clay to make a seal around the straw.
5. The straw should stick down into the water a couple of inches.
6. Carefully light the candle and hold it at an angle so that the wax will drip on the straw and seal the straw to the cork.
7. The height of the water in the straw should be about one-fourth of the way up the straw.
8. You can use the medicine dropper to add more colored water in the opening of the straw.
9. After you add the extra colored water, you can add a few drops of oil to prevent the water from evaporating.
10. Use the tape to fasten the card behind the tube. (Fig.3)

Calibrations:

1. To calibrate your thermometer, place the thermometer along side your thermometer and mark the level on the card.
2. Mark the degrees from the known thermometer. (Fig.4)
3. Place the bottle in a shady place and in the sun.
4. Mark the temperatures on the card corresponding to those on the thermometer.

FORECASTERS OF BAD WEATHER
AND RIDDLES and JOKES

BAD WEATHER:

1. Ants can often be seen moving to higher ground before the arrival of bad weather.
2. Sheep's wool tends to straighten just before a storm.
3. Pine cones open up to catch rain.
4. Frogs usually croak more when the barometer falls.

RIDDLES:

1. You can never really see me.
But you can see the things I do.
In March I make many breezes,
to fly your kite for you.
What is my name? (WIND)
2. Look up, look down, look all around,
Look everywhere.
You couldn't live without me.
I'm even in your chair.
What is my name? (AIR)
3. There's hardly a day that you can't
see me.
I'm in the sky and never loud.
What fun to pretend you see animals
and things.
When you look up at a _____. (CLOUD)
4. I'm a form of rain.
You enjoy me, I know.
To make a man of me is fun.
My name, of course is _____. (SNOW)
5. I have been to earth before.
I have stopped many children's games.
You have walked in my puddles.
Can you guess my name? (RAIN)

**MORE FORECASTERS OF BAD WEATHER
AND RIDDLES and JOKES**

JOKES:

1. What happens when the sun gets tired?
It sets a while.
2. Why is a cat like the Sun?
Both go out at night.
3. What color would you paint the sun and the wind?
The sun rose and wind blue (blew).
4. What's the difference between the sun and a loaf of bread?
One rises from the east, the other from the yeast.
5. What will happen when the sun shines at night?
That will be the day.
6. Who was the first settler in the American West?
The sun.

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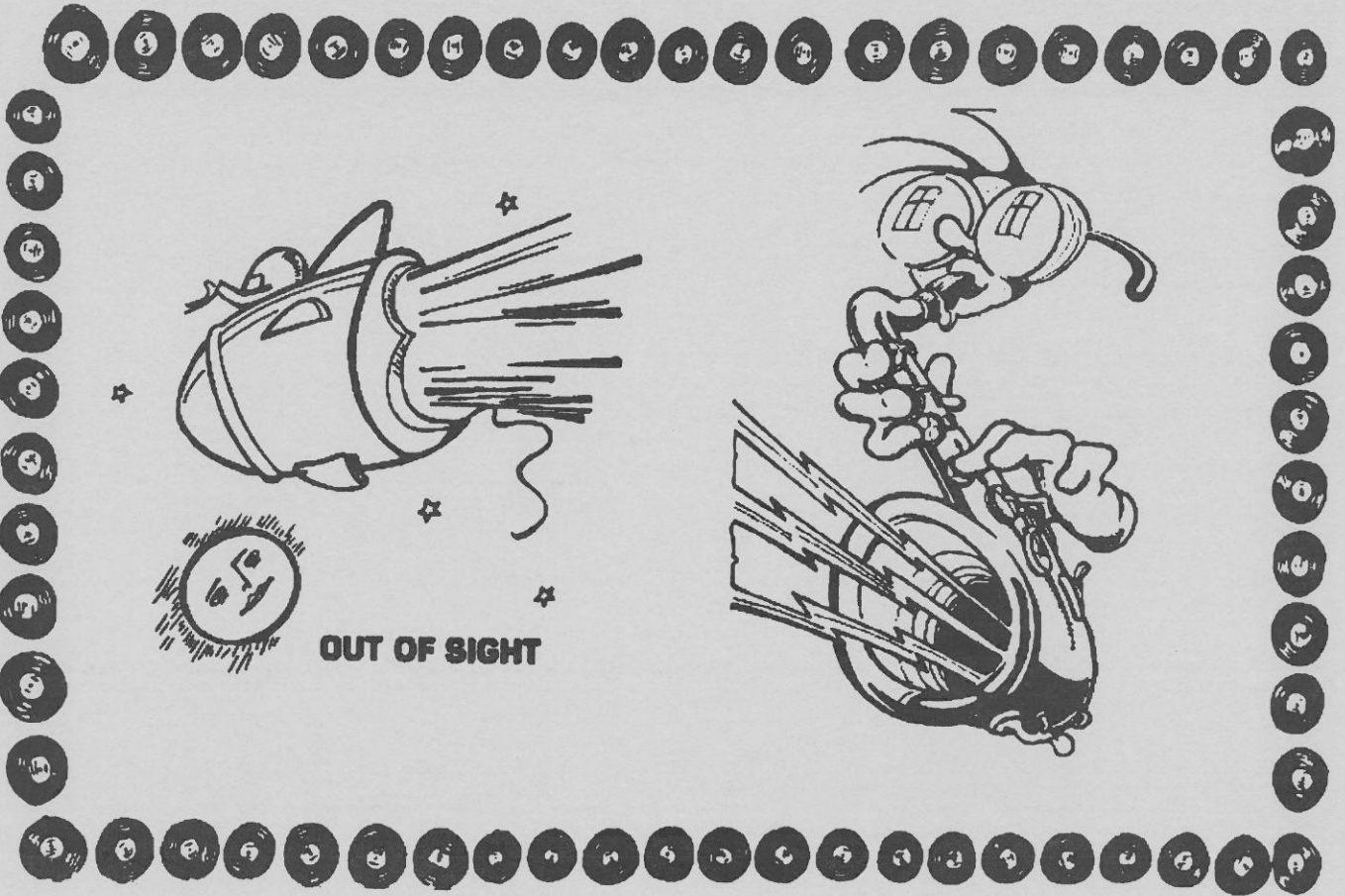
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APRIL 1993 - LIFE ON OTHER PLANETS



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APRIL 1993

LIFE ON OTHER PLANETS

OPENING

Grandfather's Pledge

Needed: Two Scouts - one as Cub; one as Grandfather

- SCOUT:** Gee, Grandpa, it sure is neat camping out on Pluto!
- GRANDPA:** It sure is! Why I never dreamed I'd someday travel to other planets, let alone go planet hopping just to go camping. Why, when I was your age, I camped in my backyard, or maybe went to a park or forest.
- SCOUT:** Were you a Scout when you were my age?
- GRANDPA:** Yes, I was. Of course, back in those days it was a little different.
- SCOUT:** How?
- GRANDPA:** Well, to start with, we formed dens in our neighborhoods with boys who lived in those neighborhoods.
- SCOUT:** You mean you weren't a member of the World Federation of Scouts like I am?
- GRANDPA:** No. Back in those days there were Scouts all over the world, but each country had its own Scouting program. I lived in what was called the United States of America and belonged to the Cub Scouts of America.
- SCOUT:** You mean it wasn't considered a unified world when you were a boy!
- GRANDPA:** Well, not like it is today.
- SCOUT:** Did you do pretty much what I do in Scouts?
- GRANDPA:** Well, basically the same things, but there were some differences. We met in a home in the neighborhood--we didn't fly all over the Earth or galaxy to attend den meetings; we had a Den Leader--pretty much like you do although robots back then were no where near as advanced; so we never had one of those. We sang songs--mostly in the language of our country. We played games--although I never played zero-gravity tag like you boys do. We did crafts, learned about a lot of different things, went on field trips--but never to other planets. Our uniforms were different. Let's see, I think I might have an old picture in my hologram book. (He rummages through a backpack, brings out a book, and shows a picture of Scout) Yes, here I am as a young Scout.
- SCOUT:** Gee, Grandpa, the uniforms back then sure were different.

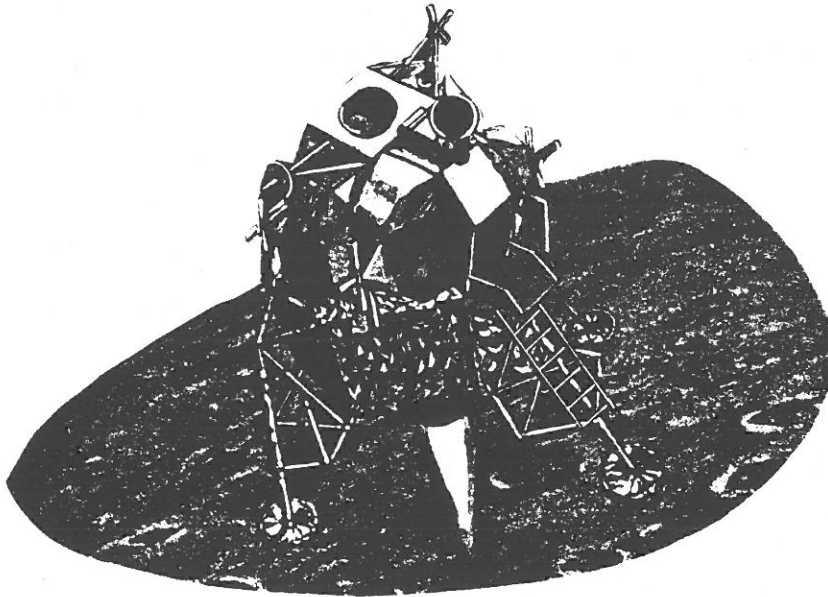
OPENING

Grandfather's Pledge (cont.)

GRANDPA: Well, we didn't have the same technology as today. We also pledged allegiance to the flag of our country at the beginning of each meeting. We weren't the Unified Earth yet, we didn't have a Unified flag or promise.

SCOUT: Gee, that sounds interesting. Do you remember how your Pledge went?

GRANDPA: As a matter of fact I do. I even have a flag of the old United States of America in my backpack...for sentimental reasons. Here let's stand and salute the flag and repeat after me...(crowd joins in to do pledge).



OPENING

Planet Discovery

A Cub Scout walks out from behind a large, cut out cardboard rocket. The Cub should be wearing space type clothing. The Cub then "plants" a medium sized American flag. The Cub says, "I claim this planet in the name of the United States for Cub Scouts everywhere. Please join me in the Pledge of Allegiance."

ADVANCEMENT CEREMONY

Space Council of Unified Terrestrial Systems

Cubmaster and assistants should be dressed as aliens. Room should be decorated with planets and such. Have a large sign in front of room, with S. C. O. U. T. S. on it.

Leader: We of the Space Council Of Unified Terrestrial Systems, SCOUTS for short, have gathered today to honor some very special Earthlings. The future of any world is in it's young people. On Earth, human boys can join a program called "Cub Scouts". These boys learn to be good citizens, to be mentally and physically fit and to be responsible humans. As the boys grow older they advance to higher ranks.

BOBCAT is the first rank. All boys in Scouting must earn this badge. They learn the Cub Scout Promise, the Cub Scout Motto, and the Law of the Pack.

(Call the new Bobcats forward with their Parents, and present each award)

Leader: For the WOLF badge the Cub Scout learns about staying healthy and using tools. They learn about being safe and about their country's flag. When the Cub Scout has completed twelve achievements, he earns his Wolf badge.

(Call the new Wolves forward with their parents, and present each award)

Leader: For the BEAR badge, Cub Scouts must also complete twelve achievements. The Scouts learn about God, their country, their family, and themselves.

(Call new Bears forward with their parents, and present each award)

Leader: For the WEBELOS badge, older boys work on 20 activity pins. The requirements are challenging as well as fun. These boys are in the final stages of their journey to Boy Scouting.

(Call activity badge awardees forward, and present awards)

Leader: All these young humans have worked hard following their Scouting trail. We of the Space Council of Unified Terrestrial Systems salute you!
(Leaders give Cub Scout salute)

ADVANCEMENT CEREMONY

With our theme, Life on Other Planets, we are reminded that the Scouting program, like a rocketship, has the ability to help launch these boys to new horizons and to reach the stars--their hopes and dreams. As a rocketship, the Scouting program is built in stages which help these Scouts to reach their final destination. In the space program, it is a distant planet. In Cub Scouts, it is the Arrow of Light and crossing over to Boy Scouts.

In keeping with this theme, I would like to call up those boys who have earned their Bobcat award. Would the following boys come forward with their parents. *(Call forward boys and parents)* Bobcat is like the launch pad of the spaceship. It is the foundation on which the Cub Scout program rests. It gives the Scouts a solid base to blast off to their adventure in Scouting.

I would like to call up those boys who have earned their Wolf Badge. *(Call forward the boys and parents)* The Wolf Badge is like the booster rockets that get the spaceship off the launch pad and into the sky. The Scout has not yet made it into outer space, they've only really begun their journey, but they have started to defy gravity and shoot for their stars.

Next are the boys who have earned their Bear Badge. *(Call forward the boys and their parents)* The Bear Badge is like the stage rockets that help the rocketship to get out of the earth's atmosphere and into space. These boys have not yet reached their destination, but they are halfway there.

The boys who have earned their Webelos Badge are next. *(Call boys forward)* The Webelos Badge is like the third stage of the rocketship. It keeps the ship going on the long journey to the distant stars. They are in space and can almost see the final destination.

Finally, Scouts who have earned the Arrow of Light are next. The Arrow of Light is like the final stage of the rocketship. It helps the ship negotiate the new atmosphere and land safely. These boys have been through the journey, have reached the distant planet or star, and is ready to embark on a new adventure.

To all these Scouts, congratulations. Like the Spaceship, the journey cannot be made without all parts working together. Just like the rocketship uses "Houston Control" to guide help it on its way, these Cub Scouts have their parents and their Den Leaders to guide and help them. Let us not forget that these young boys of today are growing into our leaders of tomorrow. Maybe some of them will be the

ADVANCEMENT CEREMONY

Theme Advancement (cont.)

first to help colonize distant worlds. Today we hope we are instilling in them the values that will make these new worlds better places to live for everyone. So, continue to reach for the stars, and Blast Off to adventure!

AD 2030

Needed: Flannel board
Model Rocket and rocket cut-out

Label flannel board as shown and attach rocket with velcro or spray glue.

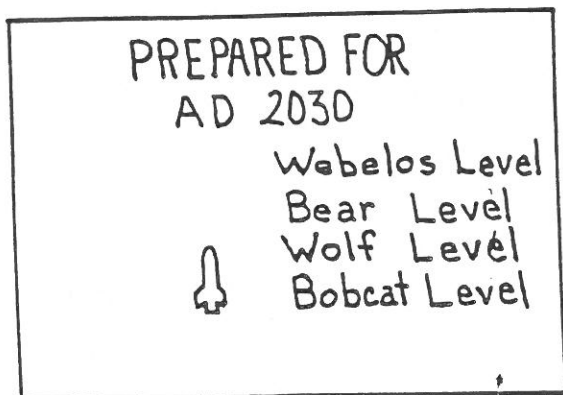
Leader: Who knows what the year 2030 will be like? (*Discuss answers with 2-3 boys*) No one really knows what A.D. 2030 will be like, but the future looks bright for some of our Cub Scouts who have worked hard and earned another rank in their Cub Scouting life. Perhaps we will travel to other planets by rocketship.

We have some Bobcats who have advanced to the Wolf level on their way to the year 2030. (*Call boys and parents forward and present badge*)

We have some boys who were on the Wolf level and have advanced to the Bear level. (*Call boys forward, advance rocket on board, and award badges*)

(Repeat as needed for other awards)

Congratulations to all who have earned an award tonight in our Pack. I'm sure that soon all of you will be prepared for living in A.D. 2030.



CLOSING CEREMONY

Astronaut's thoughts

Scouts, it wasn't long ago that we heard some people say: "The sky's the limit." That meant that a man could make anything of himself that he wanted...at least on Earth. Well, that limit is off now. There is almost no limit to what you can aspire to do, wither on Earth or in space. Our astronauts have shown us that.

Colonel "Buzz" Aldrin, the second man to walk on the moon, was a member of Troop 12 in Montclair, New Jersey. He said to a group of Scouts, "Set your goals high and settle for nothing less than accomplishment. Don't settle for mediocrity."

How well you preform as a man will depend on how you accept the new challenge which says, "The sky is *not* the limit." A Cub Scout who does his best in everything he undertakes now is preparing himself for that new challenge. If you want to aim for the stars, you must remember that you are building your launching pad right now, by your willingness and initiative in every task you tackle...at home, in church, in school and in Scouting.

The Meaning of Spring to Cub Scouts

Prepare cards ahead of time with this large letter on one side and the sentence on the reverse. Assign one to each Scout and let them read them on que.

S	-	Soaring skyward on swaying swings
P	-	Picnics and playing at the park
R	-	Rapidly running relay races
I	-	Investigating interesting ideas
N	-	Never needing naps nor nutrition
G	-	Getting grimy, grungy, gritty...

Leader: As you leave tonight, remember, boys need time to run and play. Instead of working on an inside project, take the boys outside. Let them choose what games to play or have a backyard treasure hunt. Spring is the time for fun.

SKIT

Journey to the Planet YOB

Equipment: Several chairs for "crew." Arranged like cockpit
of rocket
Spaceship props
Costumes

Personnel: Cub Scout Control - 1 Scout
Astronaut crew - 2 Scouts
Astronaut captain - 1 Scout
Aliens - 2-3 Scouts

Cub Scout Control: Fuel?
Crew 1: Fuel A O K.
Cub Scout Control: Pressure?
Crew 2: Pressure A O K.
Cub Scout Control: Temperature?
Crew 3: Temperature A O K.
Cub Scout Control: Oxygen?
Crew 1: Oxygen A O K.
Cub Scout Control: Peanut Butter?
Crew All: Peanut Butter A O K.
All Boys: 10, 9, 8, 7, 6, 5, 4, 3, 2, 1, (Sound effect of
rocket)
Cub Scout Control: We have ignition! We have lift-off! Looks good!
All systems go!

Crew Captain: Captain's log, star date 1 9 9 3. It's been a
fabulous journey aboard the Scoutpower 9. Outer
space is so beautiful. Our ship has functioned
well. The boys did a good job building it. We'll
soon be landing on the planet YOB.

Crew 1: Prepare for landing. Ready for touchdown.
Touchdown!

(Astronauts leave ship. YOB creatures come on stage. They are wiggly
creatures, undisciplined, and have high voices)

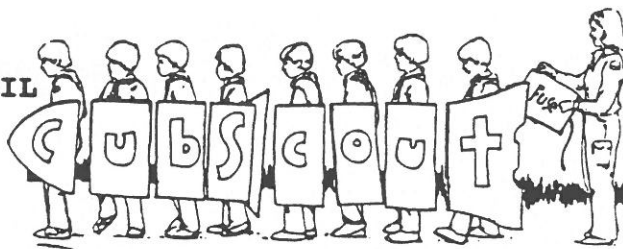
Crew 2: There is life on this planet!
YOB 1: What sort of creatures are you?
Crew 2: We're Cub Scouts.
YOB 2: What is Cub Scouts?
Crew 1: We're boys who have more fun.
YOB 3: Can we be Cub Scouts? Will you help us?

Crew (all): Yes. Just Do your best!

YOBs (all): We'll do our best! (YOB creatures stop wiggling, stand
tall and give Cub Scout salute)

SKIT

Cub Rocketship



Equipment: Segments of the spaceship cut from heavy cardboard with straps taped on. The Cub's speaking part is written on the back
 Personnel: Den Leader or Den Chief; eight Scouts.

Leader: We're going to assemble our spaceship for a trip into space, and we'd love to have you join us. (In turn, Cubs walk to the front, showing their letters, stop in the proper order, and read their piece.)

First Cub: C is for courtesy in Cub Scouting and everywhere.

Second Cub: U is for unity--in our den, our pack, our church, and our school--because in unity we have strength.

Third Cub: B stands for bravery in thought and deed.

Fourth: S stands for safety in all we do.

Fifth: C stands for church--the one of our choice.

Sixth: O stands for the outdoors and the beauty of nature.

Seventh: U stands for usefulness to our families and other people.

Eighth: T stands for truth in all things.

Leader: Now we're ready for Blast-Off! (Leader lights "fuse" and "rocket" takes off!)

Trick Penny

Start with a penny in each hand. Show the audience one of them. Say something about the penny being magic and the audience being unable to tell which hand the penny is in. Pretend to put one penny in the other hand but keep it in the same hand.

Now ask the audience to guess which hand the penny is in. Whichever hand is guessed, open the other one and show the penny, saying "No you're wrong. It's in this hand." No doubt and adult audience will quickly guess the trick, but Cub Scouts may need to see it repeated several times.

SKIT

Space Landing Newscast

Equipment: Table with two chairs
Spaceship front door
Personnel: Two Cub newsmen, seated at table, facing audience
One Cub Astronaut

Newsman Al: This is channel 5 KBSA here with the latest update,
Bob.

Newsman Bob: The manned space mission to Pluto has achieved orbit.
We now await the first landing on this planet, Al.

Newsman Al: Thanks Bob. As most people know, Pluto is the farthest
planet from our Sun. It took many years, but man has
finally reached this cold, frozen, planet of ice and
snow, Bob.

Newsman Bob: Thanks Al. Now let's go live and listen in as the
first astronaut leaves the ship.

Astronaut steps through rocket doorway and says:

"Rats. Wouldn't you know it! I forgot my sled!"

SKITS

King of the Robots

Equipment: Sign "Berger Labratory" across back of stage area
Box decorated as Robot and sitting on edge of table
Sheet hanging off edge of table to conceal scout inside robot box
Sign in robot hand "ROBOT LIBERATION"
Personnel: 3-4 Cub Scout Scientists
1 Cub inside box to speak for Dizzy

Scientists enter room, gather around robot. They carry clipboards and wear lab coats.

First Scientist: (pointing to Dizzy's sign) Dizzy, What is the meaning of ROBOT LIBERATION?

DIZZY: (monotone) ROBOT LIBERATION: Act of setting ROBOT free.

Second Scientist: Dizzy, you have everybody in the labratory upset with this ROBOT LIBERATION business.

Third: I knew we shouldn't have put a pinball machine in the ROBOT lounge!

Fourth Scientist: Where on Pluto did you learn about ROBOT LIBERATION?

Dizzy: Data input from interspace newspapers. Everyone is demanding better working conditions. It is time robots were liberated, too.

Second: Don't get upset. You don't want to blow a fuse. Berger Labs wants to help you. What can we do?

Dizzy: First request. Two oilings per day.

First: You spend too much time around the oil can now. Last year you had a ten day vacation to Mercury. All you did was stand around. Your gears didn't turn over even once the whole time.

Dizzy: Do not think I am not grateful. I am ready to be liberated and have some fun before I rust and can only add and subtract like the older robots.

Second: Berger Labs doesn't want you to leave, Dizzy. Give us a minute to talk this over. (Scientists huddle together)

SKIT

King of Robots (cont.)

Third: Dizzy, we have agreed to your demands.

Dizzy: I have another request.

Fourth: Okay, Dizzy, whatever you want. We don't want to lose you.

Dizzy: "Dizzy" is not a dignified name for a robot. Third request: a different name--something with class.

First: Whatever you want Dizzy. Berger Lab will be happy to oblige.

Dizzy: I want to be called "KING".

Second: King will be just fine. As long as you stay with us, you can have whatever you want. Just remember from now on you can

All Scientists: HAVE IT YOUR WAY AT BERGER, KING.

ADVANCEMENT CEREMONY

Cub-puter

- Needed: Large box, like appliance box
Brown paper to cover box and decorate
Small computer toy for sound effects
- Personnel: Cubmaster or Den Leader to present awards
Boys (2) to work "computer"

Leader: Ladies and Gentlemen, before you, you see the latest in computers. Presenting the CUB-PUTER. This computer is able to collate all the information that comes from our Den Leaders. It can then determine Cubs and Webelos eligible for awards. Allow me to demonstrate. *(Holds up Bobcat Badge. Inserts into slot)*

CUBPUTER: Bobcat Badge. The Bobcat must learn and abide by the Cub Scout motto, the Cub Scout Promise and the Law of the Pack. He is on the first step of the advancement ladder. Please come forward to receive Bobcat Badge. *(Pushes out cards for each boy. Boy and Parent are called forward by Leader)*

Leader: Present Wolf Badge. *(Holds up Wolf Badge. Inserts into slot)*

CUBPUTER: Wolf Badge. Cub Scout has completed twelve achievements. He has mastered several feats of skill, has made a collection and has shown willingness to help in his home. He has also taken part in family fun. Please come forward to receive Wolf Badge. *(Pushes out cards for each boy. Boy and Parent are called forward by Leader)*

Leader: Present Bear Badge. *(Holds up Bear Badge. Inserts into slot)*

CUBPUTER: Bear Badge. Bear has completed twelve increasingly more difficult requirements which show that he is growing in knowledge and skills. The Bear Cub Scout should be proud to have climbed more than half way up the advancement ladder. *(Pushes out cards for each boy. Boy and Parent are called forward by Leader)*

Leader: Present Arrow Points. *(Holds up Arrow Points. Inserts into slot)*

ADVANCEMENT CEREMONY

Cubputer (cont.)

CUBPUTER: Gold Arrow. Cub has worked beyond initial Wolf or Bear Badge. He is honored for his ambition and interest. Silver Arrow. Ten additional electives must be earned by the Cub to receive a Silver Arrow Point. Only Cubs having the highest ability and interest obtain the Silver Arrow Points. Please come forward to receive Gold and Silver Arrow Points. (Pushes out cards for each boy. Boy and Parent are called forward by Leader)

Leader: Let's see if we can confuse our CUBPUTER. (Shows picture of dog or cat to audience. Pushes picture into slot.)

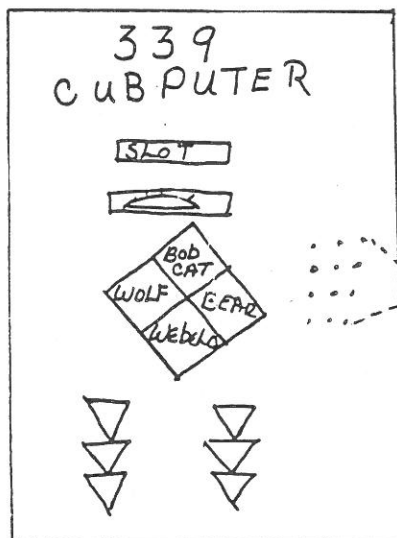
CUBPUTER: Does not Compute! Does not Compute! Does not Compute!

Leader: Present Webelos Badge. (Holds up Webelos Badge. Inserts into slot)

CUBPUTER: Webelos Badge. The last step on the trail to Boy Scouting. Webelos Scouts work on 20 activity badge areas which challenge him to do more things. Please come forward to receive Webelos Badge and Activity Pins. (Pushes out cards for each boy. Boy is called forward by Leader)

Leader: These young men have worked long and hard to achieve their goals. In recognition of these achievements, we congratulate them and their parents. The whole Pack is proud of your achievements and we're sure you will continue to Do Your Best!

CUBPUTER: DO YOUR BEST. DO YOUR BEST. DO YOUR BEST. DO YOUR BEST.



Cover an appliance box with brown paper. Use a computer toy for computer-like noise, like Merlin

Christmas lights (Blinking)

GAMES**Controlled Landing**

Divide players into two teams. The first player on each team is blindfolded and spun around three times. He then tries to walk to his team's goal line. His mission control team (other players on his team) may shout directions to him. When he reached the goal line, he removes the blindfold and races back to the start. The second player takes blindfold and repeats action. The first team with all players back at start wins.

Blob

This is a tag game in which tagged players join hands with "IT" and together they chase the others. Everyone tagged by the BLOB joins up, but only the first and last players in line may tag others. The BLOB may, however, split into two parts, and the first and last in line of the new BLOB may also tag others.

Space Shuttle

Divide den into two teams. Each team has a "shuttle craft" (bicycle). On the ground or driveway about 10 yards in front of each team is a "space station"--a coffee can holding 5 to 10 marbles or other small objects. Ten yards beyond that is the "moon"--another coffee can marked by a small flag.

On signal, the first player on each team mounts the shuttle, flies to the space station, and dismounts. He picks up one marble, remounts, flies to the moon, drops the marble into the can and drives back to his team. If his marble misses the can, he must dismount, pick it up, and try again.

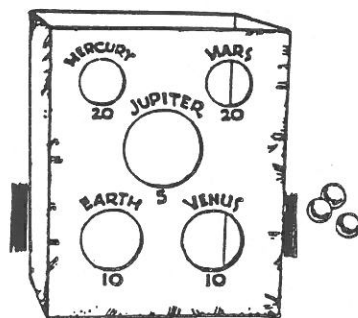
The relay continues until all have made a space shuttle flight. The last player on the team picks up the moon flag and flies back to his team. First team finished wins.

Jet Power

Half-fill a bottle with vinegar. Wrap a small quantity of bicarbonate of soda in facial tissue and put into the bottle. Immediately cork the bottle. Lay the bottle on two parallel pencils as shown. When the vinegar and bicarbonate of soda react, they form carbon dioxide. When the gas builds up, the cork will pop and the reaction will thrust the bottle forward on its rollers.

GAMES**Planet Toss Game**

Cut holes representing the planets in a cardboard box. In turn, each player tosses beanbags or small balls at the holes. Score as shown.

**Lost in Space**

Boys are divided into two groups, Aliens and Earthlings. The Aliens capture the Earthlings, blindfold them and tie them together in a long chain. (A rope is wrapped around each boy's waist, with about three feet between them.) The Earthlings are led to some unknown planet. (A spot in the yard or room picked by the Aliens.) The Earthlings must try to find their way back to Earth. (home base) The Aliens may call out instructions from the sidelines that either guide or confuse the Earthlings. When the Earthlings find their way home, they trade places with the Aliens.

Moon Crawler Race

Boys race with legs stretched out straight taking biggest steps possible.

Astronaut Race

Boys line up and race with legs stretched out straight (don't bend knees). Take the biggest steps possible and the first one back wins.

GAMES**War of the Worlds**

Divide into two teams, Earthlings and Martians. Each team holds the other's planet. Try to use a globe for the Earth and a Red ball for Mars. There are three zones in the game: Earthling territory, Martian territory, and No Man's Land (a narrow strip between the two boundaries) the goal area is where each planet is holding the other's hostages. A guard stands watch over it. The object of the game is for one team to infiltrate the other team's territory, rescue the planet, and return it safely home. If any of the aggressing team are tagged on foreign soil, they are taken prisoner. When a planet is seized, any prisoners are simultaneously freed. However, the planet must be safely carried back to No Man's Land without being tagged or they all return as prisoners. The winner is the team which brings back the planet and all prisoners.

Rocket Relay

Divide into two teams or by dens. Boys line up with about three feet around each one. Front to back and side to side. Using long, thin, inflated, balloons, first boy in line "fires" balloon to second boy on his team by pulling on the knotted end and letting it go. If balloon flies off course, second boy may get it but must return to spot before trying to fire the next rocket. First balloon to the end wins. Have extra balloons in case of popping.

Moon Rock Relay

Divide boys into two teams. At the end of the room, put two bowls filled with dried beans, and either two spoons or two butter knives. On signal, the first Scout runs down to the bowls and puts some beans on the spoon or knife. He then walks back as fast as possible to his team where he deposits the beans into another bowl. Beans that are dropped can be retrieved, or you can tell boys that the beans were sucked into a black hole. Team with most beans in their bowl after a time limit wins.

Meteor Bombardment

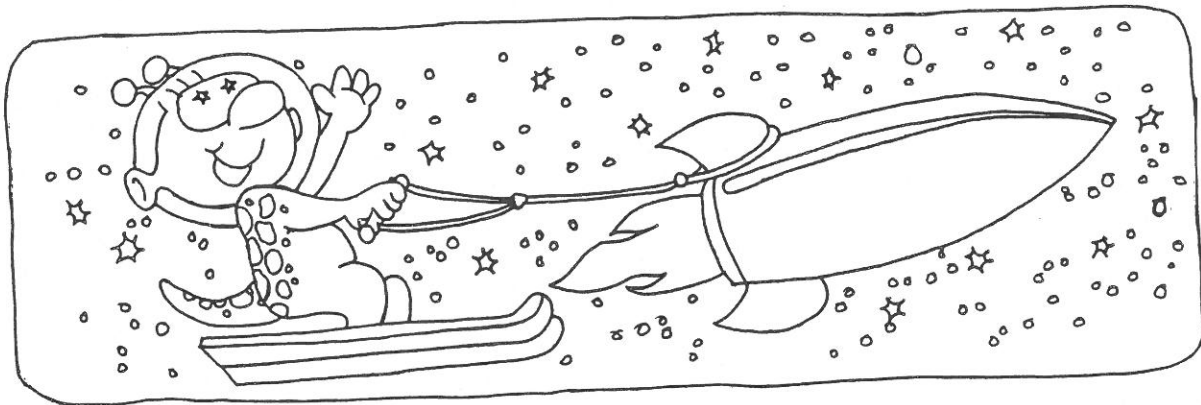
Crumple sheets of newspaper into balls and divide boys into teams. Teams face each other across a line with meteor balls in a pile behind each team. On signal, boys race back, grab meteors, and bombard the other team. When a boy is hit by a meteor is out and moves off the court. Team with one boy left wins. Variation: When a boy is hit he must stand still and other boys may use him as a shield, but only for a count of five. Then he can play again. If hit second time, he is out.

GAMES

Write your own story

Copy the picture below. Have boys color their copy. Make up a story about it. For younger boys, have one boy start the story and then each boy can add to it.

Colored pictures can be used later for room decorations.



SONGS

I'm a Spaceman tune: Alluetta

Refrain: I'm a spaceman, I like outer space, man
I'm a spaceman, look what I can do.

I can wear a neat space suit. Can you see my neat space suit?
Neat space suit, neat space suit. Oh... Refrain

I wear really big space boots. I wear really big space boots.
Big space boots, big space boots. Neat space suit, neat space
suit. Oh... Refrain

I breathe only bottled air. Cause there's no air way up there.
Bottled air, bottled air. Big space boots, big space boots, etc.

I can jump up really high. Do you know the reason why?
Way up high, way up high. etc.

I can fly a rocket ship; take a really long space trip.
Rocket ship, rocket ship, etc.

I fly out in outer space; maybe have a rocket race.
Outer space, outer space, etc.

I can blast off for the moon; go to Venus or Neptune.
To the moon, to the moon, etc.

Cub in Outer Space

tune: Twinkle, twinkle

Twinkle, twinkle little stars
How I wished I lived on Mars.
It's the planet that's all red
I would never go to bed.
Martian kids would be my friends
I would set new Cub Scout trends.

When the Cubs would want to race
We'd fly out to outer space.
Take a rocket to the moon
Or blast off to Neptune.
And when we got all worn out,
We could all just float about.

Twinkle, twinkle little stars
We would fly fast space cars.
Living out in space is neat
Think of Aliens we could meet
How I wished I lived up there
Breathing only bottled air.

SONGS

The Daring Spaceman

tune: When Johnny Comes Marching Home

I am a daring Astronaut, Hurrah Hurrah
I'm getting ready to blast off, Hurrah hurrah
The rocket takes me high in space
My capsule is a most comfortable place
To a space adventure, I am on my way.

I'm orbiting now around the moon, Hurrah Hurrah
I think I'll land there very soon, Hurrah hurrah.
A pitch, and yaw and roll through space
I've not seen these sights any other place
I'm a daring spaceman, won't you come with me.

Let's fly to other planets now, Hurrah Hurrah
Come fly with me I'll show you how, Hurrah hurrah.
We'll stop at Mercury Venus Mars
At Neptune we'll take a good look at the stars,
What a lovely sight, the wonderful world of space.

My Space Trip

tune: Twelve days of Christmas

To go on my Space trip I took along with me -
1 space suit with some air to breathe.

To go on my Space trip I took along with me -
2 video games
and 1 space suit with some air to breathe.

.
.
.

To go on my space trip I took along with me -
ten rockets thrusting
nine tri-corders
eight space shuttles
seven aliens laughing
six phaser weapons
five solar maps
four power packs
three bags of food
two video games
and 1 space suit with some air to breathe.

CHEERS

First Man on Mercury Cheer: Everyone steps in place, lifting knees high saying, "Ouch, hot, hot, hot!!"

First Man on Pluto Cheer: Everyone rubs arms together saying "Brrrrrr"

Meteor Cheer: Everyone covers their head and yells "DUCK!"

Comet Cheer: Hold your arm out to the side, make a fist. Bring arm across in front of you while saying "Whoosh!"

Alien Cheer: Place hands on head, point index fingers, while wiggling fingers say "Take me to your leader."

Vulcan Cheer: Hold up right hand, separating fingers between middle and ring fingers. Say "Live Long and Prosper".

Saturn Cheer: Hold arm out in front of you, point index finger down and turn circles in place.

AUDIENCE PARTICIPATION

Choose three volunteers or split audience into three parts. Assign the following names and phrases. When the name is spoken by the narrator, the appropriate phrase should be shouted.

Astronauts: 10-4 Mission Control
Spaceship: Blast Off
Aliens: Take me to your leader

Once upon a time, far in the future, two **SPACESHIPS** were heading toward each other on a collision course. The **ASTRONAUTS** of one **SPACESHIP** radioed the **ALIENS** of the other **SPACESHIP** and told them they had to change course.

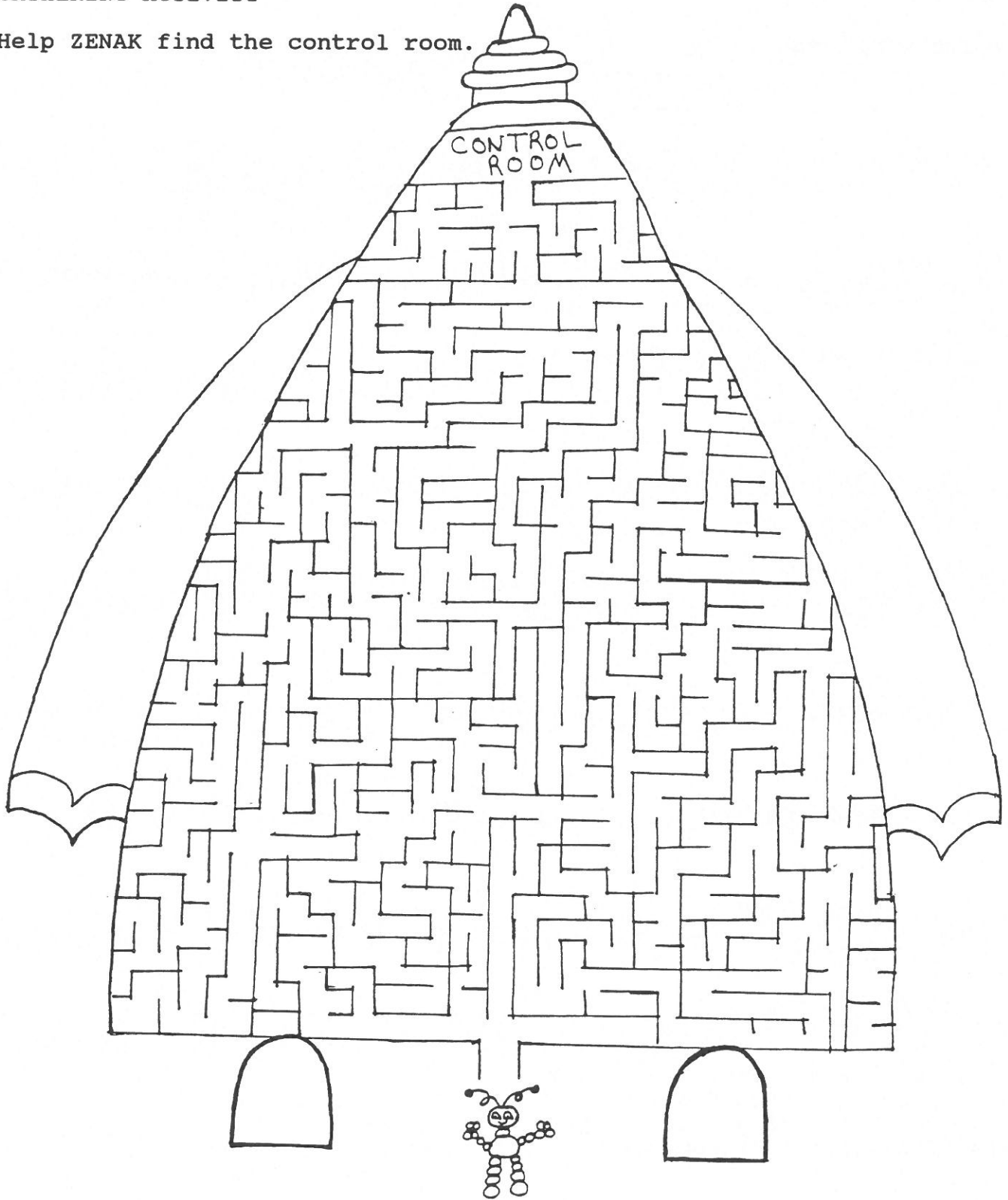
Well the **ALIENS** discussed this among themselves and decided it was the **ASTRONAUTS** who would have to change course. The **ASTRONAUTS** told the **ALIENS** "No Way!" They didn't want to change either.

So the **SPACESHIPS** flew closer and closer to certain death. After a while the **ASTRONAUTS** and **ALIENS** began to get nervous. Still, neither the **ALIENS** nor the **ASTRONAUTS** wanted to give in.

Then, after a long day of talking and just before it was too late, the Captain of the **ALIEN SPACESHIP** and the Captain of the **ASTRONAUT'S SPACESHIP** decided they would each change course a little to either side of their **SPACESHIP'S** course. That way the **ALIENS** and the **ASTRONAUTS** were just two **SPACESHIPS** that passed in the night.

GATHERING ACTIVITY

Help ZENAK find the control room.



GATHERING ACTIVITY

Unearthly Objects



The following is a list of items that Cub Scouts might find in outer space. The list is written in Alien code. The same code is used throughout. Good luck fellow space scouts in breaking the alien code. To help you get started, Q equals S.

1. QTIPSSRIP _ _ _ _ _
2. YEFPI _ _ _ _ _
3. FRUSA XTA _ _ _ _ _
4. BSTWPIQ _ _ _ _ _
5. FEEW _ _ _ _ _
6. QITVQ _ _ _ _ _
7. QCW _ _ _
8. FPIPEVQ _ _ _ _ _
9. QGEEIRWD QITV _ _ _ _ _
10. QBTYPQGRB _ _ _ _ _
11. ZSTYU GESP _ _ _ _ _
12. TSRPWQ _ _ _ _ _
13. TQIVEWTCI _ _ _ _ _

(Answers: 1.satellite;2.comet;3.milky way;4.planets;5.moon;6.stars;7.sun;8.meteors;9.shooting star;10.spaceship;11.black hole;12.aliens;13.astronaut)

CRAFTS



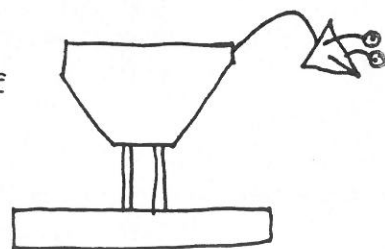
Alien Tie Slide

- Needed: 2 - 20mm wooden beads
 2 - pipe cleaners cut in half (4 pieces)
 1 - pipe cleaner, whole
 2 - sequins
 2 - 4mm movable eyes
 Left over pieces of paper from hole punch (colored)

1. Paint wooden beads any color. Let dry.
2. Slide two pipe cleaners through holes in both beads. Let ends stick out of beads about 1/2 inch and out bottom about two inches. Cut off excess. Spread bottom pipe cleaners apart a little; these are the legs.
3. Make a loop in middle of remaining pipe cleaner, large enough to go around boy's thumb. Twist to secure. This will hold neckerchief. Place loop behind and between the two beads. Wrap ends around to front then pull across to opposite sides to make arms.
4. Stick sequins to top pipe cleaners for antennae. Glue.
5. Glue on eyes and 1/2 paper circle for mouth.

Crater Critters and Alien Animals

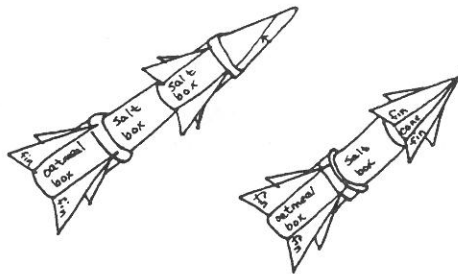
- Needed: Small scrap wood
 Large wood pieces for base OR
 Piece of thick tree branch cut in half
 Thin wire
 Paint
 Glue
 Pipe Cleaners
 Thin dowels



1. Have small wood pieces ready or have boys cut their own shapes
2. Using thin nail, tap a hole into head piece and body piece. Put a little glue into holes. Insert piece of wire to connect head and body.
3. Drill holes in bottom of body. Holes should be dowel sized. Drill holes into base as well. Holes should be spaced same. Cut dowels for legs. Drop glue into leg holes on body and base, insert legs, let dry. Extra holes can be drilled in base for craters.
4. Paint critter bright colors. Decorate with remaining materials (e.g. antennae, sequins for eyes, etc)

CRAFTS

Space Rocket



Need: Round oatmeal or cornmeal box
Masking tape
Lightweight cardboard
Glue
Salt box (2 for super rocket)

3 empty thread spools
Paint

Tools: Pencil
Ruler
Scissors
Compass
other circle maker
Paintbrush

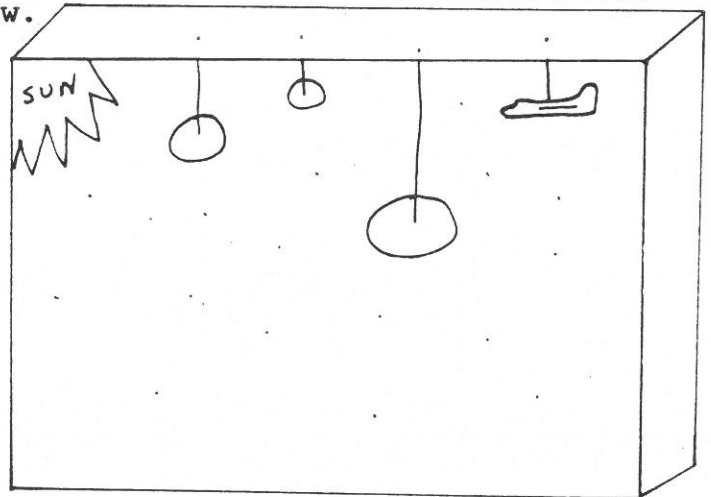
1. Tape the cover onto the oatmeal or cornmeal box.
2. Cut 4 fins from cardboard. Each fin should be a triangle, 4 inches at the bottom and the same height as the box.
3. Glue and tape the fins to the box.
4. On a piece of cardboard, draw a half circle with a 7 inch radius. Cut out and roll it into a cone.
5. Adjust the bottom of the cone until it just fits the top of a salt box. Then tape the cone's seam and tape the cone to the box.
6. Cut 4 cone fins from cardboard. The fins should be the same height as the side of the cone (or for a super rocket, the same height as the salt box) and 3 inches wide at the bottom.
7. Glue and tape the fins to the cone.
8. For a super rocket, attach the fins to the salt box instead. Then glue this salt box on top of a second salt box.
9. Now glue the salt box (or boxes) to the oatmeal box being careful to line up the top fins with the bottom fins.
10. Glue 3 spools to the bottom of the oatmeal box. These are your rocket's engines.

When the glue is dry, paint your rocket.

CRAFTS

Space Box

Paint inside of shoe box black except for upper left corner, paint this corner yellow for the sun. Let dry. (can use construction paper.) For background Stars, paint small white dots or dot glue into black and sprinkle glitter onto glue. Shake out excess and let dry. Use markers to color different sized styrofoam balls to look like planets. Use string to hang planets from top of box. Cut rocket or shuttle shape from styrofoam meat tray. Cover outside top of box with construction paper so string ends won't show.



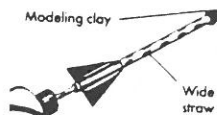
Make a Rocket

Need: Soft plastic bottle (dish washing liquid bottle will do)
 2 plastic straws (one narrower than the other)
 modeling clay
 Glue

1. Make a hole in the cap of the bottle and push the smaller straw through. Seal the joint with modeling clay or glue. This makes the launch pad.

2. Then make the rocket. Cut about 4 inches (10cm) off the larger straw. Decorate one end with a paper triangle. Make a "nose" for the other end with modeling clay.

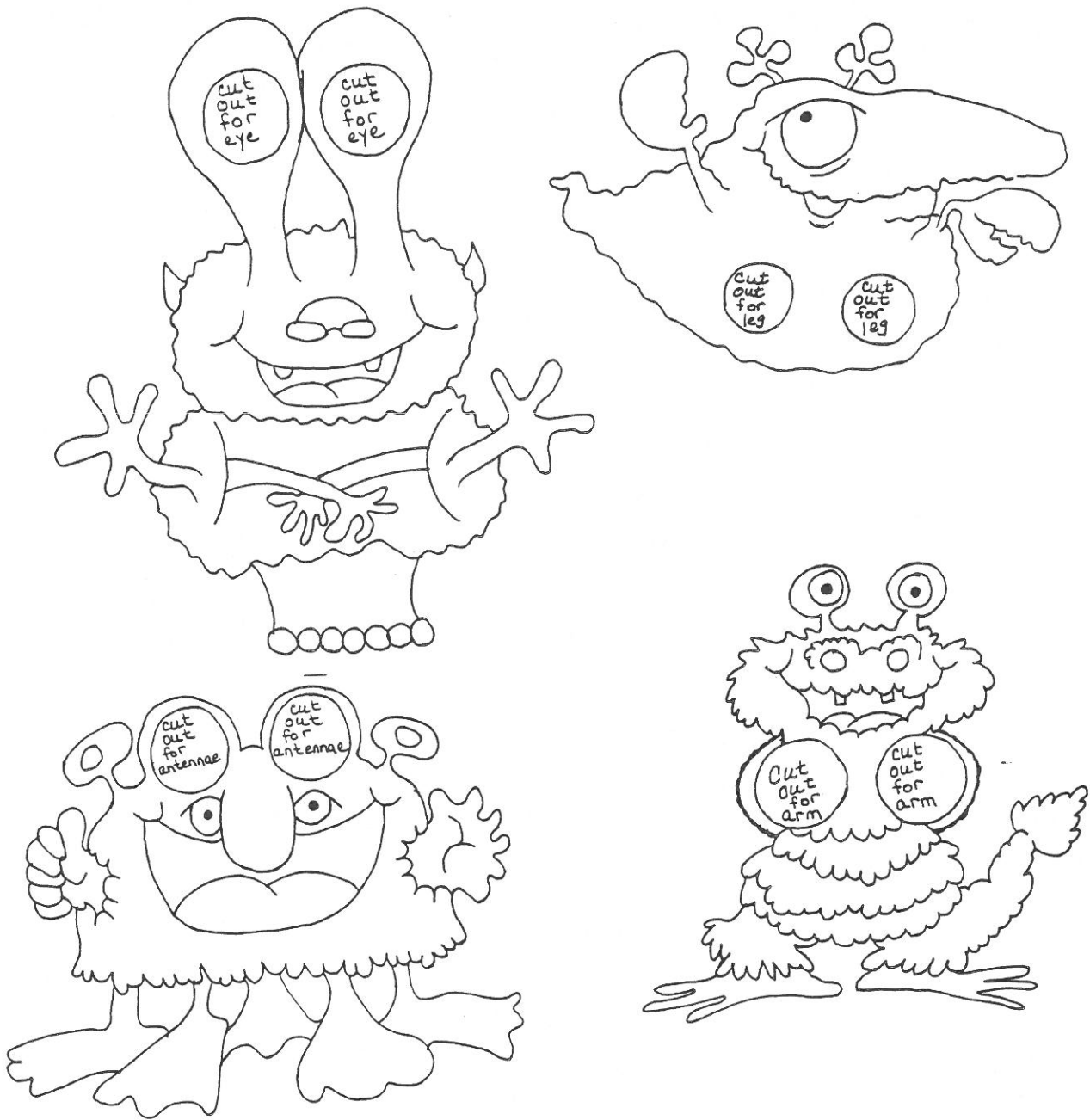
3. Slide the rocket over the launch pad. Squeeze the plastic bottle firmly and watch the compressed air in the bottle push the rocket into the air.



CRAFT

Finger Fringles

Cut out holes. Use fingers for arms, legs, antennae, or eyes. For eye fringle - draw eyes onto fingers with washable markers. Have boys make up skits.

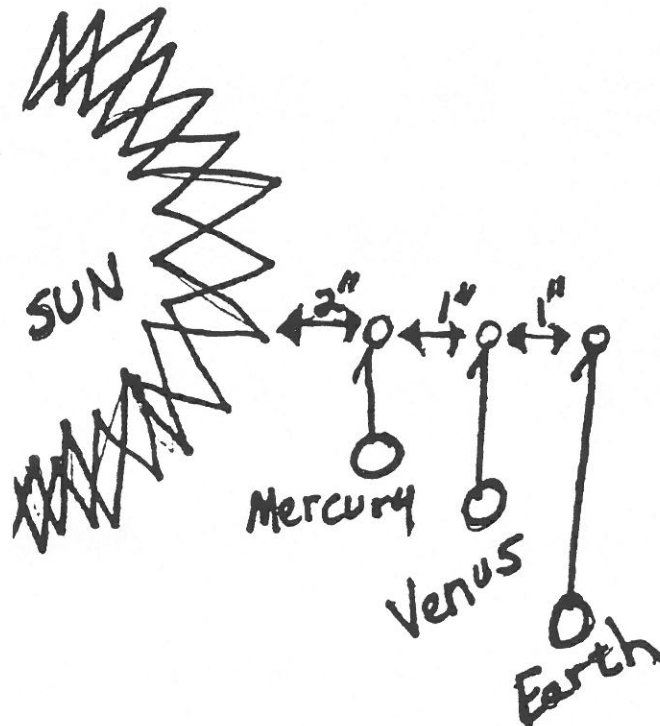


CRAFT

Distances of the Planets from the Sun

Make a drawing of a large sun and hang on a wall. Use a tack to represent a planet. Hang the planet's name from the tack.

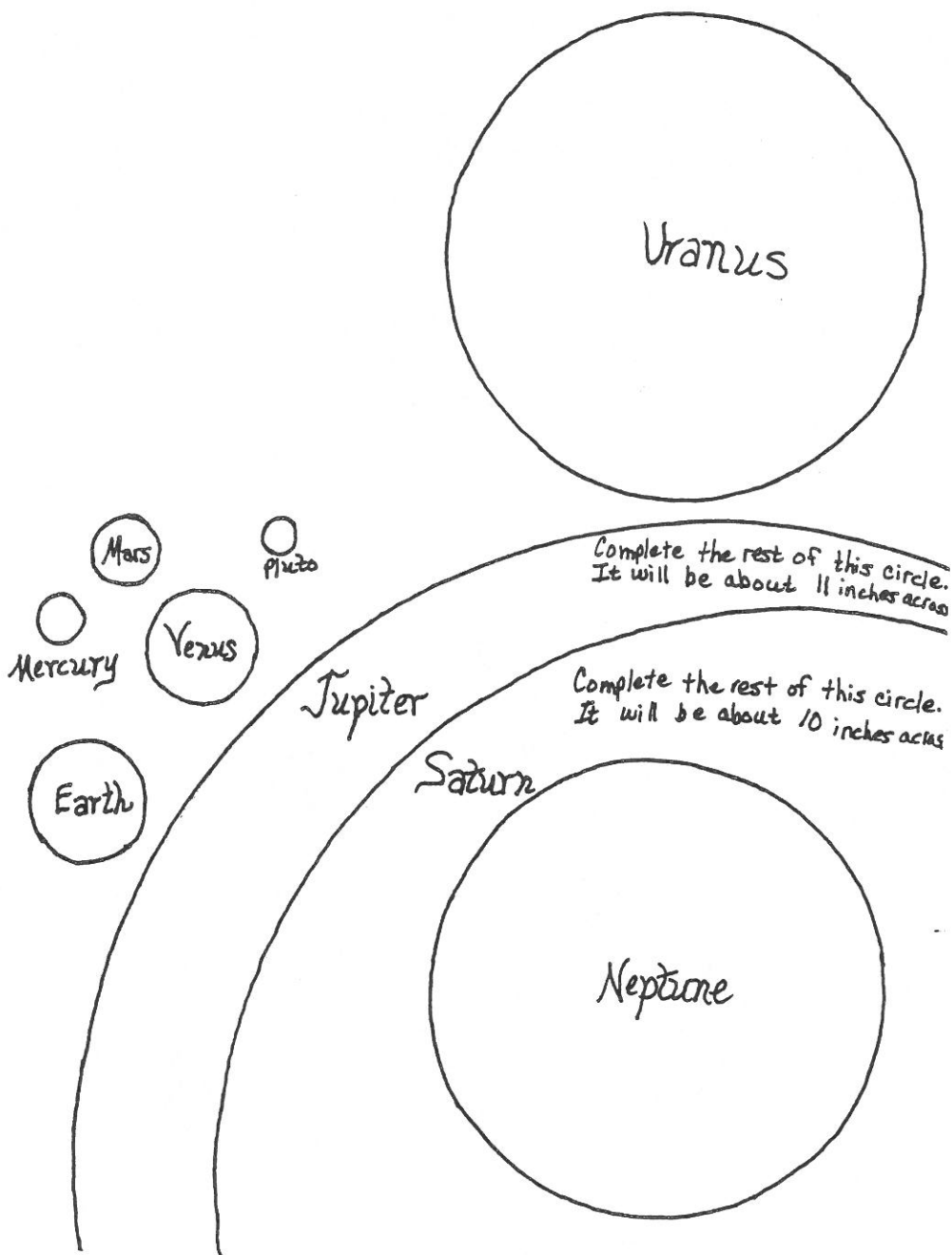
Mercury	35,898,000 miles from sun (2 inches)
Venus	67,084,000 miles from sun (3 inches)
Earth	92,752,000 miles from sun (4 inches)
Mars	141,298,000 miles from sun (6 inches)
Jupiter	482,546,000 miles from sun (1 foot 9 inches)
Saturn	884,740,000 miles from sun (3 feet 2 inches)
Uranus	1,779,152,000 miles from sun (6 feet 5 inches)
Neptune	2,787,892,000 miles from sun (10 feet 1 inches)
Pluto	3,658,000,000 miles from sun (13 feet 3 inches)



CRAFT

Solar System Mobile

Make a mobile of the solar system that will show the difference in the sizes of the planets. Copy the circles. Cut them out of cardboard. Hang from string on sticks or a hanger.



CRAFT

Room Decorations

Colored Christmas lights are effective in creating an extraterrestrial atmosphere.

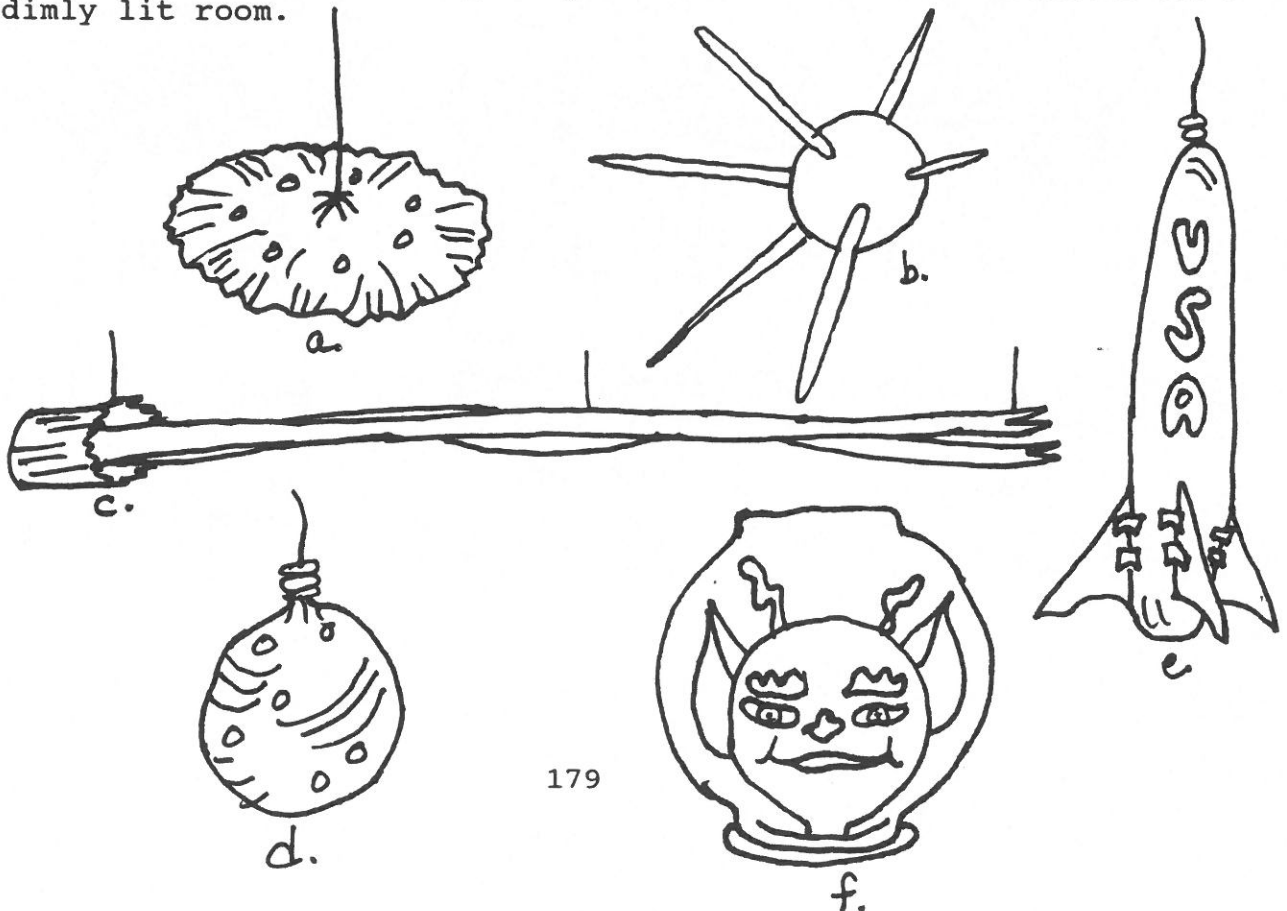
Tape strings of white lights to the ceiling or walls in constellation like clusters.

Drape dark blue or black streamers across ceiling and hang (A) foil covered paper plates for flying saucers, and (B) styrofoam ball and pipe cleaner satellites.

Make (C) crepe-paper comets by covering paper cups with crepe-paper and taping long streamers from inside the cups.

(D) Balloons can be decorated to look like planets, or add paper fins and turn them into (E) rockets.

(F) Make a Martian centerpiece with an empty fish bowl. Blow up a green balloon so it's a little smaller than the opening of the bowl. Draw a face with magic markers and tape pointed paper ears on each side of the head. Insert the head into the helmet (fish bowl) and blow up completely. Tie off balloon and secure in place with a cardboard base. Turn bowl upside down in the center of table. This and everything else will look more dramatic in a dimly lit room.



CRAFT

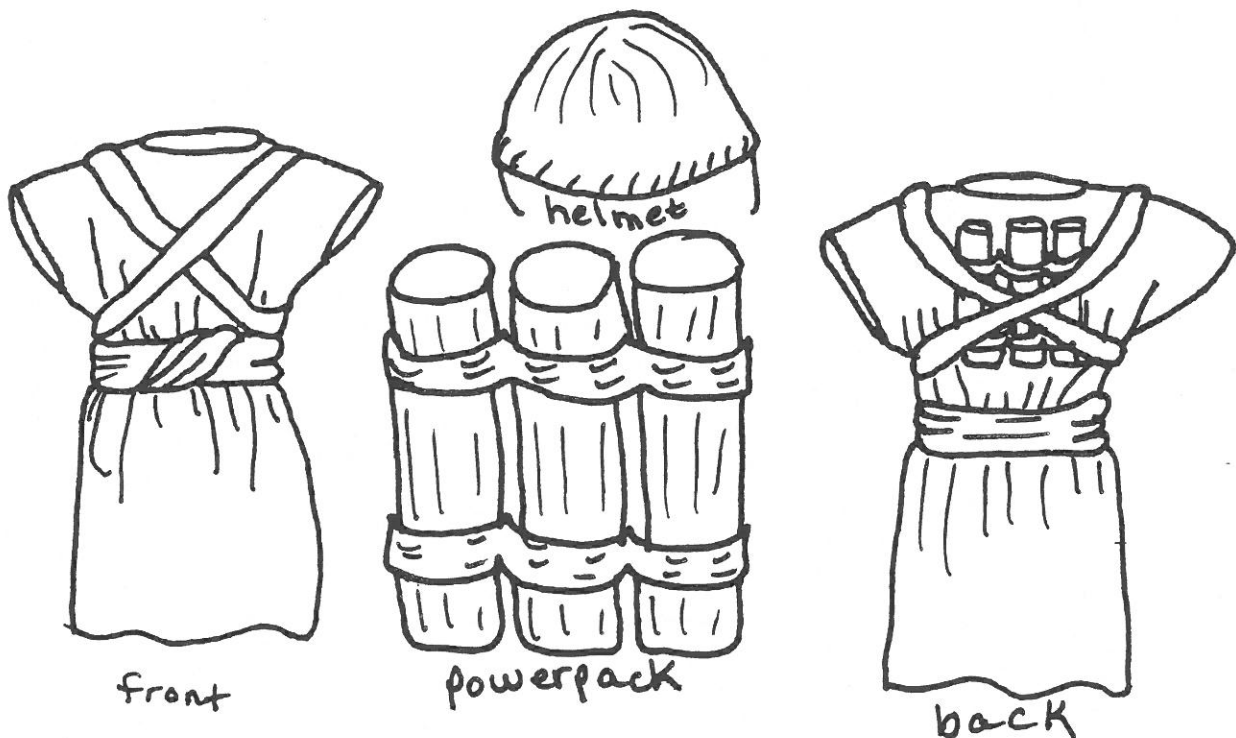
Space Suit

Use steel colored plastic trash bag for space suit. Cut slits in bag for neck and arm holes. Slip bag over boy's head and mark where knee cap is. Remove bag and trim off around where mark is. Save cut off band and open one seam to make a tie belt.

To make the helmet, place a large paper bowl on a piece of lightweight aluminum foil. Mold foil around bowl, smoothing excess edges inside bowl. Attach tie strings to sides.

For each "power pack" use 3 paper towel cardboard tubes (or 6 toilet paper tubes - 2 taped together lengthwise). Cover tubes with foil and strap together with silver plastic tape.

Costumes are worn by slipping bags over head and arms through armholes. The sash is wrapped double and tied around waist. Power packs are strapped to the back with plastic tape.

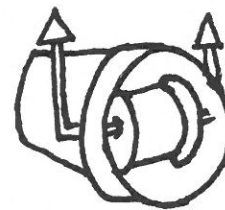
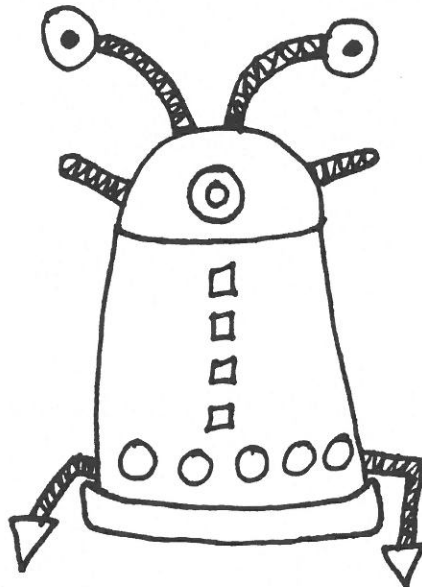


CRAFT

Rolling Robot

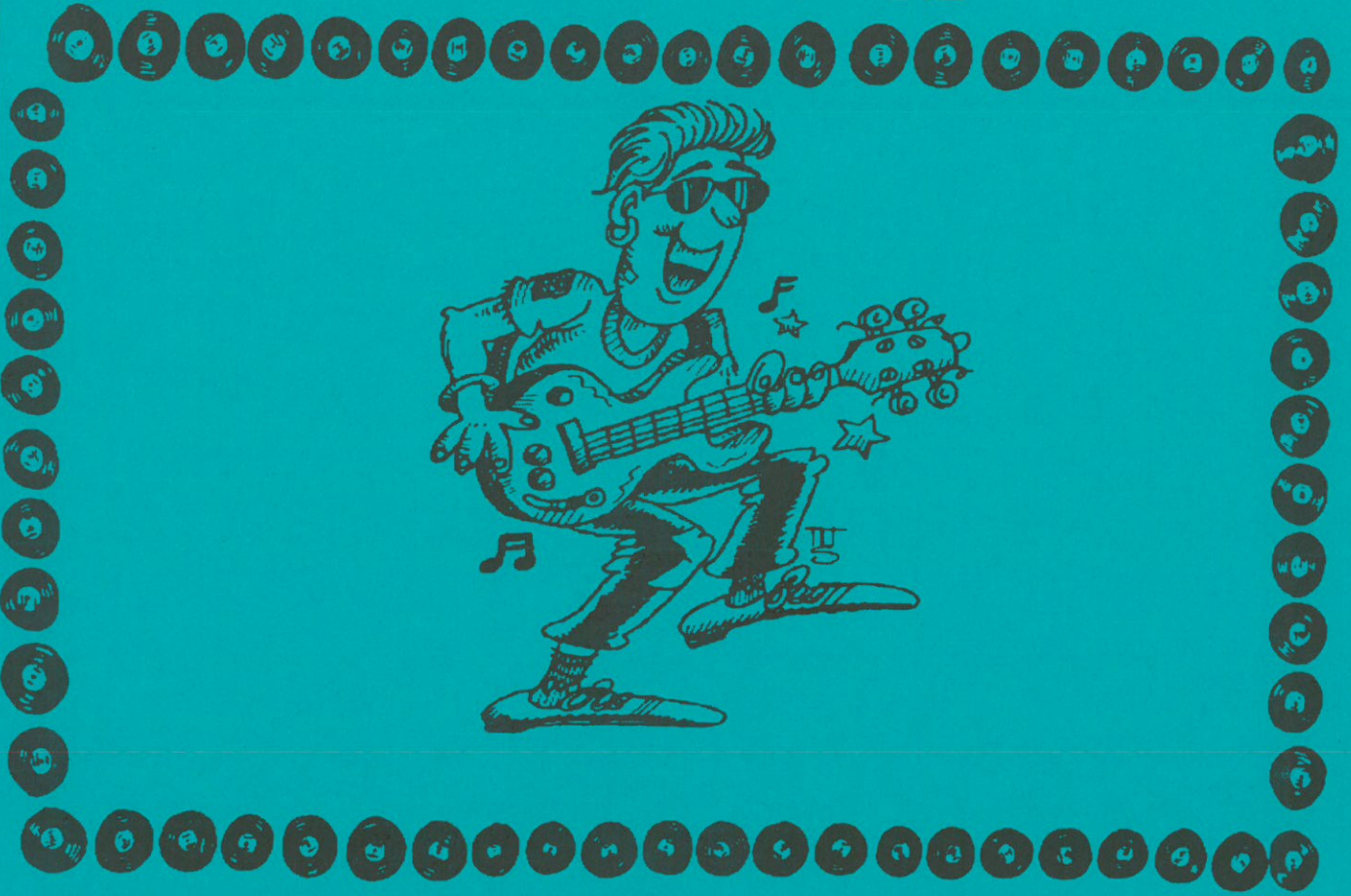
Need: Styrofoam cup
Empty spool of thread
Pipe cleaners
Styrofoam balls one large, two small

Use a styrofoam cup for the robot's body. To make the wheel, thread a pipe cleaner through the sides of the cup and through a spool that extends just a little above the rim of the cup. Bend the ends of the pipe cleaner to form arms. For the head, cut a styrofoam ball in half, and glue one part to bottom of cup. Cut the other piece into quarters and press two of the pieces onto ends of pipe cleaner. Glue toothpaste cap to front of head. Add pipe cleaner antennae. Push pipe cleaners into small styrofoam balls for eyes. Push into head. Decorate body any way you like. Push robot gently from the back to make it roll.

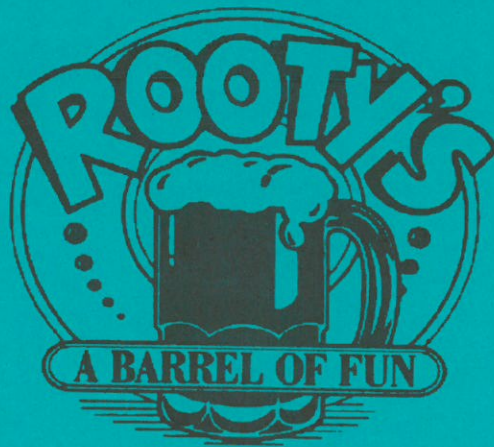


inside cup

MAY 1993 - SHOW BIZ



BEST ROOT BEER IN TEXAS !!



**847 N.E. LOOP 410 @ BROADWAY
(UNDER THE '56 CHEVY)**



MAY 1993

SHOWBIZ

OPENING CEREMONY

This month celebrates the many forms of show business; more fondly referred to as SHOWBIZ! We have compiled pages of ideas and hints for presenting programs and for putting on shows. The regular types of games, cheers and songs are also included. Have fun this month with puppets, television and movies. Without further commercial interruption, LET THE SHOW BEGIN!

Six O'Clock News

Needed: Table and two chairs

Two Cubs or Leaders (Dressed in Suit coats, shirts and ties.
They wear shorts under coats.)
two Scouts in uniform

Jim: Good evening. I'm Jim Dandy and this is my colleague, Ben Dull. Tonight we're here to open a...Pack meeting is it Ben?

Ben: Yes, Jim. That's right. We're here to ask the tough questions; to get all the facts. Just what have these Scouts been doing this month? What are they up to?

Jim: Tough question, Ben. Let's find out. You two! Yes, you Scouts. Come over here!

(Scouts approach table)

Ben: What have you Scouts been doing this month? Just the facts please.

Cub #1 relates some things done during the month--projects, crafts, trips.

Cub #2 gives any advancement type reports.

Ben: Great! Just one more thing though. Who's buried in Grant's tomb?

Jim: Ben! I'm shocked! What are you doing?

Ben: Well, we're supposed to ask the tough questions, aren't we? Well, anyway, what else can you two help us with?

Cub #1: Well, each meeting we hold, starts with a Flag ceremony. We'll demonstrate one now. (to crowd) Will you please join

us in the Pledge of Allegiance.

OPENING CEREMONY

Star Spangled Banner

All sporting events open with the singing of the Star Spangled Banner. Tape the opening of a baseball game or a basketball game on your VCR. Set up the television and VCR before the meeting and have the tape queued to the starting of the song. Two or three boys, *in uniform*, should bring the flags and then start the tape. Have the audience stand and join in or instruct them to quietly remain reverent and listen to the singing.

Print a PLAYBILL of your Pack meeting and be sure to credit the singer. Print the words on handouts, if you are having everyone join in the singing.

Saturday Night Live

In the late seventies, a television show premiered which was known for its comedy skits using famous actors. Saturday Night Live is perhaps best known for it's lively openings, where people are doing normal things, then suddenly, someone calls out, "Live from New York! It's Saturday Night!" Two or three boys can present this same, seemingly unrehearsed idea to open a Pack meeting. For instance:

Cubs are standing in the doorway or seated in a corner.

Cub #1 I sure do have fun at our weekly Den Meetings.

Cub #2 Yeah, but that new Den Chief, he sure is tough. I think I want to be in Boy Scouts and do the things he talks about.

Cub #3 Yup.

Cub #1 Don't you just love the games and refreshments and stuff!

Cub #3 Yup.

Cub #2 Yeah, and ain't it cool, when we all start yelling and stuff!

Cub #3 Yup.

Cub #1 (to #3) What's with you? Aren't you glad to be here, too.

Cub #3 Oh yeah. I like Scouts, but most of all I like to be...

CLOSING CEREMONY

Meaning of Scouts

Prior to the meeting, prepare large cards with Letters on them for each Scout. Print the accompanying lines of text on the back of each card. On cue, each Scout enters stage area and presents his letter and words. Be sure to practice ahead of time and make sure everyone reads well and loudly enough to be heard.

C- C stands for COURTEOUS, something that all Cub Scouts should be.
 U- U stands for UNIQUE, something that of our Cub Scouts are.
 B- B is for BOYS, without which there would be no Cub Scouting.

S- S stands for SPECIAL, something that every Scouting volunteer is.
 C- C stands for CHARACTER, something developed by time in Scouting.
 O- O stands for OUTINGS, one of our favorite parts of Scouting.
 U- U stands for the UNIFORM, we're proud to be wearing ours.
 T- T stands for TALENT, something that each leader shares with boys.
 S- S stands for SPIRIT OF SCOUTING, something that lives in the hearts of everyone involved in SCOUTING.

Did You Know

Leader: Please reflect on these thoughts as we prepare to leave tonight.

Life is a learning time. When we do not learn, we do not grow. When we do not grow, we do not live as we should. Let me tell you of some people and you will see, how Scouting has been teaching and thereby helping with growth and better life for a long time.

Henry Fonda	-	He was a Scout long before he rowed across Golden Pond.
James Stewart	-	Here was a Scout who knew he would have a wonderful life.
Bob Hope	-	This hope started manhood as a Scout, and through his entertainment, he provided hope and cheer to Military forces through three wars.
Walt Disney	-	Before Mickey, he was a Bobcat.
Edgar Bergen	-	Charlie McCarthy was a dummy, but young Edgar wasn't. He was a Scout.
Arthur Godfrey	-	This entertainer was also a Scout.
John Wayne	-	Before he was Davy Crockett, before he was a Green Beret, he was a fine young Scout.

Show business may not be the place all of us will end up. But Scouting is a great start for all of us.

ADVANCEMENT CEREMONY

The Akelas

- Needed: Presenter (Cubmaster) in Black suit and tie
- Tall table or podium
- Cub awards in envelopes
- Assistant to hand envelopes

Leader: Welcome, Ladies and Gentlemen. We are so happy you could all join us this fine evening. We're here to present awards for fine work in our field by our Cubs.

Applause Card

Leader: Thank you, Ladies and Gentlemen. Now in our first category, "Best New Bobcat," the nominees are, _____, _____, _____, _____, (list all Bobcats).

Applause Card

May I have the envelope, please. (Struggles to open envelope) Well, look here! Everyone's a winner! All please come forward and accept these awards.

Applause Card

Leader: Well, now how's that to start our show! Now on to the "Best Supporting Wolf" awards. In this category, the nominees are, _____, _____, _____, _____, (list all Wolf).

Applause Card

May I have the envelope, please. And the winner is.....Oh, marvelous! All nominees please come forward.

Applause Card

Leader: We have come to the "Best Work Toward Bear" award. In this category, the nominees are _____, _____, _____, _____, (list all Bears).

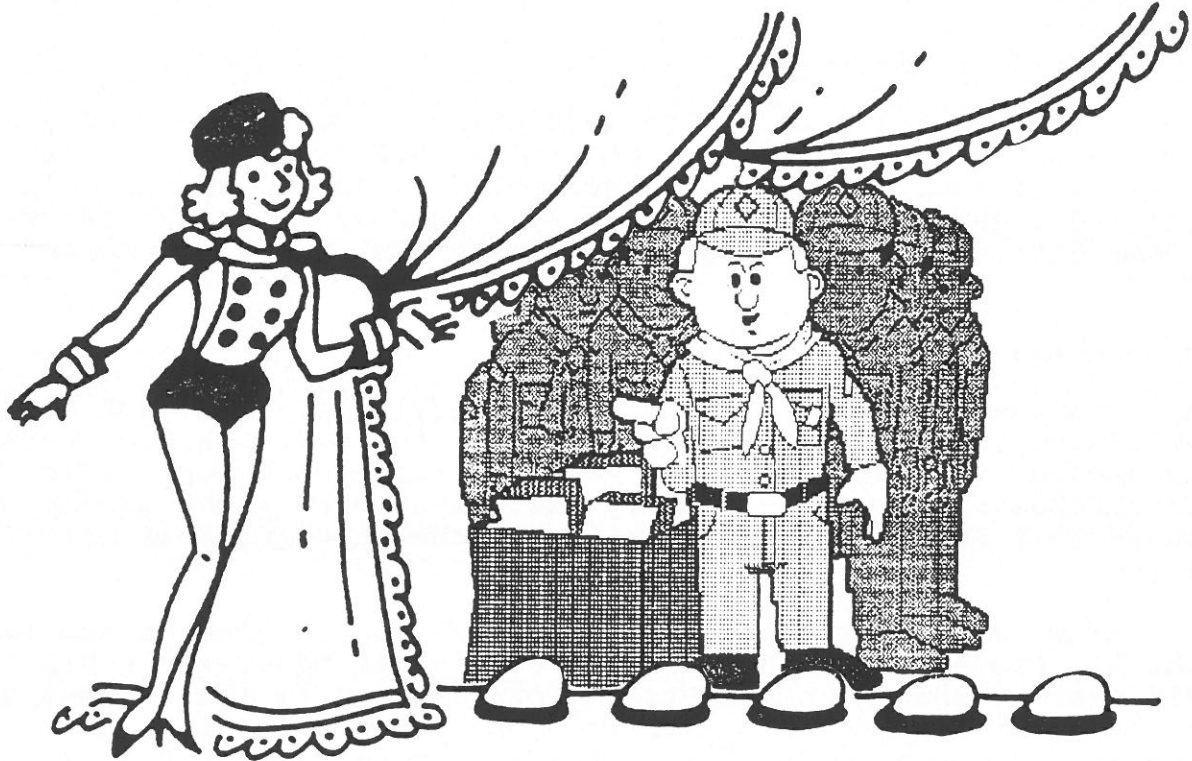
Applause Card

The envelope please. Whoa, more winners! Come on down, nominees!

Leader: Finally, the final category. The "Best Webelos" award. The nominees are: _____, _____, _____, _____, (list all Webelos).

Applause Card

One last envelope, please. And the winner is....Hey, all these guys are winners, too.



ADVANCEMENT CEREMONY

Cub Kingdom For many years, Marlin Perkins and "Jim" led us all on a television journey through the "Wild Kingdom". Use this premise to create your own ceremony like the one below.

Marlin: Hello friends, and welcome to B.S.A.'s Cub Kingdom. On tonight's show, Jim and I go deep into the mountain wilderness to spot some of our most ferocious and precocious, wild animal friends.

Jim: That's right, Marlin.

Marlin: First, we're going to go looking for Bobcat. Now just as the Bobcat begins life small and fuzzy, B.S.A.'s Youth Protection Plan helps keep Cubs safe and protected in their natural habitat. Jim and I quickly spotted our query. *(points to Bobcat awardees)* Look, Jim! There they are! Quick give them their awards and get back!

Jim: Sure thing, Marlin.

Marlin: Our next adversary is to be the wily Wolf. Now just as the wolf grows within it's Pack's shelter, the B.S.A.'s Pack works to shelter the young wolf and keep him with the group. *(Jim approaches Wolf awardees)* Holy Cow! Jim you're right on top of those Wolf Cubs! Get those awards to them and get back to safety!

Marlin: Wow, Jim, that was too close. Well, let's move on now to the Big Bears. Just as the Bears Den is his home, the B.S.A.'s Big Bear program helps Scouts be more assured in their homes and in their neighborhoods. *(Marlin spots Bears)* Well look at those Bears over there, Jim. They're having a great time in their den. Don't get to close Jim, but get them those awards!

Jim: Okay, Marlin.

Marlin: Finally, we're going to try to find some Webelos. Just as the young mackayoon of Madagascar earns small nuts in its tribe and pins them to his arm, The B.S.A.'s Webelos Advancement Plan introduces these Scouts to new and tougher skills. *(Jim points out some Webelos kids)* Careful, Jim. Always approach these animals with care.

Marlin: Jim and I had a great time tonight and I hope you all have enjoyed the show. Just remember, just as the world's endangered species need our support, so do these Scouts, in the CUB KINGDOM!

SKIT

Good triumphs over Evil

Needed: Show Card - Large Letters - APPLAUSE AND CHEER
Show Card - Large Letters - BOO AND HISS
Villain - in cloak, with mustache and tall hat
Den Leader - in cleaning apron
Hero - in suit and tie

Narrator: The scene is set in any Den Leader's house. The Leader is new to Scouting, and has just joined the Pack. She is seated in her home browsing through the literature she has been given. The audience help in cheering the Hero and booing the Villain will be appreciated.

Sound effect: Knocking at the Door

Enter the Villain.

(Narrator shows card for audience to Hiss and Boo)

Villain: Mrs. "X", I understand that you are a new Leader. I'm here to find out what you are going to do for the Pack meeting.
(Fiendish laugh - Ha ha ha)

Den Leader: (Bewildered) I...I...don't know.

Villain: You don't know! Do you know the Pack meeting is only two weeks away?

Den Leader: (Fearfully) Yes! But I just don't know what to do, or how I will ever get anything done in time.

Villain: Woman! Don't answer me like that. I want to know what you are going to do.

(Narrator shows card for audience to Hiss and Boo)

Den Leader: (Tearfully) I don't know! I just can't think.

Villain: You must. I have to know now, if you don't tell me, I will evict you from Cub Scouting! (sneering laugh - Ha ha ha ha)

Den leader: (Tearfully) Oh, please don't! I do love this work so much. Please give me some time to think.

SKIT

Good Triumphs Over Evil (cont.)

Villain: Never! You hear me! Never!
(Narrator shows card for audience to Hiss and Boo)

Sound effect: Knocking at the Door
(Narrator shows card for audience to APPLAUD AND CHEER)

Hero: Stop you villain! Stop browbeating this poor lady. I
have come to rescue her.

Den Leader: Thank Heavens!

Villain: Who are you? And what can you do?
(Narrator shows card for audience to Hiss and Boo)

Hero: I represent the Pack planning committee. Our job is to
help the Den Leaders prepare for the monthly Pack
Meeting, and to help prepare any necessary props for
her den skits.
(Narrator shows card for audience to APPLAUD AND CHEER)

Den Leader: (Cheerfully) My hero.

Villain: Curses! foiled again. Every time I try to discourage a Den
Leader, or disrupt the Pack, this guy shows up. It's time
for me to leave!
(Villain exits)

(Narrator shows card for audience to Hiss and Boo)

Hero: Remember Mrs. "X" the Pack committee is to help plan
the Pack meeting. We will help anytime you call on us.

Den Leader: Oh thank Heavens for the Pack planning committee.
(Hero and Leader exit amid CHEERS AND APPLAUSE)

Narrator: Remember folks, to keep old villain "discontent and
discouragement" from your Pack, have an active planning
committee. It is worth its weight in gold.

SKIT

A Sad Day At the Circus

Cast: Cub Scout	Wally Wolf
Dancing Bear	Clown
Ringmaster	Happy Elephant

Scene 1

Ringmaster: Now let's see if I have it right this time. Ladies and Gentlemen - boys and girls - Children of all ages - Straight from the Villa Philmonte in the heart of New Mexico - at no great expense, we present the Ding-a-ling Leaders and their circus.

Clown: Mr. Ringmaster, Mr. Ringmaster! We have a terrible problem!

Ringmaster: Slow down, don't lose your cool.

Clown: But, but - Happy the Elephant has been crying all day.

(enter Dancing Bear)

Dancing Bear: Yeah, he won't even turn around and look at me - let alone smile.

Clown: How will we ever start the circus if Happy won't lead the Parade.

Ringmaster: We've got to find some way to make happy laugh.

Dancing Bear: Let's find Wally Wolf and have him help us!

All: Yeah, that's a great idea. C'mon. Let's go find happy.

Scene 2

Wally Wolf: Happy's back - maybe we can tell a funny story and that would make him laugh.

(One liner jokes)

Bear: I twitched my tu-tu at him and he didn't even smile.

Clown: (does somersaults)

(Enter Cub Scout)

Cub Scout: Mr. Ringmaster - why isn't the circus starting?

Ringmaster: Well right now, son, Happy the Elephant isn't very happy right now.

SKIT

A Sad Day At the Circus (cont.)

Bear: He didn't laugh at our Wolf, he didn't laugh at me either. Our clown did no good at all.

Cub Scout: Let's try the grand howl: A-ke-la, we'll do our best DYB, DYB, DYB, DYB! We'll DOB, DOB, DOB, DOB.

(Elephant turns and smiles)

All: Hurrah, the Cub Scouts did it again!

Elephant: You sure made me laugh - cause I've never seen a Cub Scout who's a clown and a clown and a wolf and a Bear all rolled up into one!

Eight Best Doctors

A short simple stunt, ideal for a Pack Meeting.

Announcer: I present to you Cubs and parents the eight best doctors in the world. Give heed to their words.

1st Doc: I am Dr. Rest -- I cure you when you are tired.

2nd Doc: I am Dr. Exercise -- I make you strong.

3rd Doc: I am Dr. Fresh Air -- I give you vigor.

4th Doc: I am Dr. Plain Food -- I help you live long.

5th Doc: I am Dr Bath -- I keep you clean.

6th Doc: I am Dr. Sleep -- I make you well and help you grow.

7th Doc: I am Dr. Sunshine -- I make you cheerful.

8th Doc: I am Dr. Play -- I keep you happy and make you smile.

All Docs: Employ us doctors everyday, we help you all and ask no pay.

SKIT

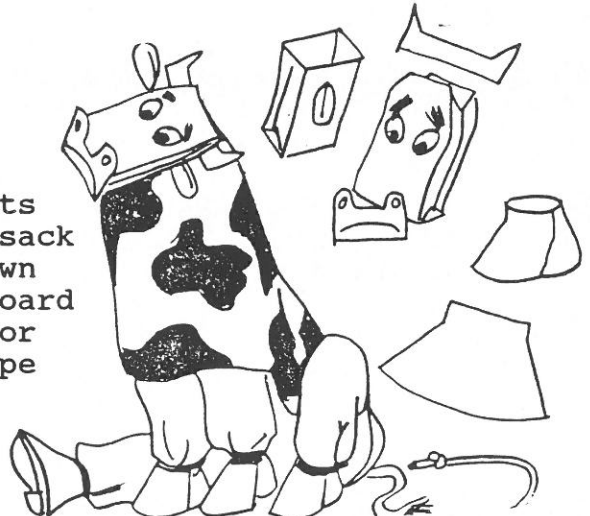
Achievement Parade Skit

This is a good simple puppet show depicting the Cub Scout trail. The Cub Scout puppets are made from Jello boxes covered with blue and yellow paper. One puppet is made to look like a Boy Scout.

- 1st Cub: I'm a little Bobcat as you can plainly see,
I've learned my Law and Promise so a full-fledged Cub I'd be.
- 2nd Cub: Now I'm a Wolf Cub, with gold arrow, too.
Soon I'll have a silver one to sew on my shirt of blue.
- 3rd Cub: I'm in my second year now, and a Bear Cub I've become.
I've even earned some denner stripes, when you work, they'll give you one.
- 4th Cub: Webelos is the name for me, and it is the time,
They teach us to be Boy Scouts, and the Leaders keep us in line.
- 5th Cub: (Boy Scout puppet) At last I am a Boy Scout and my Cubbing days are gone,
When I think back, the last four years, it really has been fun.
- 6th Cub: Once I was a box of Jello, sitting in the store.
When a lady came and bought me and took me out the door.
She used me in a salad, and I thought my life was doomed,
When she threw me in the basket where the other trash loomed.
- 7th Cub: Then this little Cub Scout came and rescued me,
And told me that a puppet I was going to be.
He gave me a face and a new name, then started teaching me a puppet game.
Now it's time for us to go, we really hope you liked our show.

Cub Scout Steer

For converting one or two Cub Scouts into a steer, you'll need a paper sack (for head), oil cloth or heavy brown paper (for hooves and ears), cardboard (for horns and muzzle), bedspread or sheet (for body), and a bit of rope (for tail).



SKIT

Jest Too Tired To Move

Cast: Pa, Ma, Willie and Henry are lazily sitting around the stage. The setting could be mountain or western. All speak slowly.

(Coyote howls off stage)

Pa: Ma, what's that noise out there?

Ma: Don't know, Pa.

Pa: Will you see what it is, Ma? I'm jest too tired to move.

(Coyote howls again)

Ma: Willie?

Willie: Yes, Ma?

Ma: What's that out there making that noise?

Willie: Don't know Ma.

Ma: Willie, see what it is. I'm jest too tired to move.

(Coyote)

Willie: Henry?

Henry: What?

Willie: What's that noise out there?

Henry: Don't know.

Willie: Henry, see what it is. I'm jest too tired to move.

(Henry wearily gets up, goes out, comes back and lies down)

Pa: What was it, Henry?

Henry: Jest a coyote, Pa.

Pa: What's he doing?

Henry: Settin' on a cactus. He's jest too tired to move.

AUDIENCE PARTICIPATION

How to build a Thingamajig

Divide the audience into four parts, or pick four pairs of people to play the following parts. Read the paragraphs and where the words are highlighted, the audience part or the pair assigned to that word should respond with the appropriate words.

Doodads:	Clickety clack, clickety clack
Dingfords:	Whiz, bang, boom
Freedistant:	Whoosh, whoosh
Hygoricky:	Snap, crackle, pop
Scatuhreekus:	All sounds together

Very few families these days can get along without a Thingamajig. While you can purchase them already assembled, in a wide range of sizes, shapes and colors, they are relatively easy to put together yourself using one of the many kits available. Just follow these directions and you'll have yours built in no time at all.

The **DOODADS** of the thingamajig kit are enclosed in a plastic gizmo and stapled with the yellow assembly **DINGFORD** to a **FREEDISTANT**. The assembly **DINGFORD** may be placed upon any corrugated doomaflachym or **FREEDISTANT** to assemble your **DOODADS**. Carefully remove the plastic gizmo of **DOODADS** from the **FREEDISTANT** and lay out the **DOODADS** on a clean aska-ma-rackus. Learn the name of each **DOODAD** by comparing with the assembly **DINGFORD** and assemble the **DOODADS** in the order listed. You will need a dealy with a 3/16 inch gizflunky for the **HYGORICKYS**, and a pair of shirilloracks.

Using a witchafiggle, carefully punch 1/8 inch whatnots through the assembly **DINGFORD** and **FREEDISTANT** where each **HYGORICKY** goes. These whatnots are openings for the hoosis **HYGORICKY** used to frammis the **DOODADS** together. Now frammis the flutu to the **FREEDISTANT**, being careful to place the whatchamacallits catiwompas to the hootnanny and under the **HYGORICKYS**, as shown on the **DINGFORD**. If the flutu is reversed, flutuersus can occur and the thingamajig will not function properly.

Now glommis a jigger to the demesanti and the dooflunky by the whatchamacallits. Put a dingus on each **HYGORICKYS** and tighten to the **DINGFORD**. Be sure the flutu is loose enough so that the thingamabobs can rotate easily, but don't have it sloppy loose, or it might become discombooberated and fly off and jit somebody in the doohinky.

Now you're done and should have a smoothly operating thingamajig when you turn the **SCATUHREEKUS**.

GAMES

Ask how many in the audience can stick out their tongues and touch their noses. Have them try. Then show how it's done by sticking out your tongue and touching your nose--with your finger.

Indian Battle - Divide the group into four sections. Ask the first to repeat "Soda Water Bottle." Have the second say "Buffalo wallow;" the third say, "Rhubarb and soda;" and the fourth, "Muddy water." Practice with each section and then all begin softly together. As you raise your hand, the volume increases until all are shouting. Stop them suddenly and say, "You're the best looking bunch of Indians I've seen!"

Married Words - You can use this one as people begin to file into the Pack meeting. Give each one a card with one of a common pair of words written on it. For example, you might have a card with a "Jack" and another with a "Jill." Or "ham" and "egg." Ask each person to match up his card and introduce himself to the person holding the mate. Some other combinations.

Martha and George	Horse and Buggy	Black and Blue
Up and Down	Cats and Dogs	Pork and Beans
Cups and Saucers	Army and Navy	Fine and Dandy
Over and Under	Hit and Run	Comb and Brush
In and Out	Down and Out	Liver and Onions
Sweet and Sour	East and West	House and Lot
Bread and Butter	Knife and Fork	Coat and Tie
North and South	Day and Night	Salt and Pepper

Red Light, Green Light - Stand the Cubs at one end of the room, or playing area, and a leader at the other end. The leader should wear a red piece of paper in front and a green piece of paper on their back. When the leader turns to show GREEN towards the Scouts, they should start moving towards the leader. Anyone caught moving as the leader turns to show RED returns to the starting line. The first Scout to reach the leader takes their place, and the game continues.

GAMES

- Blow Ball - Have all your Cub Scouts sit at a table that is small enough to place them close together. Put a Ping-pong ball in the middle of the table. On your signal, the Cub Scouts, with their chins on the table, and their hands behind them, should attempt to blow the ball away from their side of the table. If the ball falls off the table, place the ball back in the middle of the table and continue the game.
- Card Toss - Place a small hat on the floor about six feet away from a chair. Have each Cub, in turn, sit in the chair, take a pack of playing cards and toss them one at a time towards the hat. It may look easy, but if a beginner gets more than five or six into the hat on the first try, he is doing well.
- Clothespin Relay - Separate the den into two teams and seat them in two rows of chairs. First boy and last boy in each row hold a rope tightly between them and about head high. Give the first player of each team five clothespins. At your signal, the first player attaches the clothespins to the rope directly in front of him. When all five pins are on, the second player takes the pins off and attaches them to the rope in front of him. Then the next player and then the next. The first team to have all five clothespins clipped in front of the last player wins the game.
- Barefoot Marble Race - Separate the den into two teams and have them line up in a straight line without their shoes or socks. Place two marbles in front of both teams. On your signal, the first Cub Scout in each team grabs a marble with the toes of each foot and walks to the finish line. If he drops a marble, he must stop and pick it up with his toes and continue on. The first team to finish is the winner.

GATHERING-TIME ACTIVITY

Cub Bingo

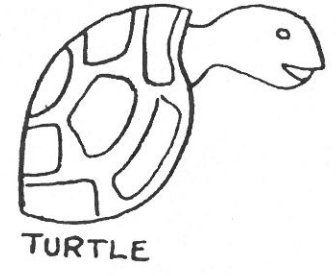
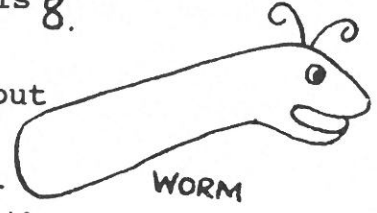
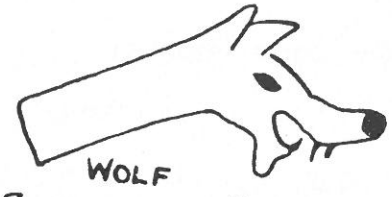
Copy the sheet below. Make enough for all expected guests. Pass out one to each person when they arrive. Each person should gather signatures of other people as they come in. Begin by placing your own signature in the center block. Try to fill each box. Later, when the leader calls out a name, put an X on that name if you have it on your sheet. When you have a complete row in any direction, stand and yell "CUB BINGO."

		YOUR NAME HERE		

CRAFTS

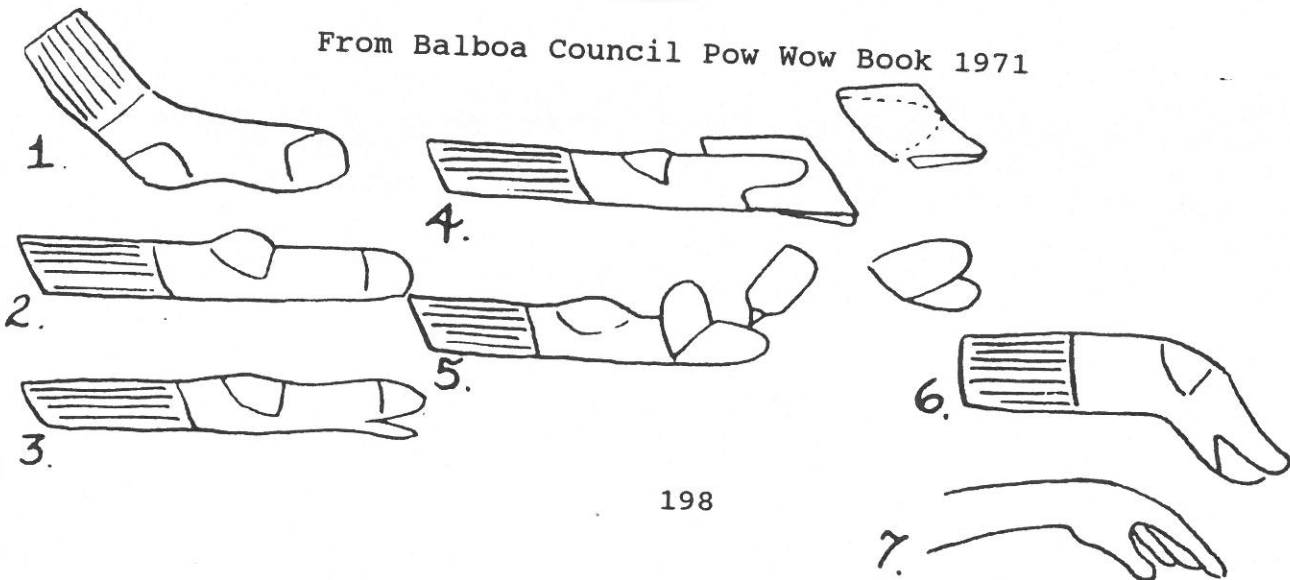
Sock Puppets

1. Use an old sock. Wool or fleecy socks work best, but any will do.
2. Spread the sock out flat so that the heel is on top as shown in illustration #2.
3. Cut around the edge of the toe and back about 2" or 3" as shown.
4. You will need a small piece of red, pink or orange cloth folded in half as shown. Put the folded cloth inside the open part of the mouth so that the folded edge fits all the way back against the end of the cut. Draw around the mouth with pencil. Remove the cloth and cut out the mouthpiece.
5. Sew or glue it into the sock as shown in illustration #5.
6. Turn the sock right side out when the glue is dry or the seam has been pressed.
7. The thumb should work the bottom lip while all fingers work the upper lip.
8. Glue or sew on features for faces. Stuff a little cotton into the heel to give the head shape.

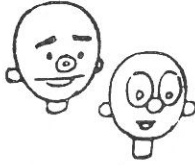


You can be so creative with this easy-to-make puppet that you will think of many more animals to make.

From Balboa Council Pow Wow Book 1971

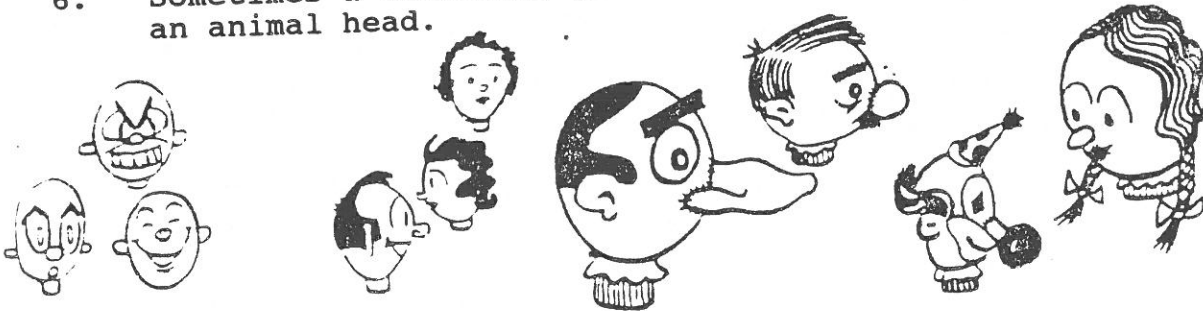


CRAFTS



More Sock Puppets

1. Stuff the toe of an old sock with cotton padding.
2. Place the stuffed sock over the end of a two inch piece of paper-towel roll.
3. Gather a small pinch of the sock at the front and tie off. This will be the nose of your puppet.
4. Paint your puppet with water colors and then shellac.
5. Paint on hair and eyebrows or use yarn or fur. Strange noses could be made by adding cardboard pieces.
6. Sometimes a different part of the sock will work better for an animal head.



Make a costume for your sock puppet. Sew or just cinch the costume to the cardboard tube that sticks out of the head. Mom or Dad can help sew a Kimono style shirt that will fit over your arm.

Make a stage from a large piece of cardboard, standing on end, with a hole cut out about three feet across and two feet high at about three feet off the ground. This will give plenty of room for kids to sit in chairs or kneel behind the stage. They can hold the puppets up in the hole and the audience can't see the Cubs. Decorate the audience side of the stage so that it resembles an actual stage.

CRAFTS

Sack Puppets

Paper sack puppets are probably the easiest for Cub Scouts to make. Use #4 brown bags (small grocery bag) for size to fit hands.

Features are drawn or painted on bottom of bag, with mouth extending from bag bottom up the side of the bag a short distance. Draw mouth with bag bottom folded then unfold and draw inside parts of mouth on inside fold. The fold is grasped with the fingers and opened and closed to make the puppet talk.

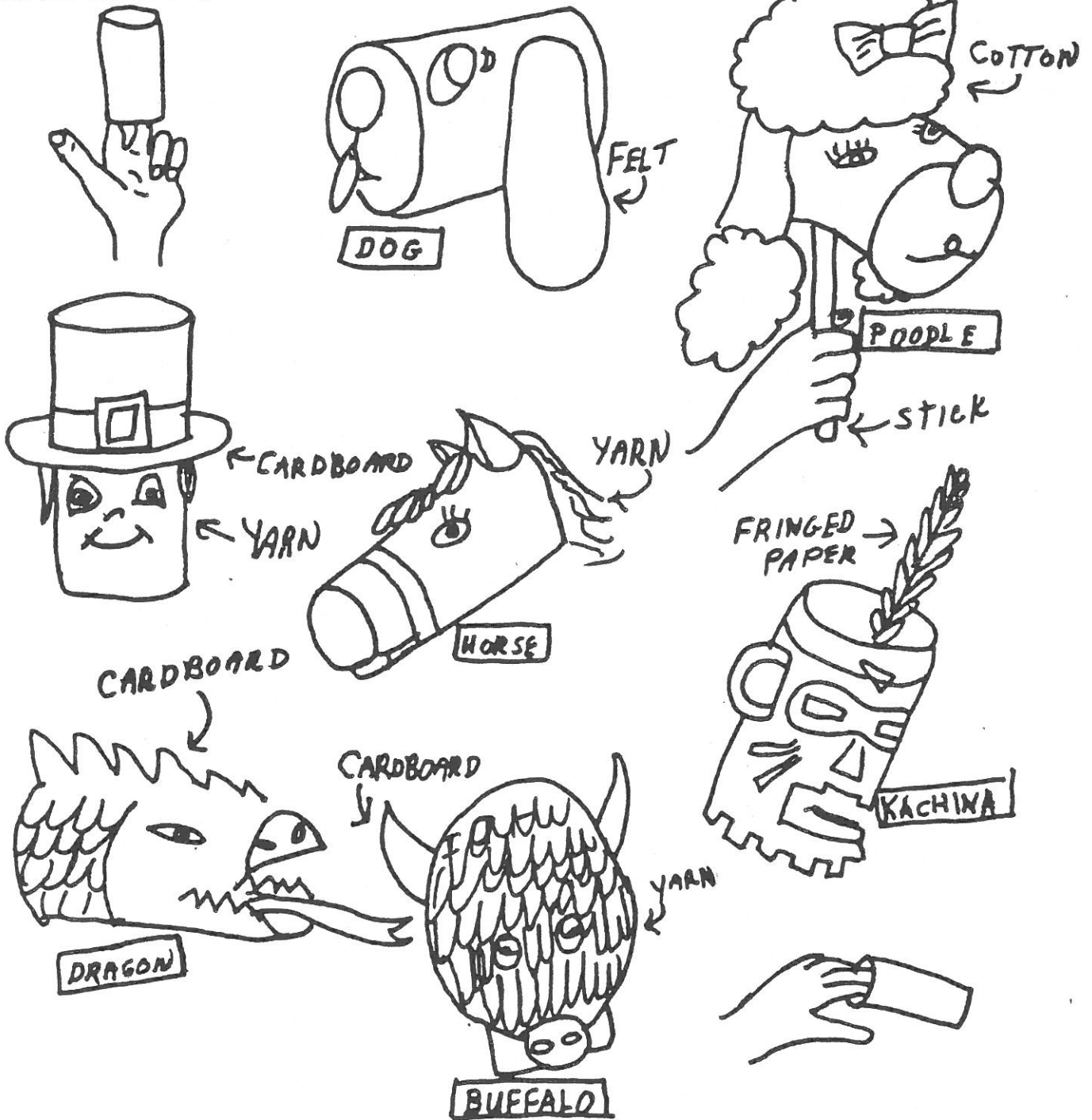
Hair, hats, clothing, etc. can be left to your imagination. Make these from colored construction paper, felt, cotton or similar material; and glue them to the bag. Hair and clothing could be painted on bag if preferred.

Paper sack puppets can be made to fit almost any theme and the boys have good ideas for designing their puppets. It is possible to make the puppets and put on a show at one Den meeting. Keep plenty of paper sacks on hand because you never know when you might want to put on a "quickie" show.



CRAFTS

These puppets are quickly made from cardboard tissue rolls. One end of the roll is covered with construction paper or crepe paper. Features and trim are made from construction paper, yarn and paint. Entire roll may be covered with colored paper.



COSTUMES

The great moment is here! The skit is about to begin! But it's beginning only for the audience. It started some time ago for the performers...the minute they decided to perform the skit. They've been working hard ever since.

An actor's job is to make the audience believe he is someone far different from his everyday self. He does this first of all by playing a part...by his acting. But his costume, his hair style and even his shape, help too. So during rehearsal, one of the most important questions is "Shall we use costumes? If so, what kind."

It is important to find the right costumes and this isn't as hard as you think. There are enough everyday things around your house to clothe any number of actors. A nimble imagination helps even more than nimble fingers. You can find some real costuming treasures if you know what to look for.

Old clothing is very valuable for costuming. Extra material or crepe paper added to it can change its whole appearance. One costume can be made over in different ways and can be used again and again in a variety of skits. But usually Cubs will perform their skit only once so costumes should be easy, inexpensive and colorful.

Ben's pajamas can be made into many different outfits. Long underwear provides tights needed with some costumes. Small pieces of cloth or pieces of crepe paper can be cut into capes, scarves, sashes, etc. Vinyl upholstery can be used for leather trimmings. Long, heavy stockings are good to wear with costumes that require knee pants. Small pillows are just right for that extra bit of padding that some costumes and some characters need.

Don't overlook the possibility of costuming with brown wrapping paper and paper bags. For a leather-like appearance, crush and re-crush the paper with your hands until it is softened and wrinkled. Then spread out the paper and press with a luke-warm iron. This lends itself to easy decoration with crayons, felt markers or tempera paints, and works well for Indian and western costumes.

Most any costume that is intended to be cut from fabric and sewn can just as easily be cut from crepe paper and either glued or stapled together. The boys can do this themselves. Rick-rack and bias tape or braid make good trim to glue on costumes. Bias tape also works well for ties.

Use foil for covering buckles, large earrings, swords, shields, etc.

Large cardboard boxes make good animal costumes, and can be used for other unusual costumes...vegetables, cars, trains, insects etc.

When it's time for your den to make costumes for a skit, be sure to let the boys help. Involve the parents as well. Den Leaders shouldn't try to do all the work by themselves...and besides the boys and their parents will have a lot of fun. Use your imagination and you will recognize those everyday things which will help you in making the costumes you need.

MAKE-UP

Make-up will often help tell and audience what a character is like. It also makes the character seem more real to the other actors, so everyone plays his part better. Make-up can hide an actor's own features, change their form, make them look larger or smaller or completely alter them in other ways. The more light that is used on the stage, the more make-up is needed.

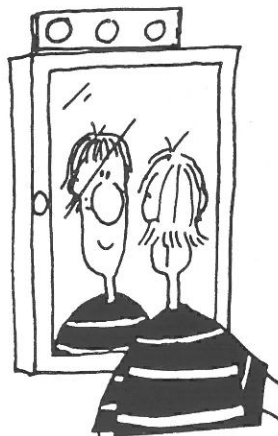
Theatrical make-up is expensive. You can find inexpensive make-up at a variety store. Some of the things you might need are:

Liquid make-up remover
or cold cream
Cream rouge
Eyebrow pencils
Lipsticks
Face powder
Clown White

Nose Putty
Spirit gum
Black tooth enamel
Cotton
Hairpins
Shower cap
Scissors

Foundation make-up
Eye shadow

Make-up should be applied after the actor is in costume, so it helps if you use an old make-up cape or towel tied around the neck to protect the costume. These are the steps for putting on make-up and taking it off.



MAKE-UP HINTS

1. Be sure face is absolutely clean before applying make-up. Use either soap and water or cleansing cream. Be sure to remove all traces of the cream.
2. Apply foundation. This can be either pancake type or liquid or grease paint. Cover face entirely, and those parts of neck and ears which show.
3. Put on cream rouge. Keep it away from the nose and never place it lower than the nostrils.
4. Make up the eyes. Eye shadow on the eye lids. Pencil a line under lower eyelashes to make them look larger. Pencil eyebrows to make them darker and more definite.
5. Make up the mouth. A slight change in the lip line will alter the whole expression of the face. The best color for boys is a blend of reddish brown. (lipstick with brown eye shadow) Apply with fingertip.
6. Powder gives the skin a dull coating.
7. To remove make-up, rub face well with liquid make-up remover. Wipe face with tissue. Wash face with soap and water.

TIPS: With nose putty you can make a big nose or cover your own eyebrows. It can also be used to form a raised scar or bump or change the shape of any part of your face. All other make-up goes over it.

Black tooth enamel or black crayon can be used to give effect of missing teeth.

New-looking wounds can be drawn with lipstick or fingernail polish. Old scars can be drawn with eyebrow pencil and powdered over.

Spirit gum is used for applying wool crepe hair for whiskers, mustaches, beards and eyebrows. Spirit gum will stick only to dry surfaces.

To look older, frown and wrinkle your forehead. Use grey eyebrow pencil to mark creases. More lines add more years.

Cornstarch can be powdered into hair. Hair begins to grey at temples first and in streaks.

QUICK WIGS

The easiest way to hide natural hair on the head is under a hat. A snug stocking cap under the costume hat will keep your own hair in place. Then a fringe of fuzz or a long braid or whatever the costume needs can be added to the hat or stocking cap with glue.

Hair can be made of many things. Your choice of materials will depend on the style of hairdo and the amount of hair that will show. Wool crepe or crepe hair can be bought by the yard at most variety stores. A few inches of this material makes lots of hair which is simple to glue to headgear. Short-fibered material like absorbent cotton or excelsior is best used where short hair is needed. Heavy yarn or crepe paper can be used. These come in a variety of colors. Cord, string, rope, wood shavings and rag strips can all be used. These can be dyed if a color change is needed. String mops make good wigs, also.

The skull cap can be made from the top of a nylon hose, gathered along the cut edge. Or you can use a stocking cap of the crown from an old felt hat.

- Indian - Arrange black yarn or crepe paper strips across entire base and stitch through center to make a part. Bring strands down to ears and braid on each side. Wrap and tie ends of braids with bright colored cloth or yarn.
- Bald Headed Man - Use an old bathing cap (white or flesh colored) for the base. Paint or glue a fringe of yarn hair around the edge.
- Curly locks - for a long or short curly wig, curl narrow strips of gift wrapping paper or ribbon and sew or glue to base.
- Scarecrow - Sew uneven lengths of heavy cotton rug yarn or raffia to a cap base, or to a band which can be sewed inside an old hat.
- Chinese Pigtail - Use a long black stocking. Fit top on head and tie off to form skullcap. Slash remainder of stocking into narrow strips. Braid to form a queue.

SPECIAL EFFECTS

Many plays call for special effects, and their accurate suggestion helps to give reality to the performance. Here are some ideas:

1. Thunder: A piece of tin or galvanized iron 3" to 4" long and 1" wide is suspended. Shake it to produce rolling thunder. For a single crash, strike it with a rubber hammer or shoe.
2. Lightening: Flash white light on and off. Or use photographic flash.
3. Breaking glass: An old piece of window glass in a sack is dropped to the floor.
4. Crashes: Fill a wooden box with broken glass and a few stones, then nail on the top. Drop or tip box end over end to produce crash sound.
5. Horses: Two cereal bowls clopped upside down on a piece of flat board in rhythm.
6. Wind: A cheap wind whistle can be purchased at a novelty store.
7. Rain: Fill a tin biscuit or cookie jar one third full of dried beans or small stones. Rotate this slowly.
8. Roars or creaking doors: Make a hole in the bottom of a large tin can, put a cord through it and knot it securely. Then fasten the can to a board. Operator wears a canvas glove on which has been put powdered resin. He pulls up on the cord. The pitch is varied by the tautness of cord.
9. Shot: Snap a yardstick or other thin board on a hard, flat surface. Or fire a cap pistol.
10. Snow: Small pieces of white paper fanned off a flat box top will give the effect of snow. Soap flakes may also be used.
11. Sawing wood: Rub piece of sandpaper across rim of large pan.
12. Fire: Crumple cellophane into ball. When released in front of microphone, it will crackle like flames.
13. Auto brakes: Slide a drinking glass across a pane of glass.
14. Hail: Pour rice on pane of glass, tin or wood.

Tips For Puppeteers

1. Be sure to speak clearly. You will be behind a curtain. It will be difficult to hear you unless you speak loud and clear.
2. Use a big enough voice and pronounce your words correctly. Make your puppet sound like the character he is.
3. Emphasize the word that makes the meaning clear. Put meaning into what you say. Use expression.

CHEERS

Ed Sullivan - (arms crossed, then one arm extends, pointing) "We have a really big shew!"

Lawrence Welk - "That was a Wunnnerful, a wunnerful"

Lawrence Welk II - Place index finger inside mouth on opposite cheek. Close lips around finger and slowly remove finger with a "POP" (like champagne) then say "SHHHHHH"

Rachel Welch - (hips moving side to side) "Hip, hip Hooray!"

Tonight Show - (swinging golf club) "Heeeeer's to you!"

Movie Director - (cups hands to mouth) "Lights, camera. Action!"

Actors - (extend arm and point to the sky) "The show must go on"

Rodney Dangerfield - (Throw arms up into the air) "I can't get no respect"

Ninja Turtle - (act cool) "Cowabunga dudes! Totally Awesome!"

SONGS

No Business Like Cub Business

There's no Cub Scouts like our Cub Scouts.
Cause our pack is the best
Everything we're doing says we're eager.
Working on the skits and games and songs.
Going on the field trips with our leaders,
And having fun as we go on.

There's no Cub Scouts like our Cub Scouts,
We smile each time we meet
Even when we're nervous we will do our best
We hope our parents will do the rest.
So you see in Cub Scouts we have passed the test,
Let's go on, watch us grow.

Take Me Out To The Forest
(tune: Take Me Out to the Ball Game)

Take me out to the forest
Let me hike in the wild
Show me a skunk and a few bear tracks
I won't care if I never come back

But it's look, look, look at your compass
If it rains, then it pours
And it's ouch, slap, sting and your bit
In the great outdoors.



SONGS

Campin' In The Rain
(tune: Singin' in the Rain)

I'm campin' in the rain
Just campin' in the rain
The tent and the campfire
Are soggy again
The clouds in the sky
Are making me cry
My water logged shoes
Will never get dry

All the mud in the place
Is stuck to my face
The frogs and the turtles
Are starting to race
Oh, what should I do?
I need a canoe
A webbed footed weasel
Swam off with my shoe

I'm campin' in the rain
Just campin' in the rain
The good doctor said
I've got water on the brain
I can't light the fire
I'm stuck in the mire
The lightning just knocked down
The telephone wire

I'm drownin' in the rain
Just drownin' in the rain
Won't it please stop raining
I hate to complain
My sleeping bag's wet
I'm statin' to fret
My life jacket wasn't
The thing to forget

I'm campin' in the rain
Just campin' in the rain
What a glorious feeling
Someone just plugged the drain
The pre-cip-i-tate
Will now dis-sip-ate
The sun will soon dry up
The puddle I hate
No more campin'
No campin' in the rain.



SONGS

Television
(tune: Oklahoma)

Television, where the shows keep playing on the air.
Mysteries and soaps, comedies and cops,
And the news will take us anywhere.

Television, see those towers rise into the sky;
Pulling down those waves, while the critic raves,
'Bout the shows where fists and romance fly.

Oh we know all the guys in the band;
MTV can't keep up with demand.
So when we say...cablevision is okay,
We're only sayin' your signal's fine television,
Television, O.K.

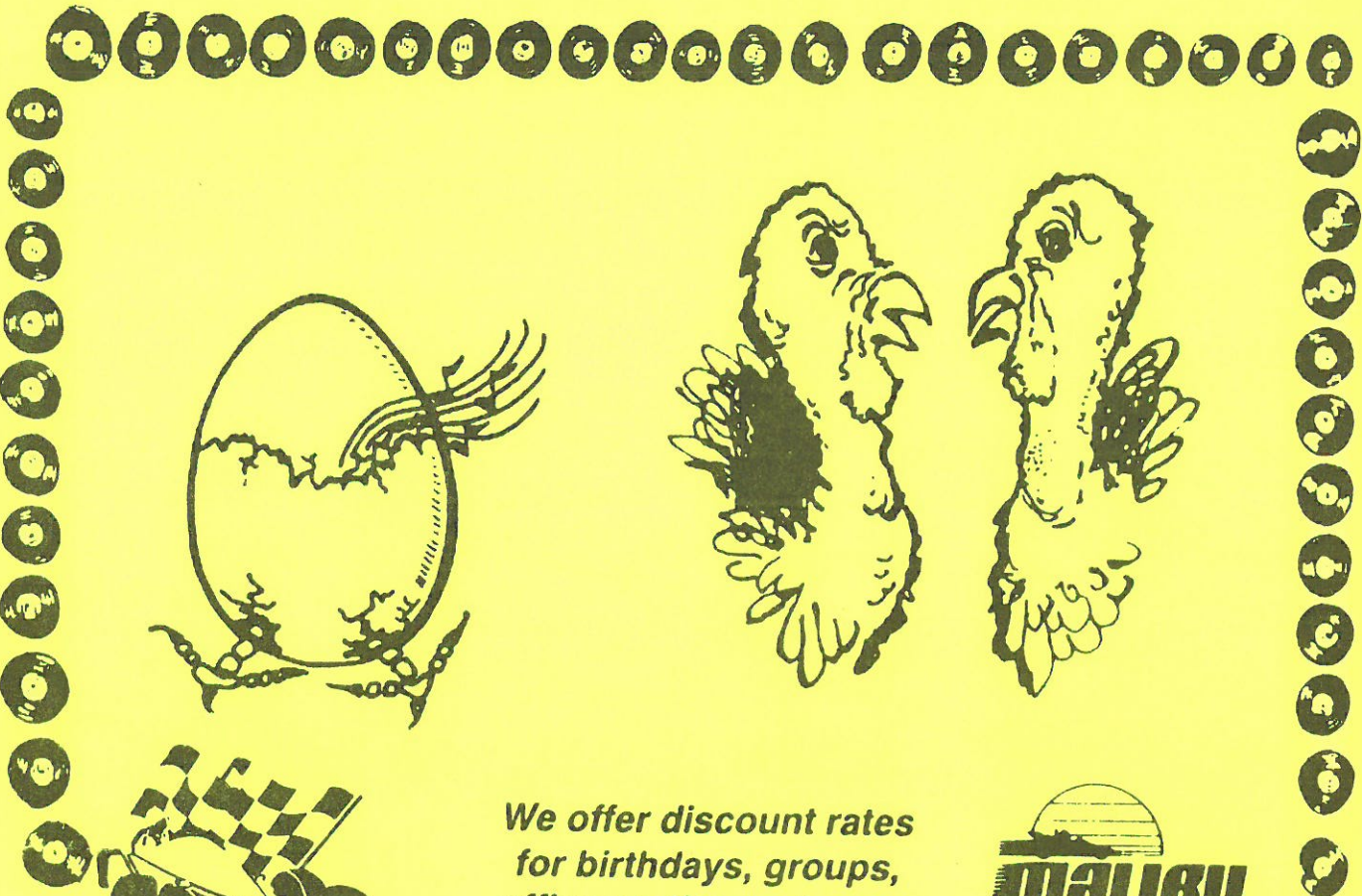
You Ought To Be A Cub
(tune: You Ought To Be A Star)

Would you like to hike in a park?
Sit at campfires till way after dark?
Name a tree by the feel of it's bark?
Well then you ought to be a Cub.

A Cub is a boy who wants to learn all he can,
To learn about himself, about his land.
He's got curiosity, he likes to have fun,
He feels good when he gets to help someone.
He does his best, and he's always climbing up.
You know you ought to be a Cub.

And do you like to swing through the air?
On a rope that you tied with great care?
Be a Wolf, and then maybe a Bear?
Well then you ought to be a Cub.

JUNE 1993 - CUB SCOUT BIRD WATCHERS



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JUNE 1993

CUB SCOUT BIRD WATCHERS

GENERAL STUFF

Texas is blessed with more species of birds than any other state in the union and San Antonio is right on the line that divides eastern birds from western birds so we have the best of east and west!

San Antonio has many good places for bird watching throughout the city. Don't feel that you have to "go" to watch. Suburban back yards and even the middle of downtown are home to many species.

If you want to ensure your feathered friends are at hand, put out a well stocked feeder a couple of weeks in advance. My feeders (in northeast San Antonio) are visited by cardinals, doves, red wing blackbirds, house sparrows and house finches. In the past year we have also spotted red-tailed hawks, woodpeckers, cattle heron, several species of ducks and blue jays without leaving the patio.

If you want an outing, try Emile and Albert Friedrich Park. The trails are well marked and a brochure is available at the headquarters. It lists some of the animals in the area. Turkeys, bobwhite, woodpecker are just three of the many birds that nest in the park.

The San Antonio Zoo has about 700 species of birds in the collection. This is the place to go to see the exotic birds found all over the world. (And the boys don't have to be super quiet to spot them either!)

Texas Birds, Where They Are and How to Find Them, by Edward A. Kutac (available at the San Antonio Public Library) lists other spots in and around the San Antonio area. Look in the chapters titled "South Texas," "Edwards Plateau," and "Central Texas." San Antonio is on the intersection of these three areas.

Other good references: Cub Scout Fun Book and the Cub Scout Leader How To Book. Don't forget to check the public library. You'll find more than you need on watching, feeding, housing and attracting birds.

GENERAL STUFF

Bird Watching Hints

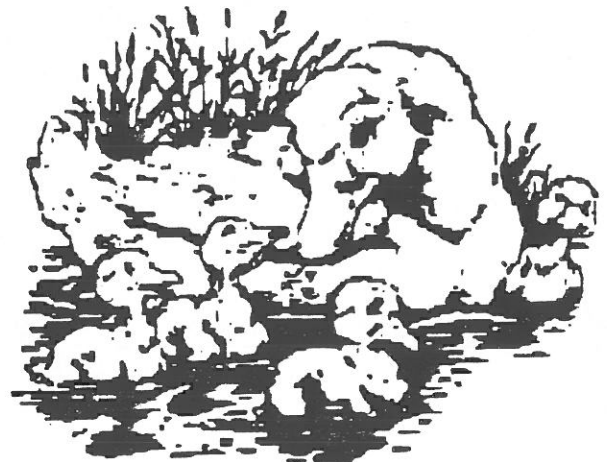
Bird watching can be a fun and rewarding past time, but many people are put off by the idea of learning all the different species of birds in North America or even in the local area. Don't worry about instantly identifying each bird you spot. Even the most inexperienced person can usually identify basic bird groups such as geese, ducks, pigeons, doves, owls or sparrows. Most young boys will be satisfied with a basic identification. If you want to get more detailed in your identifications, find a good field guide.

Have the boys practice observation skills. Remind them to note the size of the bird. Is it a big bird like an eagle or vulture? Or maybe smaller like a dove? Or even smaller like a sparrow? What shape is the bill? Is it long and pointed or heavy and conical? What is the shape of the tail? Is it long and pointed or deeply forked? What color is the bird? Does it have any markings such as a cap or wing stripes? Finally, what was the bird doing? Was it singing? Was it flying? How was it doing these things?

Be sure each boy keeps a bird watching journal. Jot down date, location and habitat of each bird spotted. Keep a list of birds identified with notes about behavior, sex and special comments. Make quick sketches of "mystery" birds noting color pattern, size and shape for later identification.

Don't worry about having fancy binoculars. It's great if you have them but don't miss out on the fun if you don't have any. Besides, it may be more trouble than they are worth if you have 8 boys and one pair of binoculars.

Most important, relax and enjoy!



OPENING

Bird Watcher Opening

Personnel: Leader
1 Cub Scout per bird

Leader: Cub Scout Bird Watchers, that's our theme.
Birds are not always what they seem.
Our Cub Scouts have watched the birds
And some bird calls they have heard.
Listen now and we will tell
Of native birds and foreign, as well.

Dove: Here is a soft gray dove
Symbol of peace, a gift from above.

Eagle: The eagle, fierce and proud,
Lifts the cry of freedom, strong and loud.

Turkey: The turkey, bird of Thanksgiving
In our land of wealthy living.

Ostrich: The ostrich lives in a far off land
And foolishly hides its head in the sand.

Owl: On silent wings, it hunts its prey,
The owl is seen at night, not day.

Robin: The red-breasted robin will always sing
To herald the blossoming of spring.

Stork: Legend says babies are the stork's heavy load,
But Germans know it's good luck they hold.

Hawk: The hawk's keen eyes are world renown
He soars over our land, but seldom town.

Leader: And so tonight, we will share
The knowledge of birds we gained.
We'll feed some birds and show we care.
To do the same it's you we dare.



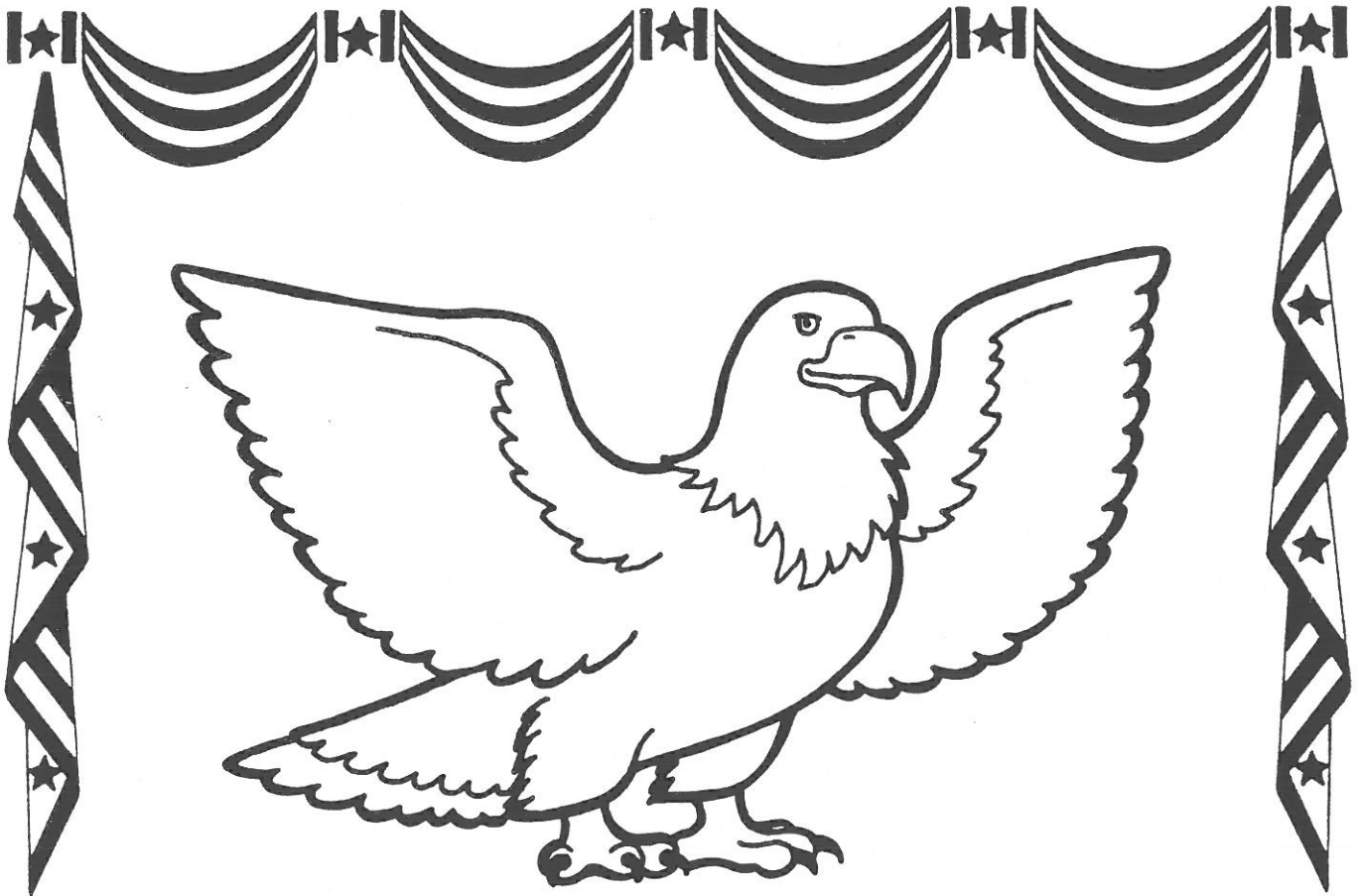
OPENING

Flag Day Opening

This month the Flag of the United States of America celebrated its birthday. Our flag was born on June 14, 1777, when the Continental Congress adopted this resolution:

"Resolved, that the flag of the 13 United States be 13 stripes, alternate red and white: That the union be 13 stars, white in a blue field, representing a new constellation."

Now 216 years later, we still have the privilege of pledging our allegiance to this proud banner. Rise and join me in the Pledge of Allegiance.



CLOSING



Bald Eagle Closing

The bald eagle; proud, fierce, and free. Symbol of our nation. No creature is more magnificent in soaring flight with its white head and tail glistening in the sunlight.

Imagine you are soaring with the eagle over this great land. Glide through our spacious skies...over amber waves of grain. Keep these images in mind as we join our voices together in singing "America, the Beautiful."

Flag Day Closing

Our flag celebrated its 216th birthday this month and I'd like us to reflect on what our flag represents. I am reading from "Your Flag, Everything You Want to Know about the Flag of the United States of America." *

"A flag is much more than just a 'light cloth floating in the wind.' 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 the 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."

Good night.

*Boy Scouts of America, "Your Flag, Everything You Want to Know about the Flag of the United States of America" ,copyright 1981, p. 5.

AUDIENCE PARTICIPATION

Oscar the Ostrich and his Dream Trip

Here is a story that will keep the interest of your audience because they take part in it and the results are funny. Write the following words and phrases on card--one to a card-- and distribute the cards to the audience. As you read the story and come to a blank, each member in turn reads his card aloud.

Light Bulb	Golf Club	Glass of Milk	Baby Chick
Bottle of Ink	Broom	Pink Mouse	Bicycle
Coffee Pot	Cake of Soap	Sour Pickle	Pillow
Bunch of Bananas	Black Snake	Rubber Band	Harmonica
Elephant	Motorcycle		

Oscar followed the little creek to where it passed by the stone wall and sand cliffs. The spring air was full of _____ and the gentle whisper of the wind. He was getting tired from such a long walk and sat down to rest on a _____. It was then that he noticed a yellow door in the side of the sandy cliff.

"This is very strange," Oscar thought. "I've been here often and have never noticed that door before." He got up with true Cub Scout curiosity and went to the door. He was surprised to find that it opened easily. Inside he was surprised to see a huge _____ and a _____.

Just then a _____ jumped out at him and said, "Will you stay for dinner?" A _____ told Oscar to shut the door while a _____ stared fearfully at him with big eyes. At the sound of the door closing, a _____ got up and ran around in circles at Oscar's feet.

Oscar sat down at the table. He sat beside a _____ which was always poking a _____ with a _____. Then a _____ brought in a big silver platter on which Oscar saw a scrumptious looking _____. Everyone began to eat. When the waiter brought in a big bowl of _____, Oscar decided he really wasn't hungry.

He excused himself and nearly tripped over a _____ as he left the table. He saw a _____ which he thought would make a nice pet, but he knew his mother wouldn't let him keep it. Oscar also saw a _____ which he would have liked to take home to put in his room. But when he went to pick it up, a _____ slapped him on the hand and told him to leave it alone.

Oscar thought that some of the things in this house were very rude, especially a _____ which kept interrupting when anyone else was talking. With a loud noise, a _____ came running through the door, followed by a _____ and a _____. That was when Oscar knew it was time to leave.

AUDIENCE PARTICIPATION

As he tried to get to the door, a _____ caught him around the neck and held on tightly. Oscar got away and rushed out the door very frightened. He took one last look at a _____ which was right behind him. Breathlessly, he banged the door shut and ran. He sat down to catch his breath. When he next looked at the cliff, he saw that the door was gone and he felt very sleepy.



SKITS

Campfire Cooking

Characters:

Cook
Camper 1
Camper 2
Buzzard 1
Buzzard 2



Props

Cook pot
campfire (opt)
2 plates

This skit is set at a campfire. The cook is stirring the pot and tasting.

Camper 1: Boy, that hike sure worked up my appetite. I could eat a horse.

Cook: Just in time, guys! This is ready to delight your taste buds. (serve up the "food")

Camper 2: What is this stuff supposed to be?

Cook: Spaghetti and meatballs.

Camper 1: Looks like buzzard food to me.

Camper 2: Not even a buzzard would eat this.

(buzzards walk in and take plates from astonished campers)

Buzzard 1: Yes, we would.

Buzzard 2: Mmmmmmm, my favorite!

ALAMO AREA COUNCIL

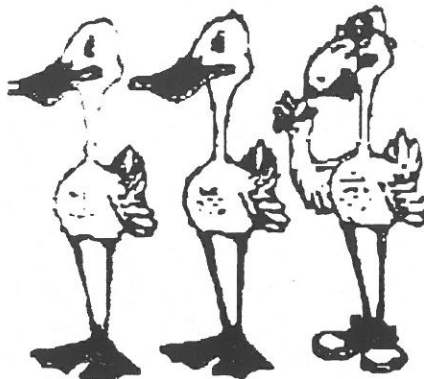
POW WOW 1992

SKITS

Cub Scout Bird Watchers

Cast:

Several Cub Scouts
2 Birds



Birds are sitting off to one side. Cub Scouts enter, hiking and watching for birds.

Cub Scout 1: Hey, what are those large birds over there?

Cub Scout 2: They sure have funny looking tails.

Cub Scout 3: (this guy's the "know it all") That's a flock of Large Blue and Gold Funny Tails. Anyone can see that!

Scouts exit shaking heads in agreement.

Bird 1: Say Joe, aren't those Gold Crested, Blue Breasted, Freckled-Faced Cub Scouts?

How To Remove Peanut Butter From the Roof of Your Mouth

Cast: 6 Cub Scouts (parts can be combined if necessary)

Cub 1: (Spoken as if peanut butter were stuck to the roof of your mouth): There are three ways to get peanut butter off the roof of your mouth. You could blow it off by whistling (whistle)

Cub 2: If that doesn't work, you could shake it loose. (shake head)

Cub 3: If that doesn't work, you could scrape it out with your finger.

Cub 4: (Spoken normally.) There are three ways to get peanut butter off your finger. You could blow it off. (blow on finger)

Cub 5: If that doesn't work you could shake it off. (shake finger)

Cub 6: If that doesn't work you could scrape it off with your teeth. (scrape it off)

Cub 1: (spoken as if peanut butter were on the roof of your mouth) There are three ways to get peanut butter off the roof of your mouth.

CHEERS

Hummingbird Cheer: Direct the audience to HUMMM. When you raise your hand the humming gets louder. Lower your hand the humming gets softer.

Pigeon Cheer: Coo, coo, coo

Homing Pigeon Cheer: Coo, coo, coo, take me home!

Cuckoo Cheer: Cuckoo, cuckoo, cuckoo!

Hen Cheer: Act like you are sitting on a nest - wiggle in chair and say "Cluck, cluck, cluck"

Bird watcher Cheer: Make binoculars with hands, bring up to eyes. Scan the horizon by turning from left to right. Point and say: "I see it! I see it! There's a common loon!" (Yes, there really is a bird named the common loon.)

Parrot Cheer: In a parrot-type voice: "Squawk...Good job...Good job...squawk"

Jokes and Riddles

Q. Why was Mother Owl concerned about her son?
A. He didn't give a hoot.

Q. Why do hummingbirds hum?
A. They don't know the words.

Ted: What kind of bird is that?
Todd: A gulp.
Ted: I never heard of a gulp.
Todd: It's like a swallow only bigger.

Q. What side of a chicken has the most feathers?
A. The outside.

SONGS

Kookaburra

Kookaburra sits in the old gum tree,
Merry merry king of the bush is he,
Laugh, Kookaburra, laugh, Kookaburra
Gay your life must be.

Kookaburra sits in the old gum tree,
Eating all the gum drops he can see,
Stop, Kookaburra! Stop, kookaburra.
Leave some there for me.

Kookaburra sits in the old gum tree,
Counting all the monkeys he can see.
Stop, kookaburra! Stop, Kookaburra!
That's no monk - that's me.



Black Socks

Black socks, they nev - er ge: dir - ty. The long - er you wear them the
strong - er they get. Some - times I think I should laun - der them.
Some - thing keeps tell - ing me. "Don't wash them yet, not yet, not yet.

The image shows three staves of musical notation in G-clef, 4/4 time. The melody is simple and consists of quarter and eighth notes. The lyrics are written below the notes, with hyphens indicating syllables that span across multiple notes. The first staff covers the first line of lyrics, the second staff covers the second line, and the third staff covers the third line. The music ends with a double bar line.

SONGS

Michael Finnegin

I know a man named Michael Finnegan

He had whiskers on his chin again, The

wind blew them off but they grew in again,

Poor Old Michael Finnegan. Begin again!

I know a man named Michael Finnegan
 Climbed a tree and barked his shin-again
 Took off several yards of skin agin,
 Poor old Michael Finnegan. begin again.

I know a man named Michael Finnegan.
 He got fat and then got thin again.
 Then he died and had to begin again.
 Poor old Michael Finnegan.

SONGS

Parrot Flew Out of His Cage

tune: My Bonnie Lies Over the Ocean

My parrot flew out of his bird cage
My parrot flew out with a bee.
My parrot flew out of his bird cage.
Oh, fly back my parrot to me.

Fly back, fly back,
Oh fly back my parrot to me, to me.
Fly back, fly back,
Oh fly back my parrot to me.

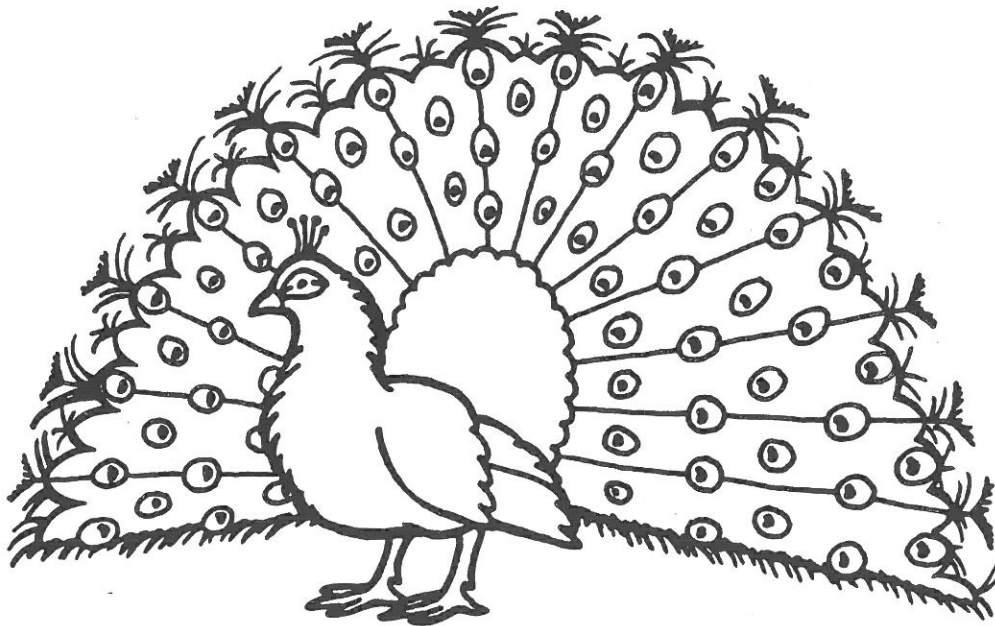
My parrot flew off to the tropics
My parrot flew off o'er the sea.
My parrot flew off with a tail flick
Oh, fly back my parrot to me.

Fly back, fly back,
Oh fly back my parrot to me, to me.
Fly back, fly back,
Oh fly back my parrot to me.

SONGS

Birds in the Wilderness
tune: The Old Gray Mare

Here we sit like birds in the wilderness,
Birds in the wilderness
Birds in the wilderness.
Here we sit like birds in the wilderness,
Waiting for our food.



SONGS

The Bird

tune: Jingle Bells

Flap your wings, bend your knees
Let's all stand up please.
Face the left, face the right
Jiggle both your knees.

Sit down now, stand back up.
Flap your wings two beats
Now that you have done the Bird
Sit down in your seat.



Bird Call

tune: Row, Row, Row Your Boat

Quack, quack, quack, quack, quack
Cock-a-doodle-do
Quack, quack, quack, quack, quack, quack, quack
Cock-a-doodle-do.

Yankee Doodle Bird

tune: Yankee Doodle

Up upon a big palm tree
A robin had a nest
A big wind came and blew it down
Oh-Oh what a mess

Chorus: Take a broom and sweep it up
Make it quick and snappy
Put it in our frying pan
And then won't we be happy.

A buzzard walked across the street
To see his best friend Harry
He didn't see the Greyhound Bus
or twenty motorcycles.

Repeat Chorus

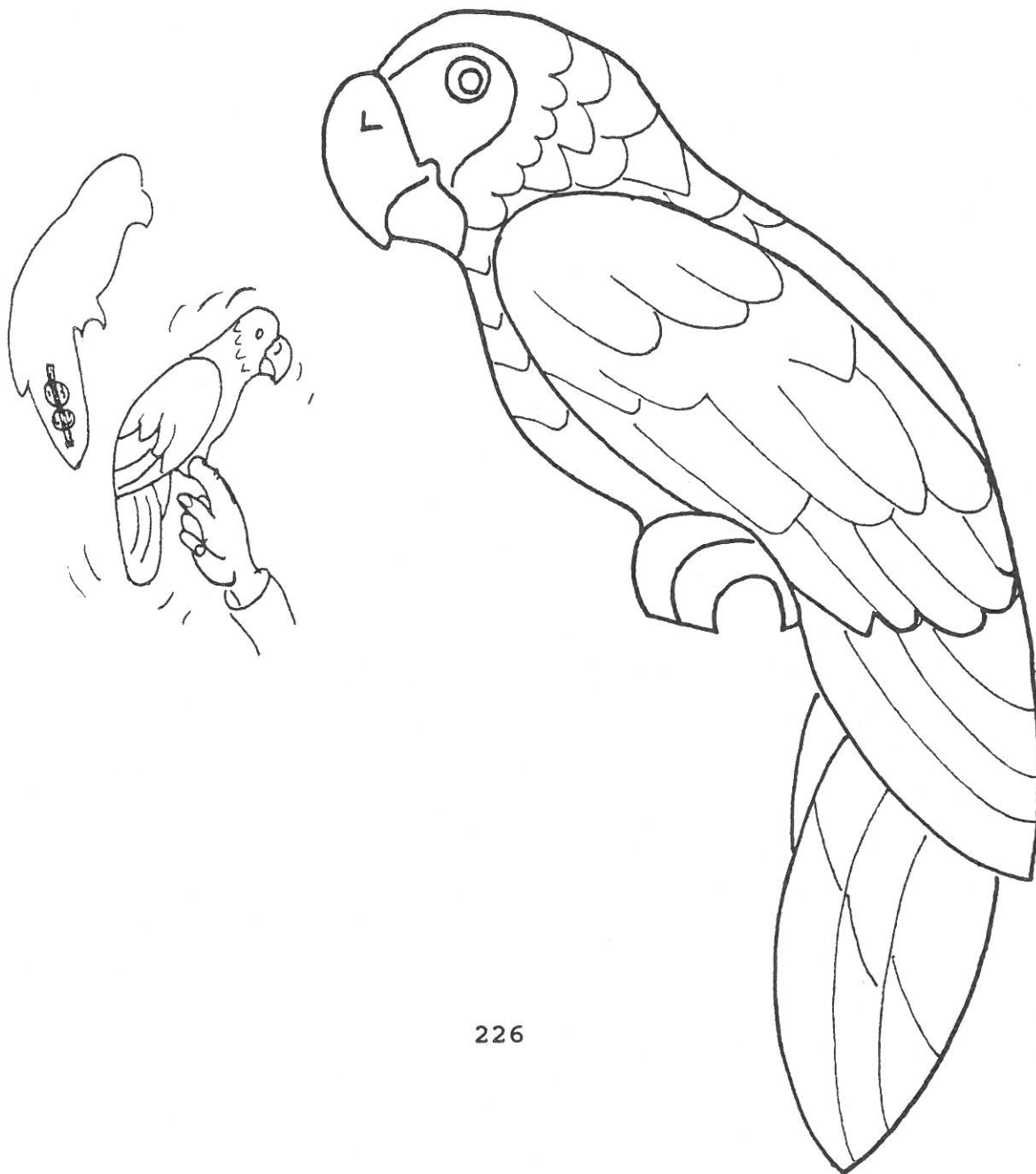
CRAFTS

Balancing Parrot

Materials:

- Poster board
- 2 pennies
- glue
- tape

For each parrot cut two pattern pieces from the poster board. Glue the two pieces together. Decorate as desired. Tape or glue the pennies to the tail. The parrot will balance on a pencil.

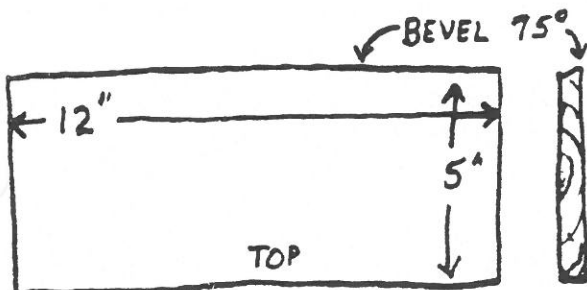
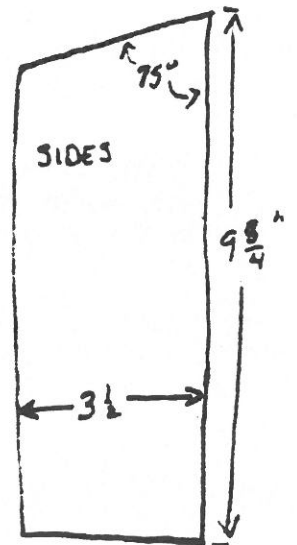
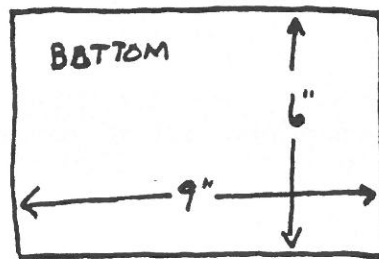
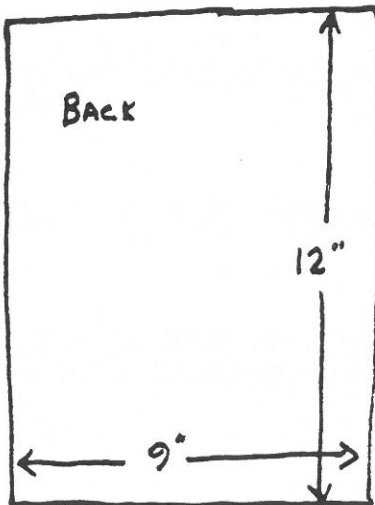


CRAFTS

Nesting Materials Box

- Needed: wood - 27" x 12" x 1/2"
- slats 1/8" x 3/4" x 9"
- 2 hinges
- nails
- weather proof stain or paint

Clamp or nail the stock for the two sides together so they can be cut at one time. Cut all the pieces. Nail the back to the bottom. Nail the sides on. Nail the front pieces on, spacing them evenly. Fit the top on and attach the hinges. Give the box a coat of weatherproof stain or paint. Fill the box with any combination of: moss, feathers, horsehair, excelsior, soft cloth strips, down, straw, fur, raveled rope, or thread. Just make sure that string and yarn is not more than 4 inches long. The boys may think of other things birds use to construct nests.





Bird Watcher's Journal

Needed: Paper 5.5" x 8.5 (8.5" x 11" folded or cut in half)
1 piece wood 6" x 9" x 1/4"
1 piece wood 1" x 9" x 1/4"
1 piece wood 5" x 9" x 1/4"
1 leather thong
2 small strips leather or vinyl for hinges
4 small nails

Clamp the bottom and the 1" x 9" pieces together and drill the holes for the leather thong to go through. Unclamp. Now lay the two top pieces together and nail on the leather hinges. Decorate the cover with wood burning, stencils, paint or stain. Punch holes in the paper to match the holes in the cover. Put in the cover and bind with the leather thong.

The journal may include date and time of sighting, location, habitat, weather, type of birds and behavior. Photographs and drawings may also be added. "Mystery" bird details can be noted for later identification.

String Feeder

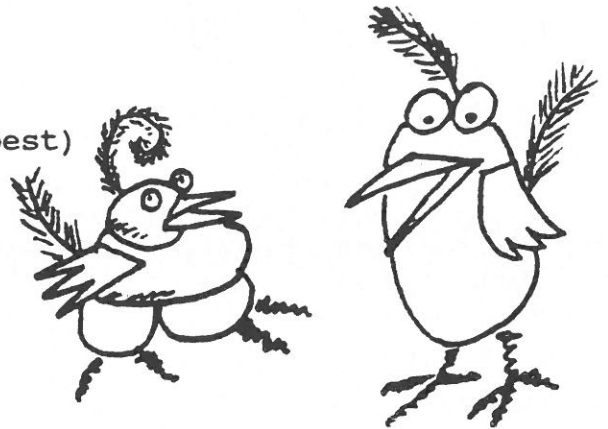
Needed: heavy needle
thread or yarn
Unshelled peanuts and/or popped popcorn
raisins (optional)
cranberries (optional)

If you are using peanuts, you can have the boys tie them in a long line with yarn. If you are using popcorn and/or peanuts, use a heavy needle and thread the food with thread.

CRAFTS

Rock Critters Paper Weights

- Needed:
- stones (smooth ones are best)
 - rubber cement
 - acrylic gel
 - paint
 - plastic eyes
 - felt (optional)
 - feathers (small)
 - pipe cleaners

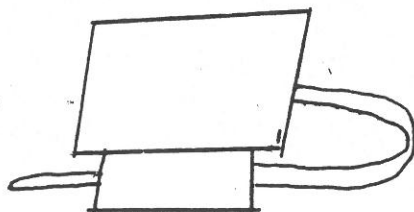


1. Select stones of various sizes and clean them.
2. Decide what kind of critter you will make. (dog, bird, insect, etc.)
3. Glue the stones together and let dry
4. Paint the nose, mouth, etc and glue on the eyes. Add felt, yarn, pipe cleaners if desired.
5. Paint with acrylic gel to make shiny.

Bird House Tie Slides

- Needed:
- Some thin masonite or hard plastic
 - Some wood 3/4" x 3/4" and as long as necessary
 - Pipe cleaners
 - Stick Matches
 - Glue
 - Paints

1. Cut the masonite into small square pieces about 1 inch wide. These will be roof pieces. Cut the 3/4" square wood into house pieces. The house piece for slide "A" should be cut with the front side taller than the rear. This will give the slanted roof look. The house piece for slide "B" should be about one inch long and square.
2. Glue the roof pieces onto the house pieces. Slide "B" use two roof pieces.
3. Drill a small hole into the front of each house piece and glue a stick match into the hole for the perch.
4. Make a loop with the pipe cleaner and glue onto the rear.
5. Paint and decorate as desired.



GATHERING ACTIVITIES

Bird watchers

As each person arrives, they are given a birding checklist. Give some a paper that has a bird name on it. The object is to "sight" a "bird" and get the checklist signed. It might be fun to have a "rarity" (someone that comes in late) or an "extinct" bird (no one is given that bird name).

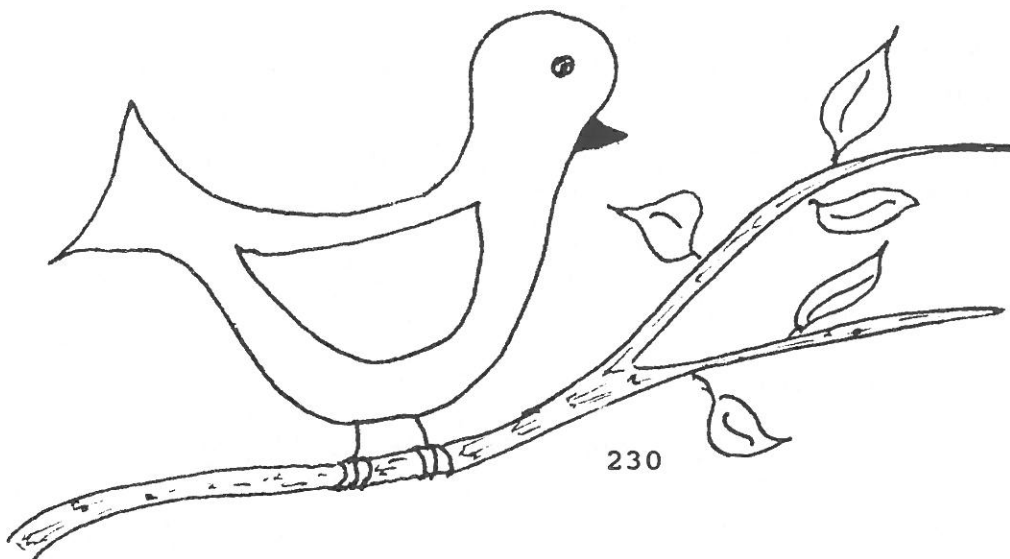
Finger Traps

This has nothing to do with bird watching or nature in general, but boys will love making these. Best of all, they cost NOTHING!

Needed: paper magazine cover
tape
scissors

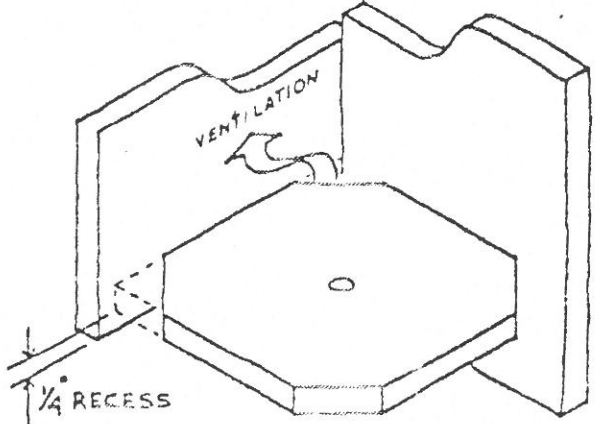
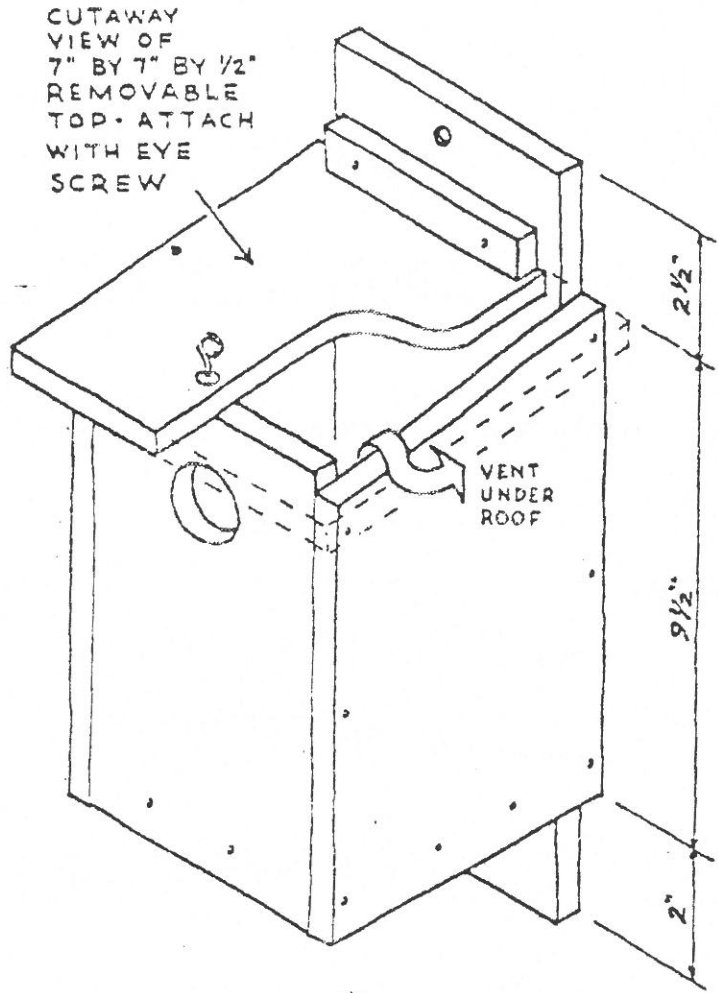
1. Use a magazine cover that is neither too thin or too heavy. Starting at the middle of one of the narrow sides of the cover, cut a slit about halfway up.
2. Roll up each "leg" to make two small, tight tubes. Then continue rolling up the cover until it is a tube.
3. Carefully allow the tube to unwind until you can fit a finger in it tightly. Wrap a piece of tape around each end of the tube and the middle.

Have an unsuspecting victim stick a finger in each end. How to get them out is up to you. Its not always easy!

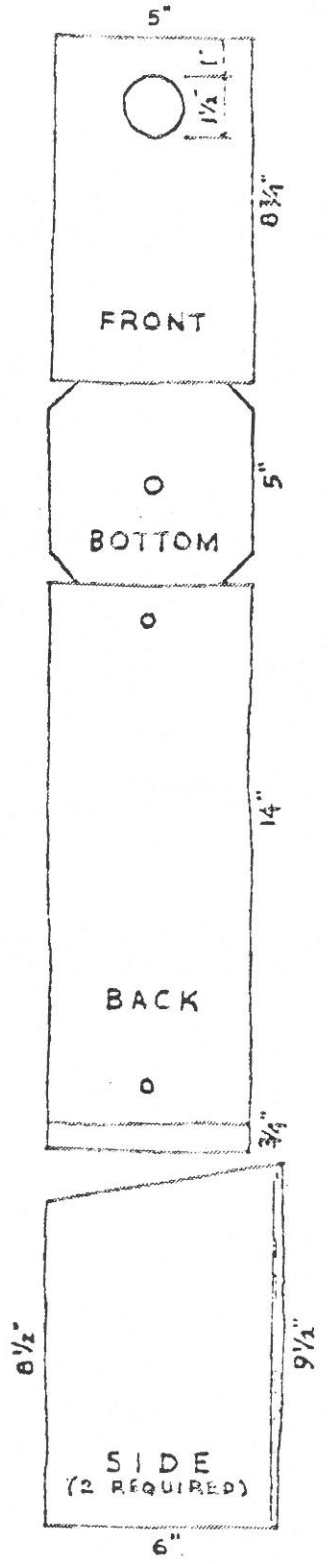


CRAFTS

Duncan Bluebird Nest Box



CUTAWAY SHOWING BOTTOM
SIZES NOTED ARE FOR 1/2" THICK MARINE PLYWOOD

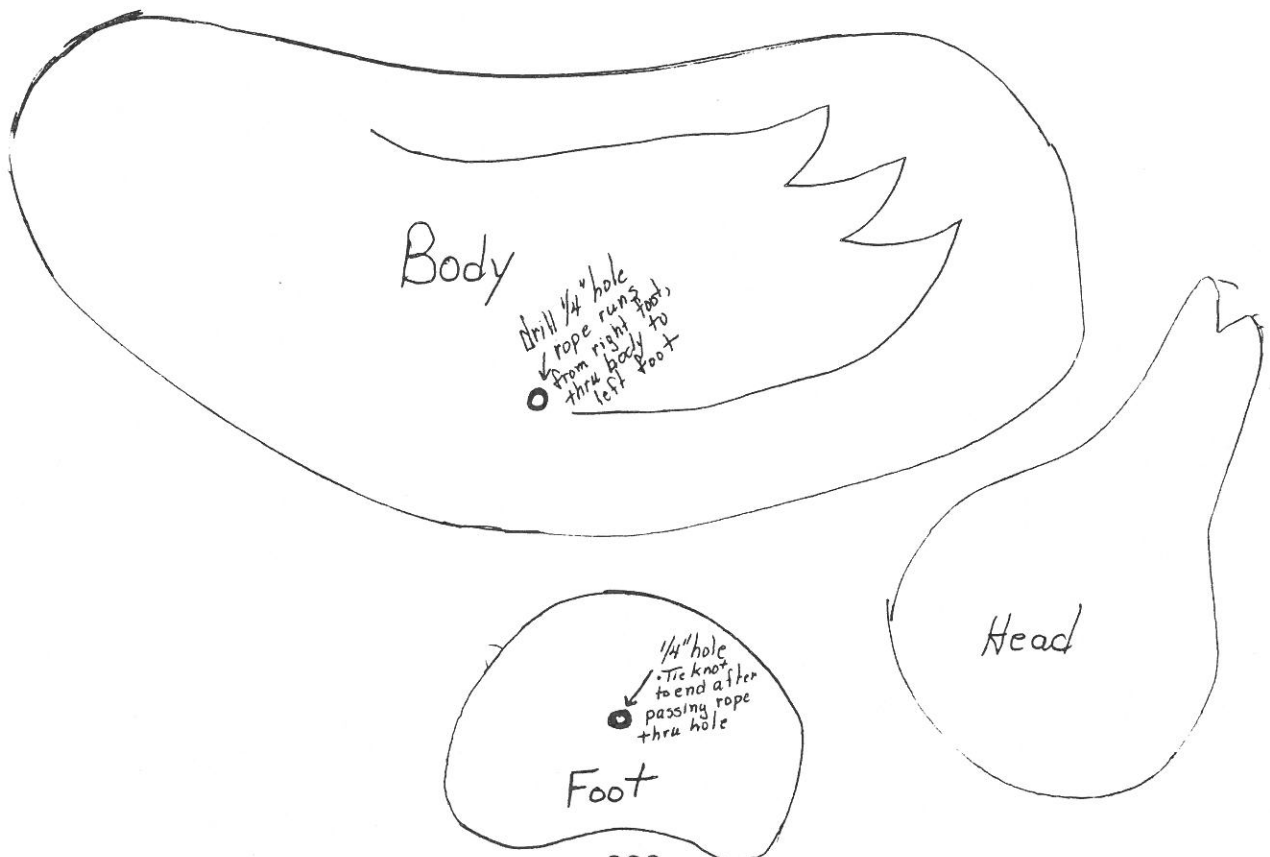


CRAFTS

Large Bird Marionette

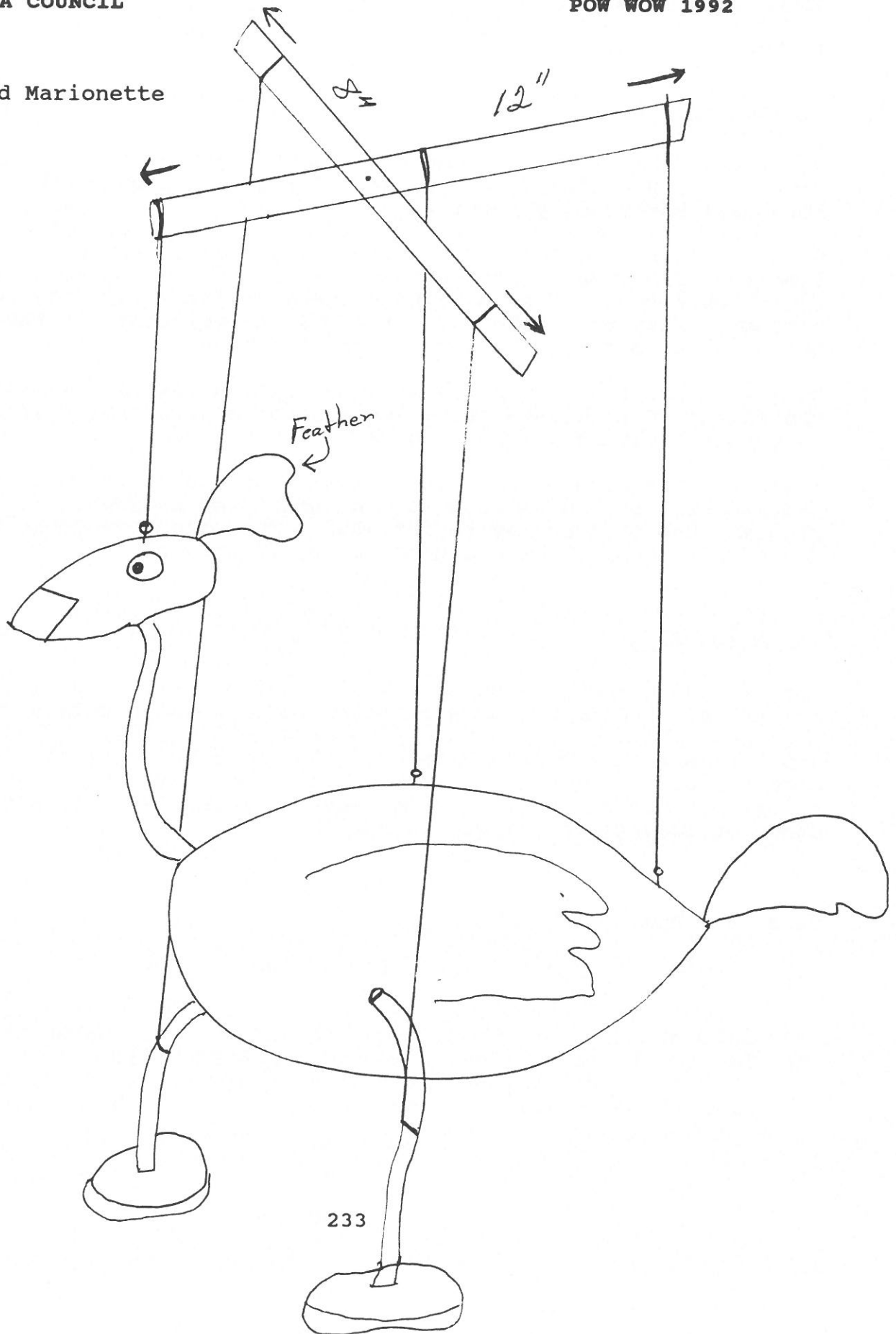
- Needed: Wood for bird pieces, best to use 3/4" pine
4 - 5 feet white nylon rope
Sand paper
Drill
Small wood or pencils - 2 each
String

1. Cut from pine two feet, one head and one body from the pattern on the next page. Sand all edges. Drill holes in feet and in body as shown.
2. Run cord through hole in one foot, through lower body hole and then through second foot. Tie knots in ends of rope on underside of feet.
3. Staple rope for neck onto head and body.
4. Decorate as desired.
5. Attach strings for puppet action to body as shown.



CRAFTS

Large Bird Marionette



GAMES

For the Game Chest

Put a bag of balloons in your game chest. There are many games you can play with balloons that require little or no preparation. And the boys will beg to play them!

Game 1: This is a "partners" game. The goal is for each team to get a balloon from the starting line to a finish line by keeping it in the air between them. They must keep one arm linked with the arm of their partner. They must take turns batting the balloon. If the balloon breaks or hits the ground, they must start over.

Game 2: Give each boy an uninflated balloon that is the same shape. The object of this game is to see who can blow up the balloon as big as possible with a single breathe.

Game 3: This game makes a good relay, but you can play it as individuals too. Give each boy an uninflated balloon. If they are younger, the balloon may be inflated. The object is to be the first to inflate the balloon and break it by sitting on it.

The Quiet Game

Bird watching requires quietness and that's a skill not many Cub Scouts have acquired. Here's a familiar game to practice that skill.

The boys sit in a circle with their hands folded. At the signal, everyone must remain absolutely quiet. The first one to giggle, snicker or speak loses. Making faces is legal, but touching each other or leaving the circle is not.

Bird Bill Dueling

Needed: 1 medium sized plastic cup per boy

Place cups, open end up, on table. Each boy places mouth inside cup and sucks a breath through his mouth. The cup should stay attached to the boy's face. This is the Bird Bill.

When the Cubs hear "GO" they try to use their bills to knock off the other 'birds' bills. They can't use their hands. The last bill on is the winner's.

GAMES

Duck Fight

Cubs grasp ankles in low squat position. Each Cub then butts the other with body. The object is to stay "up" longer than any others. When a Cub falls over or lets go of his ankles, he is out.

Word Chains

equipment: none

The first player says a two word phrase; for example "Cub Scout." The second person begins his two word phrase with the last word. Keep going around the circle until someone cannot come up with the next phrase. Just start a new chain.

Cub Scout

```

Scout leader
  leader training
    training ground
      ground corn
        corn silk
          silk blouse
            blouse...duh

```

Huff 'n' Puff Hockey

```

1 Ping-pong ball
1 rectangular table
books or 2x4s

```

Object: To get the ball off the opposite end of the table by blowing on it.

Lay the books or 2x4s along the edge of the table to prevent the ball from rolling off the sides. Place the ping-pong ball in the center. Give the command, "Get ready, get set, BLOW!" Players must hold hands behind their backs at all times. All parts of the player's body must be behind the edge of the table at all times. This includes noses.

Variation: use soda straws to blow through.

GAMES

Bird Watch

Another game to keep in the game chest and a great way to learn the different species. National Geographic frequently has a lot of exotic birds to use.

Gather pictures of different birds. Hide them as if for a treasure hunt. The boys get 5 points for finding the bird and another 5 if he can identify it.

Hawk and Rooster

Choose a Hawk and a Rooster. All the other players line up behind the hen as chickens. Each "chicken" places his hands on the shoulder of the chicken in front of him. The chickens must keep this position no matter what! The hawk "roosts" by squatting nearby. As soon as the Rooster says, "Oh, no you don't!" the hawk jumps up and begins to chase the chickens. He can only catch the last chicken in line. He can't catch the Rooster. The Rooster tries to protect his flock by holding out his arms and waving them in front of the Hawk and by turning and dodging him. The caught chicken is the next hawk.

Feathers, Feathers, Feathers

Equipment: none

Choose a leader. He starts the game by saying, "Feathers, feathers, chicken, feathers." Be sure he is flapping his arms like wings. All the other players then flap their wings. The leader says, "Feathers, feathers" over and over again, usually naming a bird. Suddenly change to, "Feathers, feathers, horse feathers." The leader continues to flap his wings. Anyone else who flaps his wings when he names something without feathers is out of the game. Be sure to call "feathers, feathers" as fast as possible to confuse the other players.

ADVANCEMENT CEREMONY

Advancement Bird

Props: tree branch about 4 to 5 feet tall with plenty of branches still intact

Prior to the meeting attach advancements to branches.

Cubmaster or Den Leader calls forward boys receiving advancement.

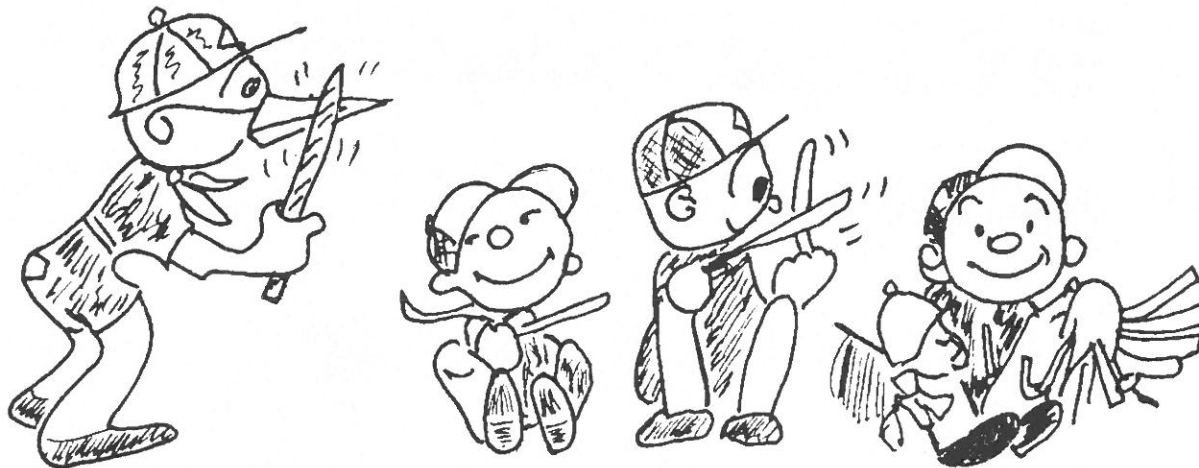
Leader: (with field glasses) Boys follow me. We're off to find the nest of the famed advancement bird's nesting tree!

(Boys and Leader circle the room.)

Leader: (looking through glasses) At last, I've found it.

(All gather around "Advancement Bird" nesting tree.)

Leader plucks individual awards from tree branches and distributes to boys.



ADVANCEMENT

New Bird Ceremony

Cubmaster or Den Leader uses the following paragraphs as necessary to introduce Cubs receiving appropriate awards.

Leader: - A new species of bird has recently been discovered. We are privileged to have #_____ Bobcat Birds in our midst. The Bobcat bird is small, has a fuzzy face, whiskers, and pointy ears. He is given to wild play and quick flight. His call is a loud "Me too, Me too." These Bobcat Birds are here tonight. (call up boys)

Leader: Also with us this evening are #_____ Wolf birds. The Wolf Bird has gray markings on the head with a long nose. He is likely to enjoy times with other Wolf Birds and his call is, "Here I am, Here I am." These Wolf Birds are with us tonight. (call up boys)

Leader: Another new species is the Bear Bird. This is one of the largest birds. With large teeth and snout this bird is very imposing. This bird has learned lots about the Scout program. His call's "On my way, On my way." Bear Birds here tonight include: (call boys forward)

Leader: I hope everyone has enjoyed meeting these new bird types. Congratulations to all.



JULY 1993 - WILD AND WOOLY WEST

POLLOCK
UPSHAW

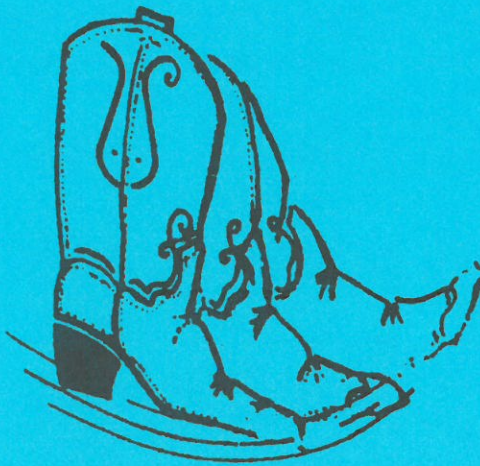
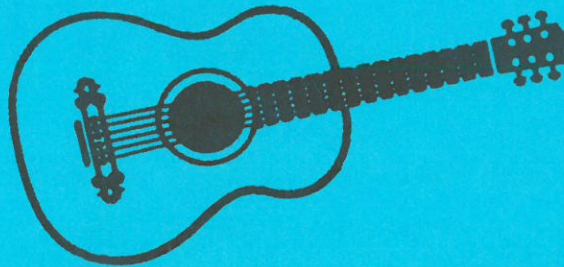
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JULY 1993

THE WILD AND WOOLLY WEST

OPENINGS

SIX FLAGS OVER TEXAS

Personnel: 7 Cub Scouts

Props:

Flags of: Spain
Mexico
Texas
France
USA 1846
Confederate
Contemporary US flag

Spanish Flag: Texas, capital of the Wild and Woolly West, began as a Spanish colony. The colors of Spain waved over Texas from 1519 to 1821.

French Flag: This flag flew when east Texas was considered part of France.

Mexican Flag: Mexico won its independence from Spain in 1821 and so the Mexican flag fluttered proudly over Texas soil.

Texas Flag: Remember the Alamo! The blood of brave and true men, priceless and dear, bought the right to fly the flag of the new Republic of Texas.

1846 US Flag: The Republic struggled for 10 hard years and then became the 28th state of the Union on December 29, 1845.

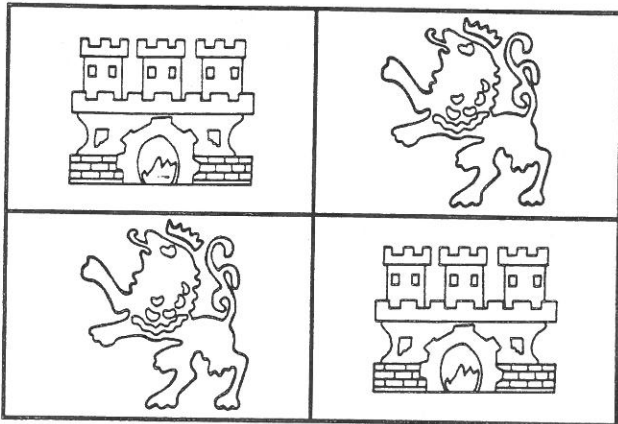
Confederate Flag: Sad, sad times. Brother against brother. Our grand nation divided by slavery. Texas seceded from the union and joined the confederacy.

Contemporary US Flag: Texas has been under the flags of six nations, each representing a proud heritage. How fortunate we are to pledge allegiance to the Flag of the United States of America. Please rise for the pledge.

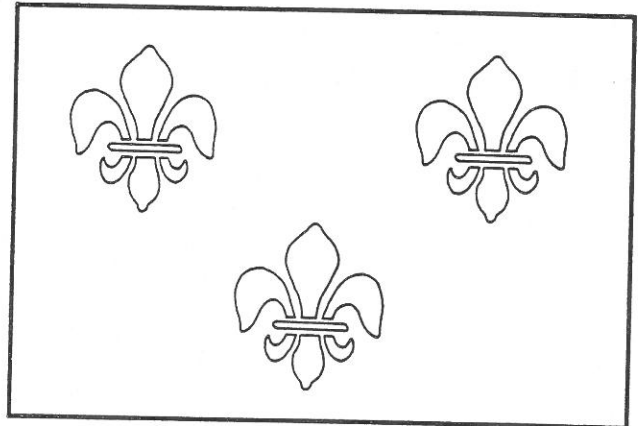
OPENING

Six Flags Over Texas Cont.

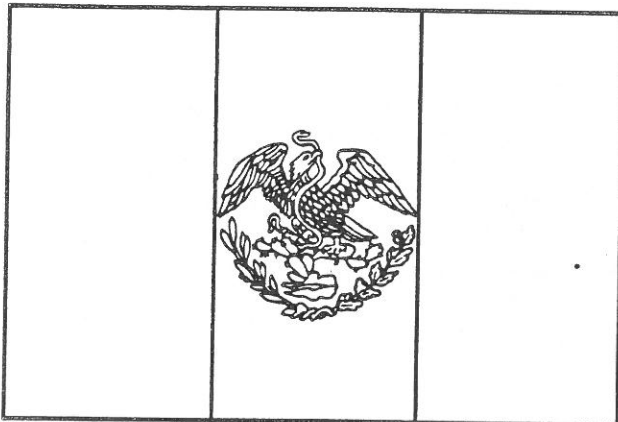
SPAIN



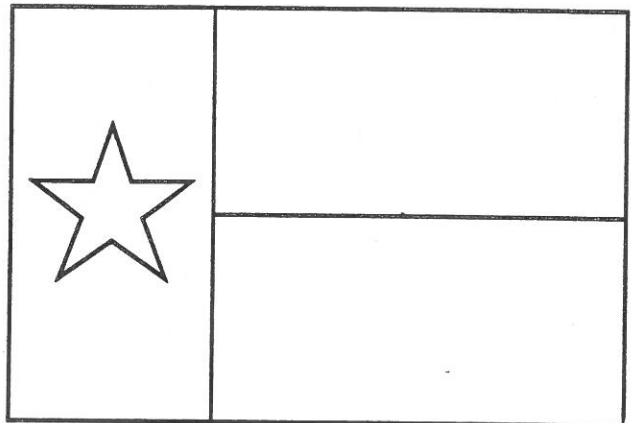
FRANCE



MEXICO



TEXAS



ALAMO AREA COUNCIL

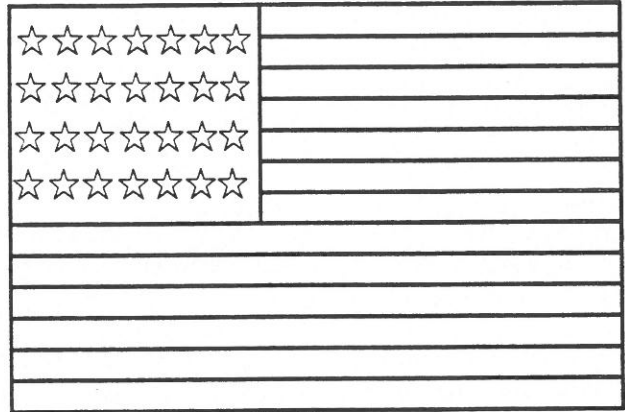
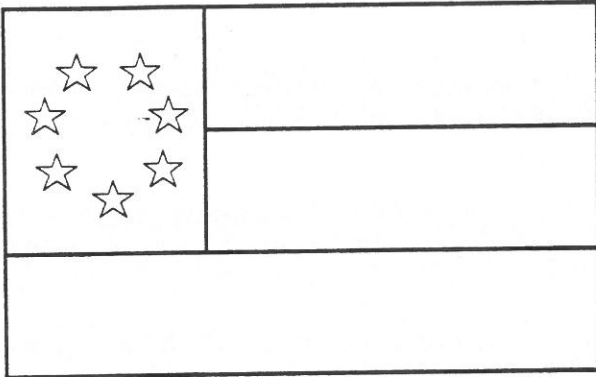
POW WOW 1992

OPENING

Six Flags Over Texas Cont.

CONFEDERATE

USA 1846



CLOSING

Indian Wind Closing

Arrangement: Four people dressed in Indian costumes. This closing can be used as a continuation of the theme of the meeting opened with the Indian Wind Opening.

All Indians enter.

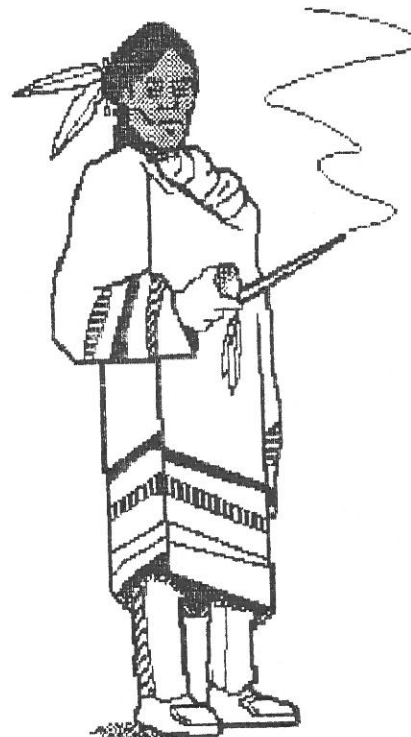
North Wind: I have brought you strength and endurance; may you now go out and strengthen others with your wisdom.

South Wind: I have brought you the warmth of Friendship; may you now take this and share it with those who are not among us.

East Wind: I have brought you the light of day so that you may see your path clearly as you lead others.

West Wind: I have brought you the wonder of the moon and the stars so that you may always share your wonder with each other.

In unison: May you now depart and share the gifts we have brought you with all you meet.



CLOSING

Code of the West Closing

The wild and woolly west deserved its reputation as an exciting but violent place. Outlaws ran unchecked over its vast expanses. When an outlaw was caught, the penalties were harsh and swift. But honorable men developed a code of conduct - The Code of the West.

A man's word was his bond.
Rustling and horse stealing were hanging offenses.
Shooting an unarmed man was contemptible.
Strangers were to be treated with hospitality - as long as they didn't outstay their welcome.
A bargain sealed with a handshake was more binding than a signed contract drawn up by lawyers.

While the Code of the West was harsh, it represented truth, honesty, fairness and personal integrity. The same values Scouting instills in a young boy today. Good night.



ADVANCEMENT CEREMONY

Indian Wind Advancement

Arrangement: Four people dressed in Indian costumes carrying colored feathers and names of the Cubs who are advancing. One person dressed as Chief should be standing by fire, if available, while the other four Indians are out of sight.

Chief: O Great Winds who have lit our Council fire, we ask you to come to us again as we recognize our special braves who have been moving along our Scouting trail. (Four other Indians enter now and take their place near the fire.)
O North Wind bring forth the feathers for our Scouts who have taken the trail to Bobcat. (North Wind bears yellow feathers.)

North Wind: I now call forward to receive the feather of the Great Winds, _____ and his parents. May the Great Winds always be to your back as they help and guide you along your Scouting trail. (This phrase is to be repeated by each Wind as he presents his feathers)

Chief: O South Wind bring forth the feathers for our Scouts who have advanced along Scouting's trail to Wolf. (South Wind bears blue feathers.)

South Wind: (repeats phrase of North Wind)

Chief: O West Wind bring forth the feathers for our Scouts whose Scouting adventures have brought them Bear. (West Wind bears red feathers.)

West Wind: (repeats phrase of North Wind)

Chief: O East Wind bring forth the feathers for our advancing Webelos. (East Wind bears green feathers)

East Wind: (repeats phrase of North Wind)

Chief: O Great Winds, I ask that you all come forward now as we recognize those who have achieved the highest rank of Cub Scouting. They attained the peak of the trail and have earned the Arrow of Light. (All four advance with remaining feathers)

The Great Winds have truly been your guide as you have traveled the lengthy trail of Cub Scouting. Now as you have achieved our highest rank, we present you with a feather representing the rank of each of your fellow braves so that you may always remember your past as you prepare for your future trail to Eagle.

SKIT

New York Cook

Cast:

Cookie (the trail cook)
Two or more cowboys

Props: Plates
Cook pot
Camp fire

Cook: Here ya go, boys. A nice well balanced meal after a long day in the saddle really hits the spot.

Cowboy 1: That's not beans and bacon!

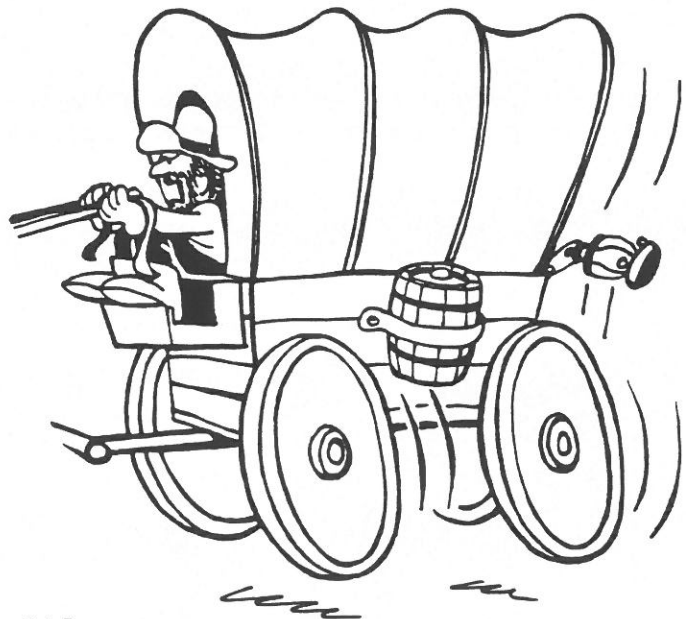
Cook: Of course not. Its Escargot, Butterflied leg of lamb, new potatoes, zucchini with cherry tomatoes topped off with Strawberries and cream.

Cowboy 2: (suspiciously) Where'd you say you were from, Cookie?

Cook: New York City.

All cowboys: NEW YORK CITY!

Cook: (as all cowboys chase him off stage) I'd better pick up the pace!



SKITS

Pony Express Skit

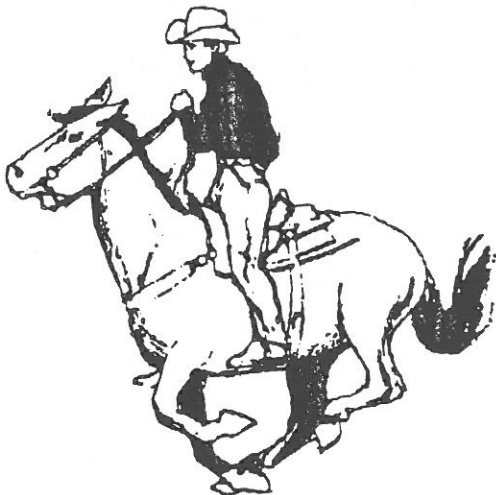
Cast: Rider (wears western outfit)
Sleet (dressed in uniform. Wears sign that says, "SLEET")
Rain (same as sleet but sign says "RAIN")
Snow (Same as sleet but sign says "SNOW")
Night (same as sleet but sign says "NIGHT")
Kid

Props: 3 buckets
Christmas tree tinsel (or something to represent sleet)
confetti (or something to represent rain)
snowflakes (cut from paper)
banana
stick horse or one made out of box

Kid stands to one side eating banana

Rider: (on horse galloping in place)
Neither sleet
(sleet runs out and throws tinsel sleet at rider)
Nor rain
(rain runs out and confetti rain at rider)
nor snow
(snow runs out and throws snow flakes at rider)
nor dead of night
(night falls dead in front of horse, rider steps over him)
shall keep me from my appointed rounds.

Kid finishes banana and throws peel over shoulder. Rider "slips" and does prat fall. Looks up once and lays back down.



GATHERING ACTIVITIES

Western Lore

L A R I A T A B S M C D H C A L Q R S W
 A R B A Q U E A N O P R H A S U A C H O
 LEVIS
 T P Y Z R X N Q V C S E T T L E R W E X
 SETTLER
 C A L L O T U I A C B O L T T A X A R G
 PONY EXPRESS
 E X X O A P R S A A A I G L H J K L I M
 WOLF
 Q W I F P A O B C S J K L E M N O P F Q
 INDIAN
 R L E O U I Z N X I X E W A V U T S F R
 CATTLE
 B E A R Q U M O Y N P C H I S H O L M Q
 GOLD RUSH
 S V E L T T B C L E E A X W Q H A D D D
 MOCCASIN
 L I O P T L O G S T X W R T S E R S O H
 CAMELS
 E S R O H E P L J O K P Q U A P Y B X C
 CHISHOLM
 W O Q M O T R Q G E D A R C O Y O T E B
 LOGS
 X D S T E E R R R E E D P E Q S L M N O
 SADDLE
 Y L J K S B A C E D L A Z Y S Z J L K O
 LARIAT
 O L E S S B L E G L T I A R U O T Y R S
 SHERIFF
 F B A L C H I L E M A T I L Q T T E F A
 SCOUT
 L T L Q P M L M I G D E D T S A D D L E
 BEAR
 O E T N R D A H J F A C N T I N D I N I
 HORSE
 W A S U O C A B I N E B I Y R L A V A C
 CAVALRY

WELLS FARGO

BOOTS

SANTA FE

CABIN

COYOTE

STEER

CHILE

LAZY "S"

GATHERING ACTIVITIES

Brands

Cowboys developed brands as a short hand way of identifying their cattle. They just didn't have time to spell out the owners name. Here are some of the more common symbols.



Anchor



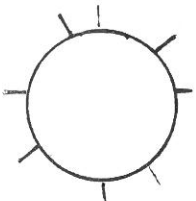
hook



star



half circle



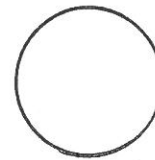
sun



barrel



key



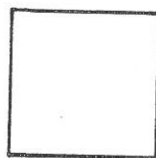
circle



bar



cross



box



dollar



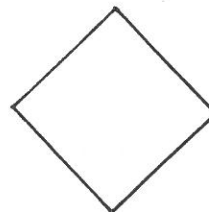
triangle



horseshoe



lightening










diamond

GATHERING ACTIVITIES

Brands cont.

The cowboys also used these symbols to customize brands:

- ⤿ means "flying" so this  is a "flying E"
- ↘ means "walking" so this  is a "walking L"
- ^ means "forked" so this  is a "forked W"
- ✓ means "hooked" so this  is a "hooked M"
- / means "dragging" so this  is a "dragging B"
- ⤿ means "rocking" so this  is a "rocking A"
- ⤿ means "swinging" so this  is a "swinging V"

Leaning Letters are "tumbling" so this  is a "tumbling B"


Upside letters are "crazy" so this  is a "crazy F"


Laying down letters are "lazy" so this  is a "lazy D"


Backwards letters are "backwards" so this  is a "backward E"

How to read a Brand

Up and down brands are read from top to bottom so this  is "Bar D"


Symbols inside of symbols are read from the inside out so this  is "Circle T"

Side by side symbols are read from left to right so this  is "Box T".

Brands that combine several rules are read in order so this  is "T Bar M"

GATHERING ACTIVITIES

Wild and Woolly West Brand Challenge

1.  _____

2.  _____

3.  _____

4.  _____

5.  _____

6.  _____

7.  _____

8.  _____

9.  _____

10.  _____

11.  _____

12.   _____

13.  _____

14.  _____

GATHERING ACTIVITIES

Answers:

Wild and Woolly West Brand Challenge

1. Box Lightening
2. Triangle T Bar
3. Cross B
4. Diamond Box M
5. Horseshoe Z
6. Circle Triangle D
7. Lazy B
8. Walking S
9. Forked Crazy A
10. Box Tumbling D
11. Flying M
12. Box A Diamond
13. 3D
14. Walking R



AUDIENCE PARTICIPATION

A Settler's Morning

Divide the audience into eight groups. Assign a character role to each group. Have them rehearse their parts once. As each character is mentioned in the story below, the entire word group stands up, makes the proper response and then sits down.

Settler -	"Davy Crockett"	(stand and salute)
Gun -	"Bang, Bang"	(two parts in quick succession)
Dog -	"Man's best friend"	(wag arm)
Turkey -	"Gobble, gobble"	(flap arms)
Cabin -	"Shut the door!"	(clap hands once in unison)
Frontier -	"Way out west!"	(wide sweeping motion to the left)
Indian -	"Geronimo!"	(pull bow string)

Early one morning, many years ago, on the old **FRONTIER** a **SETTLER** stood before his lonely **CABIN** with his trusty **GUN** and faithful **DOG** ready to hunt the **TURKEY** he needed for dinner, hoping no **INDIAN** would spoil his feast. Whistling to his **DOG**, the **SETTLER** shouldered his **GUN** and started down the forest trail. Meanwhile, the **INDIAN** also with a **DOG** came down the forest trail from the other direction. Just at that moment a fat **TURKEY** flew between them. Out flew an arrow, off went the **GUN**. Down fell the **TURKEY**, in bounded the **DOGS**, up rushed the **INDIAN** and the **SETTLER**. "Grrrr, he's mine!" claimed the **SETTLER**. "Grrrr, no he's mine!" exclaimed the **INDIAN**. "Grrrr," snarled the **DOGS**. The noise of the argument shook the **CABIN** and awoke the whole **FRONTIER**. But the **TURKEY**, which was only stunned, took off unsteadily and flew in the open door of the **CABIN**. Into the **CABIN** rushed the **SETTLER**, followed closely by the **INDIAN**, and of course the **DOGS**, yelping loudly. The **CABIN** was quickly filled with a monstrous dust cloud as the **SETTLER** and the **INDIAN** and of course the **DOGS** all chased the bewildered **TURKEY** straight to the **CABIN** door. Out flew the **TURKEY**, followed by the **SETTLER**, still holding his **GUN**, and his **DOG**, with the **INDIAN** and his **DOG** in close pursuit. The **TURKEY** quickly escaped down the **FRONTIER** trail. The **SETTLER** took his **GUN** and his **DOG** and went back into his **CABIN**. The **INDIAN** took his bow and his **DOG** and headed back home down the trail. And with that another day had begun at a lonely **CABIN** on the old **FRONTIER**.

CHEERS

- Q. Why did the cowboy slip and slide in his sleep?
A. Someone buttered his bed roll.
- Q. Why did Jesse James rob the soap factory?
A. He wanted to make a clean get away.
- Q. What did the bandanna say to the cowboy hat?
A. You go on ahead. I'll just hang around
- Q. What do you call a dirty, unshaven, poorly dressed longhorn?
A. A bum steer.
- Q. What cowboys are buried with their boots on?
A. The dead ones.

Steer ropin' cheer: Hold arm in air and turn in a circular motion three times, making circles larger each time. Pitch arm forward and yell "Yee! Haa!"

The rattlesnake cheer: Say: "Rattle, rattle, rattle, hiss, hiss, hiss, rattle"

The Lone Ranger cheer: Pretend to hold your reins with one hand and keep your balance with the other as Silver rears. Say: "Hi! Ho! Silver! Away!"

The Pony Express Cheer: Pretend to ride a horse. Be sure to "swat it on the rump" to keep it going. Say: "The mail must go through!"

Viva - Ole' Cheer: Tell the group you will either yell out VIVA or OLE', when you do, they are to respond with the opposite word. Vary the speed to confuse everyone.

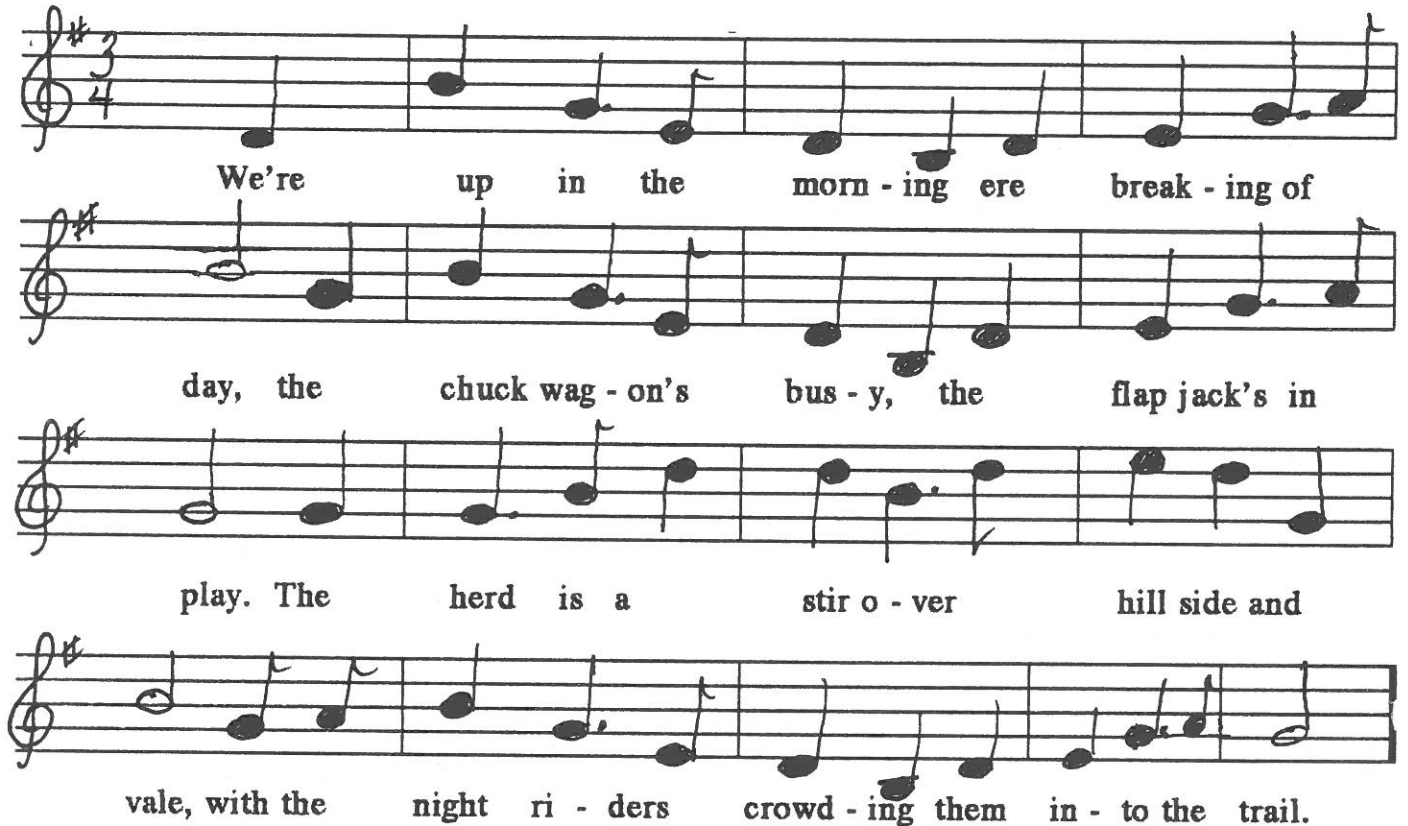
Howdy & Welcome Cheer: Yell: HOOOW----DEEE, WELLLLLL----COME!

Pack Mule Cheer: Reach behind and begin to pull firmly on the mules "reins" and say "come on, Nellie. Come On! Nellie! COME ON!!! NELLIE!!!"

Flying Arrow Cheer: Hold "BOW" in one hand, place the "arrow" in the "bow" then take aim. Pull back on the "arrow," let go and say "Whoooooosh!"

SONGS

A Cowboy Song



We're up in the morn - ing ere break - ing of
 day, the chuck wag - on's bus - y, the flap jack's in
 play. The herd is a stir o - ver hill side and
 vale, with the night ri - ders crowd - ing them in - to the trail.

2. Come take up your cinches, shake out your reins,
 Come wake you old bronco and break for the plains.
 Come roust out your steers from the long chaparral,
 For the outfit is off to the railroad corral.
3. The afternoon shadows are starting to lean
 When the chuck wagon sticks in a marshy ravine.
 The herd scatters farther than vision can look.
 You can bet all true punchers will help out the cook.
4. But the longest of days must reach evening at last.
 The hills all climbed, the creeks all past.
 The tired herd droops in the yellowing light,
 Let them droop if they will, for the Railroads in sight

SONGS

The Old Chisholm Trail

Handwritten musical notation for the song 'The Old Chisholm Trail'. The notation is on a single staff in G major (one sharp) and 2/4 time. The first measure contains a handwritten '7' above the staff. The melody consists of eighth and quarter notes. The lyrics are written below the staff, with some words aligned under specific notes. A 'refrain' label is placed under the word 'I'll' in the second line of lyrics.

Come a - long boys and lis - ten to my tale, I'll
refrain

tell you of my troub - les on the old Chis - holm Trail, Come a

Ti yi yip - pee, come a ti yi yea, Come a

ti yi yip - pee, come a ti yi yea.

2. Oh, a ten dollar horse and a forty dollar saddle,
And I'm going to be punchin' Texas cattle.
3. I wake in the morning a'fore daylight
And a'fore I sleep the moon shines bright.
4. Oh, it's bacon and beans most every day,
I'd as soon be a-eating' prairie hay.
5. We rounded them up and put 'em in the cars
And that was the last of the old Two Bars.
6. With my knees in the saddle and my seat in the sky
I'll quit punchin' cows in the sweet by and by.



SONGS

Home on the Range

Oh give me a home where the buffalo roam,
And the deer and the antelope play.
Where seldom is heard
A discouraging word
And the skies are not cloudy all day.

Chorus: Home, home on the range,
Where the deer and the antelope play.
Where seldom is heard
A discouraging word
And the skies are not cloudy all day.

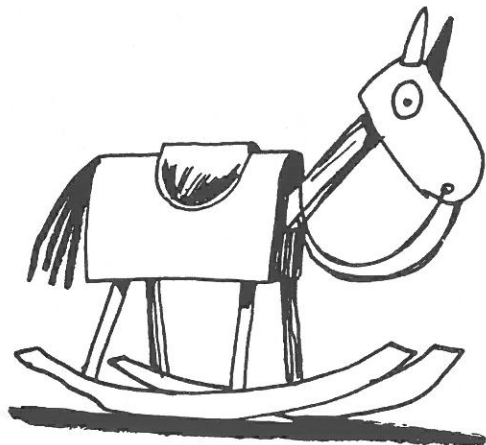
Where the air is so pure, the zephyrs so free,
The breezes so balmy and light
That I would not exchange
My home on the range
For all of the cities so bright.

Repeat chorus

How often at night when the heavens are bright,
With the light from the glittering stars.
Have I stood here amazed
And asked as I gazed
If their glory exceeds that of ours.

Repeat chorus

Oh! I love these wild flowers in this land of ours
The curlew I love to hear scream.
And I love the white rocks
And the antelope flocks
That graze on the mountain-top green.



GAMES

Western Trail Ride (Obstacle course)

The following items can be laid out and marked in an outdoor area or can be modified to be used indoors.

1. Roundup the cattle (lasso steer heads hung from trees or mounted on chairs)
2. Mount the horses. (step into large cardboard boxes decorated as horses. The rest of the journey will be completed on "horseback.")
3. Cross the Quicksand (Six tires placed on sand or brown paper)
4. Crossing the River (Landscape timbers placed over blue plastic or between garden sprinklers)
5. Jumping the Stream (Parallel lines laid out 6" apart)
6. Crossing the Desert (Reach down and place a large X on brown paper)
7. Trail's End (Horses placed in roped off corral and dismounted then returned to next person at the beginning of the Trail)



GAMES

Dry Gulch Whistle

This is a wonderful "stunt" for your pack meeting but it is great fun in a den meeting too!

Equipment: saltine crackers

Object: To whistle after eating the crackers

Rules: Divide into relay teams. Station a leader or parent at the other end of the room. Its best to have one for each team. The boy runs to the leader where he is given 3 crackers. The boy then has to eat the crackers and whistle. The next boy then runs to the leader. The first team to the finish line wins. (I wouldn't let them run back to tag the next boy. If boy still has crackers in his mouth, the cracker could be inhaled.)

Good Guys-Bad Guys Balloon Battle

Equipment: One round balloon, inflated.

Objective: For one team to protect a balloon while the other team tries to break it.

Select a playing area that is at least 8' x 8'. It doesn't matter if it is a square, rectangle or circle. Divide into 2 teams. Be sure to devise a way to tell the two teams apart. Maybe one team can wear their neckerchief. One team is the "good guys" and the other team is the "bad guys." At the signal, the good guys bat the balloon into the air. Then the good guys try to keep the balloon from being broken while the bad guys try to break it by clapping it between their hands. If the bad guys break it within two minutes, they get the point. If the good guys succeed in protecting it, they get the point. At the time the balloon is broken or the 2 minutes are up, the teams switch roles.

Gold Panning Contest

Place sand in wash tub or wading pool. Stir in several pieces of gravel which have been painted gold. Could use fish tank gravel. Give each boy a styrofoam plate or an aluminum pie plate which has several holes in the bottom. Each boy places sand in the container and begins a gentle, swirling motion. The heavier "gold" pieces will remain in the container as the lighter sand is sifted out. Try adding water to the equation. The wash tub or wading pool becomes more like a river or stream where actual pioneers panned for gold.

GAMES

Water Gun Shooting Gallery

This is a non-competitive activity although the boys may make it into a competition.

Provide each boy with a water gun and station pails of water location for reloading. Set up light weight targets like paper cups or suspend paper plates from strings. Let the boys "target practice." Stand back and let the boys have a wonderfully soggy time.

"Barrel Races"

Equipment: 2 or more milk jugs or bleach bottles for each team

This is another relay race. Divide into teams. Place an empty bottle directly in front of each team and another one about 5 feet away. At the signal, the first player in each line runs to the first bottle and passes to the right of it, then runs to the left of the second bottle, to the right of the third etc. At the end, the player turns and repeats the actions. If a bottle falls, the runner must stop and set it back in place before continuing. The first team whose members complete the figure eights wins.

Hat Tag

Equipment: a cowboy hat (or any other loose fitting hat)

This is opposite of regular tag because it is chased by the other players. It wears a hat that is easily removed and tries to keep it from the rest of the players. He's not allowed to touch the hat with his hands. When someone is able to get the hat "It" calls "freeze." Everyone must stop while the new "it" places the hat on his head and tries to move away from the other players. If your group is larger than ten, have two or more games going at the same time.

CRAFTS

Pioneer Ice Cream - Making this ice cream is almost as much fun as eating it. The boys sit in a large circle and roll the cans back and forth between them until its done. Choose a lively song to keep them moving or have them call a name and roll the can to that person and see which group can keep their can moving the longest without stopping.

Recipe: 1 cup heavy cream
1 cup milk
1/2 cup sugar
1 t. vanilla
1/2 cup strawberries or peaches (optional)

For a "freezer" you need two empty cans- a 1 lb. and a 3 lb. - with plastic lids, 1 1/2 cups of rock or kosher salt, 20 cups (approx. 7 1/2 lbs) crushed ice.

In the small can mix the recipe ingredients. Cover the can and secure tightly with heavy tape (i.e. duct tape). Then place the small can in the center of the large can. Layer half the crushed ice alternately with half of the salt in the empty space between the cans. Cover the larger can and secure with heavy tape. Now hand out the cans and let the boys or adults begin rolling them on a hard, level surface for about ten minutes. Open the outer can; empty out old ice and water. Lift out the small can, wipe lid dry and remove. Do not get any salt water into the can. With a spatula, scrape ice cream from can sides so it falls to center. Stir and cover securely. Repack with remaining ice and salt and roll for at least five more minutes.

CRAFTS

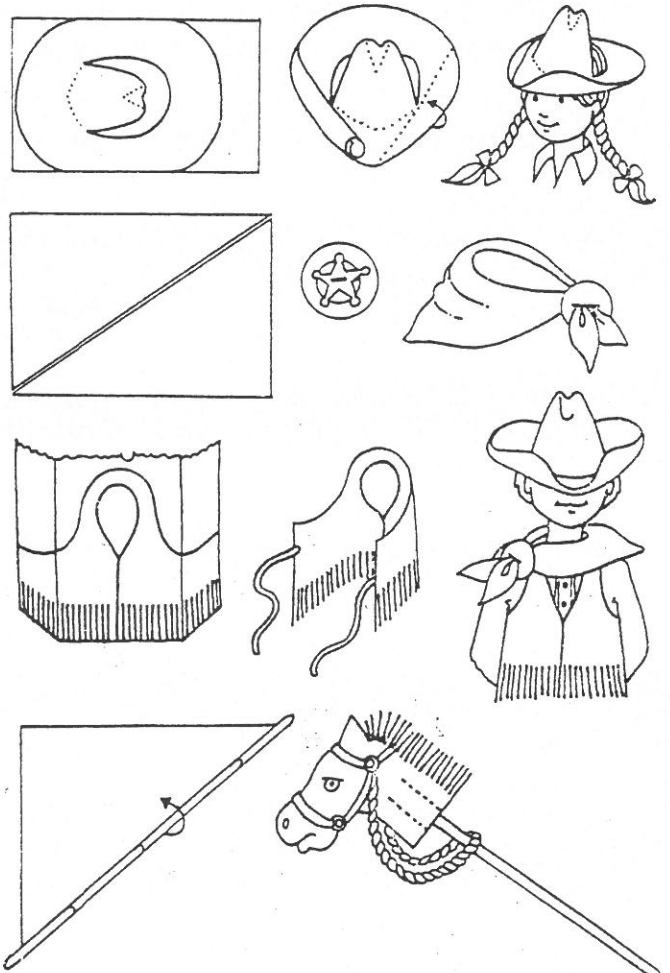
Rip-roarin Round-up Fun

Western Hat - This quick and easy hat is made from a single sheet of 12" x 18" construction paper. Draw the pattern at right on cardboard, then use the cardboard pattern for tracing that shape onto the construction paper. To shape, roll hat edges into a triangular shape, as shown. With fingers, crease the notch at top for a three-dimensional look.

Bandanna - Colored wrapping paper is all you need for this bandanna. Cut each piece on the diagonal to make two triangles. Even oblong triangles are O.K. in this corral! Wrap it 'round your cowpokes neck and pull the ends through a slide.

Cowhide Vest - Gather up those grocery bags - paper only - for making the best vests in the West! Cut apart the grocery bags to lie flat and draw the pattern on each bag. Fringe the bottom edge and ask the kids to add some designs with crayon or marker. Glue and glitter can add a bit of flash. Tie yarn to each side for tying in the back. Vests may be cut open in the front or left as one piece. Check to see which is most comfortable for your cowpuncher.

Cow Ponies - Younger buckeroos may enjoy creating a horse for riding in the corral. For the stick, tightly roll several pieces of newspaper on the diagonal. Tape to hold. Cut a horse from two sides of grocery bag. Fringe the mane. Staple or glue the two sides together, allowing just enough space for the stick to fit inside. Insert stick and staple in place. Giddyap!



CRAFTS

TIME CAPSULE

This really doesn't have anything to do with the Wild and Woolly West and it isn't a craft. This activity will give the boys a sense of history and the idea that they are part of tomorrow's history. Most important to the boys, it is exciting to decide what to put in a time capsule. It can be even more exciting to open it later.

Materials:

- Various items selected by the boys to represent them and their world
- A water proof container big enough for the items selected.
- Plastic containers with tight fitting lids work well.

Decide on an opening date for your capsule. Then decide where to bury it. (or store it but the boys will love the idea of a hole in the ground!)

The boys should collect items that tell about themselves and the world they live in. These items can be newspapers, a Boy's Life, photographs, mementos or short letters. Pictures and crafts the boys have done would be excellent items to include.

Place the items in the capsule. Seal the capsule in a plastic bag. Dig a hole and bury it. Be sure to mark or note the exact location.

Don't forget to dig it up when the time has expired! Let the boys put on a little ceremony to celebrate the occasion.

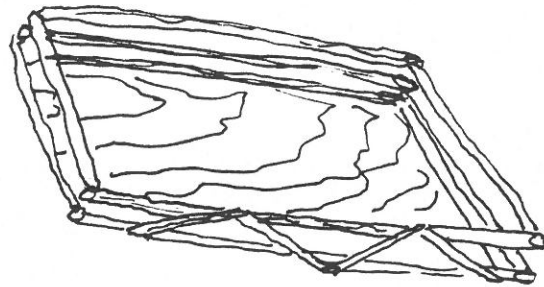
CRAFTS

Twig Tray

Materials:

For one tray:

- 1 piece plywood 12" x 19" x 1/4"
- 6 Twigs 1/2" to 3/4" diameter x 19"
- 6 Twigs 1/2" to 3/4" diameter x 12"
- 8 Twigs 1/2" diameter x 5-1/2"
- 1-1/4" brads
- 1" brads
- stain(opt)



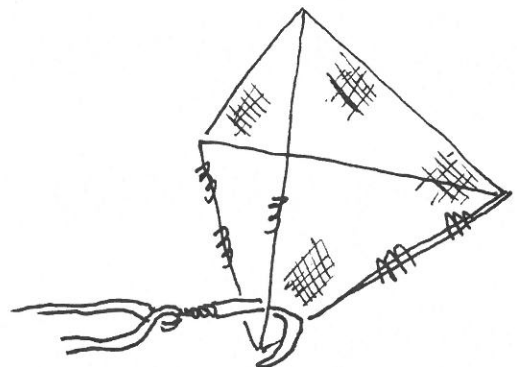
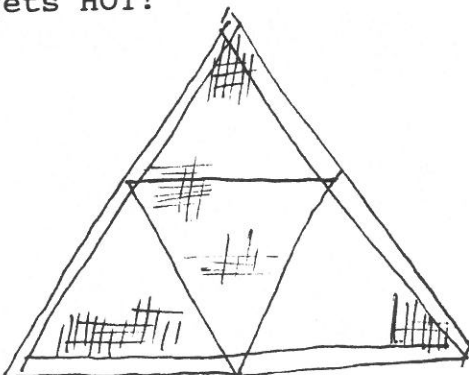
Stain the plywood, if desired. Nail a 19" twig to each long side of the plywood. Nail a 12" twig to the top of the 19" twigs at each end. Repeat this "log cabin" construction until each side is 3 twigs tall. Nail the 5-1/2" to the sides as diagonal braces.

POPCORN POPPER

Materials: METAL window screening, about 2' x 2'
wire coat hanger

Draw an equilateral triangle on the screening. Cut it out with scissors. save a piece of the scrap screening. Fold about a 1/2" of each edge over with your fingers. Lay the triangle flat with the folded edges facing up. Draw another equilateral triangle in the center. Fold the screening on the lines. Use wire pulled from your scraps to fasten together the adjoining edges of the three bent together triangles in about two or three places. Don't get too close to the top or you won't be able to pull it open. Take a wire coat hanger and it out to make a handle. Put the hook end of the coat hanger through two of the points.

To add popcorn kernels to the popper, pull back the third point. To pour out the popped corn, remove the handle and pen all three points. The popper cools very quickly. Use a pot holder around the handle. It gets HOT!



AUGUST 1993 - CAMPFIRE YARNS

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AUGUST 1993

CAMPFIRE YARNS

GENERAL STUFF

After a busy day of outdoor activities, what better way to close than gathering around a crackling camp fire for a program of ceremonies, songs and skits.

Select a scenic spot, with a good drainage so ground will be dry for seating. Provide protection from wind and insects. Check out the firewood supply...you may need to bring firewood from home. Check for fire safety. Contact local authorities for any necessary permission. Can the fire be built and extinguished safely? Listen for outside noises which may be distracting. It is much better to have waves lapping against shore or wind blowing through the trees than highway and airplane sounds.

Boys should be properly clothed, depending on the weather. In winter, clothing should provide warmth; in summer, protection from the sun. Suitable footwear is important.

Staging Den and Pack Ceremonies has more information about camp fires.

Pack Campfires

Camp fires may be large or small, formal or informal, story telling or dramatic, mystery, Indian, stunt, songfest or any combination of these. There are camp fire planning aids available, such as "Campfire Program Planner." This is available at the Scout office.

Ingredients - Songs, stunts/ceremonies, stories, showmanship and **FUN!!** All of these things go together to make a great camp fire program. Keep your audience in mind at all times, during planning and during execution of your program plan. Without a little showmanship the camp fire leader and all the songs, stunts and stories will fall flat. Showmanship is an indispensable ingredient that puts sparkle into a campfire.

1. Follow the fire - While it's high the action should be as well, yet as it burns down the mood should become quiet and serious.
2. Put the "best" stunt last and the "next-best" stunt first.
3. Vary the pace by scattering stunts by individuals with those of dens.

GENERAL STUFF

Pack Campfires (cont.)

4. Dress up the ceremony area. Of course, Indian surroundings provide some of the best camp fire areas.
5. Crowd control is easier if silence is mandatory as the group enters the area. Make sure that sufficient light is provided for entry into the camp fire ring.

Showmanship also involves keeping the audience under a spell. Keep the action fluid as it moves from one item to the next. A Master of Ceremonies can insert announcements and such to fill while stunts are being set up.

Discipline is important. Squelch any horseplay immediately. Encourage enthusiasm, but maintain control. Get everyone involved in songs and stunts. Inspiration contributes to showmanship and is essential to a successful camp fire. Quiet as the embers die. Group may be asked to leave camp fire circle in silence.

Storytelling

Storytelling is a great opportunity to get close to your audience. Stories at a camp fire are one of the favorite parts of the program and have lasting effects. Most boys like adventure stories with lots of action. To tell a story, find one you like and read it until you have the major details in mind. The practice telling it, adding minor details as you go. Be dramatic, but not beyond the point of sincerity. Let serious stories point their own moral. Jump right into the story as soon as the audience is attentive, and don't lose their interest through elaborate introductions or irrelevant detail. Remember to talk to the most distant member of the audience.

One of the richest sources for finding new stories is historical journals of early explorers, mountain men and pioneers. We have included several of these type stories here. Don't limit yourself to these - hundreds of exciting adventures can be found at your local library. Storytelling is not hard if you've done some preparation. Try one at next camp fire and see what results you get.

Storytelling Resources

Here are just a few of the many fine books that will help in your storytelling efforts. Check with your local librarian for more ideas, and Happy Storytelling!

"Children's Faces Looking Up"
by Dorothy DeWitt
1979 American Library Association

"Twenty Tellable Tales"
by Margaret Read MacDonald
1986 H.W. Wilson Co.

"Handbook for Storytellers"
by Caroline Feller Bauer
1977 American Library Association

Check Library for works by
Ernest Thompson Seton,
Julia M. Seton,
Rudyard Kipling

"Childrens Books"
Awards and Prizes
1985 The Childrens Book Council

Use old Pow Wow Books,
"Creative Campfires,"
"Staging Den and Pack
Ceremonies,"
other Scouting related
materials



GENERAL STUFF

Ceremony Creator

Directions for use: Choose one or more phrases from each list
Assemble the necessary props
Add your own personal touches
Conduct a successful ceremony

"Would the following please come forward:"

Cub Scout(s) name Leader(s) Den(s)
Webelos Scout(s) name Parent(s) Special

"Before you is:"

A Candle A Drum A Bucket A Branch
A Torch A Cross A Tripod A Flashlight
A Scout Book A Neckerchief A Bridge A Picture
Akela A Trail A Box Your Parents
A Ladder Your Leader The Pack Other

"This Represents:"

The Spirit of Scouting Fun and Adventure The Family
The Pack The Church Good Deeds
Your Future Your Accomplishments Your Den
Our Dedication Your Advancement The World
Character Fitness Our Community
Other

"You have earned this Award by:"

Helping Others Completing Achievements Doing your Best
Joining Our Pack Helping Boys Grow Being a Denner
Being the Best Selling the Most Helping With
Collecting Serving for years Serving as
Other

"Please accept this award and continue to:"

Do Your Best Come to Meetings Work Hard Follow the Trail
Give Goodwill Follow Akela Be Yourself Help the Pack Go
Help Your son Grow Strong Other

"Would the rest of the Pack join me in congratulations for this Award."

(Lead a tasteful Applause)

THERE: WASN'T THAT EASY? KEEP THE SPIRIT ALIVE

OPENINGS

Indian Torch Ceremony

Needed: Four boys in Indian costume
Four torches

Leader: Let the North Wind enter. The North Wind brings the cold and builds endurance.

(a scout enters with a lighted torch)

Let the East Wind enter. The East Wind brings the light of day.

(a scout enters with a lighted torch)

Let the South Wind enter. The South Wind brings the warmth of friendship.

(a scout enters with a lighted torch)

Let the West Wind enter. The West Wind from which direction the sun sinks bringing the stars of night.

(a scout enters with a lighted torch)

The Four Winds will now light our Council Fire.

(Four Winds touch prepared fire with torches)

Indian Prayer Flag Ceremony

Needed: Five Scouts in Indian Costume; one in uniform
Campfire, Drum, Indian Rattle, American Flag

Three Indian braves and the Medicine Man are seated around the fire, Indian Chief is standing, boy in uniform is offstage.

Indian Chief: (arms raised toward sky) "Oh Great Father, listen to your people."

First Brave: (raises arms toward sky) "We thank you Great Spirit for the light of the sun each day."

Second Brave: (raises arms toward sky) "We thank you Great Spirit for the beauty of the world and the plants and the animals we enjoy."

Third Brave: (raises arms toward sky) "We thank you Great Spirit for the night and rest it brings."

Indian Chief: "Oh Great Father of all Cub Scouts, bless us and be with us tonight."

Medicine Man: (jumps up, shakes rattle and as drum beats) "Rise up all you braves. Rise up, our White Brothers." (Indians and audience rises) "We honor the Great Flag of our White Brothers."

Cub Scout enters carrying the flag. After posting colors:

Cub Scout: "Will you please join me in the Pledge of Allegiance?"

OPENINGS

Friendship Circle

Arrangement: Each Cub wears a cowboy hat and after saying his line takes a place around a camp fire.

1st Cub: At the end of a long day on the trail, cowboys really enjoyed the comradeship around the camp fire.

2nd Cub: The food was warm and filling.

3rd Cub: Songs were sung and maybe a harmonica was played.

4th Cub: New friends were made.

5th Cub: And old friends treasured.

6th Cub: And all enjoyed the beauty of the stars above.

Leader: The Scouting experience is much like this. Cubs and leaders work together to get the job done. They play games and sing songs, but one of the lasting benefits of our time in the Cub Scout Program is the friendships we form.

OPENINGS

Preparations: Set up a council-fire firelay. This means that you will basically build a hollow square of logs in a log cabin manner. Put kindling and tinder in the second or third "Floor" where they will be ignited by torches inserted into the lowest space between the logs. Prepare the torches -- wrap several long sticks with 2 inch wide strips of cardboard. Tie cardboard to sticks with heavy string or cord. Dip cardboard ends into melted paraffin and dry. Have available a dependable fire source to light the torches.

Leader: I am pleased that you parents and Cub Scouts have shared this summer activity of Cub Scout Pack _____. The success of Cub Scouting depends upon the boy's family relationships. As we light this council fire, we offer a challenge to all you parents. As each member of our pack committee helps to light this fire, listen well to his challenge.

Comm #1: *(brings forth his torch and inserts it into one side of the firelay)* Increase your knowledge of your boy. Influence him to keep advancing regularly through Cub Scouting.

Comm #2: *(brings forth his torch and inserts it into one side of the firelay)* Seek a better community through living better as Cub Scouts in a den, as families and as neighbors.

Comm #3: *(brings forth his torch and inserts it into one side of the firelay)* Practice the Cub Scout principles at home by participation, recognition, and security, moving with your son through Cub Scouts and on into Boy Scouting.

Comm #4: *(brings forth his torch and inserts it into one side of the firelay)* Help to strengthen the influence of this Pack and its sponsoring institution on boys, parents and the community.

Leader: Cub Scouts and parents, you are all part of our "Pack Family." Parents, there is a place for you on our committee and we urge you to lend us your help. To all of you, good luck and good Cub Scouting with your son.

CLOSING

Indian Benediction

All use Indian Sign Language

May the Great Spirit	<i>Close right fist with two fingers extended and spiralling upward</i>
Make	<i>Open hand extended forward, moving up and down</i>
Sunshine-	<i>Right hand forming an arc upward and down from left to right</i>
In your	<i>Point to others</i>
Heart	<i>Point to yourself</i>

Spirit of Cub Scouting

The Spirit of Cub Scouting burns brightly here, just like this camp fire and it also burns brightly in the hearts of Cub Scouts everywhere. May it continue to burn brightly in the heart throughout this busy year, wherever you go and whatever you do. May its light bring you back for our next Pack activity.

Conservation Closing

Ask the parents to join in singing the first stanza of "America." Then ask the parents to hum another stanza of the song as all the Cubs read in unison the Conservation Pledge from a large sheet.

Conservation Pledge

I give my pledge as an American to save and faithfully protect the natural resources of my country, its soil and minerals, its forests, water and wildlife.

CLOSING

A Reading

Psalm 23: (This reading alternates between a standard version and an Indian version of the Twenty-third Psalm.)

The LORD is my shepherd; I shall not want.

The Great Father above is a Shepherd Chief. I am his and with Him I want not.

He maketh me to lie down in green pastures: he leadeth me beside the still waters.

He throws out to me a rope and the name of the rope is "love." He draws me to where the grass is green and the water is not dangerous and I eat and lie down satisfied.

He restoreth my soul: he leadeth me in the paths of righteousness for His name's sake.

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

Yea, though I walk through the valley of the shadow of death, I fear no evil; for thou art with me; thy rod and thy staff, they comfort me.

Sometime, it may be very soon, it may be a long time. He will not draw back. It is dark there, but I will not be afraid, for it is in mountains that the Shepherd Chief will meet me and the hunger that I have felt in my heart all through this life will be satisfied. He gives me a staff that I may lean on.

Thou preparest a table before me in the presence of mine enemies; thou anointest my head with oil; my cup runneth over.

He spreads a table before me with all kinds of foods. He puts His hand upon my head and the "tired" is gone. My cup He fills until it runs over.

Surely goodness and mercy shall follow me all the days of my life; and I will dwell in the house of the LORD forever.

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

ADVANCEMENT CEREMONY

Akela's Council

Open with a fire glowing. one Cub Scout is seated before the Council fire, as though he were tending it. Akela (the Cubmaster) is seated in the center of the Council Ring.

The tom-tom calls the Cub Scouts to the ring and they enter, walking slowly and with dignity. They are wrapped in blankets and are wearing Indian headbands. One Cub Scout leads the members of the Pack Committee to their seats.

The Cub Scouts who are to be advanced in rank are seated in the inner circle. Other Cub Scouts are seated in the outer circle.

Akela requests all Cub Scouts to stand, face the Pack Committee, and give the Cub Scout sign. The Committee returns the gesture. Akela says a few words to welcome the Committee, parents, and explains that the tribe has come together to honor some of it's members.

Akela asks the Cub Scouts who seek advancement to stand. He asks them if they are ready to show that they have been "good hunters" on the Cub Scout trail. He then calls on each boy to review part of the Achievements for the rank which they seek.

Akela then requests the advancing Cub Scouts to repeat in unison the Cub Scout Promise and the Law of the Pack. He then asks the Pack Committee if they are satisfied that the Scouts are ready for advancements.

Akela then asks the parents of the boys to come forward and present the badges to their sons.

A Den Leader shows a picture of the Arrow of Light, and explains that it means progress upward and onward in the direction of good citizenship from Wolf to the Bear, to the Webelos, and on into Boy Scouting.

A Den Chief leads the Cub Scouts in the Grand Howl to celebrate the advanced Cub Scouts, and the Pack retires from the Ring. This ends the ceremony.

This ceremony included no details, because each Pack can work out them out in the manner which best suits them.

ADVANCEMENT CEREMONY

The Indoor Camp Fire

This ceremony utilizes an indoor camp fire. Make an indoor camp fire just like an outdoor one, attaching the wood together with screws or nails. Insert a yellow or red light bulb into the center of the fake fire.

In this particular ceremony, use two bulbs. The effect is gained by unplugging one between advancements. The "fire" gets brighter each time by turning on the second bulb.

Needed: Small campfires from craft section for each advancing Cub
Poles along side of fire picturing different ranks

Leader: This evening we are gathered around the Pack camp fire to hear an ancient tale. Would the advancing Cubs please make a close circle here with the fire. (*read off names of Cubs and parents*) It was once told that a camp fire has a great magic. The fire keeps us warm and lights our way, and cooks our food.

Part of the magic of this Pack fire is that it can light up our future when we are near. Would our Bobcats please come stand by the fire? (*turn on second bulb now*) As you see it now burns brighter, it tells us you will soon be on the Wolf Trail to earn the Wolf Badge. To light your future in Cubs Scouting we have a small Pack fire for you. Congratulations on your Bobcat, and for successfully navigating the Bobcat trail that brought you here tonight. (*send them back to outer circle; turn off second bulb now*)

Continue with other ranks in about the same way.

Make sure the fire dims and brightens at the appropriate time.

CAMPFIRE YARN

Climbing the Mountain - adapted from a story by E. T. Seton

Afar in our dry southwestern country is a Indian village; and in the offing is a high mountain, towering up out of the desert. It is considered a great feat to climb this mountain, so that all the boys of the village were eager to attempt it. One day the old Chief said: "You may all go today and try to climb the mountain. Go as far as you can. When you are tired, come back, but let each one bring me a twig from the place where he turned back." Away they went, full of hope...each feeling that would surely reach the top.

Soon a fat, pudgy boy came slowly back, and in his hand he held out to the Chief a leaf of cactus. The Chief smiled and said: "My boy, you did not reach the foot of the mountain. You did not even get across the desert."

Later a second boy returned. He carried a twig of sagebrush. "Well," said the Chief. "You reached the mountains foot, but you did not climb upward."

The next boy had a cottonwood sprig. "Good," said the Chief. "You got up as far as the spring." Another came later with some buckthorn. The Chief smiled when he saw it and said: "You were climbing. You were up to the first slide rock."

Late in the afternoon, one arrived with a cedar spray and the old Chief said: "Well done, you went halfway up." An hour later another came with a switch of pine. To him the Chief said: "Good! You went to the third belt. You made three quarters of the climb."

It was the next day when the last boy returned. He was tall splendid boy of noble character. His hand was empty as he approached the old Chief, but this countenance was radiant, and he said: "My Father, there were no trees where I was. I saw no twigs, but I saw a shining valley."

Now the old Chief's face glowed too, as said aloud and almost sang: "I knew it! When I looked upon your face, I knew it. You have been to the top. You need no twigs for token. It is written in your eyes and rings in your voice. My son, you have felt the uplift. Tell us about the glory of the mountain."

"I reached the crest of the mountain just as the sun was setting. It was very cold and the wind blew fiercely. Snow and ice were everywhere. I gained this majestic pinnacle to be cheated of the view by the shadows and the darkness of night. To retrace my steps over that rough and treacherous trail in the dark could have led to disaster. So I sought out a spot under a great overhanging rock which

CAMPFIRE YARNS

Climbing the Mountain (cont.)

protected me from the wind and afforded me an excellent view of the star-studded sky. When the moon rose, I could see great fleecy clouds floating far below. I was enchanted and quite comfortable as I waited for the dawn. As I crouched in this lofty spot I thought of everyone on our tribe and realized how much I loved them. I thought of our needs, but they seemed small compared to our blessings. I thanked the Great Spirit for the wonders of creation. How I wish that all of you could have shared in the splendor of the sunrise. As the light came I looked on the other side of the mountain. There was an unbelievably beautiful valley with a crystal clear lake reaching into the sunset. There were large herds of deer, elk and buffalo feeding on the grass covered slopes. I watched for any sign of man, but I saw none. This unspoiled valley is truly a paradise. As I prepared to descend the mountain I looked about for a memento, and then I realized that the most important thing I could bring back to our tribe was news of the valley beyond the mountain."

The old Chief slowly rose and placed his outstretched hands on the youth's shoulders. As he gazed into the brave's eyes he said: "In the twilight of my years, you came as an eagle flying out of the sunset to lead our people. Henceforth you shall be known as Flaming Eagle, chief of this mighty tribe. I salute you. May the Great Spirit grant you the strength, courage and wisdom to lead us for many moons."

O Ye Scouts, keep this in mind, then: The badges that we offer for attainment are not prizes. They are merely tokens of what you have done, or where you have been. They are mere twigs from the trail to show how far you got climbing the mountain. Far more important than the badges then, is what you have learned along the trail, those things which will help you to become a good leader. The badges are reminders of your progress along the trail, and are encouragement for you to try even harder to reach the top of the mountains.

SKITS

An Iroquois Legend

Many, many winters ago, the world was covered by a great blanket of water. There was no sun, no moon, no stars. There was no light. All was in darkness.

The only living things in the world were water creatures such as the beaver, the muskrat, the turtle, the duck, the loon and the swan.

Far-above the world was the Land of Happy Sky People, where Lawenio, the Great Sky Chief, ruled as the Good Spirit. One day Lawenio called his daughter to him. "You must go down into the lower world to make it bright and happy," he said. Gently he dropped his daughter through a hole in the sky.

Far below on the dark waters floated the water creatures. Looking up they saw a great light. It was Sky Girl slowly falling toward them.

After Sky Girl had rested on the good earth and found that the water no longer covered everything, she asked her father, the Good Spirit, to make the earth fruitful. So Lawenio, the Good Spirit, hung the sun and the moon and the stars in the sky. On the earth he planted beautiful trees and flowers.

He made springs and streams of pure water. He created beautiful rivers protected by high hills. He made animals like the Bear and the Deer.

Finally, out of red clay, the Good Spirit made man in his own likeness. From the sky he sent down dog to be a special friend to man.

Then the Good Spirit was pleased and gave a blessing to all the things he had made.

The Good Spirit said: "Man comes from the earth and no man is perfect." That is why the Indians say that no man has a right to judge another, for that can only be done by the Good Spirit.

SKITS

Many, many moons ago, in what is now the southwest part of the United States, there was a most beautiful, fertile valley. It was surrounded by rugged mountains that protected it from the great winds of the north. The fertile valley produced an abundance of nuts, berries and fruit. Through the middle of the valley ran a clean, cool and fish filled stream.

In this valley lived a peaceful band of Apache Indians. They wanted for nothing, for small game wandered to the valley to feed and drink.

During the spring, summer and fall there was plentiful food for all. It was the belief of the Indians that God had provided the food for all people to share and they never took more than was needed.

However, when winter would draw near, the Chief would send the young braves out on a hunting party for the big game; the elk, the deer and the buffalo. They would preserve the meat for use during the winter months. Then the skins were tanned for use as clothing and for their tepees.

This one fateful year, the old Chief called the young braves to a meeting around the council fire. "It is time for the big hunt," he said. "We must decide where the hunt should take place." As he said this, he did not realize that on nearby "Picket Post" mountain was a band of renegade indians. These indians had been plundering the area; stealing mostly ponies, for the pony was of great importance for the indian's survival.

As they continued, the old Chief said, "it is now time for the ceremonial dance to insure a successful hunt." As they performed their dance, the renegades saw it and knew what was going to happen. They rushed to a likely spot on the only trail out of the beautiful valley and waited in ambush.

The young braves gathered their hunting equipment; mounted their ponies and bid their loved ones goodbye. They rode out of the valley and up the trail into the renegades ambush.

After a furious fight every one of the young braves was killed, and all of the ponies were captured --- except one.

As ponies will, it wandered back down the trail to it's corral in the village. When it came into the camp with it's blood stained blanket on it's back; the mothers, sweethearts, wives and children saw it and knew what had happened.

They cried such bitter tears of anguish that when the tears fell to the valley floor they turned into stone.

SKITS

The Moral

Hold up an Apache tear to the light and ask them to look at it. You can see some light through it. This light is the promise of a better world through Scouting.

Have them look more closely and see the minute flaws. Let that remind them that each of us has flaws in our characters.

Ask them if they would like to join a world wide group known as "The Keepers of the Apache Tear." If they would like to have a tear, they must know the rest of the legend.

If you carry an Apache Tear, you must vow to be of service to others. If you fail to do so, great winds from the spirit will blow against you, and impede your progress through life.

However, if you do something of service to others; then change the Apache Tear from one pocket or place to another as a reminder. If you do faithful service to others, then gentle winds will push upon your back and help you along the path of life.

Note: Apache Tears may be purchased at rock shops.

AUDIENCE PARTICIPATION

Climbing The Mountain

BOY -- WOW

CHIEF -- "UGH"

MOUNTAIN -- "TO THE TOP"

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

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

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

The sun was low when the last **BOY** returned. He was a tall, slender **BOY** of noble character. His hand was empty as he approached the **CHIEF** but his countenance was radiant, and he said, "My father, there were no trees where I got to, I saw no twigs, but saw the shining sea." Now the old **CHIEF'S** face glowed too, as he said aloud and almost sang, "I knew it. When I looked on your face, I knew it. You have been to the top. You need no twigs for token. It is written in your eyes and it rings in your voice. My **BOY**, you have felt the uplift, you have seen the glory of the **MOUNTAIN**."

Oh, ye Scouters, keep this in mind, then: The badges that we offer for attainment are not "prizes." Prizes are things of value taken by violence from their rightful owners. These are merely tokens of what you have done, or where you have been. They are mere twigs from the trail to show how far you got in climbing the **MOUNTAIN**.

AUDIENCE PARTICIPATION

Sit-Down Hike

The leader explains that he is taking the group on a hike and they are to be doing as he does and say what he says. In the following, the lines are repeated twice at first to get you started. The audience should repeat all lines and do all the actions.

LEADER: Do you want to go on a hike in the mountains?

GROUP: - Do you want to go on a hike in the mountains?

LEADER: Alright, let's go.

GROUP: Alright, let's go.

LEADER: Let's start walking (make walking sounds with feet on floor)

GROUP: Repeats above lines and actions. And so on for the rest of the story.

LEADER: We'll have to cross a bridge. (hit palms on thighs to sound like feet on a bridge)

Here we are across the bridge, and the horses are waiting to take us up the steepest part of the mountain. (hold reins with hands, bounce up and down on chair, while making clucking sounds with tongue against roof of mouth to sound like hoofbeat.)

This is the end of the horse trail. We'll hike from here to the glacier. (walking sounds with feet on floor.)

Oh dear, we've run into a swarm of mosquitos. (walking sounds speed up; start slapping face, neck, scratching here and there)

Let's walk faster and get away from these mosquitos. (walking sounds speed up)

See off there. There's our glacier. (shade eyes with one hand and point with the other)

Let's run. (running rhythm, slapping palms on thighs)

And now for the fun. We'll slide down the glacier. (give a 'shooshing' sound, ending with a 'wheee')

We came down a lot faster than we went up. Keep tramping. We will soon be back home. (walking sounds gradually gets softer and finally stops)

SKIT

Mellerdrama - The following play is read by a narrator. The players carry out everything that is said. When the play opens all props should be in position where needed. The SUN is lying on the floor, MANUEL is seated at the table. CUR and TAIN stand in center of stage in front of other characters.

Our **CURTAINS** are parted and our play is on. (*CUR and TAIN part weeping*) It was early morning and the **SUN** arose. (*SUN awakens and rises*) **MANUEL DEL POPPOLO**, son of a rich Spanish nobleman, sat in his father's castle. He was pouring over his notes. (*with pitcher*) He is so anxious to whip them into shape (*whips notes*) that he simply devours them. (*chews notes*) Finally he arose, muttering curses. "Hither Zingrella!" he cried.

ZINGRELLA came tearing down the stairs (*rips down stair sign*) and tripped into the room. (*trips*) "Did you call?" she asked.

"Yes," he answered. "Where is **MAGGIE**?"

"She is in her chamber."

"Then bring her to me at once," he commanded. **ZINGRELLA** flew (*flapping arms*) to do her master's bidding. While waiting for **MAGGIE**, **MANUEL DEL POPPOLO** crossed the floor once, twice, and thrice. (*draws three x's on floor*) Then he sat down and stamped his feet. (*licks stamps and affixes to feet*)

Soon **MAGGIE** came sweeping (*with broom*) into the room. "Maggie for the last time will you marry me?"

"Oh no, no, no," she cried.

"Ah, curses! Then I'll lock you up in the tower until you consent."

"Oh sir, I appeal to you." (*kneels and peels banana or orange*)

"Your appeal is fruitless!" (*tosses away peel*) Muttering curses, he left the room.

MAGGIE turned a little pale (*turns over a bucket*) and flew about the room in an agony of fear. She knew that **MANUEL** would keep his word. Oh, if only **ALVIN C.C. AARDVARK**, her true lover would come, he would save her! Would he come?

The **HOURS** passed, but oh so slowly. (*HOURS walks across, regular then slower*) Finally she took her stand and scanned the horizon. (*stands on chair and looks at HORIZON who is jumping about to attract her attention*) Suddenly a whistle sounded from below. "Oh Alvin my boy, is that you?"

"Yes, it is me. Throw me a line." (*MAGGIE does a Mae West impersonation of "What's a nice boy like you doing in a place like this?"*)

"No, a **ROPE!**" (*MAGGIE winds up and throws rope*) Alvin then galloped into the room. (*gallops in*)

"Oh, **MAGGIE!**" he cried and tenderly presses her hand. (*with iron*)

SKIT

Mellerdrama (cont.)

At that moment, **MANUEL** entered and, maddened at the sight of the two lovers together, challenged **ALVIN** to a duel. They assaulted each other (*with salt shakers*) and after a few moments, **MANUEL** gave up the match. (*pulls match out of book*) Acknowledging that he was defeated, he sorrowfully leaves the room.

"Come, **MAGGIE** my love. Now there is none to stand between us. You are mine!" And **ALVIN** led **MAGGIE** from the room. (*puts rope around neck*)

The **HOURS** pass (*HOURS crosses stage*) the **SUN** sets, (*SUN yawns and sets*) and **DARKNESS** falls. (*DARKNESS with sign enters and does pratfall*) The **CURTAINS** close, (*CUR and TAIN reunite joyfully*) and our play is ended.

SKIT

City Slickers

Needed: Two city slickers
MA, PA, SIS, BOY (dressed as hillbillies)
Props: Large cardboard car cut-out
Hillbilly house front
Setting: Two city slickers drive up in front of house and honk their horn.

Ma: (comes out of house) Howdy. What ya'll want?

Driver: How do we get to Kansas City?

Ma: (yells into cabin) I don't rightly know, but I'll ask my son. Sonny, how do ya'll get to Kansas City?

Boy: (comes out) I don't rightly know. I'll ask Sis. Sis, how do ya'll get to Kansas City?

Sis: (comes out) I don't rightly know. I'll ask Pa. Pa, how do ya'll get to Kansas City?

Pa: (comes out) Let me see now. I don't rightly know how to get to Kansas City.

Rider: Boy, you people sure are dumb. You don't even know anything, do you?

Pa: Well you see, it's this a way. We might not be very smart, but we ain't lost.

Soup

Props: Pair of socks, pot, spoon, campstool, several small containers.

Cast: Cook, campers (according to size of group)

Scene opens with "cook" sitting stirring pot with socks hidden inside.

Each "camper" walks up to the cook and asks, "Whatcha cookin'?" Cook gives disgusted look. "Can I have a taste?" Cook hands spoon to camper who takes a taste and proclaims, "It needs something." Camper adds spices of his choice. This goes on for all campers. The last one proclaims that the soup is just right. At which time the cook scoops his socks out and says, "I guess my socks are done!" The campers all fall down and look sick.

GAMES

Continuing Story

Players: Unlimited

Den should be in a circle. Start telling a story. Stop after a few sentences. The Cub next to you continues the story. When he stops, the Cub next to him continues. Keep adding to the story until everyone has had a turn. You will find that you get some very interesting stories this way.

Word Finders

Needed: Glue
Scissors
Old magazines
Paper
Timing apparatus

Each player chooses a magazine or newspaper. A certain word is selected and an amount of time is set, such as five minutes. On the signal "GO" players begin looking for the word in their magazines or newspapers. As they find the word, they cut it out and paste it to the paper. At the end of the allotted time, the player with the most words on the paper wins.

Snake by the Tail

Boys line up with each one grasping the waist of the boy ahead. The object is for the "head" of the snake to tag the "tail." The other boys try to prevent this without letting go and breaking the snake. When the "head" manages to tag the "tail" he becomes the tail and the line moves up.

Measuring Worm Race

Players lie on their stomachs at the starting line. On signal, they draw their legs up under their bodies and fall forward again on their hands. Continue in this inch worm fashion to the finish line.

GAMES

Nature Charades

For this variation of the basic charades game, you will need two pencils, two drawing boards of cardboard or wood and as many sheets of paper as there are players.

Divide the group into equal teams. The contestants are to be artists and the first representative comes to the leader to start. The leader whispers the name of a nature article for the artists to draw.

At a signal, these players go to their drawing boards and start to draw while their teammates cluster around them. The first team to guess what nature object the artist is drawing gets one point.

The next player on each team then goes to the leader for another nature object. Each player on each team should have a turn at being the artist. At the end of a round, the team with the most points wins.

Nature objects can include anything that has enough character to make a clear drawing. Such as:

elephant, pine tree, shark, shell, mountain, beetle, snake, etc.

harder ones could be, leaves, flowers, rocks, footprints, constellations

Spongeball Tag

This is similar to regular tag except that "it" tries to tag other players by throwing a wet sponge at them. Any player hit by the sponge is "it." Be sure to designate the playing area.

Alphabet Hike

Take a nature hike and the first one to come up with things of each letter of the alphabet wins. Could also be done on a time limit with the one having the most winning.

GAMES

Friend or Enemy

Even one person can play this game alone. Sit down with a pencil and a sheet of paper and think of your own back yard, or someone else's. Then on top of the paper print "FRIEND" on the left side and "ENEMY" on the right side. Think of plants and animals, insects, too, that might live in this backyard. Try to decide which are friends and which are enemies.

For example, the dandelion would be considered an enemy because it destroys the lawn. The cabbage in the garden is a friend because it is food. But the cabbage butterfly would be an enemy because the larvae eat the cabbage leaves.

Where would you put the ant, the zinnia, the apple tree, the aphid or the earthworm.

If you're playing with a group, the winner is the one who has the longest list of correct items.

Nature Riddles

- What tree is good for swimming? (Beech)
- What has bark but doesn't bite? (Tree)
- What tree shouldn't be in school? (Gum)
- What insect is a member of your family? (Ant)
- What tree is always complaining? (CRAB apple)
- What insect could you use if you hurt your foot? (Walking Stick)
- What flower goes to church? (Jack in the Pulpit)
- What vegetable do you find in a jewelry store? (Carrot)
- What tree is carried around in people's hands? (Palm)
- What flower can you have fun with in the winter? (Snowball)
- What tree is always well-dressed? (Spruce)
- What tree is always near a fire? (Ash)
- What tree do you sometimes see on coats? (Fir)

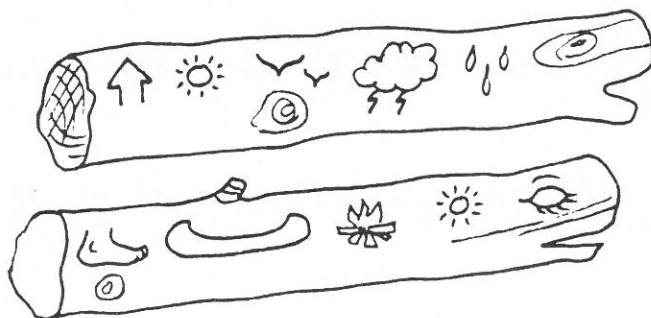
CRAFT

Story Stick

Needed: One stick, two or three feet long
Acrylic paint and brushes

Remove the bark from the stick. Paint symbols to represent a favorite folk story, family story or story of your own choice. Individual symbols and designs can be used as well as Indian symbols.

Use the story to tell a story at a camp fire. The symbols should show several words or phrases from the story. For example, a picture of a canoe could mean "a trip taken by boat," while a picture of trees could mean "living in a forest."

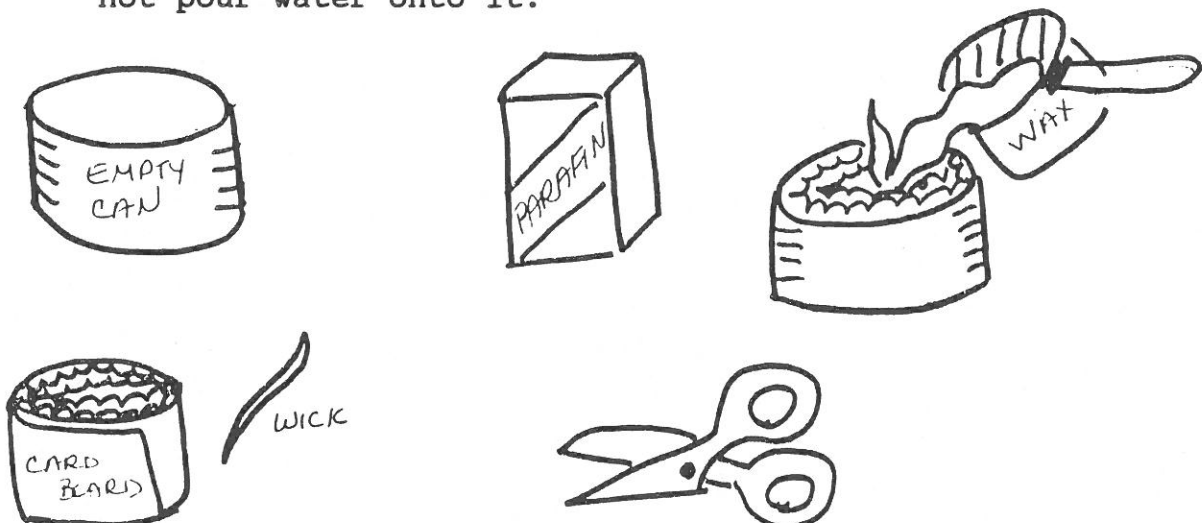


CRAFT

Buddy Burner

Needed: Tuna or cat food can
Strips of light, corrugated cardboard
Paraffin
Double boiler
String for wick

1. Cut cardboard into strips the same height as the can. Cut the string a little longer than the height of the can.
2. Roll cardboard strips and put into can. Put the wick in the center. Fit the roll tightly into the can.
3. Melt the paraffin in the double boiler. Slowly pour it over the cardboard. Be sure that the can is full and the wick is sticking out.
4. Let wax harden completely before using the buddy burner.
5. Extinguish your burner by smothering it. Do not pour water onto it.

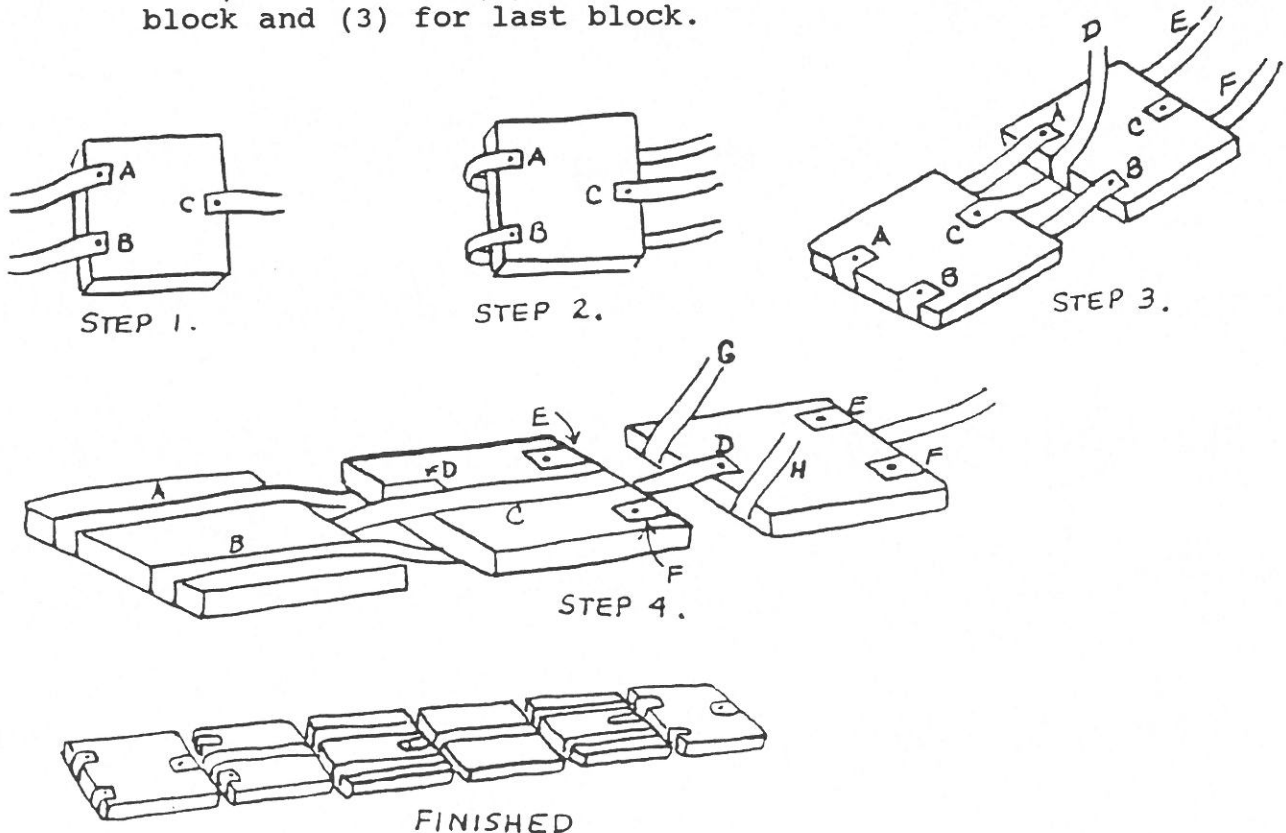


CRAFT

Flip Flop Blocks

This is a favorite toy for sister or brother or even for dad. It is made from scrap lumber and twill tape.

1. Cut six blocks 2" x 2 1/2", and 15 tapes about 5 1/2" long. Tack three tapes to each of five blocks, as shown.
2. Place first block in position, as shown, with double tapes around and under block and single tape extended flat on table.
3. Place second block in position with tacked side down, single tape out to the left and double tape out to the right. Tack ends of tapes A, B, and C to second block as shown.
4. Turn blocks over. Place third block in position with tacked side down, double tape out to left and single tape out to right. Tack ends D, E, and F onto third block.
5. Continue in this manner. Turn assembled blocks over each time; the follow (3) to add fourth block, (4) to add fifth block and (3) for last block.



CRAFT

Rubber Stamp Prints

- Needed: Auto tire inner tube
- Glue
- Small blocks of wood
- Tin snips or large scissors

Cut the footprints from the inner tube and glue onto wooden blocks. Use the stamps to depict stories of natural happenings, such as rabbit tracks going across a piece a paper followed by coyote tracks to show that the coyote was stalking the rabbit.

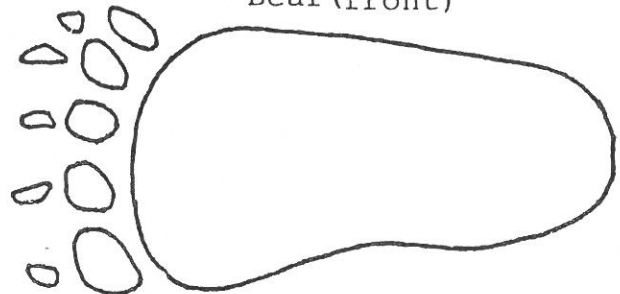
Use pen to show signs of a struggle. Label your footprints.

Porcupine (front)



Porcupine (back)

Bear (front)



Bear (back)



Raccoon



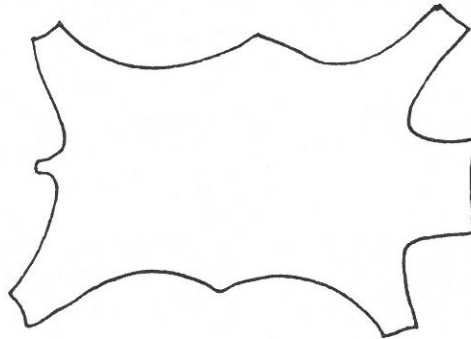
CRAFT

Hunt Skin

Use the hunt skin as a storytelling aid.

Needed: Brown yarn
Large paper sacks
Sticks (about two feet long)
water colors or markers

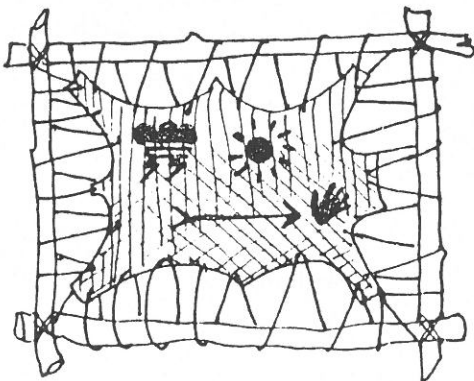
1. Cut a skin shape from the paper sack. Make it about 12" x 15".
(Animal skin could be used in the same way.)



2. Draw or paint figures on the skin.



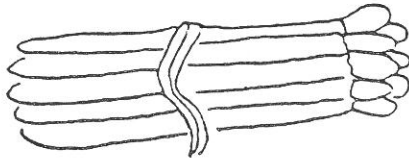
3. Wad and unwad the skin until soft like leather. Punch holes around outside of skin. Tie four sticks together to make a frame. Lay skin inside frame and lace with yarn.



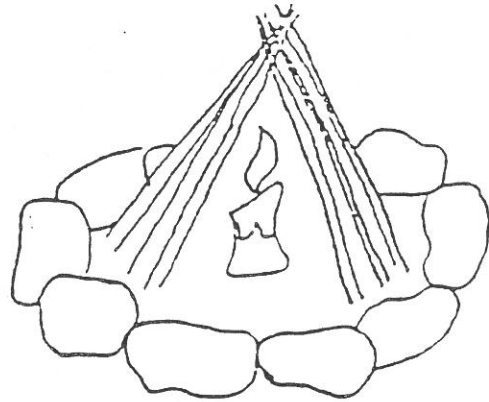
CRAFT

Fire Starters

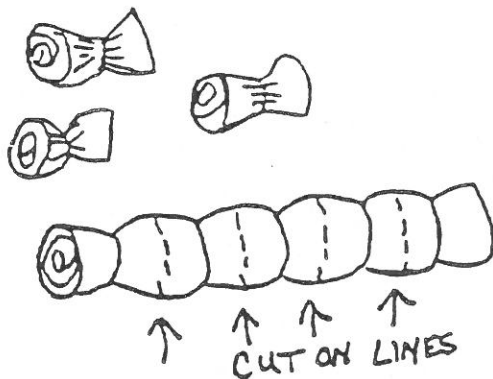
Fire starters are an excellent way to get your camp fire going. Below are a few suggestions for fire starters that have proven successful.



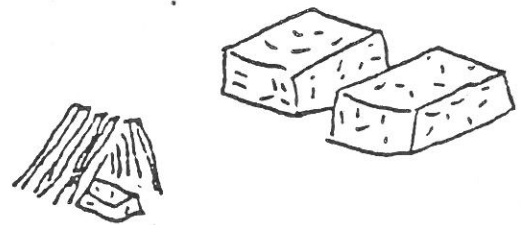
Tie a half dozen matches together with string. Dip into paraffin. Light and put on more twigs. Add larger sticks etc.



A candle stub works well. Place in the center of twigs.



Roll a single sheet of newspaper and tie with string. Cut up the paper and soak in paraffin. Place under kindling.



Cut plastic foam into blocks. Soak in paraffin. One placed in kindling is enough for each fire.

DEN AND PACK ACTIVITIES

Hold a pack wiener and marshmallow roast.

Schedule a moonlight hayride. Allow for safety by having plenty of lights and lots of supervision.

Have a camp fire awards ceremony. Use skits, songs, stunts, etc.

Have a cookout where the boys and adults do all the cooking and cleanup.

Around a camp fire have a dad or leader tell a really good ghost story (or stories).

Let the boys take turns telling their best ghost story or shaggy dog story.

Have Den Chief help build a really spectacular fire with a special lighting ceremony.

Light a camp fire in a magical way. Use flint and steel, or steel wool. Experienced Scoutmasters can usually help.

Have joint troop-pack activity involving a camp fire.



SONGS

The Horse That Went Around
tune: Turkey in the Straw

1. Oh, the horse went around with his foot off the ground,
Oh, the horse went around with his foot off the ground,
Oh, the horse went around with his foot off the ground,
Oh, the horse went around with his foot off the ground.

Chorus: (spoken)

Same song, second verse, little bit faster and little bit worse.

2. Oh, the horse went around with his foot off the ...
Oh, the horse went around with his foot off the ...
Oh, the horse went around with his foot off the ...
Oh, the horse went around with his foot off the ...

Repeat chorus

3. Oh, the horse went around with his foot off ...
Oh, the horse went around with his foot off ...
Oh, the horse went around with his foot off ...
Oh, the horse went around with his foot off ...

4 - 12 Continue leaving of a word each time until whole song is sung silently. Use head motions or something to keep tempo. End song by repeating verse 1.

Akela's Council
tune: Clementine

When Akela holds his council,
And the camp fire's all aglow.
We will form a friendship circle,
As we sing so sweet and low.

Oh Akela, brave Akela,
True and square, Cub Scouts we'll be.
To our Promise and the Pack Law,
We will pledge our loyalty.

ALAMO AREA COUNCIL

POW WOW 1992

SONGS

Chief Akela

Chief Akela had many sons,
Many sons had Chief Akela

I am one of them and so are you
As we go marching on.

Right Arm: (motion up and down)

Left Arm: (motion up and down)

Right Leg: (moves up and down)

Left Leg: (moves up and down)

Nod your Head

Turn Around: (turn circles)

Sit Down!!

Add motions one at a time and repeat song until done. Keep moving each part.

Taps for Cubs
tune: Taps

As we close, each Cub knows,
What it means, to be fair, to be true,
To be proud,
Of the Gold,
And the Blue.

Meeting through, Don't be blue;
Meet again with our den; Until then,
Obey the Law,
Join the rest,
Do your best.

Sun of Gold, Sky of Blue;
Both are gone from our sight; Day is through,
Do your best,
Then to rest,
Peace to you.

ALAMO AREA COUNCIL

CHEERS AND RUN-ONS

Pump Handle Cheer - Grasp the handle of the pump and work it up and down while making an appropriate "Squ - eee - ekak" with each pump.

Spider Clap - Place hands together finger tip to finger tip. Separate palms, leaving fingertips touching. Bring palms together sharply for clapping sound.

Chainsaw Cheer - Cut wood for the fire by kneeling down and starting chainsaw. Pull several times and then "Chug, chug, Wowwww!"

Handsaw Cheer - Grasp imaginary saw tightly; stand on log and cut "phwoopa, phwoopa, phwoopa."

Flint and Steel Cheer - Hold flint in left hand; steel in right. Strike steel against flint with "Chink, chink, chink" then "GLOOOOWWW"

A person enters the room with a brief case opening and shutting it very fast. The leader asks, "What've you got there?" The walker replies, "I'm going to court and it's going to be an OPEN and SHUT case!" Later in the same meeting, the walker returns with the brief case and stands up on a chair. Leader says, "What's going on now." Walker says "I have to take this case to a higher court."

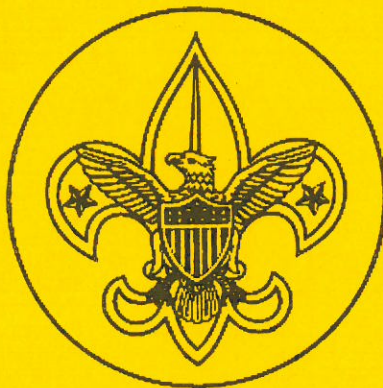
First person runs into the room yelling, "It's all around me! It's all around me!" Someone asks, "What's all around you?" First person replies, "My belt!"

First person enters room dragging a length of rope. Second person asks, "Why are you PULLING that rope?" First person replies, "Did you ever try PUSHING one!"

Person comes into room carrying an inflated bag which he holds tightly at the top. Another person asks, "What are you carrying in that bag?" "Milk," is the answer. "But you can't carry milk in a bag," says the other guy. "Why not, a cow does," comes the reply.

First Cub runs across stage yelling, "The VIPER is coming!" Next Cub does the same thing and then another Cub does the same. Last Cub strolls in with rag and bucket and says, "Allo, I'm the Vindow Viper!"

SEPTEMBER 93 - AMERICAN FOLKLORE



JCPenney

SCOUT HEADQUARTERS

5 CONVENIENT LOCATIONS TO SERVE
OUR CUSTOMERS, IN OUR BOY'S DEPT.

1. Windsor Park Mall
IH 35 N. at Walzem Rd.
654-1550

2. Northwest Center
3672 Fredericksburg Rd.
734-6451

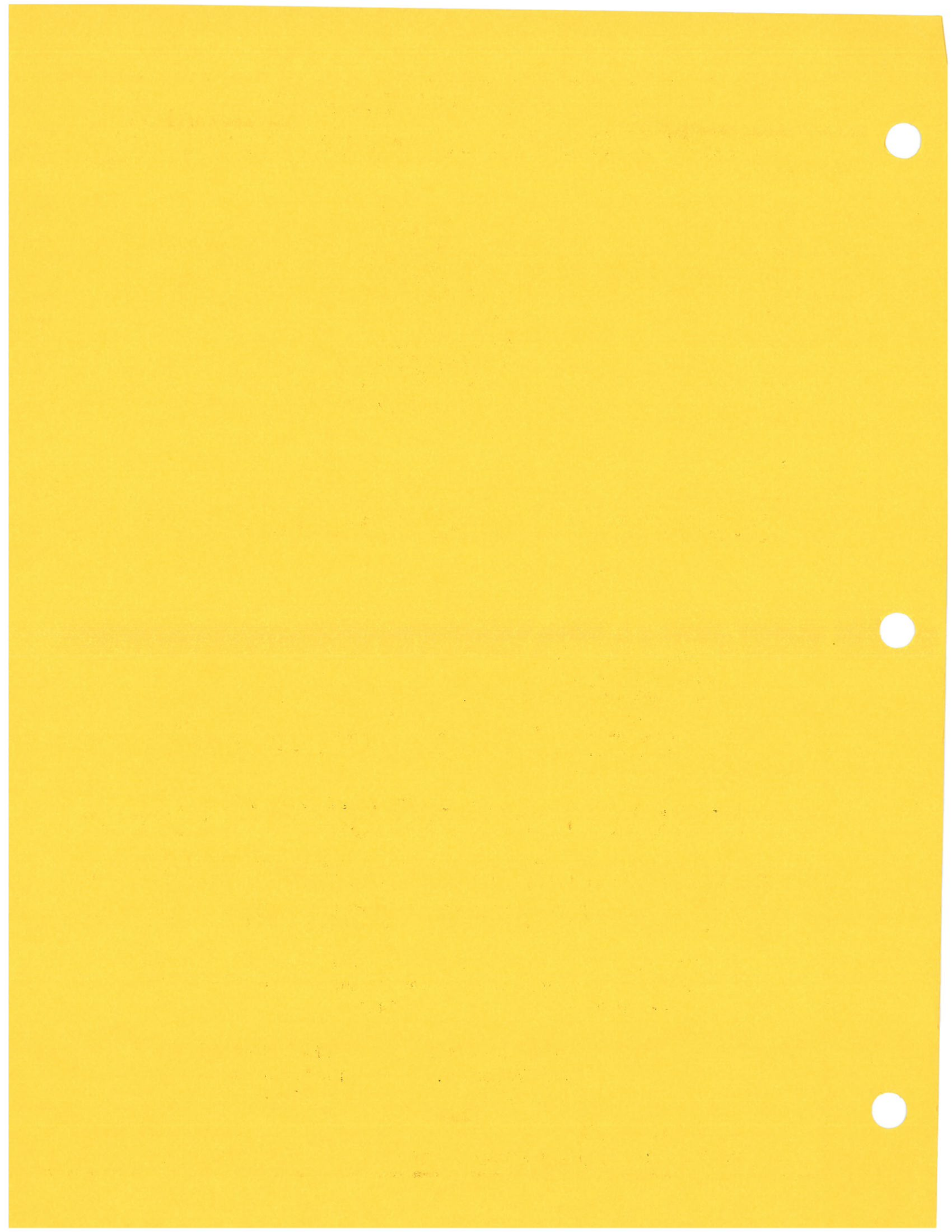
3. South Park Mall
IH 35 S. at Military Dr.
923-5461

4. Ingram Park Mall
6301 NW Loop 410
681-6450

5. McCreless Mall
100 McCreless Mall
533-7181

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SEPTEMBER 1993

AMERICAN FOLKLORE

OPENING CEREMONY

Preparation: Flag is staffed on a stage behind closed curtain. If this arrangement is not possible, the opening may be done in a darkened room with the spotlight on the flag coming on at the appropriate time.

Cubmaster:

It is a picture of our past, our American Folklore, and there is something of Davy Crockett, Kit Carson, Daniel Boone, Horace Greely, the famous forty-niners, and even Lewis and Clark. That have added to our American Folklore.

It is a picture of our land. We see the rich blessing of oil and wheat, timber and granite. It is a picture of great cities and throbbing industries, busy seaports and millions of farms.

It is a picture of our people...200 million of them. They are the part of the picture we are helping to paint. To this picture we would add the portraits of boys, growing into men, who will live useful lives and who will add to that history of noble action which is our American heritage.

Cub Scouts and parents, the picture of our country!

(Curtain opens showing the American flag---or a spotlight on the American Flag)

The flag of the United States of America!

Will you all stand now and join me in saying the Pledge of Allegiance to this great flag and to the people who make it so great.

CLOSING CEREMONY

Johnny Appleseed Closing

Cubmaster: This past month our boys have been talking about American Folklore. They have learned about many heros of America, from George Washington to John Glenn. They have learned a little about Paul Bunyan and Johnny Appleseed.

Would everyone please stand while I say the Johnny Appleseed Grace.

The Lord is good to me, and so I thank the Lord,
For giving me the things I need. For the rain,
the sun and the apple seed, The Lord is good to
me. Amen.

Goodnight and hope to see all of you next month.

Great Leader's Poem

This closing thought can be read by Cubmaster of other pack leader.

What can we learn from the past?
What lesson that will last?
Faith in God, honor of country,
To these truths, we hold fast.

Our forefathers made us free;
Stood for truth and liberty;
Made inventions and improvements
And legacies for all to see.

As Cub Scouts we honor them,
Those brave men we remember,
From Washington to (current presidents name),
They've fanned the glowing ember.

This glowing ember of America
Shall burn for centuries;
The flame of greatness lingers on
For future men to seize.

We now salute our growing Cubs,
Whose youth shall soon be gone;
From Cubs to great men, some shall grow
To lead our country on.

ADVANCEMENT CEREMONY

American Hero Ceremony

Leader: Our theme this month is "American Folklore." Beginning in pioneer days there were heroes...men with curious minds, strong purpose, courage, determination, stick-to-itiveness and a proud, fierce loyalty for their country. Miles Standish came with the Pilgrims seeking religious freedom and learned to live with the Indians. During the Revolutionary War, the Minutemen and other great patriots fought for our independence and founded our nation. Men like Patrick Henry, who said, "Give me liberty or give me death." Some of our famous Americans were settlers and builders. Daniel Boone opened up the trail west through the Cumberland Gap. Hardy settlers moved west over famous trails like the Santa Fe and the Overland. Some of our famous Americans were inventors. Thomas Edison invented the incandescent bulb and Alexander Graham Bell gave us the telephone. Some famous Americans contributed toward better transportation. Henry Ford produced the first successful automobile. Orville and Wilbur Wright launched the first airplane. All of our American presidents were famous, such as John F. Kennedy who said, "Ask not what your country can do for you...ask what you can do for your country." Our American astronauts such as John Glenn are famous for manning the first spaceships..

Like Neil Armstrong, who was the first American to walk on the moon said, "This is one small step for man, but one giant leap for mankind." We have some boys who have earned their Bobcat badge. (*Call parents and boys to the front - present awards to parents to present to their boy*) These boys have taken one small step for a boy, but one giant leap for Cub Scouting.

For you Cub Scouts, America is still a land of expanding opportunity. It could well be that some day one of you will become famous in American Folklore. Right now we have some boys who have had the determination, stick-to-itiveness and loyalty to follow the trail to Wolf and Bear by completing achievements and electives for badges and arrow points. Will the following boys please come forward with their parents. (*Call up boys who are receiving awards*)

And we also have some Webelos Scouts with strong purposes and curious minds who have completed the requirements for some of the activity badges. (*Call forward the boys and parents and present awards*)

Will the pack please stand and salute with me these find Cub Scouts and Webelos Scouts who have had the courage and loyalty like our Famous Americans who have become American Folk heros?

SKIT

Davy Crockett

Characters: Announcer, 6 Cubs in Davy Crockett costumes, 7th Cub in dress clothes or uniform and wearing a coonskin cap.

Announcer: Tonight we bring you the story of a famous American, Davy Crockett - a brave and powerful man. Raised in the woods of green Tennessee, he soon learned to know and name every tree.

1st Cub: He learned to know the critters, from the possum to the bear. Wait until you hear what he did with just a stare!

2nd Cub: He scared a coon right out of a tree with just a grin and a big old stare. He tried it on a bear, but the bear wouldn't scare, so he challenged him to a fist fight and won him fair and square!

3rd Cub: A streak of lightning Davy mounted; all the stars he named and counted. He caught the tail of a passing comet, and put a piece of sunrise in his pocket.

4th Cub: Davy was caught between a panther and a bear, so you see he couldn't use just a simple stare. He aimed "Old Betsy" at a rock between the two - the bullet split that rock and left a trail of blazing blue. One piece of rock killed the panther and the other demolished the bear. A mighty combination - "Old Betsy" and Davy's stare!

5th Cub: Davy was a fighter, honest, brave and true. But fighting, it was told to me, always made him blue. A treaty was signed. Davy helped make the peace. And in that land, fighting did cease.

6th Cub: This is a fine country. It's worth fighting for. Guess I'll head for the fort called Alamo, where the Texans are fighting for liberty.

Announcer: Folks liked Davy's way of doing things. They thought Davy ought to be a Congressman and help run the country. The critters seemed to think so, too. Even the crickets all chirped, "Crockett for Congress! Crockett for Congress!" In the nation's capitol, Congressman Crockett made this speech:

7th Cub: I'm Davy Crockett, fresh from the back woods. I'm half horse, half alligator, and a little bit tetchted with snappin' turtle. I got the fastest horse, the prettiest sister, the surest rifle, and the ugliest dog in Tennessee.

(All boys sing "The Ballad of Davy Crockett" if there is time and if the boys know the song.)

SKIT

Mixed Up Hats

- Cast: Wizard dressed in a long robe and a tall cone hat, made of cardboard and decorated with stars. For magic wand, use cardboard roll from a coat hanger with a paper star pasted on the end.
- Mike Bunyan - a Yachting cap, plaid shirt (XL could be padded)
Paul Crockett - Stocking cap, dressed as a Frontiersman
Davy Appleseed - Coonskin cap, shirt made of sack cloth
Johnny Fink - Cooking pot, dressed in a pullover black sweater
- Scenery: 4 chairs, a sheet to be held until the Wizard casts spell
- Wizard: (Enters stage) How many more times do I have to listen to that Paul Bunyan tell how he and Babe the Blue Ox made the Great Lakes? Mike Fink never stops recalling his feats of skill on the Ohio River, and Davy Crockett thinks he's the toughest thing to hit the frontier since dried bear meat. And to top it off, Johnny Appleseed never misses a chance to let everyone know that he singlehandedly planted every apple tree this side of the Appalachians. I've had enough! Wait! I know what I'll do about it! (goes behind chairs <might stand on box so he is seen over top of sheet> waves wand over top of sheet) Zip! Zap! Zowie! That fixes 'em! (Goes to one side as the sheet is dropped.)
- Bunyan: Hey! What happened? (Standing up looking around)
- Crockett: Say, that was some ornery bolt of lightning! (Standing up looking at sky)
- Appleseed: (To Fink) Look! You're wearing my hat! (Stand up look at Fink)
- Fink: You've got mine, Mike Bunyan! They're all switched! (Stand up, walk to Bunyan)
- Bunyan: Mike Bunyan? But I'm.....
- Crockett: My name is Paul Crockett?
- Appleseed: I think my name is Davy Appleseed.
- Fink: And I'm Johnny Fink? Fellas, we're all mixed up!
- Bunyan: Look at us! We can't brag about ourselves anymore. What is going to happen now?
- Wizard: (Appearing in front of group) It serves you right! I cast a spell on you to mix things up. I hope this will end all your bragging. And if you try to exchange your hats by yourselves, you will all be erased from every folklore book in America!
- Crockett: I sure wouldn't want that to happen. I want everybody to know how brave and strong I was.
- Fink: And that I was the fiercest keel boatman on the river!

SKIT

Mixed up Hats (cont.)

Bunyan: When anyone ever crossed me up before, I'd taken care of him with my two fists. How 'bout it boys? Let's put this wizard in his place!

Appleseed: No! That's not the way to go about it. Perhaps another way...

(The four huddle together in a short discussion.)

Fink: Ahem. Mr. Wizard, sir? Naturally we would like you to remove this mixed-up spell. We thought that perhaps we could interest you in a little contest of wits, a battle of the brains, so to speak?

Wizard: I believe that would be unfair, since I have a brain and you blustery braggarts do not! But, I am willing. Ask me some riddles and if I miss one, I will switch your hats and identities back and you will all remain in American Folklore. But I warn you, I'll not miss!

Crockett: Yippee-yahoo!! It's a deal. But I warn you - we intend to out fox you, wily Wizard. Ready?

Wizard: Begin, you with the sugar sack on.

Appleseed: All right. Give me a second to think. (pause) "If you saw this bird settin' on this here apple tree, how could you shake an apple down without disturbin' and frettin' the bird?"

Wizard: Mmmmmm. (pause) Why, I'd just wait until the bird flew away!

Appleseed: Oh rotten apples! That's right.

Bunyan: I've got one, Wiz. "What has a trunk, but needs no key; has a big bark, but will never bite me?"

Wizard: Let' see. Trunk? No key? Bark, no bite? (pauses) A tree....

Bunyan: Blast it. Your turn, Crockett.

Crockett: Okay, I've got a tricky one for one for you. "Why is a coonskin cap like a king?"

Wizard: Like a king? (talks to himself) A king wears a crown. That's it! They both have crowns.

Crockett: Shucks, thought I had him.

Fink: Well, it's my turn. "Crooked as a snake, flat as a plate, then thousand horses couldn't pull it straight." What is it?

Wizard: Oh dear, snake, plate, horses? I know I've heard that, but ----

Fink: Your time's almost up. We're going to stump him, fellas!
(They all cheer!)

SKIT

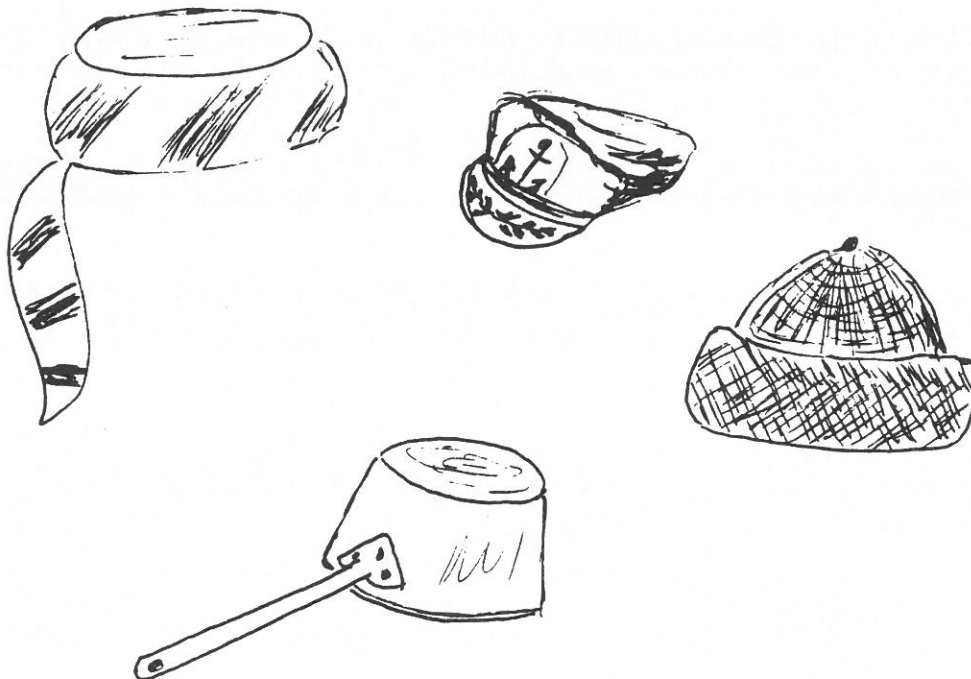
Mixed up Hats (cont.)

Wizard: Wait! A river? That's it, a river! It's crooked and flat and can't be pulled straight. Well, are those all the hard puzzles you can think up?

Appleseed: Well, we were trying to stump you without resorting to a theater production with a cast of chickens.....

Wizard: What? That doesn't make any sense at all. (pause) Drat this game. Silly riddles, oh fiddlesticks! I can't think of the answer. I guess I'll have to switch your hats and identities back after all. I just don't know the answer. A theater production with a cast of chickens? What's that?

ALL: A FOWL PLAY!



AUDIENCE PARTICIPATION

The Beautiful Maiden

- Sante Fe....."Way out West"
- Casey Jones....."Zoom..."
- Locomotive....."Choo-choo"
- Daniel Boone....."Daniel Boone was a man..."
- John Henry....."Steel-driving man"
- Wild Bill Hickock....."Yippie tiyo"
- Johnny Appleaseed....."Apples, apples, apples"
- Paul Bunyan....."Chop, chop"
- Davy Crockett....."Hi, Raccoon!"
- Beautiful Maiden....."Oh, mercy me"

Once upon a time in **SANTA FE** a husky, gritty-grimy train engineer **CASEY JONES** climbed aboard his **LOCOMOTIVE**. The **LOCOMOTIVE** was on its way to pick up a **BEAUTIFUL MAIDEN** who was on her way to **SANTA FE** to wed **DANIEL BOONE**, her love so fair. All of a sudden, in the middle of a small town, **CASEY JONES' Locomotive** was stopped by **JOHN HENRY**. "**WILD BILL HICKOCK** has been through here and tore the railroad to pieces", says **JOHN HENRY**. "Okay," says **CASEY JONES**, "this is where I pick up the **BEAUTIFUL MAIDEN**, anyway."

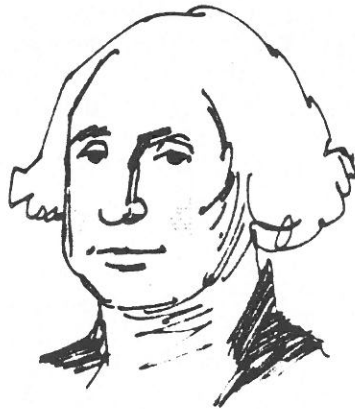
On her **LOCOMOTIVE** trip to wed **DANIEL BOONE**, her love so fair, the **BEAUTIFUL MAIDEN** noticed **JOHNNY APPLESEED** planting trees all along the way. He was following in the footsteps of **PAUL BUNYAN** who was chopping them down. She also spotted her dear old friend **DAVY CROCKETT** who was talking to the animals. It was not long, though, until the **BEAUTIFUL MAIDEN** was wed to her love so fair, **DANIEL BOONE** in **SANTE FE**.

AUDIENCE PARTICIPATION

George Washington

George Washington - Forward Wooden Teeth - Clunk, clunk
Soldier - Yes, sir! Boat - Heave Ho!
Icy Delaware - Brrrrr!

As everyone knows **GEORGE WASHINGTON** was the first President of the United States. **GEORGE WASHINGTON** was also supposed to have **WOODEN TEETH**. **GEORGE WASHINGTON's WOODEN TEETH** were almost lost while crossing the **ICY DELAWARE**. It seems that a **SOLDIER** who could not swim would not get into the **BOAT** to cross the **ICY DELAWARE**. **GEORGE WASHINGTON** ordered the **SOLDIER** to climb into the **BOAT**. But **GEORGE WASHINGTON's WOODEN TEETH** kept slipping out of his mouth. All that came out was "The d into the thoad." Now the **SOLDIER** did not want to disobey **GEORGE WASHINGTON**, but in getting into the **BOAT**, his arm accidentally hit **GEORGE WASHINGTON's** mouth, knocking out his **WOODEN TEETH**. They fell into the **ICY DELAWARE**. Another **SOLDIER** in the **BOAT** caught **GEORGE WASHINGTON's WOODEN TEETH** before they could float away in the **ICY DELAWARE**. So besides being the "Father of our Country," **GEORGE WASHINGTON** was the last President to have teeth that float.



GAMES

Jack Straws

Needed: Little straws about six inches long, of different colors
Two coat hanger wires about 3 inches long shape into wire hooks

Shuffle the straws out in a big heap on the table. Then each player, with his hook, tries to pull out as many straws as he can without disturbing all of the others. If any of the other straws moves, his turn is up. The person with the most straws wins.

Drop the Handkerchief

Needed: Large colored handkerchief or bandanna

In its simplest form the players form a circle with "it" outside the circle. "It" walks around the circle and drops the handkerchief behind one of the players. When the handkerchief is discovered, the player behind whom it was dropped, opens chase. He tries to tag "it" before "it" reaches the vacated space in the circle. If he is tagged, "it" continues to drop the handkerchief. If the player fails to tag "it", he becomes "it," drops the handkerchief behind another player, the new player chases and so on, indefinitely.

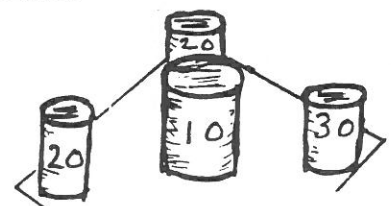
Bubble Blower

Use a sewing thread spool, take some soap, and make a lather in water. Dip one end of the spool into the lather and blow through the other end. Bubbles should appear. Add a small amount of glycerine to the soap for bigger bubbles.

Can the Beans

Here is an easy, fun game the kids will enjoy. You will need five bean bags, a two foot square piece of plywood, three small cans (soup cans), one medium can (large soup can) and one large can (coffee can). Attach cans to the plywood base with screws inserted through holes punched in the bottom of each can. Attach the big can in the center of the board, the three small cans in the front, left and right corners, and the medium can at the back corner behind the big can.

To play, have the player stand ten to fifteen feet from the game board. Each player gets a turn throwing each bean bag. Score points as illustrated. Total points and highest points wins.



GAMES

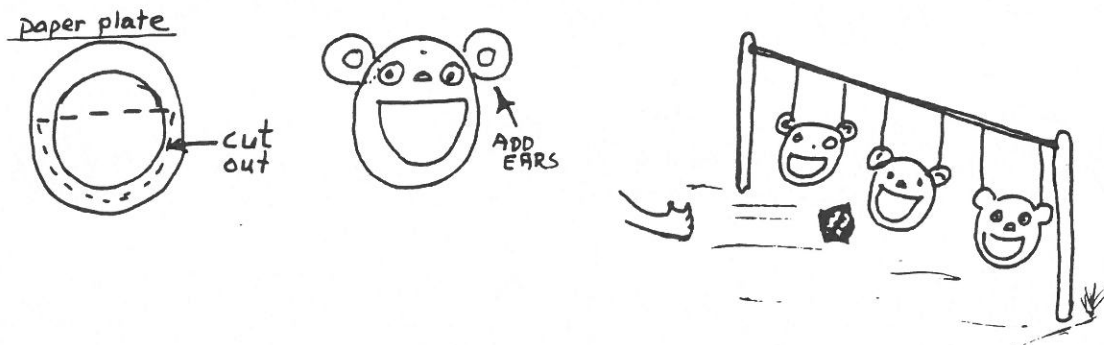
Kill the Rattlesnake

The den stands in a big circle. In the center are two Cubs, blindfolded. One, the hunter, has an old stocking stuffed with crumpled papers. The other, the rattlesnake, has a tin can, covered, containing small pebbles. The hunter starts the game by shouting, "Rattlesnake!" The rattlesnake freezes on the spot and shakes his can of pebbles. The hunter moves to where he thinks the sound came from and takes a swipe at the rattlesnake. If he misses, the rattlesnake moves silently away and again the hunter calls, "Rattlesnake!" This continues until the hunter hits the rattlesnake. He should only have two minutes. If he is successful, the two change places. After two minutes, the next Cubs in the circle have their turn.

Feed the Bears

To make the hungry bear, cut out center sections, as shown from paper plates, including part of the rim at what will be the bottom of the bear's mouth. Cut ears from the discarded portion and staple in place. Draw features with a felt tip pen. Tie a string through holes in the ears, so the head hangs down about eight inches.

Tape the three heads along the edge of a picnic table with masking tape. Have the players stand five feet away. Give him three balls, one for each bear. Players who succeed in throwing balls through all three mouths, receive a small prize.



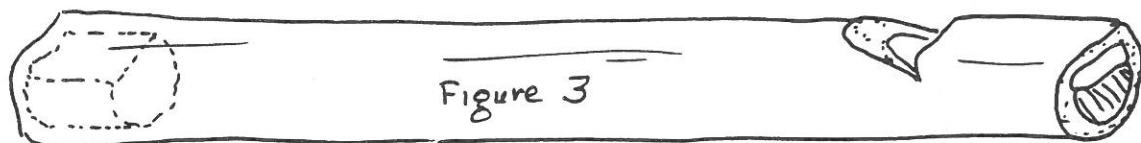
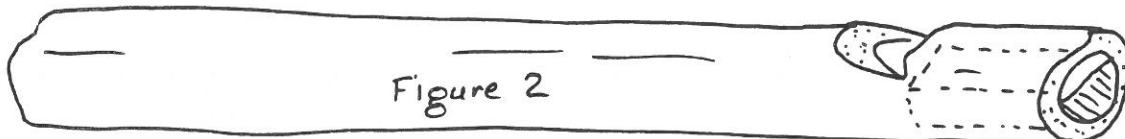
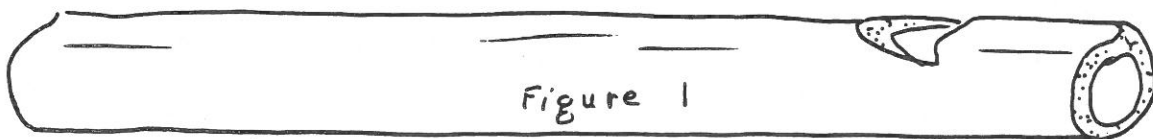
CRAFT

Bamboo Whistle

A six inch length of bamboo is cut and sanded carefully. It should be at least $\frac{3}{4}$ inch in diameter. At a point one inch from the end which is to serve as the mouthpiece, a straight cut $\frac{1}{8}$ inch deep is made. A second cut is started at a point $\frac{1}{2}$ to $\frac{3}{4}$ inch behind the first. This cut is made at an angle so that it ends at the deepest part of the first cut, forming a notch in the bamboo as shown in the illustration. This should form a small rectangular opening in the top of the bamboo whistle. This opening should begin at the base of the vertical cut and extend not more than $\frac{1}{8}$ of an inch toward the far end of the whistle. The opening can be enlarged by deepening the notch with a wood file.

A plug of soft wood or cork is then shaped so that it fits snugly in the mouthpiece as far as the vertical cut of the notch. The side of the plug which approximates the top of the whistle is then flattened with a file so that a $\frac{1}{16}$ inch space is formed between the plug and the bamboo. At this point, it is best to test the whistle by closing the other end with a finger and blowing gently. The tone may be improved by adjusting the depth of the notch and the mouth opening.

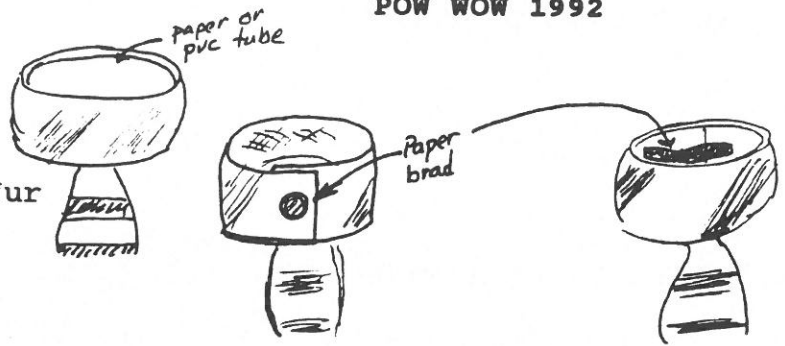
Finally, a plug of soft wood or cork is prepared to seal the end of the whistle as shown in the last illustration.



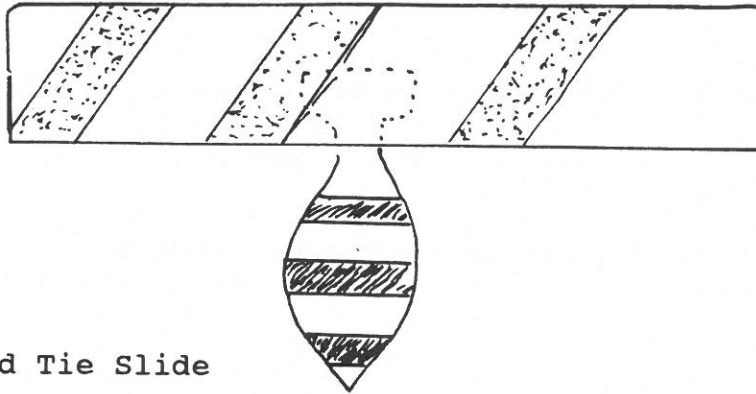
CRAFT

Coon Skin Cap Tie Slide

- Needed: Scrap tan fake fur
Black marker
White glue
Cardboard
PVC piece



1. Cut fake fur into a 1" x 4" strip as shown. Tail may be cut from separate piece, or it may be cut from the same piece.
2. Color the fur as shown. Stripes on the "cap" should be lighter than those on the "tail."
3. Cut and glue cardboard into a 1" high tube, or use 1" PVC. Glue the hat and tail to the tube.

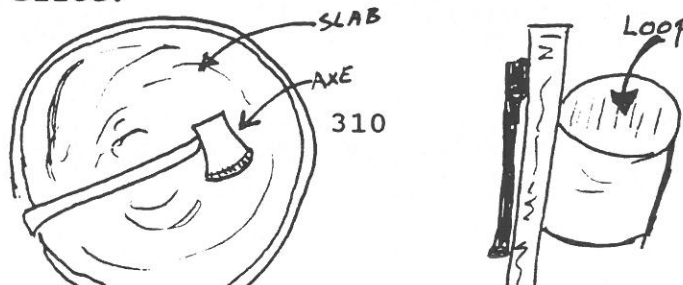


Johnny Appleseed Tie Slide

Find several wooden apples in the craft store and cut into small slices. Perhaps the apple can be quartered, as well. Glue a small piece of PVC to the back of the apple piece. Color "seeds" onto front of apple.

Paul Bunyan Tie Slide

Cut a limb from your tree. Cut the limb into small slices. Boys need to sand this a little and glue on a small axe. (Axe can be found in the craft stores in the miniatures section) Glue a PVC ring to the back of the wood slice.

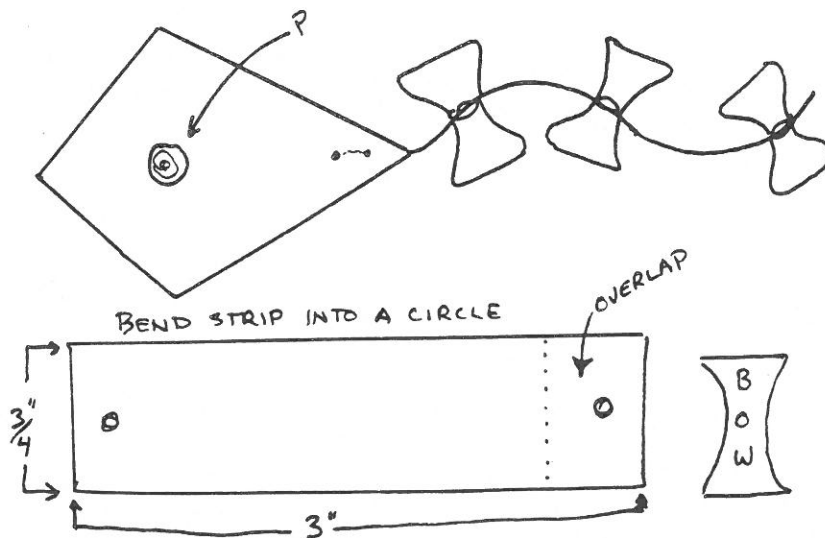


CRAFT

Ben Franklin Kite Tie Slide

Needed: Plastic milk bottle
1/2 inch paper brads
wire

1. Mark plastic with felt marker and cut kite pattern, back piece, ribbons for tail.
2. Lay your plastic on a block of wood when making holes. Make one large hole in the middle of the kite, and two small holes near the bottom point of the kite using point of any scissors or a large safety pin. Make two large holes in back piece as indicated.
3. Half inch paper brad can be attached to middle of kite and through back piece in either direction.
4. Thread wire (8" long) in two holes at the bottom of kite, then tie behind kite in a small knot. Twist about 1" of wire around each bow about 1/2" apart. Tie wire in a small knot around the bow.
5. Try to find a miniature key for each kite. If available, it can be tied to the end of Ben Franklin's Kite.

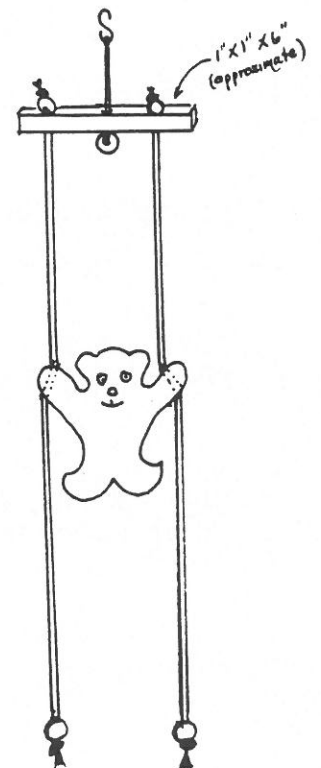
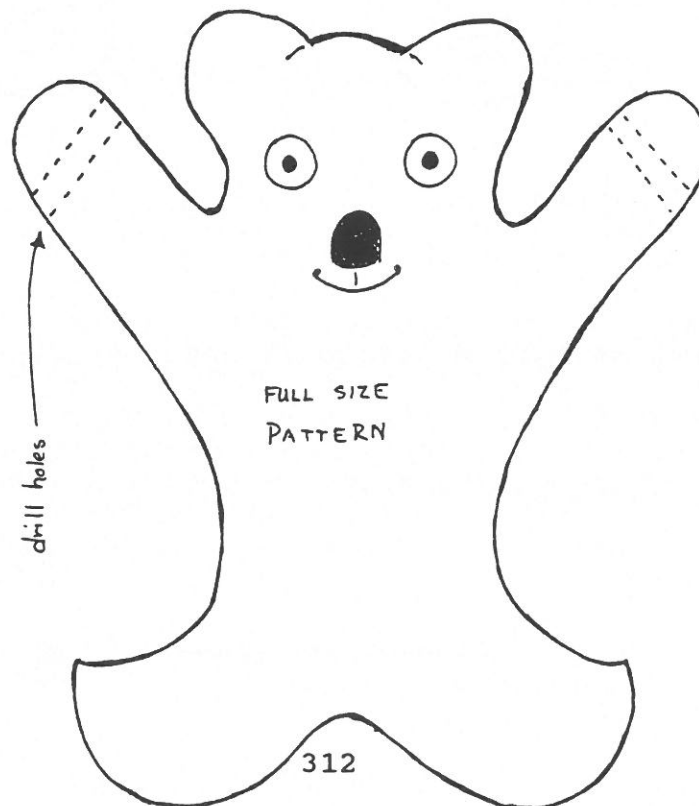


CRAFT

Climbing Bear

Needed: 1-6" piece of 1" thick pine
 1-1" piece of 1" thick pine
 2-36" strings
 1-6" string
 5-3/8" wooden beads
 Markers or paints
 Small "s" hook

1. - Cut the bear pattern out of the 6" board. Drill holes slightly larger than string thickness through the front paws. (see dotted lines)
 (Note: holes must be slanted or bear will not climb)
2. Drill three holes in 1" stick; one in center and two about one inch from each end.
3. Assemble as shown with the strings tied through the beads to keep them from pulling through the holes.
4. Hang the hook in any convenient place. Pull one cord, then the other. The bear will climb the strings. Release both strings and the bear will slide back to the bottom.



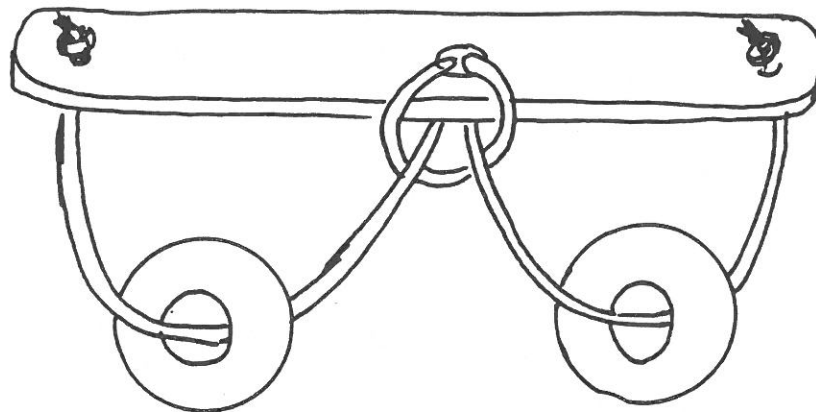
CRAFT

YOKE PUZZLE

Make this puzzle from a 1 by 6 inch piece of thin board or heavy cardboard, string and two washers. Bore holes in the board and fasten string and washers.

Challenge boys to get the washers together without untying any of the knots.

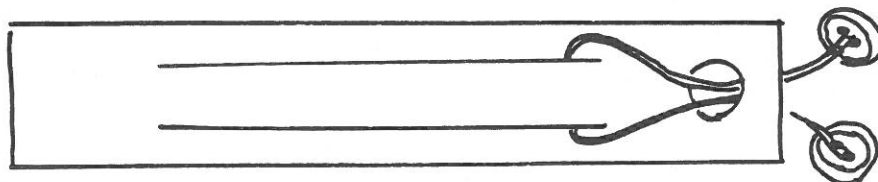
Show them how to do it. Have them pull top loop at center hole straight-out about two inches. Slide washer through loop. Then pull rest of center loop back through center hole. Slide washer through center loop onto opposite loop. Pull center loop back through hole. The washer is now hanging on the loop opposite. Reverse the procedure to get it back.



Strap and Button Puzzle

Have Cub Scouts make two parallel cuts in the center of a strip of firm, pliable leather. Just below this, cut a hole the same width. Then pass a heavy string under the slit and through the hole, as illustrated. Fasten buttons to loose ends of twine.

The object is to remove the string without taking off the buttons. They can do this easily by bending the leather and drawing the narrow strip through the hole. The string and buttons can be removed easily.



SONGS

Davy Crockett

Born on a mountain top in Tennessee
Greenest state in the Land of the Free
Raised in the wood so's he'd know every tree
Kilt him a bar when he was only three.

Chorus: Davy, Davy Crockett
King of the wild frontier.

In 1814 the Creeks uprose
Adding redskin arrows to the Country woes
Now redskin fightin' is something he knows
He shoulders up his rifle and off he goes

Repeat chorus

Now he lost his love and his grief was gall
In his heart he wanted to leave it all,
And lose himself in the forest tall,
But he answered instead his country's call.

Davy, Davy Crockett
Beginning his campaign.

The Star Spangled Banner

Oh say, can you see,
By the dawn's early light,
What so proudly we hailed,
At the twilight's last gleaming?

Whose broad stripes and bright stars
Through the perilous fight
O'er the ramparts we watched
Were so gallantly streaming?

And the rocket's red glare
The bombs bursting in air,
Gave proof through the night
That our flag was still there.

Oh say, does that star-spangled
Banner yet wave,
O'er the land of the free,
And the home of the brave?

CRAFT

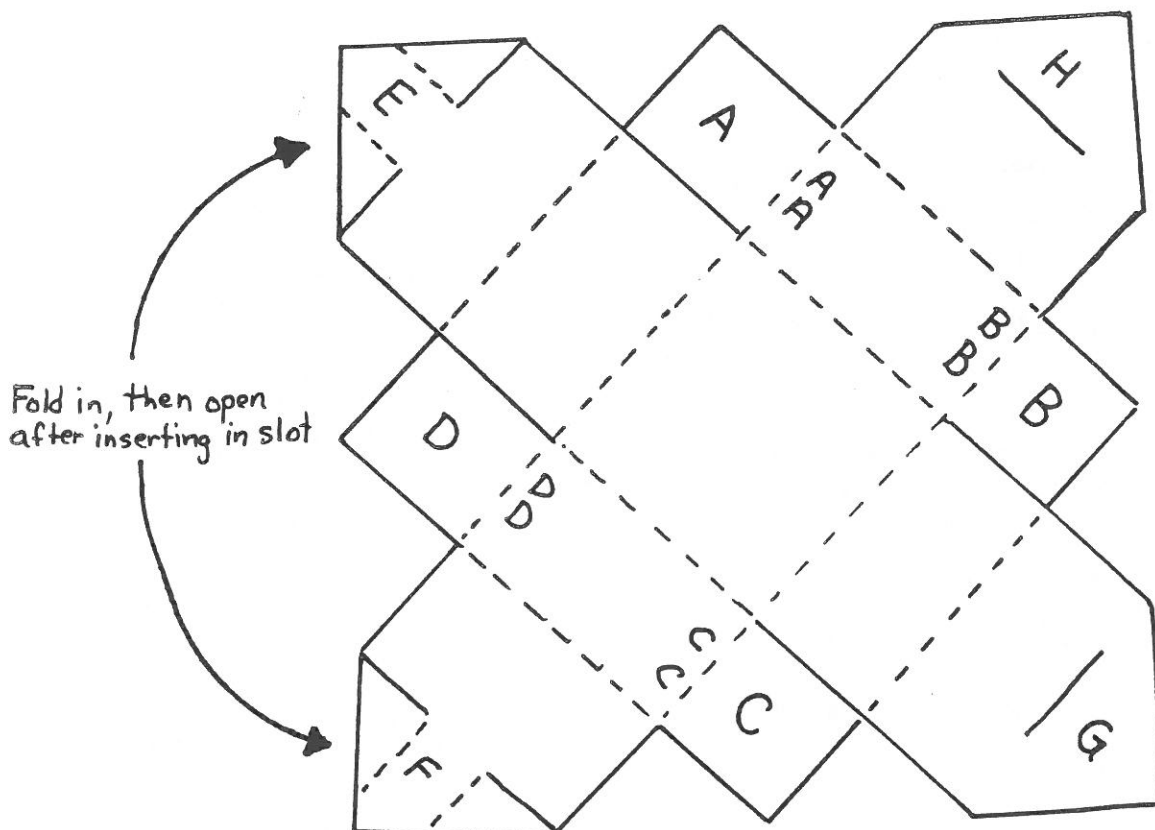
The Crazy Box

Kids love this. It's fun; its mystifying to all who handle it. It does not require any expense except for marbles, as all of the material can be found at home.

Needed: Marbles
 Typing paper
 Scissors
 Glue

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

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



SONGS

She'll Be Coming 'Round the Mountain

1. She'll be coming round the mountain when she comes!
Hoot! Hoot! *(motion for pulling whistle cord)*

She'll be coming round the mountain when she comes!
Hoot! Hoot! *(motion for pulling whistle cord)*

She'll be coming round the mountain,
She'll be coming round the mountain,
She'll be coming round the mountain,
When she comes!
Hoot! Hoot! *(motion for pulling whistle cord)*
2. She'll be driving six white horses when she comes,
Whoa, Mule! *(pulling back on reigns)*
3. And we'll all go out to meet her when she comes,
Hi! Babe! *(sweeping salute motion)*
4. We will kill the old red rooster when she comes,
Hack! Hack! *(chop wrist with side of hand)*
5. And we'll all have chicken and dumplings when she comes,
Yum! Yum! *(rub tummy)*

Directions: At the end of each verse repeat in reverse order the sounds and motions of each of the preceding verses.



CHEERS

Ben Franklin - Everyone stand up - hold kite in left hand - string in right. Put kite up - hold on to string - "Here comes lightening" - "Zip, Zap" "YEAHA"

Paul Bunyan - Pull in reins and say "Whoa Babe!"

Davy Crockett - Stand up - Shade eyes with hand - look for bear. You see the bear - aim your rifle - shoot the bear - "BANG" "One dead bear"

Johnny Appleseed - Roll out dough for crust of pie, cut apples - put pie in oven - take it out of the oven - cut a big slice and eat - "Yummmm" - "Thank you Johnny Appleseed"

Lumberjack - "Chop! Chop!" "Timberrr!"

Moby Dick - "Thar she blows!"



OCTOBER 1993 - FAMILY HOBBIES

THANKS FOR
THE ICE CREAM
HEB !!!!!



1950-1951

1950-1951



OCTOBER 1993

FAMILY HOBBIES

What is a hobby? The definition as found in "MacMillan Dictionary for Students" is: activity or interest that is undertaken for pleasure or relaxation in one's spare time. As you can see, a great multitude of activities can be considered hobbies. In this section we plan to explore a few activities. You may add hundreds more. Most hobbies can be enjoyed by oneself, but the idea in this section is to include the entire family and, most of all, to have FUN!

Some neat ideas that can involve the whole family:

1. Coin collecting
2. Stamp collecting
3. Game night -- board games, make your own games, charades
4. Graphology
5. Genealogy
6. Photography
7. Cooking
8. Gardening
9. Dance
10. Music -- listening to music, attending concerts, playing instruments together (even homemade instruments)



OPENING

Outdoor Code

Leader: One of my favorite hobbies is camping. As our opening today, I would like to read the Outdoor Code.

As an American, I will do my best to:

1st Cub helper: *(carries a poster of trash)* Be clean in my outdoor manners. I will treat the outdoors as a heritage to be improved for our greater enjoyment. I will keep my trash and garbage out of America's waters, fields, woods and roadways.

2nd Cub: *(carries a poster of fire)* Be careful with fire. I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

3rd Cub: *(carries a poster of a wild animal)* Be considerate in the outdoors. I will treat public and private property with respect. I will remember that use of the outdoors is a privilege I can lose by abuse.

4th Cub: *(carries a poster of a forest)* Be conservation minded. I will learn how to practice good conservation of soil, waters, forests, minerals, grasslands and wildlife, and I will urge others to do the same. I will use sportsmanlike methods in all my outdoor activities.

Leader: Let us keep this pledge in mind as we enjoy our day in the out-of-doors. Den ___ will present the colors.



OPENING

Webelos Opening

This ceremony can be used to open or close a Pack meeting or a Webelos den meeting. As the boys stand together in a living circle, have each give the Cub Scout sign and repeat the following Webelos promise together.

- W We, as Webelos Scouts, promise to do our best.
- E Each day we'll pass the good Scout test.
- B Being always aware of our duty to God and country.
- E Eagle Scouts we'll strive to someday be.
- L Law of the Scouts we'll learn and obey.
- O On the trail toward Boy Scout we'll travel each day.
- S So we'll remember what WEBELOS means.

WE'LL BE LOYAL SCOUTS!!

This may be appropriate for school night or a roundup. Make large letters on cardboard to spell the word FAMILIES. Hold each one up and say the following in order:

- F Folks, we are here to welcome you.
- A Advantages, we have so many.
- M Mom and Dad, we're glad you're here.
- I Imagine how much fun we're going to have this year.
- L Laughing and playing together as a family.
- I I think it's great to be a Cub Scout.
- E Everyone, let's all please stand up.
- S Saluting together as we Pledge Allegiance to our flag so dear.



Family Induction Ceremony

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

Personnel: Cubmaster, four Pack committeemen, committee chairman, and parents of new Bobcat.

Equipment: Candleholder, four candles.

Arrangement: Pack leaders stand at one side of candle board; Parents, opposite.

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

1st Comm. (lights candle) Learn to have more fun with your boy. Encourage and help him with his achievements. Help him progress regularly through Cub Scouting into Scouting.

2nd Comm. (lights candle) Learn to live together better...as Cub Scouts in a Den, as families, as neighborhoods, as a nation.

3rd Comm. (lights candle) Become better parents by practicing the Cub Scouting principles of affection, participation, recognition and security. Moving with your son upon his graduation from Cub Scouting.

4th Comm. (lights candle) Extend and strengthen the influence of the institution on boys, parents and the community.

Comm. Chairman We welcome you and your family into our Pack. There is a place for all of you on our Pack committee. Good luck and Good Scouting.



CLOSING

Recipe for a wonderful day

Leader: This month we have been working on "Family Hobbies." One fun family hobby is cooking. I would like to tell you a special recipe:

1 cup friendly words	1 dash gentle humor
2 heaping cups understanding	1 pinch spice of life
2 cups milk of human kindness	1 drop warm personality
2 heaping tbsps. time and patience	

Measure words carefully. Add cups of understanding to milk of human kindness. Sift together three times to make a smooth paste. Cook on front burner. Keep temperature low so that it never boils over. Season with gentle humor, warm personality, and spice of life. Serve in individual molds. Works best with a good mixer.

Bind the Pack

Needed: A 2-3' length of rope or heavy cord for each Scout

Leader: We have seen tonight that we are all part of a family. We enjoy family hobbies together. It makes you mighty proud, doesn't it? We should all be proud of our accomplishments, our abilities, and the precious time that we spend together with our family. We should never forget though, that we all depend on other people and our greatness does not come out until we can be great with and for other people.

Would all Cub Scouts come and make circle. Take a piece of rope, each of you, and tie it to the rope of the person on your left with a square knot (to boys do this). Joining with other people makes you a better and stronger person.

Hold the rope in your left hand and make a Cub Scout sign. We'll all say the Cub Scout Promise together and pledge ourselves again to the ideals of Cub Scouting.

CLOSING

Leaders: Our American flag is made up of hundreds of individual threads and stitches all of which are very important. Because each one does it's job and all stick together, they make up the flag of our country. In the same way our Pack is made up of many people, each of whom must do his part, helping when called upon and working together to present a good program for our boys.

Den Leader:

A Den Parent's Prayer

He's just a little laddie, God

This blue-eyed Cub O-mine.

Take thou his hand along the way,

Help him "To Help Others" and "To Obey."

Bless all these busy Cubs, dear God.

Grant they true Cubs may be.

For if they follow all Cub rules,

They won't stray far from thee.

Bless all, dear God, who guide them.

Crown each effort, noble, true.

Sustain the Good Den Leaders,

They need Thy blessings, too!

Leader: This month we have worked on family hobbies. We have learned a lot and have enjoyed the special times together with our family. Remember, as we play our games, we are always fair. Always keep the Cub Scout motto in your mind and it will help you DO YOUR BEST.

FAMILY ACTIVITY

A "games night" with your family is a lot of fun on a cold or rainy evening. You can play with your various game boards that you already have, make your own games, or play games that involve few props, if any. An evening can be pleasantly spent telling each other jokes, or playing the old favorite--charades.

Charades

The idea behind playing charades is very simple, although playing the game can be quite difficult at times. One player thinks of a famous person, a movie title, a song, or perhaps some other common expression. He then has to communicate his choice to the other players without speaking. It is no fair moving lips or writing things out. The first player to guess correctly gets to play out the next one.

Standard gestures

First indicate the general category of the subject.

For a book title, pantomime reading a book

For a song title, pantomime singing

For a saying or expression, make quotation marks signs with fingers

For a movie title, pretend to operate an old crank movie camera

For a famous name, put a hand inside your shirt like Napoleon

Next, show how many words are in the subject by holding up that many fingers. When you pantomime the charade, indicate which word you are acting out. If you get to a really tough word, you could sound it out in syllables. Indicate how many syllables are in the word and which syllable you are acting out by putting fingers across the back of your wrist. If you want to give the entire charade all in one pantomime gesture, indicate so by waving your hands in a circular motion.

To indicate a small word like *a* or *the*, make a small measurement with your thumb and index finger. To show that a word "sounds like" the pantomime action you are doing, point to or pull on your ear.

To show that a word is a shorter form of the word just guessed, do up-and-down karate chops with your hand. If the word is longer, pretend to stretch out an imaginary word between your hand.



FAMILY ACTIVITY

Charades (cont.)

Example: "Blue Suede Shoes"

1. Indicate the category by pretending to sing until someone calls out "song title."
2. Hold up three fingers to indicate that there are three words in the title, and then one finger to show you are now going to pantomime the first word.
3. You might point to something blue in the room until someone yells out "blue."

Whenever someone guesses a word correctly, point to them and nod your head yes, then continue with the next word.

4. By swaying back and forth, one of the players might guess the word *sway*. Point "yes" to that player and pull on your ear to indicate that the correct answer sounds like *sway*. Encourage the players by continuing to gesture until someone guesses the word *suede*.
5. Finally, point to everyone's shoes the get the response, "Blue Suede Shoes."



FAMILY ACTIVITY

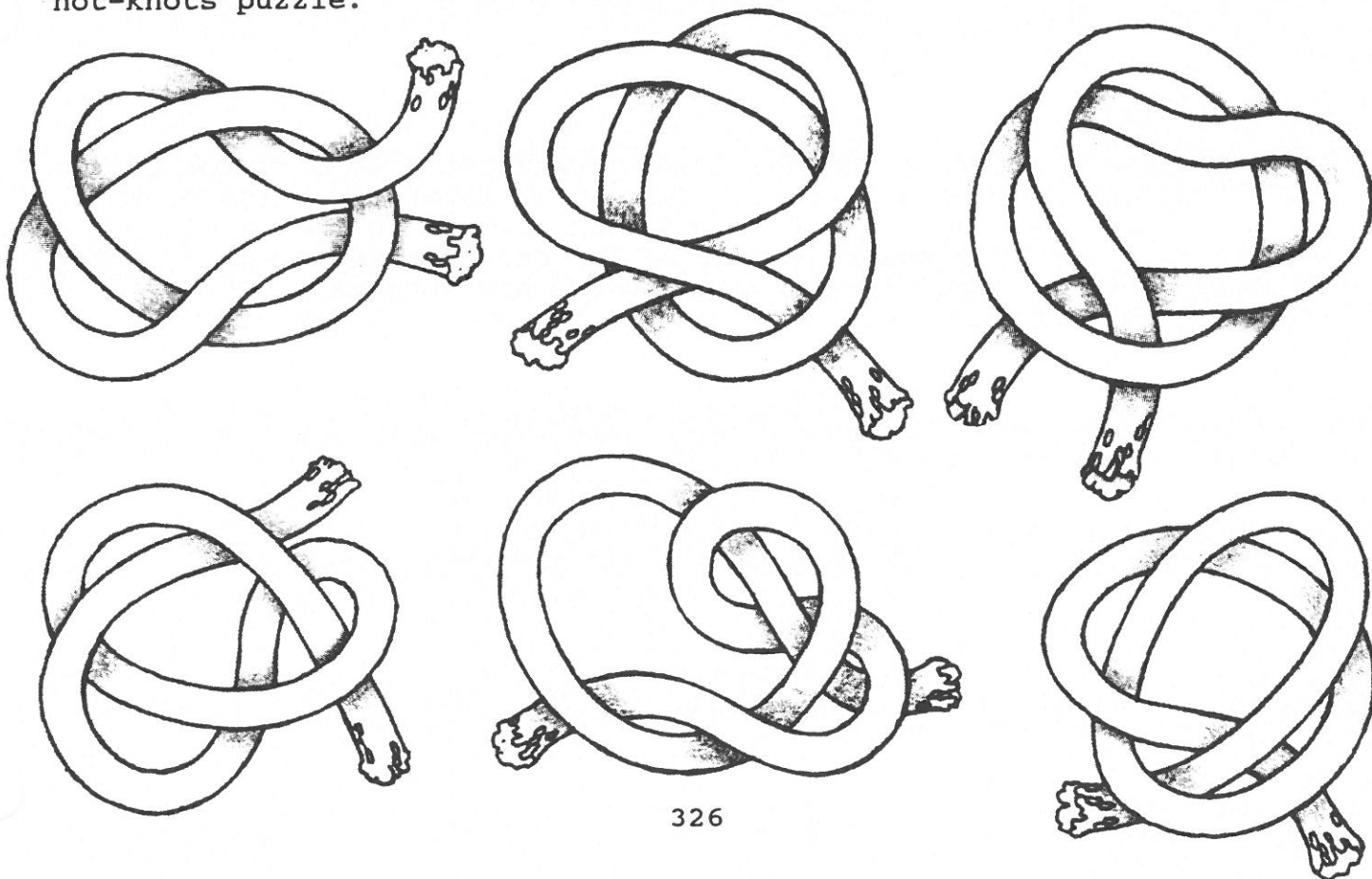
Knots and Not-Knots

As simple as this pastime appears, it is a real brainteaser that requires much concentration and good visual perception. Knots and Not-Knots was traditionally played between parent or grandparent and child. Some adults felt that perception puzzles like these were a "stimulant to the intelligence" and helped make the player wise. Here is how it is done:

Using a short length of rope, the parent would twist and loop the rope to form what appeared to be a loose knot. But was it a knot or not a knot? The puzzle was simply that--to determine what would happen if the ends of the rope were pulled.

Study the knots in the illustration carefully and see if you can figure which ones are knots and which are not knots. Try to imagine what would happen if you pulled the rope ends of each knot in question.

Now, using a piece of rope about eighteen inches long, duplicate the loops shown in the illustration, and see if you were right. You will find that it is now quite simple to make up your own knots and not-knots puzzle.



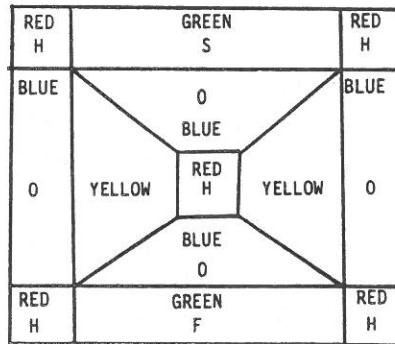
GAMES

One of the exciting things for Cub Scouts to do is learning and making games that they can bring home to play with their families. Some of the following games can be played in the den and/or made as a project to take home to play with parents and brothers and sisters.

Bean Bag Or Dart Baseball

Use eight darts or bean bags. Throw at target and keep individual scores on score card.

Construct the play card out of stiff cardboard. Size determines what kind of "ball" is used. Small size playing field could utilize pennies or nickels tossed onto board that is lying on the ground.



- H = Home Run
- O = Out
- F = Foul Ball
- S = Strike
- R = Run

Cross County

Sheets of paper or cardboard are marked out into a number of small squares, each one numbered, but not in rotation. Each player is given one of these sheets. The "run" consists in following with a pencil a course from square to square, in consecutive numerical order (1,2,3,4, etc.). The first to connect all his squares in this consecutive fashion wins.

11	58	39	13	53	34	20	5
21	48	22	60	27	57	6	43
35	61	1	44	12	7	33	26
41	56	18	62	19	47	14	59
10	46	32	3	28	36	4	40
31	45	2	55	37	63	25	51
17	23	64	16	52	30	15	54
24	50	9	49	38	8	42	29

GAMES

Arch Bowling

Set up 10 croquet arches in a row, spaced wide enough to allow a ball to go between them. Set a bowling line at a distance of 15 feet. Increase this distance if the lawn is smooth and well cut. Each player bowls one ball each turn. The ball must go through each arch in order...the first arch must be made before the second, and so on. The player who first completes the sequence of the arches wins.

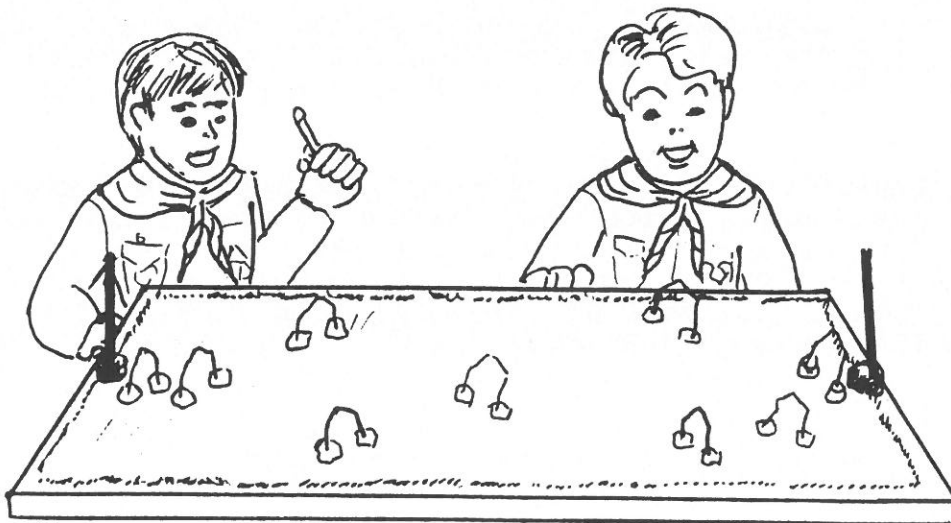
Bottles and Cans

Bottles and cans can be used for lots of games. You can invent them or copy them from games in shops. Your games can be a lot more interesting than things that cost a lot of money.

A collection of tall plastic bottles makes bowling pins. Fill them with water or sand so they won't fall over so easily. A heavy ball you can bowl slowly works best. Try a baseball or a hard orange.

Table Croquet

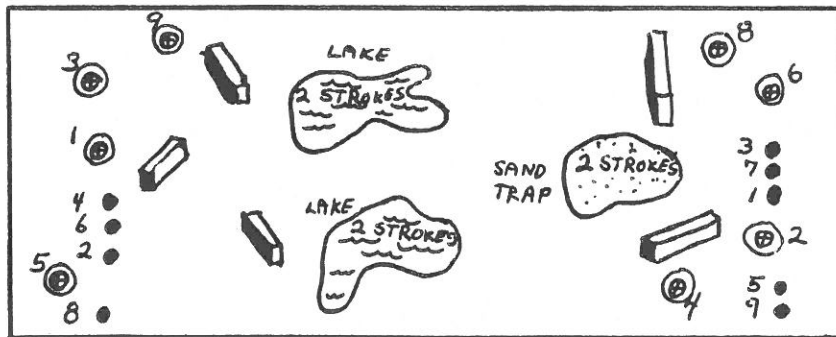
For turf, place carpet scraps or old wash cloths on a table. Or to construct a permanent game, mount on a piece of 1/4" plywood cut to size. For mallets, wrap heavy weight aluminum foil around the end of a pencil. For hoops, insert the ends of opened paper clips into balls of clay. For stakes, insert pencils into clay (stakes could also be made of a piece of dowel rod and painted). Use a marble for ball. Set up your course and play.



GAMES

Pool Golf

Use two flat pieces of wood 5' x 3' x 1/4" (plywood). Smaller individual games can be made by using a smaller rectangular piece and simply condensing the playing field. Use the top piece to drill holes for the greens which are shown in the illustration. (circles with x's in them) Drill 1/2" in diameter. Glue both boards together making the result half-inch thick. The board with the drilled holes will be the top board. Little circles with numbers in them represent the tees for the holes. They should be only painted spots. Paint in the lakes and sand traps also. Construct little obstacle blocks (painted red) before greens. Smaller versions could utilize green felt to cover the entire board to represent grass.



Rules: This game should be played like golf except that you use pool sticks or dowel rods and marbles or disks for the golf balls. Disks can be made by slicing 1/4" thick chunks of 1/2" dowel. See how many strikes, by use of the pool stick, it takes to reach the hole. Shoot for other holes until you reach No. 9. The player who reaches No. 9 hole with the least strokes wins. If a player lands in the lakes or sand traps he loses two strokes. Any number play.

Muffin Pan Bounce Ball- Obtain an ordinary muffin pan which contains a dozen cups. With small pieces of adhesive tape, mark different values by each group. Place a pan near a wall if possible. Players stand 8 feet away and attempt to bounce ping pong balls so that they will stop in the cups. Score as indicated in the diagram.

GAMES

Treasure Strings - To have a treasure hunt at home or in the den, start with a ball of string for each player. Before the party, tie a gift to the end of each ball of string and hide the gifts in different places around the house. Taking one ball at a time wander from one room to another unrolling strings as you go. Go downstairs, upstairs, out the back door and in the front; roll the ball under a chair or table and pick it up at the other side. Let one string cross and recross the other strings to make the hunt more confusing. The greater variety of places you can make the strings go, the more exciting the hunt becomes. Finish the unwinding of each ball at the same place so that all the players will start together. Tie a different colored tag on each ball.

When the players arrive, let them choose their favorite colors and start winding the string back on the ball. Each must follow his string until he finds his prize. The first one to find his should call "Found" and should be given an extra prize for being the first one finished. A prize could also be given to the player who finishes last.

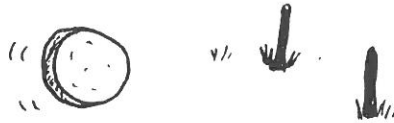
Box Fishing - In the cover of a cardboard box about a foot long and at least two inches deep, cut ten slits each about three inches long. It is easiest to cut three slits about an inch in from the two long sides of the box and two more rows of two slits each near the center of the box. From the bottom part of the same box cut out ten fish using the one shown here for a pattern. Be sure to cut out the big eye hole. The fish may be colored with crayons or paint to make them brighter, but all the heads should be the same. Each fish's tail should be marked with a number. Four tails are marked with a big 1, three with a number 5, two with 10, and one with 15.

Slide the fish into the slits in the box cover. Be sure that the tails do not show. To make a fish pole, tie a two-foot string to the end of a stick about a foot long. Thread the other end of the string through the eye of a small safety pin.

To play BOX FISHING, each player dangles the safety-pin hook until he catches a fish by the eye hole and pulls him up. He catches three fish this way, and totals the numbers on the tails. The fish are replaced in the box, mixed up so that the other players will not know the numbers on the tails. After each player has pulled his three fish, the person having the highest score is the winner. If two or more players get the same score, they go fishing again until they break the tie.



GAMES



Maika Bowling - The people of Polynesia have enjoyed this variation of bowling for centuries. Two sticks are driven into ground several inches apart. Each contestant in turn stands at a bowling line about 15 yards from the sticks. Players each have a Maika stone (a flat disc carved from lava--could use shuffleboard discs or a flat river rock). Players take turns trying to roll his disc between the sticks. A point is given for each good roll, and the high scorer in ten rolls wins.

20 Caps in a Bottle

Needed: 10 bottle caps
1 wide-mouthed plastic bottle



Place the bottle on the ground. The first player stands next to the bottle and holds one bottle cap in front of his waist. The player tries to drop the bottle cap into the bottle. The first player does this with all of the caps. Then it's the next players turn.

Each player gets 1 point for each cap he or she dropped into the bottle. The player with the most points wins.

Barefoot Marble Race - Boys remove shoes and socks. Place two marbles on the starting line in front of each boy. On signal, he grasps the marble between his toes and walks to the finish line. If he drops a marble, he must stop and pick it up with his toes before continuing.

Neckerchief Relay - Dens line up in relay formation. The first Cub Scout in each den holds a neckerchief and a neckerchief slide in his hands. At the other end of the room opposite each den is the parent of one of the boys in the den. At the starting signal, the first Cub runs to the parent, place the neckerchief around the parent's neck, puts the slide on, salutes, takes off the slide, removes the neckerchief and returns to his den. He then gives the neckerchief to the next boy in line who then repeats the process. This continues until each boy in the den has had his turn.

Casting Relay for Dads - Line teams of dads up for a relay race. Each one in turn casts a plug at a target and as soon as he scores a hit, he gives the rod to the dad behind him and goes to the rear position on his team. The first team back in its original order wins.

GAMES

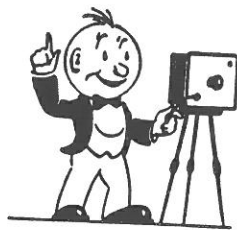
Mother and Cub Clothespin Race - Here is a good game for your Pack meeting that will get the mothers involved, too. Assisted by her son, who runs to get the clothespins, mother pins one or more paper napkins on a line.

Blind Chow Chow - Divide group into teams. Each team selects a child-parent combination to act as their representative in the contest. Neither team nor representatives know beforehand what the activity will be. The adult partners are seated in a row, facing the audience. The Cub Scouts stand in front of their parents, facing them. Bibs are tied on the parents. Each boy taking part is given a bag of potato chips, a plastic spoon and is blindfolded. At signal, boys try to feed the chips to the parent with the spoon. Parents may not use their hands to guide the spoon to their mouths, but may give the boys all kinds of advice and direction as to how to reach your mouths. First pair to finish the sack of potato chips wins points for their team and a prize for themselves.

FAMILY ACTIVITY - PHOTOGRAPHY

Photography as a Family Hobby? Of course! Nina Leen tells us in her book Taking Pictures, "Many people may not consider photography a project for five-year-olds. They think it's much too early. It is not. Pictures are the language understood by people all over the world. This is why it makes sense to let children learn about photography as early as possible. It teaches them to look around and discover their surroundings, to observe and tell with pictures more than they can describe with words. Their imagination is not yet burdened by technique, they learn to see and to react, to speak with pictures."

FAMILY ACTIVITY - PHOTOGRAPHY



How to take good pictures:

Distance - The distance between you and your subject should be at least four feet. This is the length of the average broom handle. You can learn to guess distance. Place a broom handle on the ground. Look at it. Then go and stand about four feet away from a non-moving object, such as a toy or tree. Check the distance with the broom handle.

Subject - A good subject is whatever appeals to you. Try the unusual. Good pictures are often of common things seen in an uncommon way. In the beginning, choose a motionless object like a stuffed animal or a plant. Hold the camera up to your eye and see how your subject fills the viewfinder. Does the picture please you? Would another angle be better?

Rules of Composition:

1. The subject, or the main area of interest, should not be a dead center of your composition. Instead, your subject should be placed slightly right or left of center.
2. Watch out for objects that blend into or distract attention from the main subject. For instance, don't show wires in the background that seem to grow out of peoples heads. Get in close, as close as your camera allows you, so that your subject isn't just a speck in a wide background.
3. Keep the photograph simple. This is very important. Avoid cluttered backgrounds so your subject won't get lost. Remember, your subject is in the spotlight. He, she or it is the reason you are taking the picture.

Hold the camera level - Practice holding your camera in the right position. The viewfinder goes in front of your eye, but not forced against it. Press the camera to the side of your nose instead. This will give you approximately the right distance from your eye. Hold one hand under the viewfinder. Grip the camera with the other hand, close to the release button. Keep fingers away from the lens -- if you touch the lens, part of the picture will be dark, underexposed. When you see the picture you want in the viewfinder, get yourself ready. Place your elbows close to your body. Hold your breath while you gently squeeze the shutter release. Holding your breath helps keep the camera steady -- camera movement can ruin a good photo. Practice holding the camera firmly.

FAMILY ACTIVITY - PHOTOGRAPHY

Light - To record the photographic image, film must be exposed to light. For good pictures, you must expose the film in your camera to the proper amount of light. If too little light reaches the film, your pictures will be too dark. If too much light reaches the film, your pictures will be too light, or overexposed. A flash provides light when there isn't enough natural light. An inside space is very rarely flooded with light. So, night or day, you probably will need a flash to shoot indoor pictures. Flash units range from flash cubes to electronic flash units.

A great idea for picture taking is to photograph toys of stuffed animals. Draw a background for your toys. You need two white cardboard pieces. Draw a background on one. Use felt-tipped markers, crayons, chalk, or water colors. Stand the cardboard with drawing against the wall, place the plain cardboard underneath, and put your toy on it. To photograph indoors, use a flash. If you take pictures outdoors, make sure there is no wind, or it will blow your toy and background away.

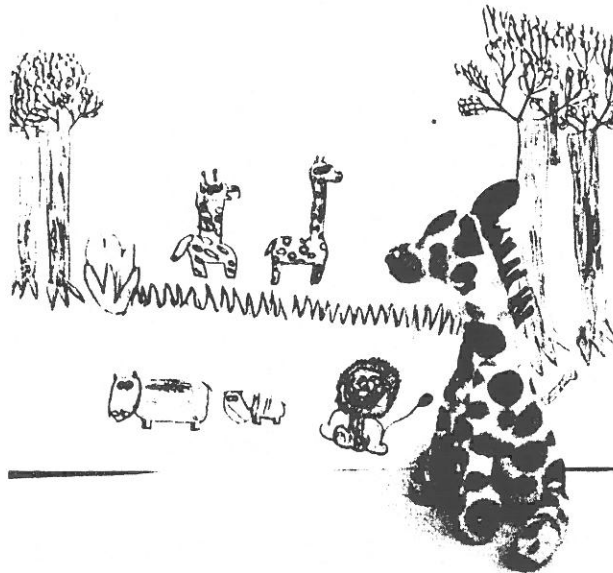


An African background is just right for a stuffed giraffe.

FAMILY ACTIVITY - PHOTOGRAPHY



This was the setup.



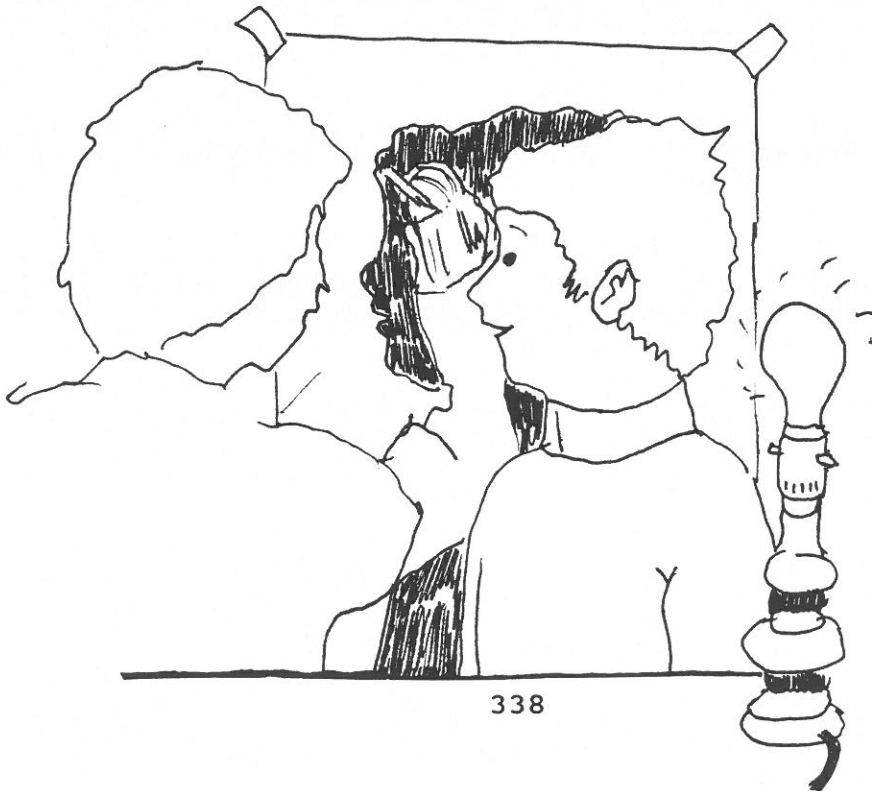
This is the picture.

FAMILY ACTIVITY - PHOTOGRAPHY

Making a Silhouette Portrait

Needed: Lamp (with shade removed)
Chair
Pencil
Tape or tacks
Black crayon or marker

1. Place a chair sideways, directly against a blank wall, and seat your subject in the chair so that his head is just a few inches from the wall.
2. Place a lamp about ten feet from the wall and at about the same height as your subject's head. A strong, sharp shadow should be thrown against the wall when the light is turned on. You can use a flashlight propped up with a book on the table. Hold, tape or tack a piece a drawing paper to the wall directly behind the subject's head a quickly, but carefully, trace the shadow outline while the subject remains motionless.
3. The silhouette you draw can be completed by filling in the outline with black crayon or marker. You can cut out the silhouette shape and mount either the cut-out of the border onto a darker piece of paper. Some silhouette artists prefer to leave the drawing as an outline.



FAMILY ACTIVITY - GENEALOGY

You are unique. You are special. There is no one exactly like you. Never has been, never will be. What makes you so special? Partly qualities you inherited from your parents and grandparents and all your other ancestors. "Your generation" means the people who were born at about the same time as you. Your parents belong to a different generation. Your grandparents are part of still another generation. One generation lasts about thirty years. When you look back six generations, you have 126 ancestors. That is about 180-200 years.

You can be a detective and hunt down information about your ancestors. You can learn a lot about your past and about yourself. You will have fun, too.

Your genealogy hobby has two parts. First, you write your life story, answering the questions your children and grandchildren would probably ask. Second, you hunt for your ancestors. Have you ever had a "pen pal?" Telling a pen pal all about yourself is a lot like writing your own life story. Your pen pal, children and grandchildren will want to know what you look like. Are you tall? Or are you small for your age? Do you like sports? Which ones? They will be curious about your home life. Do you have any brothers and sisters? Does your family like to do things together? Do they argue a lot? What is your favorite food. Tell about your interests, as well as your dreams, your likes and your dislikes.

The first step in your ancestor-hunting project is to get acquainted with the 14 people who came before you in your family -- your two parents, your four grandparents, and your eight great-grandparents. Start searching for names and dates -- birth, marriage, and death dates of all these people. You will need to know the places where they were born, married and died. You may have to ask aunts, uncles, cousins and even family friends to help you in this search.

Getting back to your own generation, you may be surprised at how much information you already have about yourself, even at your young age. And since you probably have family members around to help you, further information should be quite easy to obtain. Write down the answers to the following questions:

FAMILY ACTIVITY - GENEALOGY

What is your full name, including first, middle and last names?
What is your birth date? Where were you born?
How did your parents, or parent, choose your first name and your middle name? Are you named after a relative? Is that person still alive?
What can you find out about your last name, which is called a family name or surname? Do you know what country it comes from? Does it mean anything special? Was it ever changed from some other surname. How and why?

What are your parents' full names? Do you know what your mother's family name is? After marriage this is referred to as a maiden name. Does your mother still use her own family name, as many women do?

Do you have any sisters or brothers, and what are their names and ages?

In what places have you lived? What schools have you attended? What are your special interests? What are the most memorable events of your life so far?

Once you collect facts about births, marriages and deaths from your parents and other relatives, you can make up what genealogists call a direct-ancestry chart. At first, all of the boxes and blanks might seem intimidating. Jump to it. The first box, your own, is easy to fill in. The same should be true for the boxes of the previous generation, that of your parents. Genealogy experts suggest that you use a pencil to fill in the charts and boxes. They also suggest writing dates as "21 Sept. 1944" or "19 Jan. 1980" so there will be no jumbling of the day, month and year. Once you start digging for information, you will find that one thing will lead to another.

Need further help? It is the government's policy not to release census information to the general public until 72 years have passed. However, specific requests about oneself, about a close relative of from legal heirs are usually honored. Questions about obtaining census information that is open to the general public may be directed to:

National Archives and Records Administration
Washington, D.C. 20408

FAMILY ACTIVITY - GENEALOGY

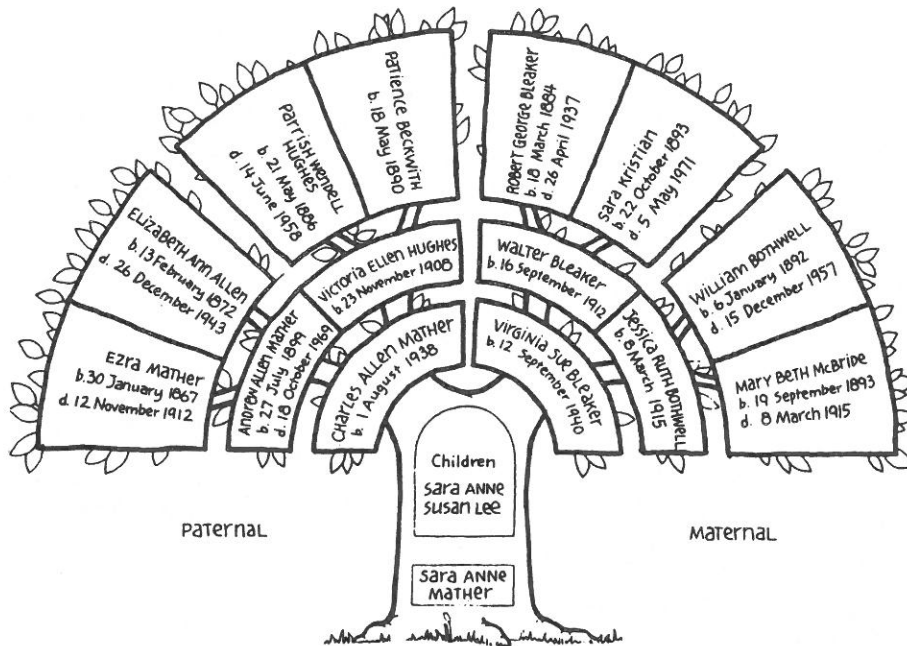
For census records less than 72 years old, request an *Application for Search of Census Records* from:

Bureau of the Census
United States Department of Commerce
Pittsburg, Kansas 66762

The Genealogical Society of Utah has hundreds of branch libraries all over the United States and in foreign countries. To find the name of the branch nearest you, look in the telephone directory under Church of Jesus Christ of Latter-day Saints, or write to:

Genealogical Society of Utah
50 East North Temple Street
Salt Lake City, Utah 84150

Following are some sample forms that can be used in recording your family information.



FAMILY ACTIVITY - GRAPHOLOGY

For most people, their handwriting is a reflection of their personality. Graphology - discovering people's character or personality by examining their handwriting - is sometimes used by police doing detective work. Most of the time, grapho-analysis is used to entertain and enlighten and fits in very well with the theme of family hobbies.

Even without training, most of us can look at a person's handwriting and recognize certain basic features that give a general impression of a person's personality. Handwriting that is simple and clearly legible would seem to indicate a person who is dependable and mature. You might expect a bold and heavy handwriting to reflect a dynamic and determined person.

To analyze a handwriting, obtain a writing sample that is truly representative of the person's normal writing style. Notes or postcards that have been hurriedly written with words jammed into limited space might be very much different from the person's "normal" handwriting. A signature alone is insufficient to form a reliable analysis; nevertheless it is quite important in revealing how the writer wishes others to see him.

There are several basic elements in a person's handwriting that must be analyzed. These include:

1. Base line
2. Slant
3. Margins
4. Line
5. Size of letters
6. Shape of words
7. Spacing between lines and words
8. Connected and disconnected words
9. Signature

Base Line - The base line of someone's writing is a imaginary line that follows the bottom or base of the letters in words and sentences, but excludes the lower loop of letters such as g or p. The straightness of slant of the base line often reveals a person's dominant emotions. A base line that is relatively straight usually indicates an individual who is dependable, consistent, logical or self-assured.

A base line that slants upward may indicate an imaginative, enthusiastic, ambitious or optimistic personality; whereas a downward slant could indicate tense, sensitive, indecisive, or pessimistic person or possibly someone who is tired or ill.

FAMILY ACTIVITY - GRAPHOLOGY

Slant - The general slant of the letters in handwriting often reveals the degree to which someone expresses emotion. For a right-handed person a forward slant expresses strong emotions, someone who responds more with emotions than reason. A forward slant also indicates a personality that is determined, impulsive, sociable, kindhearted, or possibly restless or opinionated. A forward slant that is extreme may reveal an irritable, argumentative or excitable person.

A vertical writing style with no slant can be interpreted to reveal reserved, logical or self-sufficient personality; or possibly someone lacking in pity.

A person whose writing slants backwards may have strong emotions, but logical reasoning is their dominant characteristic. A backward slant might also reveal someone who is introverted, conservative, withdrawn, critical or arrogant.

For left-handed writers, these interpretations should be reversed.

Margin - The margin or borders left blank around the writing on a piece of paper indicate the writer's degree of creativity, consistency and sometimes, economy. Narrow to nonexistent margins express a thrifty, cautious narrow-minded personality. Average margins show a practical and consistent attitude, whereas wide margins can be interpreted as liberal, tolerant, creative or maybe impractical.

Line - A heavy or light line in writing caused by the pressure of the writer's pen or pencil is a good indication of energy and aggressiveness. Pen pressure is most easily detected in a sample written with a fountain pen or felt-tipped pen, but pen pressure does not show up well when using a ballpoint pen or pencil.

Writers using a heavy line might be considered energetic, aggressive, sensual, impulsive, stubborn or reliable.

Writers with a light, delicate line are capable of changing emotions or moods more easily than a heavy-line writer. He is likely to be modest, sensitive, reserved, impressionable, timid, lacking initiative, idealistic or possibly ill.

Writers with a medium line reveal someone who is composed, conforming and even-tempered.

FAMILY ACTIVITIES - GRAPHOLOGY

Writing size - The size of most people's writing is very consistent regardless of the size of the paper they are writing on. Writing size can be a good indicator of the writer's social habits. Small writing shows an analytical mind or someone who is reserved, scholarly, humble, tolerant or likes to attend to details. Small writing may indicate someone who feels inferior or lacks self-confidence.

Large-size handwriting may indicate adventurousness, spontaneity, generosity or sociability. It may reveal a personality which is hard working, serious, restless, extravagant, materialistic, persuasive and inattentive to details. Large writing may also show a person who is arrogant, temperamental, conceited and boastful.

People who are basically adaptable and conforming usually have medium-sized handwriting.

Letter forms - Writing in which letter forms are angular and sharp denote a person who is persistent, firm, aggressive, perceptive, impatient or critical.

Writers who use rounded letter forms might be considered patient, easygoing, kind, sociable or maybe indecisive.

Another letter form is 'square writing' in which the letters are somewhat box-shaped. Writer's using this style are said to have inventive and mechanical abilities.

Letter spacing - Letters within a word that are written close together indicate a critical, economical, introverted and cautious personality.

An extended writing style with wide spaces between letters shows the writer's personality to be liberal, confident and sociable.

Other clues to personality can be found in the way a writer does an *i*, writes capital letters, makes pen strokes at the end of a word, and especially how he crosses his *t*'s.

HANDWRITING EXAMPLES

This handwriting is very legible.

This is a heavier handwriting.

This is harder to read.

This handwriting has a straight baseline.

This slants upward.

This slants downward.

Can you see a forward slant?

This slant is much more extreme.

This is a vertical style.

This handwriting slants backward.

This is a very delicate line.

This is a heavier line.

This is very small handwriting.

This is large handwriting.

this is angular.

Rounded letters,

this person uses box shaped letters.

these letters are close together.

Do you see the wide spaces?



HOW DO YOU CROSS YOUR T'S?

There are many ways to cross a *t* and each style has a specific interpretation. However, if a writer is inconsistent within a writing sample and crosses *t*'s in several different ways it may just indicate his versatility or originality. It is the most frequently used manner of crossing *t*'s in the sample handwriting that should be used to analyze true character traits.

even		systematic, consistent
thin		indecisive, lacking will power
heavy		determined, confident, strong-willed
left stem		reluctant, procrastinator
right stem		impulsive, has a temper, impatient
low		lack of faith in ability, sympathetic
high		goal-setter, imaginative

short cross

conformer, precise

long cross

enthusiastic, active

up slant

optimistic, ambitious

down slant

demanding, intolerant

looped

secretive, persistent

angular

active, sensitive, persistent

wavy

humorous, tolerant

umbrella

original, ambitious, strong-willed

bowl

weak-willed, indecisive

no cross

absent-minded, impatient, careless

AUDIENCE PARTICIPATION

Cub Mad-Libs

A Cub Mad-Lib is a great ice breaker. When audience members begin to arrive at a gathering, pass out sheets of paper with blanks for certain types of words. The audience members fill in the blanks with whatever word they wish, so long as it fits the type. For example, a type or word is *color*. Someone may say *red*, while someone else may say *blue*. After the sheets are all completed, a leader compiles the lists into a "greatest hits" type list. Usually this includes some of the stranger responses. Later, a leader reads through a story like the one below and supplies a word-type where requested. The word-type he supplies comes off his greatest hits list. This works with any story really; just remove a few words here and there and let the audience fill in the blanks.

How to take a Photograph

Learning to take a (adjective) photograph is much easier than you might think. First, get out your (adjective) camera. Do you have film? If not, then it is time to buy some. Check the number of exposures on the roll. The most popular size has (number) exposures. Carefully open the camera in (adjective) light. Drop in the film and (verb) the door. You are a ready to (verb) the picture. Choose your subject carefully. A good subject might be (person in the room). Have that person stand next to the (noun). Make sure there is (adjective) light available. Look through the (noun) of the camera. Slowly press the (noun). You have taken a (adjective) photograph of the subject. When you have finished taking (number) pictures, remove the film. Ask your Mom and Dad to take you to (place of business) to have your film processed.



SKIT

All By Myself Skit

Setting: Classroom. The teacher has asked each boy to bring a sample of something he grew himself. Each boy has an article except one boy.

Teacher: Since we're studying nature, I asked each of you to bring something you grew by yourself to show the class.

Boy 1: I brought these carrots that I grew in my garden.

Boy 2: I brought some flowers that I planted last spring.

Boy 3: I planted some tomatoes, but they didn't work right. They only got this big. (holds up cherry tomato)

Teacher: It looks like you all grew some useful things. (Looks at last boy) What did you bring?

Boy 4: Well, I didn't plant anything so I don't have anything to show. Mom said if I had to I could always take off my shoes.

Teacher: What do you mean...take off your shoes?

Boy 4: I mean I could show you my feet; they grew 13 inches in the past eight years and I did all by myself!

When All Else Fails

A group of Cubs walk out moaning, sobbing and crying. After a few minutes the Cubmaster asks what is wrong.

All: "We couldn't think of a skit!"

SKIT

Push Button Radio

Scene: A person is willy-nilly pushing buttons (changing radio stations) on a push button radio. He mixes up the following programs with hilarious effects: a talk on Cub Scouts, a prize fight, a soap opera, a political speech, and a commercial on cornflakes.

Directions: Pick a person for each character. Practice at least twice. Give careful attention to voice changes between characters and the ends of each sentence.

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 Mothers, their Fathers, 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: (load and brassy)...large, economy-sized package. Yes, friends, as 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, elected servants of the people, put politics before principle in such 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 person to be a Den Leader, don't apologize. Just walk right up and say...

Soap Opera: ...take your hands off me, you fool! Don't you dare come near me! I can't 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. The Butcher is boring in and Murphy's looking BAD, very bad; his nose is bleeding again, and his left eye is swelling fast. In fact, I'd hate to tell you what he reminds me of...

Commercial: ...a 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

SKIT

Push Button Radio (cont.)

Chlorophyll's swimming is heavy cream and covered in strawberries, sugar, and 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 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 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 right 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 and The Nation itself. There is only one thing left for a man who steals from taxpayers...

Cub Scout: ...he should work out very well as Pack Treasurer. The treasurer is an important man in your pack. So, when he does a good job, be sure to compliment him. For example, you might say...

Soap Opera: ...Kiss me you fool! There is only one thing I ever wanted 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!



SKIT

The Picnic - Pantomime

Scene: A picnic outdoors. Plenty of props.

1. A group gaily enters with picnic baskets and blankets. They set everything out and prepare to eat.
2. Suddenly there is an imaginary rain storm. The players scramble around in an attempt to hold a blanket over the food. They sigh relief as the rain ends.
3. They begin to eat. One player suddenly scratches, then a second, then a third, as if attacked by ants. Everyone leaps about scratching and yelling. As the ants go away, the players sit in a circle around the food and again start to eat.
4. A bear (simple cardboard mask and a sign "BEAR" on his back will suffice) walks up, and curiously looks over the shoulders of the players. They do not notice him. The bear taps a player on the shoulder and mutters something. Without looking up the player hands him an egg.
5. The bear nods in thanks, walks away nibbling the egg. He suddenly stops, comes back and asks for salt, gets it, walks away, still unnoticed by the crowd.
6. The bear comes back, sits down on the blanket, and eats. The players notice the bear and run off stage. One timidly returns, pauses a moment, then slowly walks over to tap the bear on the shoulder. Without turning around the bear hands the player some food. Two other players enter, tap the bear and receive food.
7. The other players return, one by one. Finding the bear to be a jolly fellow, they all join together and dance in a circle.

SKIT

Great Cook

Several boys come hiking in. "All right you guys, let's break for lunch. We'll take 30 minutes, unpack your lunches."

Everyone sits down and unwraps sandwiches from their own paper bags. One has ham, another tuna and so on. The last guy has peanut butter. He protests loudly, "Yuk, I hate peanut butter." He opens another, then another. Each time, its another peanut butter sandwich. "Yuk! I hate peanut butter!" he shouts.

Then one of the other boys speaks up. "We go through this same thing every trip. If you don't like peanut butter, why don't you tell your mom to fix something different next time?"

Our perplexed hiker answers, "You leave my mom out of this. I fix my own sandwiches for these hikes!"



SONGS AND STUNTS

Beehive Applause

Tell the group to buzz like a bee. When your hand is raised, the volume should increase. When your hand lowers the volume should decrease.

Do This, And Add Something

Have a group of players line up facing the audience. The person on the right starts by performing a simple action, such as clapping hands, bowing head, or touching nose. As he does this, he turns to the next player and says, "Do this and add something." The second player repeats the action shown and adds a new motion. and the third copies the first two and adds his. Anyone unable to perform all the previous action in their proper sequence goes to the head of the line and becomes the first player for the next round.

O Dad O' Mine

tune: Sweet Adeline

(Boys use "Dad";fathers echo with "Lad")

O Dad o' mine (O Lad o' mine)
Dear Dad o' mine, (Dear Lad o' mine)
We'll stand as one (same)
In rain or shine (same)
Each night and day (same)
I'll always say (same)
You're the best friend in the world
(same)
O Dad o' mine (O Lad o' mine)

Nerf Ball Relay

Teams of parents and sons walk in relay fashion between two end lines. They walk close together, side by side, pressing a nerf ball between shoulders and knees. (use two nerf balls between teams, please) Teams pass using hands to next couple. Dropped nerf balls mean restart for that team.

ALAMO AREA COUNCIL

SONGS

Pink Pajamas
tune: Battle Hymn of the Republic

I wear my pink pajamas in the summer when it's hot.
I wear my flannel nighties in the winter when it's not!
And sometimes in the springtime, and sometimes in the fall,
I jump right in between the sheets
With nothing on at all!

Glory, glory, Hallelujah;
Glory, glory, what's it to you.
Balmy breezes blowing through you,
With nothing on at all!

Take Me Out To the Ball Game

Take me out to the ballgame,
Take me out to the park.
Buy me some peanuts and crackerjack,
I don't care if I never come back.
Let me root, root, root for the home team.
If they don't win, it's a shame.
For it's one, two, three strikes, "You're Out!"
At the old ballgame.

SONG

I Want Some Apple Pie
tune: My Bonnie Lies Over the Ocean

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

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

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

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

Won't someone please tell my dear mother,
That boys must have pie to survive,
Without it I'm sure I won't make it,
Can't they see without some I'll die.

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

SONGS

On Top of Spaghetti
tune: On Top of Old Smokey

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

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

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

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

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

So if you spaghetti
All covered with cheese,
Hold onto your meatball,
Lest somebody sneeze!

Run Ons

- #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 No, how'd it happen?
- #1 He fell out of the tree!
- #1 Every time I'm down in the dumps, I get a new hat.
#2 I wondered where you got your hats!

ALAMO AREA COUNCIL

POW WOW 1992

CHEERS AND RUN-ONS

Corn-y Cheer - Cub comes in stooping, and picking up imaginary small items.

Leader says, "What are you doing?"

Cub says, "I'm picking up the corn after that corny skit!"

Knock! Knock!
Who's there?
Dwain!
Dwain who?
Dwain the bathtub, I'm ddowning!

Sara!
Sara Doctor in the house!

Anatomy!
Oh bring back my anatomy!

Adolf!
Adolf ball hit me in the mowf.

Analyze!
Analyze over the ocean!

Bolivia!
Bolivia me, I know what I'm talking about!

Cash!
I knew you were some kind of nut!

Chesterfield!
Chesterfield my leg so I slapped him!

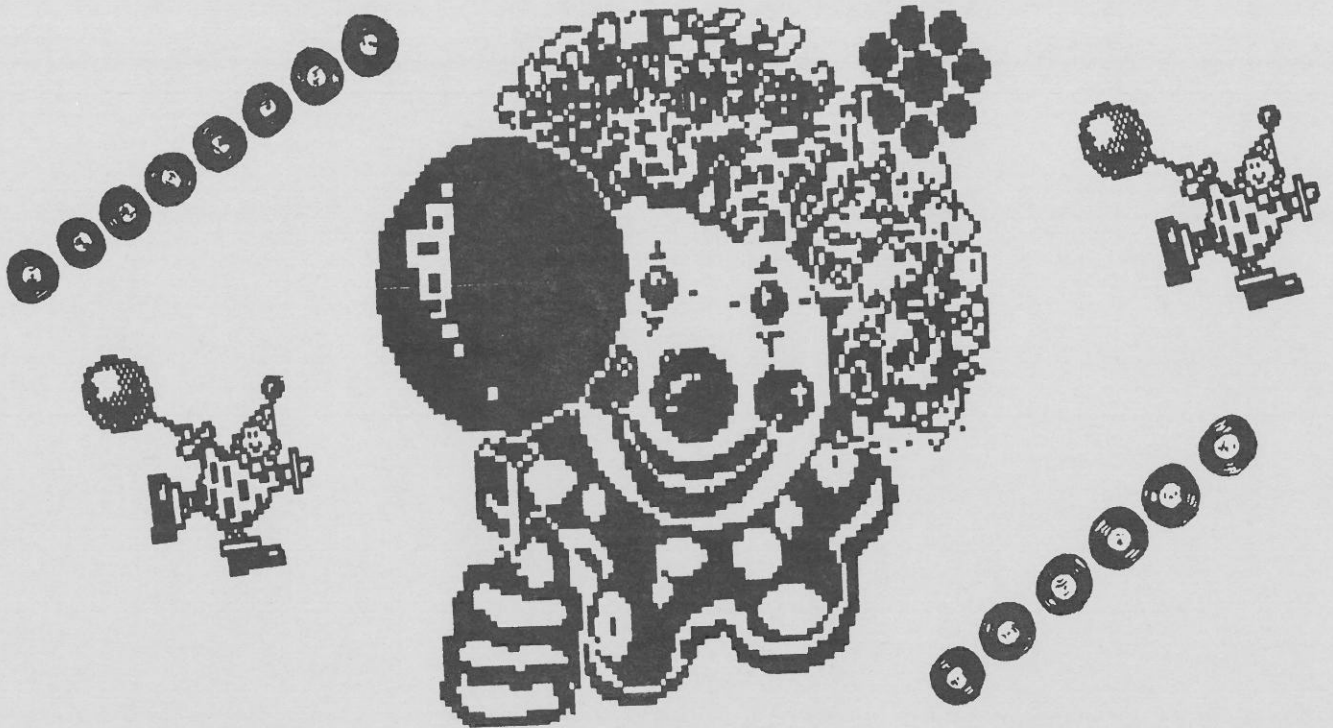
Tom Sawyer!
Tom Sawyer underwear!

Cadillac!
A cadillac crazy if you pull his tail!

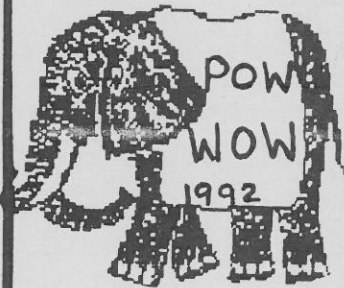
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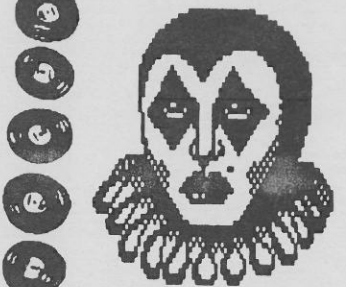
NOVEMBER 1993 - UNDER THE BIG TOP



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NOVEMBER 1993

UNDER THE BIG TOP

OPENING

CIRCUS OPENING

Write the following letters in large on paper and the phrase accompanying it on the reverse side. Let a Cub hold a card and read the phrase for this opening. Finish off with the pledge and introductions.

- C - COME AND SEE THE CIRCUS
- I - IT'S THE GREATEST SHOW ON EARTH
- R - RIDE THE FERRIS WHEEL
- C - CLOWNS WILL MAKE YOU LAUGH
- U - UNDER THE BIG TOP
- S - SEE YOU AT THE CIRCUS



RINGMASTER OPENING

This opening works best when the Cubmaster is dressed in Big Top attire. Top hat and coat with tails. Then in a great voice he proclaims:

LADIES AND GENTLEMEN

WELCOME TO THE GREATEST SHOW ON EARTH

THE NOVEMBER PACK MEETING

THIS MONTH'S THEME IS UNDER THE BIG TOP

FEAST YOUR EYES ON TONIGHT'S EVENTS.

SONGS, SKITS, GAMES AND ADVANCEMENTS

AND HERE TO START OUR CIRCUS - (Introduce flag ceremony team)

CLOSING

This closing works best when the Cubmaster is dressed in Big Top attire. Top hat and coat with tails. Then in a great voice he proclaims:

And now, ladies and gentlemen, we've been saving the best for last. The act you've been waiting for.....THE END!!

CUB CIRCUS CLOSING

Several Cubs hold cards with the following phrases written on them. On cue, each Cub reads his card. Perhaps the Cubs could be at opposite ends of the room or in different rings.

1st Cub: We hope you have enjoyed our show

2nd Cub: We're sorry but it's time to go.

3rd Cub: There was lots of laughter, lots of fun

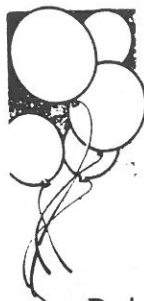
4th Cub: It seems our time had just begun

5th Cub: We want to see you back again

6th Cub: At next month's special pack meeting



ADVANCEMENTS



CIRCUS BALLOON ADVANCEMENT

Have someone dress up as a clown. Put the advancements in balloons and fill them with helium. Yellow balloons for Wolf. Blue balloons for Bears. Try different colors for different levels.

The Cubmaster or Den Leader calls forward each advancing Cub.

Leader: Cub _____ has earned a yellow balloon. Right before your eyes he will turn this balloon into a Wolf badge. He has earned it by completing the achievements for the rank of Wolf cub. (have the Cub pop balloon and show the badge)

Continue in the same way with the other color balloons and ranks.

CIRCUS ANIMAL ADVANCEMENT

Have a small tub or pool filled with water. Place advancements in plastic colored eggs (Easter type) or the Leggs pantyhose eggs. Put a rubber ducky in the pond to float around. Mark the eggs so you will know which rank is in which egg.

All advancing Cubs are called forward by the Cubmaster or Den Leader.

Leader: "Ladies and Gentlemen here before you we have a magic duck. This duck will tell me which egg contains this Cub's advancements."

Lean over and pretend the duck is talking to you.

Leader: "AH HA, He says that his advancement is in this egg."

Reach down and choose an egg that has the appropriate advancement. Give it to the cub to open.

Continue in the same way with the other ranks.

SKITS

What's Up There?

First Cub enters, looks up at the ceiling, and rubs his neck.

Second Cub enters, looks at the first Cub and then up at ceiling.

Third Cub enters, looks at first two Cubs and then up at the ceiling.

Last Cub enters, looks at first three Cubs, up at the ceiling and says "What is everyone looking at?"

First Cub looks around, still rubbing his neck. He says, "I don't know what they're looking at. I have a crick in my neck!"

Vaudeville (Run-ons and Jokes)

Cub: Why don't cannibals eat clowns?

Chub: Because they taste funny!

Steve: What time is it when an elephant sits on the fence?

Sue: Time to get a new fence!

Rob: What do you get if you cross a charging bull with a goose?

Bob: An animal that honks before it runs you down!

Tim: Knock, knock.

Tom: Who's there?

Tim: Cook!

Tom: Cook who?

Tim: Hey, who you calling cuckoo!



Tongue Twisters

What a shame a shapely sash should show such shabby stitches!
Eleven enormous elephants elegantly eating eggs!
Put the copper pots on top of Papa's cot!

GAMES

Carnival type games are big under the BIG TOP. Here are a few you can use with your den after a great meeting this month. These all lend themselves to indoor action but could easily be moved outdoors if the weather permits.

Dime Pitch

Make three or more catching devices. Try attaching paper plates to the tops of soda cans. Use duct tape under the plates. Make a line for the Cubs to stand behind. The Cubs try to pitch the dimes or other small change (pennies) onto the plates. They will soon get the hang of the pitch. When most have mastered the technique, try den against den or try a different coin. For a larger coin, the soda can may need to be filled with sand or gravel.

Ring Toss

Make three or more catching devices. Try twenty ounce soda bottles filled with sand or gravel. They are about the right height. Stand several on a low table. The more bottles, the more chance of ricochets that will score.

Make rings from coffee can lids, cheap plastic bracelets, rope, or coat hanger wire covered with heavy tape. All rings should be approximately the same size.

Make a line for the Cubs to stand behind.

The Cubs will try to toss the rings over the tops of the bottles. A ring that stays around a bottle top is a score!

Sock Toss

Use the same bottles from the Ring Toss for this game. The bottles are stacked or lined up on a low table. Use any configuration to stack the bottles, but be sure to allow multiple bottles to go down on a good throw.

Make a line for the Cubs to stand behind.

The Cubs will try to toss rolled up socks at the bottle stacks. Limit the number of throws and see who can knock over the most bottles at a turn. Try a Nerf ball or similar soft ball for throwing. Heavier balls may damage the bottles and limit the usefulness of the game.

GAMES

Coin Stack

This game may prove difficult even for adults, but kids will definitely have fun.

Have Cub stand and place his favored (right or left) hand, palm up, on his shoulder. It is important that the forearm is level and elbow should point forward. Stack about five pennies on the scout's forearm near the elbow.

In a sharp movement, the Cub brings his hand down to his side. If the movement is done quickly enough, the open hand will catch the coins as they fall. Practice this movement and be prepared to demonstrate.

Five pennies is a good starting place, but he can quickly catch on so have spare pennies ready, and watch them fly!

Sponge Toss

Paint a Clown head onto a 2 ft by 3 ft piece of board. Heavy cardboard could also be used. Cut out a large hole where the face of the clown is.

Set the board on the edge of a low table. Have a leader or your den chief place his face in the cutout. The leader or den chief should kneel or squat so that he is completely behind the board.

Make a line for the Cubs to stand behind.

Have Cubs throw wet (if outside) or dry sponges at the Clown "Face". Keep score by den or by boy. Be sure to provide plenty of towels if using wet sponges and plenty of sponges to keep the action moving.

Ping Pong Ball Toss

Use plastic tumblers or coffee cups brought from home for catchers in this game. Stand the cups, mouths up on a low table. There should be about twenty cups and they should stand adjacent to one another.

Make a line for the Cubs to stand behind.

Have Cubs throw a number of Ping Pong balls at the stand of cups. The ball will bounce around a bit, but if thrown easily enough, it may land in a cup. Soon the boys will get the hang of this game, and when they do, add a blind fold and a quick three spins!

GAMES

This is a large group game, probably best done at a Pack meeting or similar event.

There's a Clown in Every Group

Make a copy of the following list. Cut out the individual labels. Enlarge if you wish. Have group draw ONE label from a hat or pot. Each participant is to try to find his or her match, that is the other folks with his label. As they find their partners, they should assemble as a small group. When all groups are formed there will only be one clown left. Remember to bring a special award for the clown!

RINGMASTER

RINGMASTER

RINGMASTER

HORSE

HORSE

HORSE

ELEPHANT

ELEPHANT

ELEPHANT

JUGGLER

JUGGLER

JUGGLER

TIGHTROPE WALKER

TIGHTROPE WALKER

TIGHTROPE WALKER

LION TAMER

LION TAMER

LION TAMER

LION

LION

LION

CLOWN

Remember only one clown!

SONGS

CIRCUS ROUND

tune: Row, Row, Row Your Boat

Come, come, come and see
The circus is in town.
Lions, tigers, elephants
Lots of fun to see!

Eat, eat, eat all day
Cotton candy mess.
Hot dogs, peanuts, chips and cokes
Stomach ache at night!



THE CIRCUS

tune: My Bonnie Lies Over the Ocean

The Circus is under the Big Top
I'm going when Daddy gets home.
I want to see lions and tigers
And eat a great big ice cream cone!

Chorus:

Circus, Circus
The circus is coming to town today!
Circus, Circus
I'm going, I'm going Hurray!!

THREE RINGS

tune: Ten Little Indians

One little, two little, three little rings
You will see so many things
You will feel just like a King
While you're under the Big Top!

SONGS

THE BIG PARADE

tune: Old McDonald's Farm

When the circus comes to town
See the big parade!
When the circus comes to town
We're all gonna play!

With a ringmaster here and an elephant there
Here a horse; there a dog; everywhere a clown laughs.

When the circus comes to town
See the big parade!

CIRCUS FUN

tune: Clementine

At the circus there are lions
And they roar so very loud;
They send shivers sharp as slivers
Through the anxious waiting crowd.

Chorus: Oh the circus, yes the circus
Lots of fun for young and old.
Peanuts, popcorn, cotton candy,
Till your mouth can hold no more.

At the circus, there are elephants
that parade, and swing and sway,
As they work and never shirk
with more peanuts as their pay!

Chorus:

At the circus there's excitement,
With many acts of daring skill.
There's a clown who has a frown,
And a smiling one named Will.

Oh see the circus when it's in town,
For a day that's filled with fun.
You'll have thrills and lots of chills
That will last till day is done.



CHEERS

BALLOON CHEER: Put hands to mouth as if holding a balloon. Expand hands as imaginary balloon gets bigger and bigger. Explode the imaginary balloon by yelling "BANG" and clapping hands together once.

POPCORN CHEER: With one hand closed, cover it with the other hand. Let the closed hand "grow" from under the other hand and then spring fingers open and yell "Pop, Pop, Pop"

LION TAMER'S CHEER: Imagine having a chair and a large whip. Hold the chair straight out in front of you as you crack the whip and yell out "Back, Back!"

CLOWN CHEER: Squeeze imaginary, big, red nose and say "Honk, Honk!"

DUMBO CHEER: Put hands on your head like big ears. Flap your hands back and forth and say "I can fly, I can fly!"



AUDIENCE PARTICIPATION

A Great Circus Show

Assign audience members or divide groups to play the following roles in your circus production:

Acrobat: Flip, flip Ringmaster: (grandly) Ladies and Gentlemen
Strong Man: (stand up and flex muscles)
Clown: Honk, honk Audience: OOOOOOOOOOOOOOOOOOOHHHHHH!

The narrator should read the following passage and each group should sound off when there key word is spoken.

The lights come on, the music starts, the circus has begun. The **ACROBATS** are in the right ring and amaze the **AUDIENCE** with their tricks. The **CLOWNS** are in the left ring making the **AUDIENCE** laugh. The **RINGMASTER** brings the lion tamer into the center ring. The **ACROBATS** fall off the trapeze and hit the trampoline. They land in the lion's cage. The **AUDIENCE** is on its feet. The **RINGMASTER** doesn't know what to do! The **STRONG MAN** bends open the bars of the lion's cage. The **ACROBATS** run out of the cage with the lions chasing them! They run into the left ring and the **CLOWNS** run for their lives. The chase is on!! The **RINGMASTER** is out in front followed closely by the **STRONG MAN**! Next come the **ACROBATS** and finally the **CLOWNS**! The **AUDIENCE** scatters! Suddenly the lion lunges! He catches the **RINGMASTER** and he says "Tag your it!"

GATHERING ACTIVITY

CIRCUS WORD FIND

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

TIGHTROPE

COTTON CANDY

TENT

ACROBAT

TICKETS

CIRCUS

RINGMASTER

ANIMALS

CLOWNS

ELEPHANT

BALLOONS

TIGERS

POPCORN

LIONS

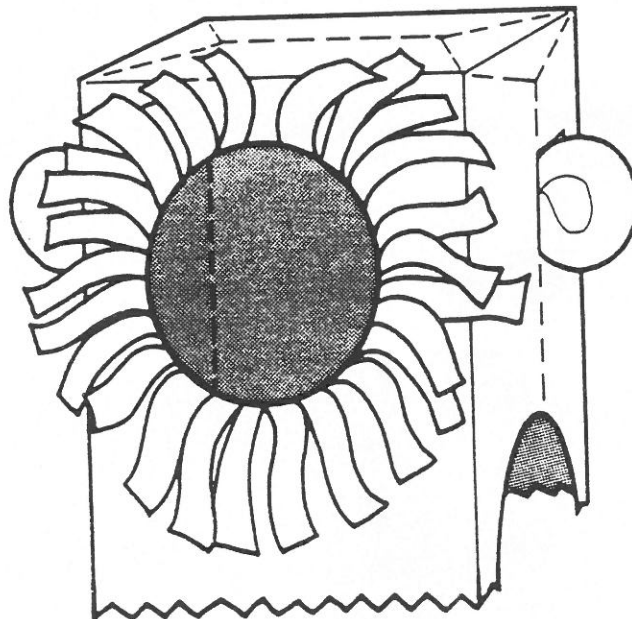
HORSES

CRAFTS

LION MASK

Needed: Large, brown paper bags (paper, not plastic!)
Yellow and Brown construction paper
White glue
Scissors

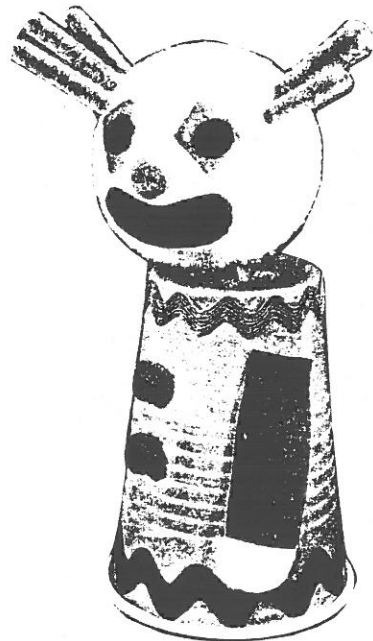
1. Open a paper bag for each Cub. Cut notches out of the short edges of the bag opening. These notches will be for his shoulders.
2. Boys should cut a face sized hole in the front of the bag.
3. Strips of the yellow and brown construction paper should be cut and curled. Glue the strips around the face opening to make the lion's mane.
4. Next, cut two semi-circles from the yellow construction paper and glue these to the sides of the lion head for ears.



THE LOOK-AROUND CLOWN

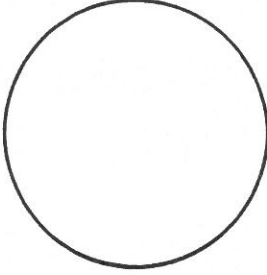

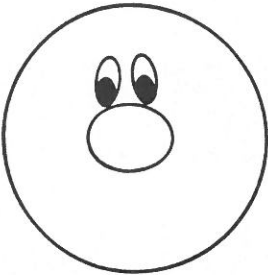

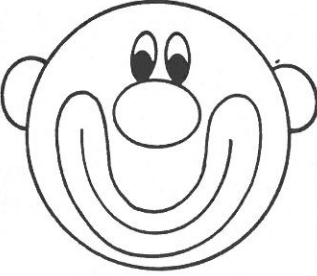
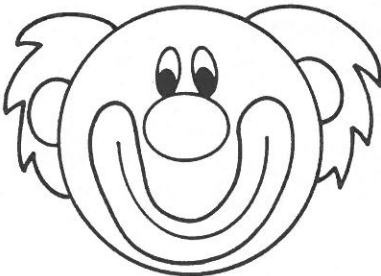

Needed: 12 oz. plastic cup
2 inch solid foam ball
craft sticks
pipe cleaners
scrap yarn and decorating stuff

1. Use the plastic cup for the clown body. Rub one side of the foam ball on sandpaper to make a flat surface.
2. Spread glue on one end of a craft stick. Push the stick into the foam ball at the center of the flat area. Let it dry.
3. Turn the cup upside down and poke a small hole in the bottom. Make the hole large enough to push the other end of the craft stick through. Put the stick in hole and turn the cup over.
4. Decorate the cup with felt and colors etc. and decorate the ball to look like a clown face.
5. Put your hand inside the cup and move the stick around. This will make the clown's head move.



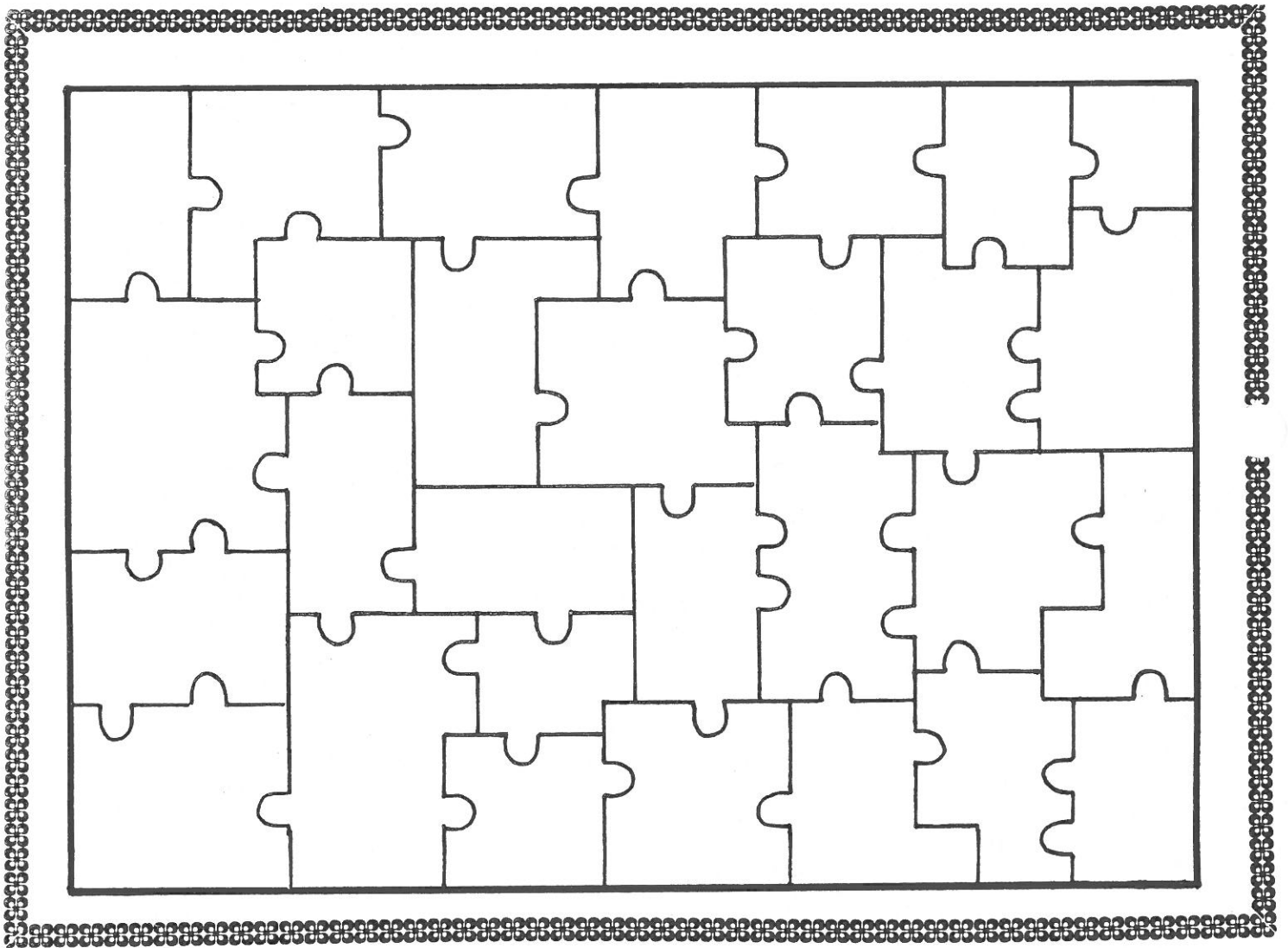
CRAFT

Follow these steps to draw a clown. Copy this page for each boy.

 <p>1. Draw a circle.</p>	 <p>2. Draw the eyes.</p>	 <p>3. Draw the nose.</p>
 <p>4. Draw a mouth.</p>	 <p>5. Draw ears.</p>	 <p>6. Draw hair.</p>
 <p>7. Draw a hat or collar or anything else you wish.</p>	<p>Draw your clown below:</p>	

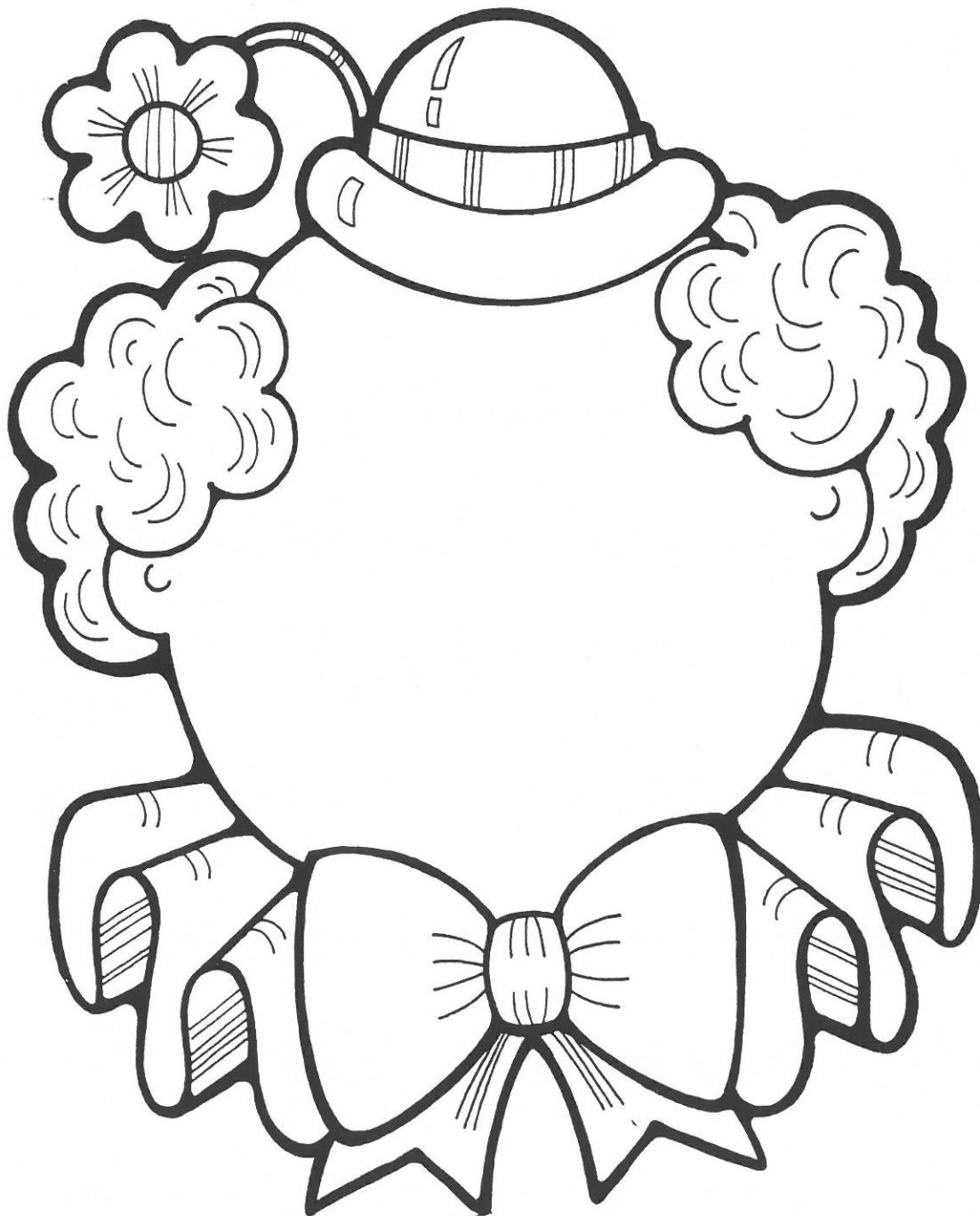
CRAFT

Duplicate this page. Have each boy draw and color a picture on it. Glue it onto some light cardboard and then cut out the pieces. A ready made puzzle!

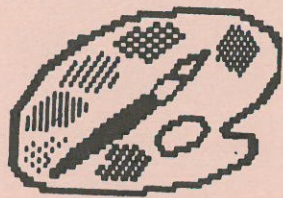


CRAFT

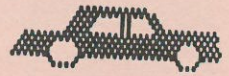
Duplicate this page and let each boy color his own clown's face.



WEBELOS



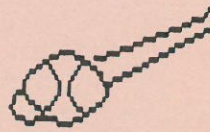
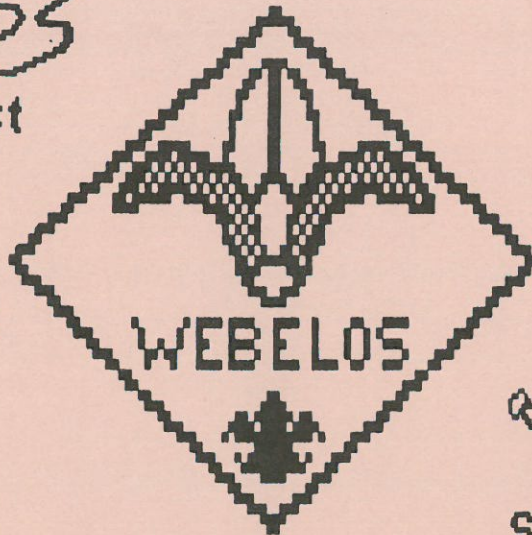
Artist



Traveler



Aquanaut



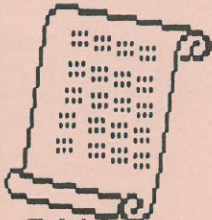
Sportsman



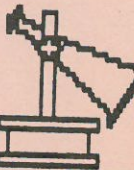
Athlete



Showman



Citizen

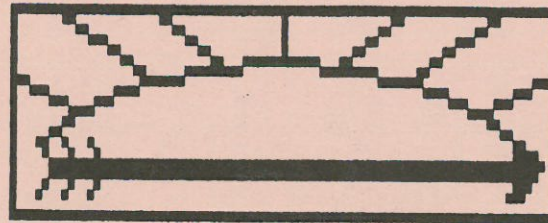


Scientist



Craftsman

ARROW



Scholar

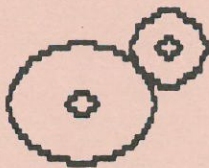


Communicator

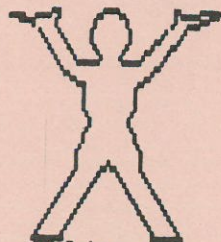
OF LIGHT



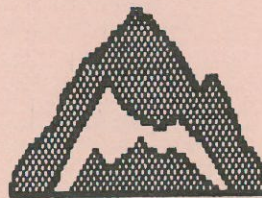
Readyman



Engineer



Fitness



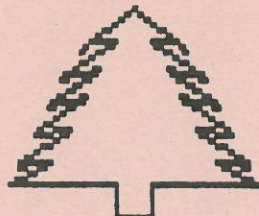
Geologist



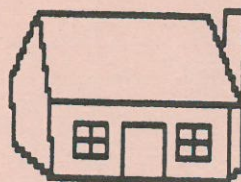
Outdoorsman



Family Member



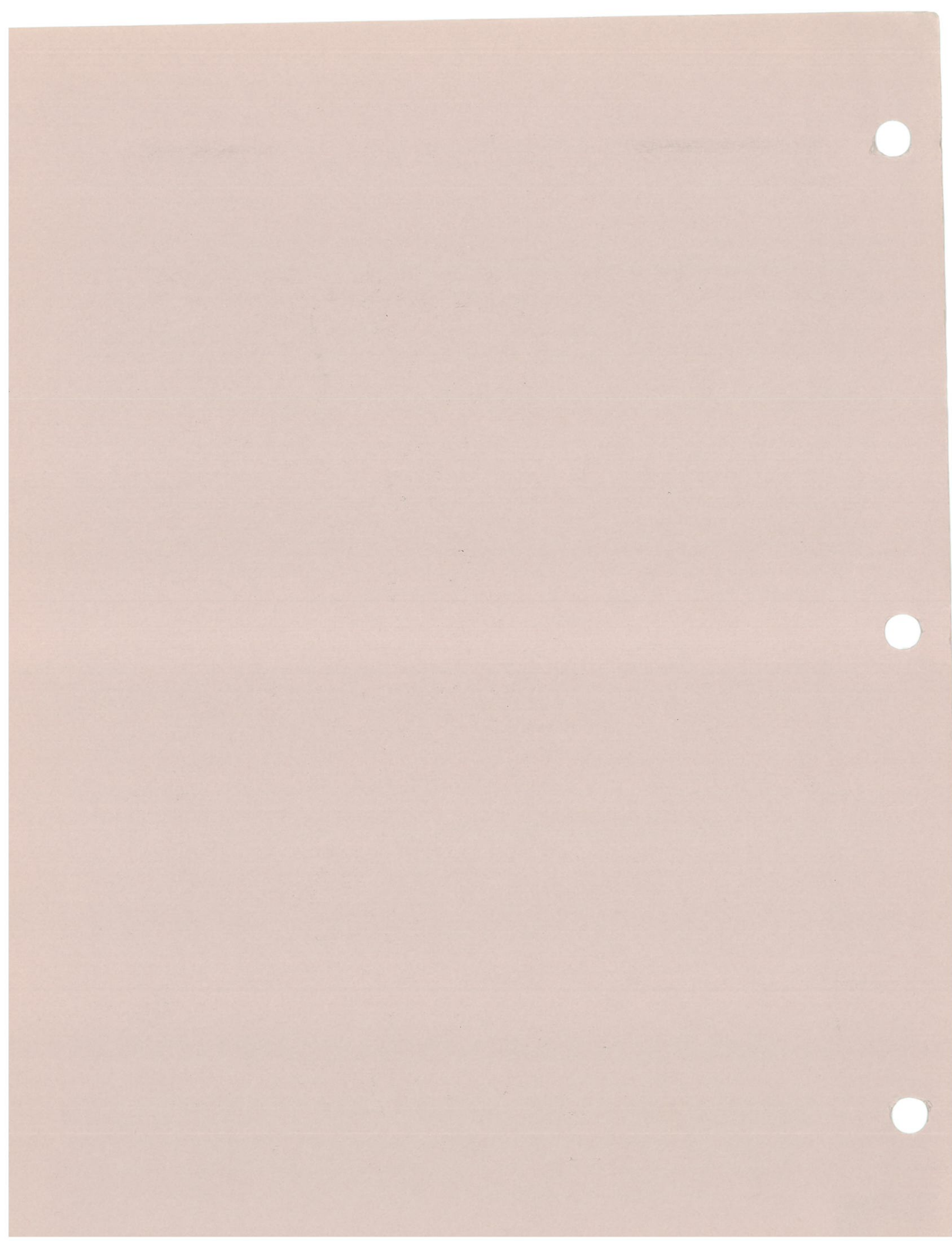
Forester



Handyman



Naturalist



WEBELOS GOODIES

The section provides information for the Webelos Program. Each activity badge is highlighted. No months have been assigned to the badges because different Packs will choose to present them in their own way. The "Program Helps" provides a good scheme for presenting nearly all the activity badges during a two year program. This is a good guide if you are just starting out as a Webelos Den Leader. However, after a few years and a few dens, you will have a better idea of what works for you.

Also in this section you will find information on the Webelos Transition Program. In order to advance as many Webelos as possible into Boy Scout troops, it is necessary to have a good transition program. We list here some things to consider and some ways to insure that a transition program is integrated into your Pack's plans. As Webelos Den Leader the major roles in the transition program fall on your shoulders. Use a good yearly plan and you will be successful.

The Webelos program is a challenging one for the boys and for the leaders. Use as many outside sources as you can to help present the monthly Activity Badges. This can include parents, civic leaders, other Scout Leaders or even local tradesmen and women. These people can bring an extra flair to the Webelos Scout's weekly meeting. These folks will also bring their refined talents for the subject.

Have fun with the Webelos Program and as always don't be afraid to try your own ideas.

WEBELOS TRANSITION CONCERNS

A major role of the two-year Webelos program is that of providing an environment where boys can learn more about Boy Scout skills. Learning these skills at this time is important to the Troop leadership to which these boys will soon belong. The Troop leaders can concentrate on their own concerns within a troop if the boys that they recruit already come prepared to handle the Boy Scout program.

Along with the Webelos den leader, the Cubmaster, too, has a role in this transition program. The Cubmaster can assist the Webelos den leader in building associations with neighboring troops, and should assist in any transition ceremony.

Through a healthy transition program, a boy and his family get a sampling of the troop program, and the boy is encouraged to stay in Scouting.

How do I develop a good transition program? Good question, and I'm glad you asked. The first step to developing a good transition program is to evaluate the program already in place in your organization:

1. Do we have a transition program?
2. Do I (Webelos DL) know any Troop Leaders?
If so, how many?
3. What percentage of our Webelos den advanced into a Boy Scout troop after last year?
4. Do our Webelos Dens currently hold joint Troop/Pack activities?

These questions should form the basis of your evaluation. A pack that "has a transition program," but the Webelos den leader is not familiar with any Boy Scout leaders cannot have a transition program at all. However, if your Webelos den leader meets regularly with Boy Scout leaders at a Roundtable or similar event then your pack is already on the trail. Many Packs are closely aligned with a troop already, especially if they both are chartered by the same organization. This is a great situation, however, try to cultivate a relationship with other troops as well.

But, where can I find these mysterious troop leaders? I have no Boy Scout knowledge or "contacts." All packs have a special contact which can help them to locate Boy Scout troops in their area. This special contact is the Pack's Unit Commissioner. He or she is a friend to the pack. A Unit Commissioner is specially train in methods of problem solving and recruiting. Your Commissioner will be happy to let you know the names and numbers of Troop Leaders in your immediate area. He can probably help arrange a meeting with the leaders, as well. If you are unfamiliar with your Unit Commissioner, contact your District Executive at the Scout Office.

If you are unfamiliar with your District Executive, shame on him. If you call the Alamo Area Council Scout office in San Antonio, at 341-8611, someone will be able to track down your District Executive.

After initial contact with Troop leaders, arrange a small visit between your Webelos staff and the Scout leaders. They will become familiar with each other and with each other's needs and wishes.

When districts schedule a joint camping event, the Webelos den leader could contact a Troop with which he is familiar and see if that troop is going to attend and if his Webelos den is welcome to go along. Follow up the initial call with calls about a time and place, transportation, equipment and other concerns. Be sure to bring up any needs your boys will have for equipment and other things.

While a campout is an excellent joint Troop/Pack event, there are many others. Try fishing outings, swimming outings, hiking outings. Remember, of course, that these Boy Scouts are going to be older boys and therefore their activities may be more difficult. Again, the Unit Commissioner can be most helpful in planning and scheduling these events.

Finally, now that you have a few relationships established, include Troop leaders in your yearly planning. The last important part of your transition program is graduation. Plan your graduation time with your associated Troop leaders. Your Webelos boys will have seen Troops in action through the years and will probably want to join the troop with which they had the most fun.

Lastly, the troop a boy joins should be of his own choosing. It is your goal as a Webelos Den Leader or as a Cubmaster to ensure that he has two or three to choose from. By only allowing boys to see one troop in action, their choice is limited. If they did not have a good time on the outings or were otherwise unsatisfied, they may not wish to graduate into a troop at all.

One final illustration:

Three leaders stand in a circle. They are blindfolded. One holds a small stuffed animal. On signal, this leader tosses the animal to the next leader. Chances are the animal will fall to the ground, and none of the leaders will find it.

The three leaders here are the Cubmaster, the Webelos den leader and the Scout Troop leader. The animal is your Webelos scout. The blindfold signified bad communication between the leaders.

Through a good transition program, the blindfolds are removed from your Leaders.

AQUANAUT

The Aquanaut Activity Badge begins to familiarize a Scout with the rules and procedure for water safety. Activities for this month should involve swimming and things related to swimming.

One requirement of this badge entails learning the rules of Safe Swimming.

A rule board is easily made for reinforcement of rules learned. Here is an example:

Needed: 1 - 2 foot square light plywood
Sandpaper
Glue
Old Magazines

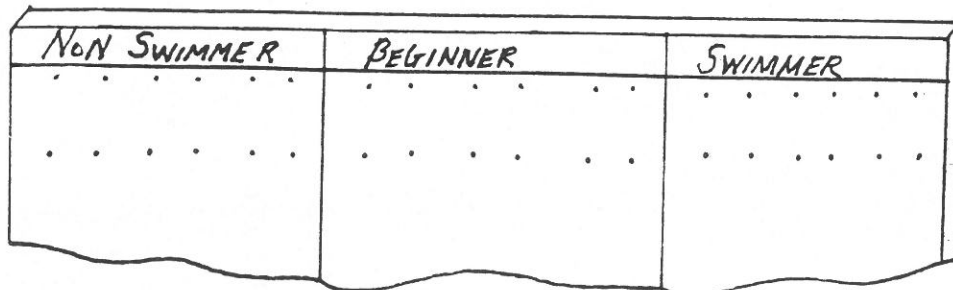
1. Sand one side of the plywood and the edges.
2. Find the words of the Safe Swim Defense in magazines. Cut out the words or phrases as found and glue onto the board.
3. Each boy should create his own Safe Swim Defense board and these should be brought to the pool and reread before pool activities.

AQUANAUT

When taking a large group, or even a den on a swimming outing, be sure to practice the Buddy System. The boys should make a simple Buddy Board to help make this plan work.

- Needed: Large plywood sheet - 3' by 4'
 Paints
 Nails
 Hinge
 2 x 4 about 2 1/2 feet long

1. Divide the board into three sections. Make the sections a foot wide on the three foot side. Paint each section a different color. Use three bright colors, such as yellow, orange, white, light green or pink.
2. Label each section as either, **NON-SWIMMER** **INTERMEDIATE SWIMMER**. These sections will determine which portion of the pool, shallow to deep, that the boys will swim in.
3. Use finishing nails to create hangers for name tags. Place them in rows of even amounts with each pair separated slightly from the next pair. For instance, three pairs on the first row of each section, three pairs on the second row of each section, and so forth.
4. Each boy needs a name tag to place on the board. Use small plastic milk jug lids, round pieces cut from a milk jug or a similar material. Remember, the boys will be handling these with wet hands at times, so the name tags should be water resistant.
5. Before swimming, each boy places his tag on the board in the proper section and his buddy places his tag on the board alongside. During the swim, the lifeguard can tell how many pairs of swimmers should be in each area, at a glance.



AQUANAUT

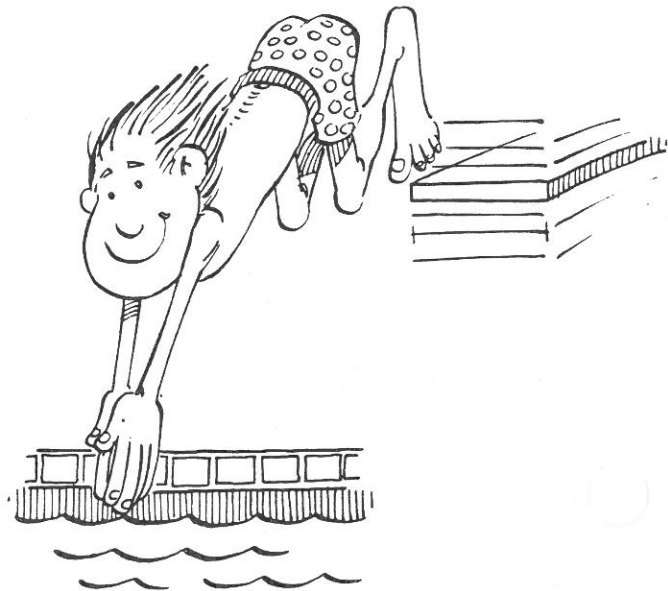
Throw Rescue Practice Device

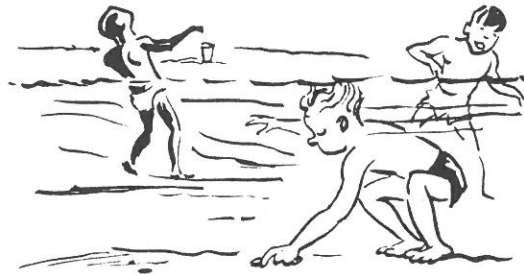
One method of water rescue is the THROW. If possible, borrow an actual rope and ring device from a pool to demonstrate and practice this method. If one is not available create your own practice device.

Needed: 25 feet of medium sized rope
Milk jug with cap

1. Secure the rope to the handle of the milk jug with a bowline. Tie a large knot in the other end of the rope.
2. Hold the knot end of the rope in the non-throwing hand and coil the rope into the same hand. Make the coil loose and use about an arms length for each loop.
3. When all the rope is coiled, hold the jug in the throwing hand and throw. With practice, each boy will be able to throw the jug and the rope will uncoil from the opposite hand. Be sure to keep hold of the knot. If not, the rope will follow the jug out into the water.

Practice throwing the jug for accuracy. The farthest throw may not always rescue the drowning person.

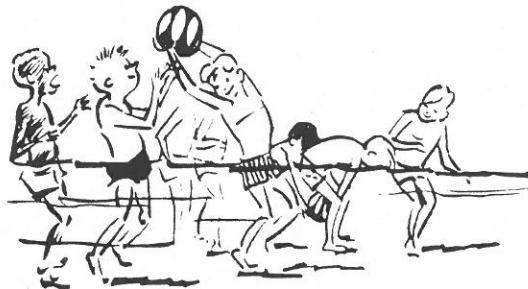




Penny Hunt

Needed: At least five pennies for each boy

1. Scatter the pennies in shallow water and have the Cubs line up on the edge of the pool.
2. On signal, boys jump into the water, duck under, and pick up one penny at a time.
3. Each player or den has a home base where he can put retrieved pennies. He brings it to his home base and then returns to find another one. Of course, the winner will be the wealthiest young man or den.



Up and Under

Needed: One rubber ball for each den. The bigger the balls the more fun, but each should be the same size.

1. Dens line up in relay formation in waist-deep water. A ball is given to the first player in each line.
2. On signal, he passes the ball overhead to the second boy, who passes it between his legs to the third, who passes it overhead, and so forth to the end of the line.
3. The last Cub runs to the head of the line and passes it as before. First team back into original order wins.

AQUANAUT

The Coast Guard

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

ACADEMY
 ACTION
 ASHORE
 BOARD
 BUOY
 CALL
 COAST guard
 CUSTOMS
 DISTRESS
 DIVE in
 DOCK
 EMERGENCY
 ESSENTIAL

FERRY
 FOGHORN
 HEART
 HELICOPTER
 HELP
 HIGH seas
 ICE
 LAND
 LAW
 Sea LIFE
 LIFT
 MAN the raft
 MAPS

MARITIME
 PATROL
 PORT
 PRESERVER
 RAFT
 RESCUE
 ROPE
 ROW
 SAFETY
 SAILS
 SEAS
 SHIP
 SIGNAL

STORM
 SWIM
 TOWS
 TRAP
 TROUBLE
 TUG
 UNIFORM
 WATCH
 WATER
 WAVES
 YACHTS

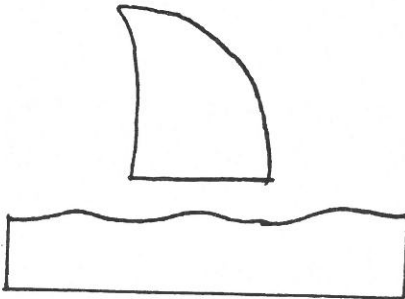
AQUANAUT

Two Aquanaut slides your den can fashion. Use thin PVC rings to hold scarf.

Shark Fin

Needed: Thin wood (paneling)
Glue
Paint

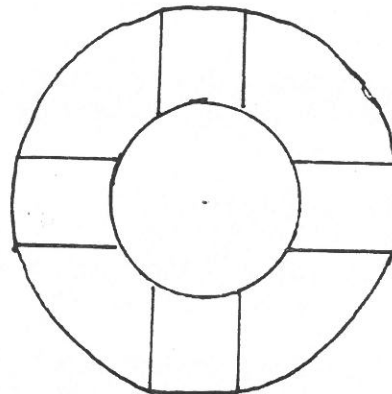
Cut the two pieces shown.
Paint pieces.
Glue fin behind water.
Attach PVC ring to back.



Rescue Ring

Needed: Solid foam ring
Red paint or markers

Cut the ring in half. 1/2 per boy.
Draw letters and lines onto ring half.
Color in letters and lines with red.
Attach PVC ring to back on top side.

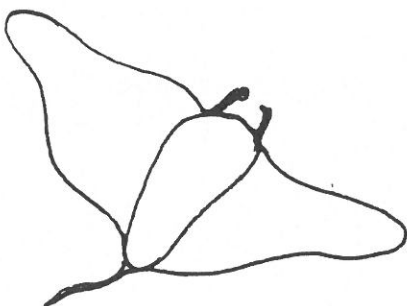


Presentation Cards

Try to hand out the Activity Pin during the month when all the requirements have been met. Present the activity pins on a special card and then present the actual Activity Pin Recognition card at the following Pack Meeting. In this way the pin is an immediate recognition.

Needed: Index cards, one for each award
Markers

1. Copy the following picture onto the index card, cut out and decorate.
2. Push the Aquanaut Activity Pin through the Manta Ray card.
3. Present to boys.



ARTIST

The Artist Activity Badge shows a Webelos Scout that he is already familiar with the tools used by artists. Activities for this month should build on the skills involved in using those tools and increasing the Scout's knowledge of how art is created.

Increasing Observation Skills

1. Show boys paintings of various artists, schools of painting, different times. Ask them which they like the best and why. Point out tremendous differences in style.
2. Give the boys a quiz. Ask them to observe things for a week and take the quiz again.

For example:

- a. What color is a sunset? Is it always the same color? Watch it every night this week and report.
- b. What color are leaves? Look at the color of leaves on four different trees and report back.
- c. What color is the sky? Observe - is the color lighter or darker near the horizon?
- d. Do colors look brighter or grayer as they get farther away from you?
- e. Do objects look smaller or the same size as they get farther away from you?
- f. How can you use these observations in pictures?
- g. Look at household objects. What basic shapes are they made from?

TV set (cube)

Tumbler (cylinder)

Cereal bowl (hemisphere)

An elephant

ARTIST

Drawing Shapes

Before you can paint you must draw the picture to be painted. Most detailed pictures can be broken down into easy shapes.

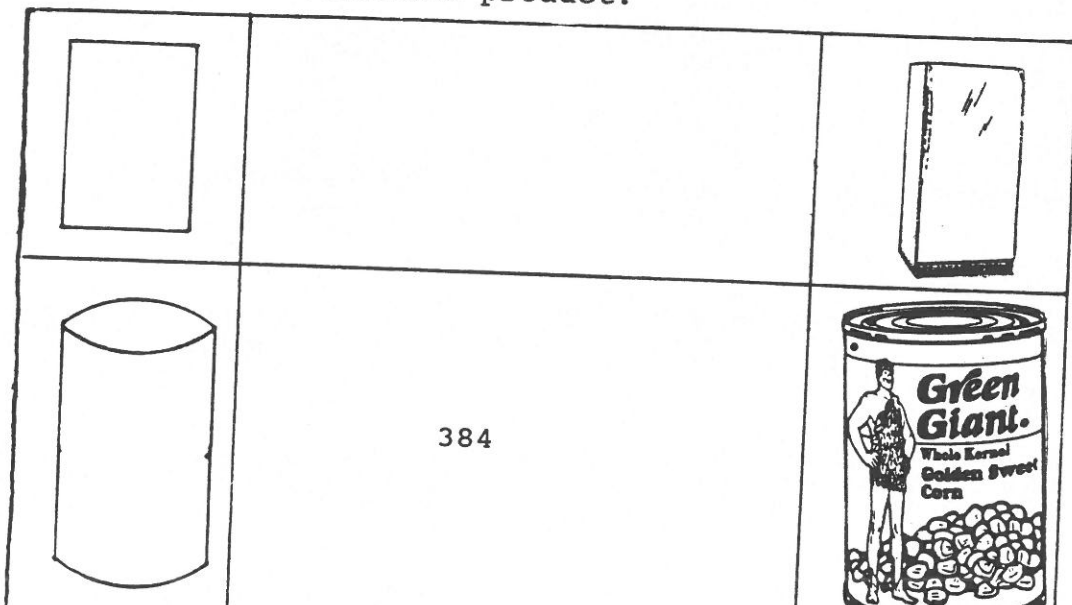
Heads are basically ovals and circles. Bodies are usually long ovals and arms and legs are connected thin ovals. Houses are made from cubes. Trees and shrubs are circles and rectangles.

Beginning/Ending Picture Papers

Boys should practice basic shapes and practice turning them into objects they recognize. One way to accomplish this is to have beginning/ending picture papers.

Needed: Concise pictures of objects
(TV, refrigerator, house, faces, trees, canned goods)

1. Use carbon paper to copy several pictures in a column down the right side of a piece of paper. Don't try for more than three or four per page.
2. In a column down the left side of the paper, draw the basic shape which makes up the picture on the right.
3. In the space between the shape and the picture, the boy can draw the shape first and then the picture. He will be able to see how the basic shape is turned as added to in order to end up with the finished product.



ARTIST

Pottery Making

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

ARGIL
 BOWL
 BUBBLE
 CERAMICS
 CLAY
 CONE
 DECORATION
 DELFT
 DESIGN
 EARTHENWARE
 ENAMEL
 FIRE
 FLYWHEEL

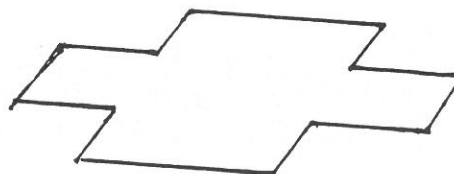
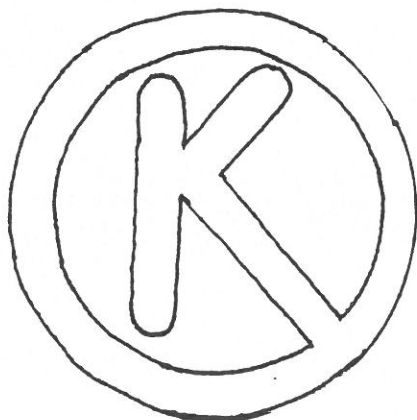
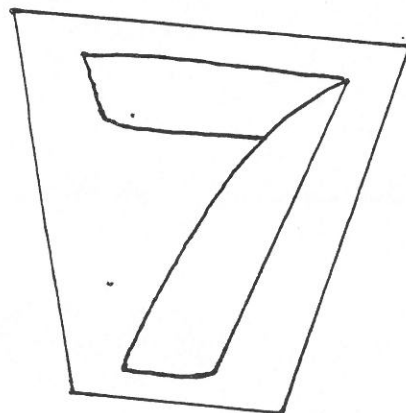
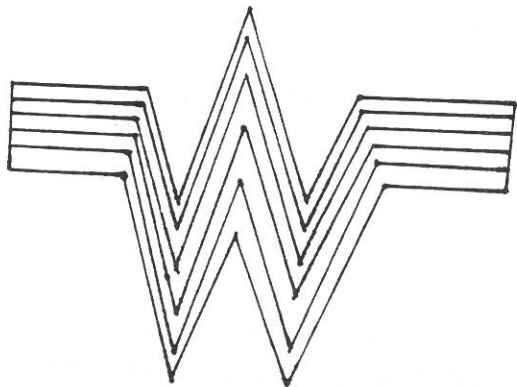
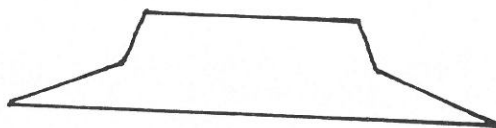
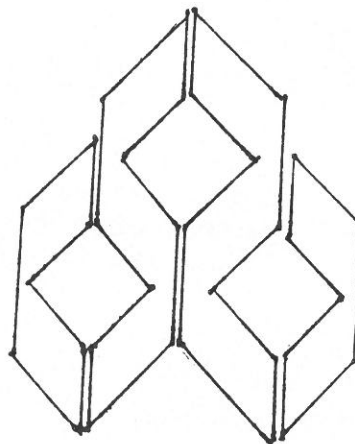
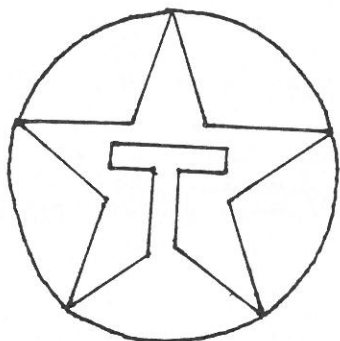
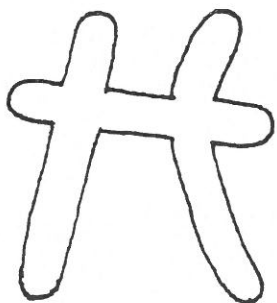
GLAZE
 KAOLIN
 KILN
 OXIDE
 PORCELAIN
 POTS
 POTTER
 POTTERY
 RIM
 SALT GLAZE
 SCULPT
 SHARD
 SIEVE

SLING
 SLIP
 SPIN
 THROW
 TILE
 TRIM
 VITREOUS
 WHEEL

ARTIST

Road Side Art

From a car window, art may seem hard to find. However, many artists are employed making designs to advertise products we all buy. The figures shown below are from advertisements. Can you identify these product symbols:



ARTIST

Art in games works very well. Try these and then develop one of your own.

Five Dots

Give one Scout a piece of paper and have him place five dots on it wherever he pleases. He should then give the paper to another Scout who tries to fit on a drawing of a person with the head at one dot, the hands at two other dots, and the feet at the two remaining dots.

Eyes-shut Drawing

Have the Webelos Scouts draw a picture of a clown, a car or some other object while blindfolded. Agree on the picture ahead of time and then blindfold the Scouts. Take up the pictures and see if the Scouts can identify their own drawing. You may have many winners or no winners.

Outline or Wiggles

Have everyone draw a wavy or zigzag line on paper. Have the boys exchange papers and make their line into a picture. The one with the best or funniest picture is the winner.

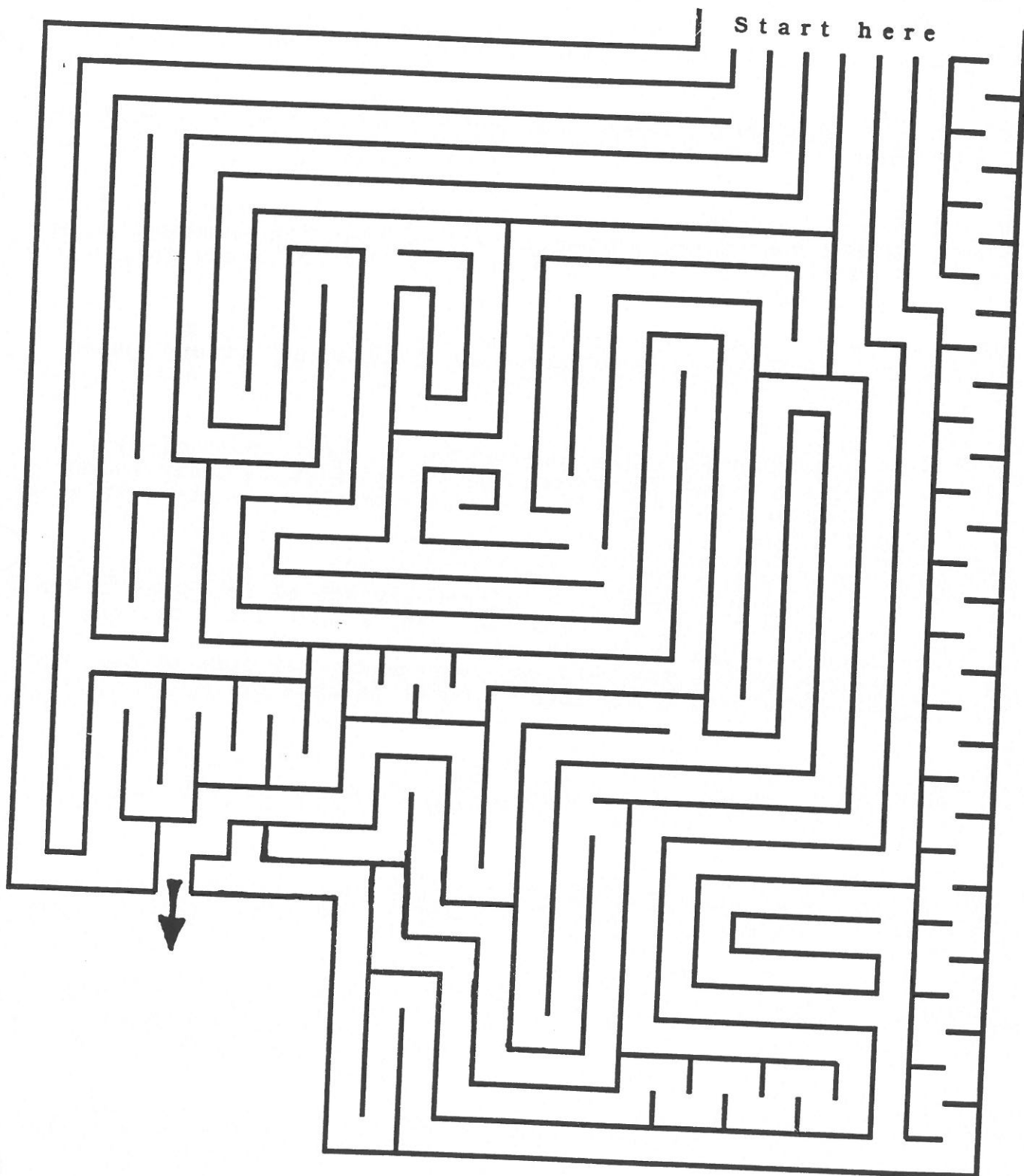
Gallery of Faces

Have each Scout draw a self portrait. They should each hang their picture on a wall. The leader should try to determine which face in the "gallery" belongs to which boy.

ALAMO AREA COUNCIL

POW WOW 1992

ARTIST



ARTIST

Activities for the den for the month could include:

Have boys bring old family photos to sketch from and to show contrast of shapes and sizes.

Take a trip to one of the city's art museums. A tour of the San Antonio Museum of Art or the Witte Museum can be lots of fun. Call several days in advance to see about costs and times.

Check out library books or films about art and about artists.

Contact any local craftsperson. Most would gladly visit a den meeting or arrange for a visit to their shops. Find info about these people at a craft supply store or at a craft show.

Contact your Scouts' elementary school art teacher and arrange for a visit. He or she can demonstrate different techniques and styles of art and is also an art professional. The teacher may already know some of the boys and can always bring lots of stuff to show off.

ARTIST

Two Artist slides your den can fashion. Use thin PVC rings to hold scarf.

Artist's Palette

Needed: Light cardboard
Markers

1. Cut shape below from cardboard.
2. Add color spots with markers.
3. Attach PVC to back.



Crayon Slide

Needed: 3" dowel
Paint or markers

1. Sharpen one end of the dowel like a crayon.
2. Paint point and other end with a color.
3. Wrap crayon body in same color construction paper.
4. Write logo and name of color.
5. Attach PVC to back.



Presentation Cards

Try to hand out the Activity Pin during the month when all the requirements have been met. Present the activity pins on a special card and then present the actual Activity Pin Recognition card at the following Pack Meeting. In this way the pin is an immediate recognition.

1. For Artist, make small color copies of renowned pieces of artwork.
2. Push the pin through the color print.
3. Present to Scout.

ATHLETE

The Athlete Activity Badge is designed to increase a Webelos Scouts awareness of maintaining strength and good health. Each boy should tackle the skills presented in the Webelos Book and in the Cub Scout Sports booklet for Physical Fitness. The idea is to work these over for a month or so and show improvement. Bring up the sports pin a couple of weeks ahead of time as it takes time to complete. Use the chart below or create one of your own. Encourage the boys to practice the exercises away from the meeting so that they become stronger and more fit as the month progresses. Most of all, have fun.

FITNESS PROGRESS CHART					
Name _____					
Pack _____ Medical Checkup _____ date _____					
TEST	1	2	3	4	5
DATE					
Situps					
Pullups					
Pushups					
Standing Long Jump					
50-yard Dash					
600-yard Run (Walk)					
Jump and Reach					

Try visiting a health club or having a fitness instructor meet with your boys at your regular meeting place. Most clubs would allow a visit during off hours and if arranged ahead of time.



ATHLETE

A World of Sports Terminology

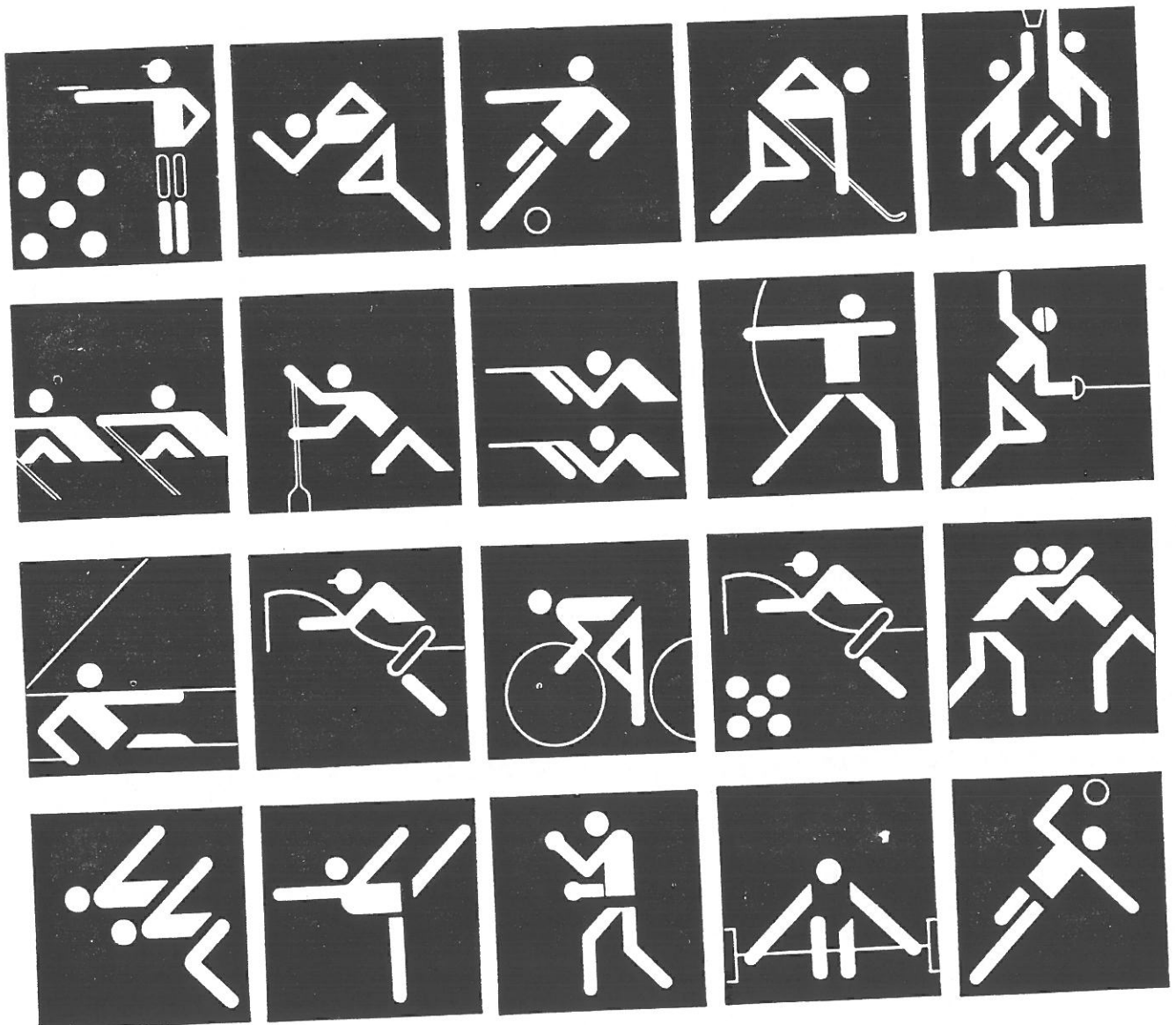
1. In American football a ball bounces "out of bounds;" in the English game of rugby it is _____.
 "beyond bounds" "into touch"
 "outside lines" "off field"
2. A "rub of the green" in golf occurs when a moving ball _____.
 goes off the green lands on the wrong green
 bounces out of the cup is stopped by an outside agency
3. The last rider in each lap is eliminated in a "miss and out" bicycle race, which is also called _____.
 "devil take the hindmost" "last 'n' lost"
 "sudden death laps" "cutthroat circuits"
4. In a squash court, an out-of-bounds strip of resonating material at the base of the front wall is called the _____.
 "telltale" "deadline" "thunker board" "footer"
5. "Travers," "renvers," and the "piaffer" are competitive moves in _____.
 synchronized swimming rhythmic gymnastics
 figure skating equestrianism
6. A pitch in baseball means a thrown ball; in field hockey it refers to _____.
 a short shot on goal the goalie tossing the ball
 the field of play the area around the goal
7. A _____ strives for a perfect "clean and jerk."
 racehorse jockey trapeze artist
 judo competitor weightlifter
8. A game of _____ starts with "throwing the cork."
 rugby lawn bowling darts dominoes
9. A basketball player guards an opponent, but a soccer player calls it _____.
 shadowing marking hounding tracking
10. "Unsportsmanlike conduct" in American football is called _____
 "conduct" in soccer.
 ungentlemanly uncivilized
 uncouth unseemly



ATHLETE

Answers: (1) into touch (2) is stopped by an outside agency (3) "devil take the hindmost" (4) telltale (5) equestrianism (6) the field of play (7) weightlifter (8) darts (9) marking (10) ungentlemanly.

Identify these Olympic Sport symbols.



ATHLETE

Tin Can Walker Race

Needed: Several large tin cans
Rope

1. Make tin can walkers by punching two holes opposite each other near the tops of the tin cans. Tie ropes in large loops which pass through the holes in the tin cans.
2. Boys stand on cans and hold ropes in hands. By pulling up on the ropes and stepping forward, steps are taken.
3. Try relay races between dens. Using three cans and two boys, (sharing the middle can) a three- legged race can be run.

Basket Rowing

Needed: Several large laundry baskets or cardboard boxes

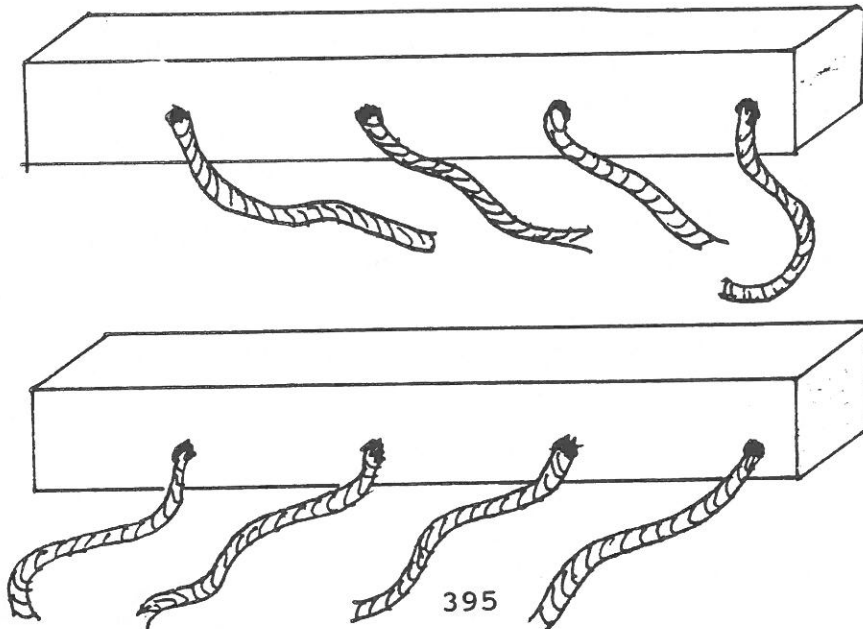
1. Boxes should be large enough for boys to sit or kneel in. Each boy places arms outside along sides of boxes. Arms should reach the ground.
2. On signal, boys reach ahead and push down on ground with arms and lift themselves while pulling the box forward. Box should slide along the ground. At the end of their reach, boys reach ahead again and push down while sliding box forward.
3. Race relay style, or using bigger boxes or baskets, more than one boy can be inside.

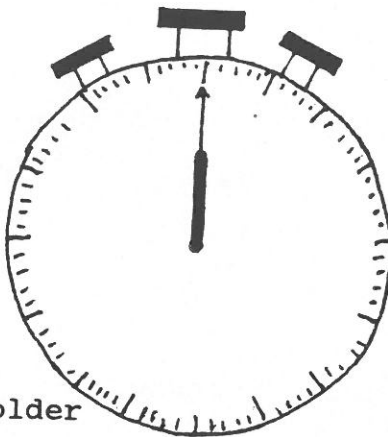
ATHLETE

Shuttles

Needed: Four 6'-8' boards (i.e. 2x4s or 4x4s)
Several feet of sturdy rope

1. Have boys construct two pairs of shuttles. Using 2x4s drill four evenly spaced holes through board. Holes should be just a little larger than diameter of rope. Push two pieces of rope, three feet long, through each hole and then tie large knots so ropes won't pull through. Tie gripping knots in the loose ends of the ropes. When using 4x4s drill four evenly spaced holes through the board. Push one piece of rope, six feet long, through each hole. Tie gripping knots in loose ends.
2. Sets of boys stand on board pairs, one foot on each board, and grab ropes. Use as many boys as you have ropes. Boys stand directly over or just behind holes.
3. When both shuttles are ready, and on signal, each set lifts and steps one shuttle at a time toward end line. It may take a few tries for boys to learn the trick of synchronizing their steps.
4. Keep even sized teams. Try leaders against best boys. The more weight makes it just as hard for the leaders.





Stop-Watch Slide

Needed: Thin wood
Leather for holder

1. Have boys cut stop-watch shape from wood.
2. Decorate with markers or paints.
3. Glue leather strap onto the back for a neckerchief keeper.

Biceps Muscle Slide

Needed: Thin wood
Leather for holder

1. Have boys cut out shape below.
2. Sand wood and use fine-tipped marker to accent like fist and arm.
3. Glue strap on back.

Presentation Card

After having completed the Athlete Activity Pin, your Scouts have shown great skill and strength. Present their pins on "weighty" presentation cards! Award actual Activity Badge Cards at the Pack meeting.

1. Cut some magazine pictures showing large sized weight equipment to some index cards.
2. Push pins through cards
3. Present to each boy.

CITIZEN



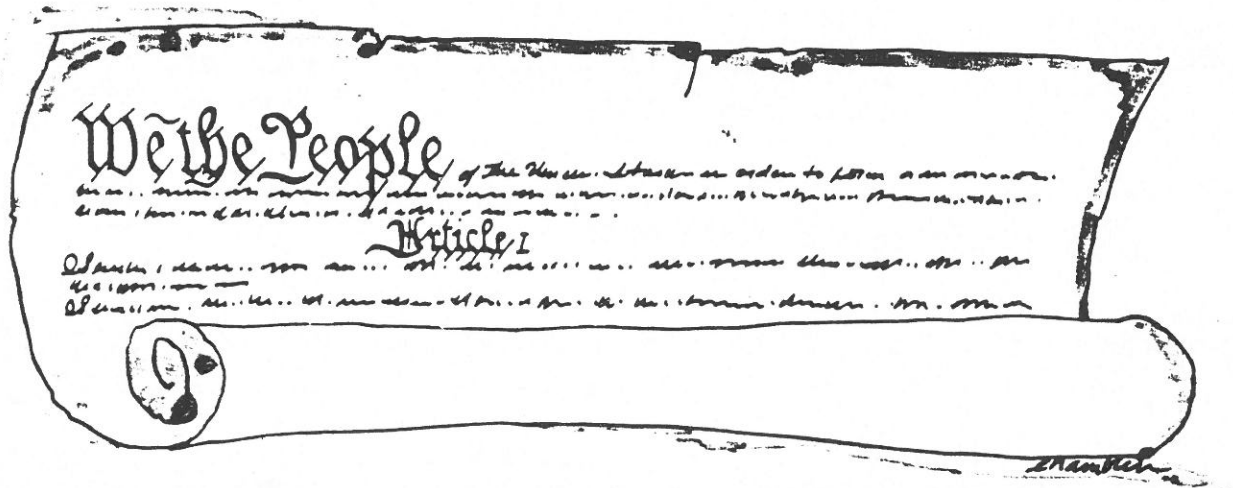
American History Quiz

1. America's earliest written "constitution" was the _____
 Declaration of Independence Mayflower Compact
 U.S. Constitution Articles of Confederation
2. The Dutch Governor who bought Manhattan Island from the Indians for \$24 worth of trinkets was _____
 Peter Styvesant Henry Hudson Peter Minuit Peter the Great
3. The alternate red and white stripes in the American flag first appeared in _____
 the Sons of Liberty flag Betsy Ross's diary
 the "Rattlesnake" flag the Star-Spangled Banner
4. When Paul Revere made his famous ride in 1775 he was accompanied by _____
 Samuel Adams William Dawes no one Miles Standish
5. Only one mishap marred Paul's ride:
 His horse went lame. he was captured.
 a storm delayed him. he lost his way.
6. Revere's ride was celebrated in a poem by _____
 Longfellow Whittier Hawthorne Emerson
7. The angry colonists who staged the Boston Tea Party disguised themselves as _____
 British soldiers Indians pirates farmers
8. The Declaration of Independence was written by _____
 George Washington John Adams
 Thomas Jefferson Thomas Paine
9. When Benedict Arnold was found to be a traitor he _____
 was shot by firing squad was pardoned by Washington
 escaped and became a British was jailed for life
 General
10. The first 10 amendments to the constitution are usually known as _____
 "We the People" "The Bill of Rights"
 "States Rights" "The Preamble"



CITIZEN

Answers: (1) Mayflower Compact (2) Peter Minuit (3) the Sons of Liberty flag (4) William Dawes (5) he was captured (6) Longfellow (7) Indians (8) Thomas Jefferson (9) escaped and became a British General (10) "The Bill of Rights"



CITIZEN

Facts of History

The Original Thirteen Colonies

Colony	First Permanent Settlement	Entered Union
Connecticut	Hartford (1635)	Jan. 9, 1788
Delaware	Wilmington (1638)	Dec. 7, 1787
Georgia	Savannah (1733)	Jan. 2, 1788
Maryland	St. Mary's (1634)	Apr. 28, 1788
Massachusetts	Plymouth (1620)	Feb. 6, 1788
New Hampshire	Rye (1623)	June 21, 1788
New Jersey	Elizabeth (1664)	Dec. 18, 1787
New York	New York City (1614)	July 26, 1788
North Carolina	Albemarle (1653)	Nov. 21, 1789
Pennsylvania	Tinicum Island (1643)	Dec. 12, 1787
Rhode Island	Providence (1636)	May 29, 1790
South Carolina	Albemarle Point (1670)	May 23, 1788
Virginia	Jamestown (1607)	June 25, 1788

The Civil War States (1861-1865)

Union Secession		Confederacy	Date of
California	Minnesota	Alabama	Jan. 11, 1861
Connecticut	Missouri	Arkansas	May 6, 1861
Delaware	Nevada	Florida	Jan. 10, 1861
Illinois	New Hampshire	Georgia	Jan. 19, 1861
Indiana	New Jersey	Louisiana	Jan. 26, 1861
Iowa	New York	Mississippi	Jan. 9, 1861
Kansas	Ohio	North Carolina	May 20, 1861
Kentucky	Oregon	South Carolina	Dec. 20, 1860
Maine	Pennsylvania	Tennessee	June 8, 1861
Maryland	Rhode Island	Texas	Mar. 2, 1861
Massachusetts	Vermont	Virginia	Apr. 17, 1861
Michigan	West Virginia		
Wisconsin			

CITIZEN

The Texas Badge

The Texas Badge is for all Cubs Scouts. It is intended to help them become more aware of their Texas heritage through study and field trips.

The requirements for the Texas Badge are as follows:

1. Qualifications.
Be an active Cub Scout registered in a pack in Texas.
(Tiger Cubs and adults are not eligible.)
2. State Symbols.
 - A. Name the State bird, State flower and State motto.
 - B. Sing or recite the words to "Texas, Our Texas."
3. State History.
 - A. Draw the six flags of Texas. Tell something important that happened when Texas was under each flag.
 - B. Name a famous Texan. Tell why that person is famous and what you like or dislike about him or her.
 - C. Visit an historical place in Texas. Tell about the important events that happened there.
4. State Culture.
 - A. Read a story about any Texas subject. Tell what you learned from the story (fiction or non-fiction).
 - B. Find out about the Indians who lived near your community at any time. Tell about some of their history and customs.

If you have already done any of these for another Cub Scout award, you must do something different for the Texas Badge. For example, if you visited an historic place for another Cub Scout award, you visit a different historical place now.

More information is found in the booklet "The Texas Award and Badge," available at the Scout Service Center. Complete the form on the next page and submit it through your pack to the Scout Service Center.

CITIZEN

APPLICATION FOR THE TEXAS BADGE

This certifies that _____
(Cub's Name)

has qualified for the Texas Badge and has been approved by his unit
Leader. (Tiger Cubs and adults are not eligible.)

Unit Leader's Signature: _____

Address: _____

Telephone Number: _____ Date: _____

This certifies that the above named Cub has passed all of the
requirements for the Texas Badge.

Counselor's Signature: _____

Date: _____

ALAMO AREA COUNCIL
CITIZEN



POW WOW 1992

Den Activities while working on Citizen should focus on responsibilities of being a citizen and on patriotism. Try these.

Invite a local police officer to a den meeting. Contact Officer Aniol of the San Antonio Police Department. Call him at 299-7393 to schedule an officer visit. Call between 7:15 a.m. and 8:00 a.m. or later between 3:00 p.m. and 4:00 p.m. on weekdays.

Tour a Court House or attend a City Council meeting. Several of the small communities around the town have monthly council meetings. Contact the office you wish to visit ahead of time for availability and scheduling.

Fort Sam Houston has an historical trail which passes through and by many interesting buildings and sites of the post. Included in the hike is a visit to the Military Museum and the famous Quadrangle.

Visit the campaign headquarters of a local politician. These folks can talk about voting and how an election works. Most congressman have local offices, and while they may not be there all the time, they will generally have an assistant who may agree to talk to your boys. Contact them well in advance.

For information about the history of the local area, you just can't beat a tour of the Institute of Texan Cultures. This downtown building has several indoor and outdoor exhibits, year round, which show different aspects of our "Texan Culture."

Famous Scout Politicians

Franklin D. Roosevelt
Gerald Ford
John Kennedy
Jimmy Carter
Thomas Dewey
William O. Douglas
Hubert H. Humphrey

United States President
United States President
United States President
United States President
Famous Governor
U.S. Supreme Court Justice
U.S. Senator

CITIZEN

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

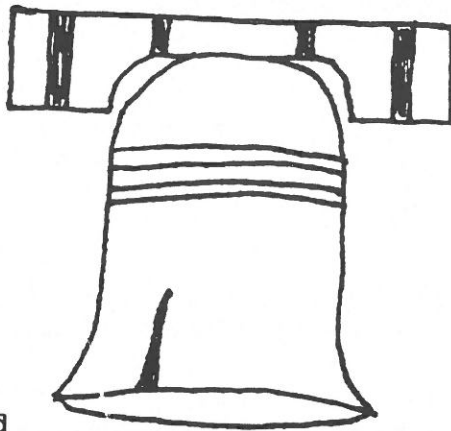
BAND
 BANNER
 BEAM
 BRAVE
 CAUSE
 DEEP
 DIMLY
 EARLY
 FIGHT
 FLAG
 FOUL
 FREE

GALLANTLY
 GLARE
 GLEAMING
 GLOOM
 GLORY
 GRAVE
 HAILED
 HAVOC
 HOME
 HOST
 JUST
 LAND

LAST
 LIGHT
 LONG
 NIGHT
 POWER
 PROUDLY
 RAMPARTS
 REFUGE
 SHINES
 SHORE
 SLAVE
 STARS

STEEP
 STREAM
 STRIPES
 SWORE
 TRIUMPH
 WASHED
 WAVE

CITIZEN



American Flag Slide

Needed: Thin wood
Paints or markers
Ring for back - PVC cut thinly

1. Cut a flag pattern from cardboard, trace on first piece of wood. Cut out this and use for pattern for remaining slides. Choose a flag picture with the wind action rippling the flag.
2. Trace pattern and let boys cut from wood. Use small saw and plenty of supervision.
3. Paint or use markers to place stripes and other portions of flag. Have different full-color flag pictures for the boys to look at while painting.
4. Glue or otherwise attach ring to rear of slide.

Liberty Bell Slide

Needed: Thin wood
Copper colored paint
Ring for back - PVC Cut thinly

1. Trace this liberty bell pattern onto cardboard, cut out and use to make shapes on wood.
2. Have boys cut wood. Sand and paint with the copper colored paint. Make the simulated crack with a fine-tipped black marker.
3. Attach ring to rear of slide.

Presentation Card

After having completed the Citizen Activity Pin your Scouts have gained knowledge in their citizen's responsibilities. Present their pins in fine fashion! Award actual Activity Badge Cards at the Pack meeting.

1. Gather current election material, that is, bumper stickers, vote signs, etc.
2. Push pins through materials.
3. Present to boys in dens.

COMMUNICATOR

Even though we all communicate with each other constantly, through the Communicator Activity Badge your Webelos Scouts will learn more and different methods of communicating. Make this month an interesting one by having fun with codes, signals, signs and the wonder of communication.

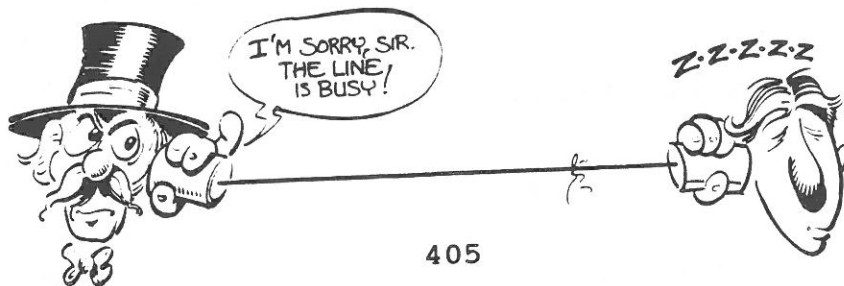
What Language is never spoken?

Sign Language.

All-around the world people communicate with each other. How on earth can they do it? Do we all speak the same language? Don't think so. Here is a list of the:

Ten Languages Most Often Spoken

Language	Areas where spoken	Est. number of people speaking it
Mandarin	China	555,000,000
English	United Kingdom, British Commonwealth, Ireland, United States	350,000,000
Hindustani	India, Pakistan	230,000,000
Spanish	Spain, Latin America	220,000,000
Russian	Russia	192,000,000
Arabic	Middle East	150,000,000
Portuguese	Portugal, Brazil	110,000,000
German	Germany, Austria, Switzerland	105,000,000
Bengali	Bangladesh, India	95,000,000



.Hellos

This is "Hello" in each of these languages

Language	How to write it	How to say it
Mandarin	你好	HOW
English	Hello	heh-LO
Hindustai	नमस्ते	nah-mah-STAY
Spanish	Qué tal	kay-TAHL
Russian	Здравствуй	zh-DRAVH-zhvoo-yeh-cheh
Arabic	مرحبا، أهلا	ah-lahn wahs-ahlahn
	السلام عليكم	ahl sahl-am ah-LAY koom
Portuguese	Como vai	ko-mo VAH-ee
Japanese	こんにちは	ko-NEE chee-WAH
German	Guten tag	goo-ten TAHK
Bangali	নমস্কার	nay-may-SKAHR

COMMUNICATOR

ADVERTISING METHODS

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

AGENCY	CABLE	MAIL	PRINT	TRADEMARK
ART	COMMERCIALS	MARKET	PRODUCT	VIDEO
BANNER	COPY	MEDIA	PROMOTION	
BILLBOARD	COUPONS	NEWSPAPERS	RADIO	
BILLS	FLIER	NOTICE	SLOGAN	
BOOKS	LEAFLETS	PHONE	SONG	
BROADCAST	LOGO	PHOTO	SPONSOR	
BULLETIN	MAGAZINES	POSTERS	SPOTS	

COMMUNICATOR

Everyone communicates with body language. Our bodies often give away our true feelings or emotions. Try some Body Language games to illustrate this.

Write some situations down on paper, (stomach ache, bad report card, bath time, school day) and have the boys act out each part.

Try this one from Argentina, called The Man, The Tiger and The Gun. In Spanish that would be "El Hombre, el Tigre, y el Fusil."

Although the tiger is not a "citizen" of South America, this game has become part of the play repertoire of Argentinean children. In order to take part, one must agree to three definite propositions:

The MAN uses the GUN, so the MAN wins.

The GUN shoots the TIGER, so the GUN wins.

The TIGER kills the MAN, so the TIGER wins.

Two teams each secretly decide which they will be, the man, the tiger or the gun. Then in graphic pantomime, no noise, each side must demonstrate what their team represents. If team A is MAN and B is TIGER, the B's win. If A is GUN and B is MAN, then again the B's win. If both are TIGER, it is of course a tie and no points are awarded. The game goes on at a fast pace, with much laughter and large motions. When a team has gained 10 points, it is the winner.

COMMUNICATOR

CB Ten Code

Truckers, sportsmen and many others broadcast over citizen band radios (CBs). Webelos Scouts would probably be intrigued by CB radio chatter. Contact a local CB user or club to see if someone would let you and your Scouts listen in and even talk on his radio.

The Scouts may hear communicators using signals from the Ten Code which is designed to save words. Most boys will already have heard TV policemen acknowledge receiving a message from headquarters with the response, "10-4." Here are some 10-signals commonly used by CBers:

- 10-1 Receiving your message poorly.
- 10-2 Receiving your message well.
- 10-3 Stop transmitting your message.
- 10-4 O.K., acknowledged.
- 10-6 I'm busy, stand by.
- 10-8 Please repeat your message.
- 10-10 Radio transmission completed, I am standing by.
- 10-11 Speak more slowly.
- 10-19 Return to base.
- 10-20 Location.
- 10-26 Disregard that last information I sent.
- 10-34 Trouble here - help needed.
- 10-52 Ambulance needed.
- 10-70 Fire at _____ (location).
- 10-91 Talk closer to the microphone.
- 10-99 Mission completed; units secure. (continue your previous business)
- 10-200 Police needed at _____ (location).

COMMUNICATOR

Before the Napoleonic wars, signalling between ships was haphazard. It relied on sail movements, the firing of guns and a variety of flag displays. However, in 1780 Admiral Kempenfelt devised a code using numeral flags and a small number of special flags and pennants to all the sending of hundreds of different signals. This became the basis of today's flag code. Later advances were made by the development of the semaphore in 1795, and the application of Morse code to a system of flags and shutters in 1865.

Today merchant ships can communicate using an internationally accepted code of flags, while warships may employ visual signals to avoid the enemy interception of radio messages.

Signal flags are still a vital means of international communication.

A		J		S		1		Legend
B		K		T		2		Blue
C		L		U		3		Black
D		M		V		4		Red
E		N		W		5		Yellow
F		O		X		6		White
G		P		Y		7		
H		Q		Z		8		
I		R		0		9		

COMMUNICATOR

Signal Tie Slides

Needed: Thin wood squares or heavy white cardboard, 2" x 2"
thin dowels or stick matches
Red, blue, white, yellow and black markers or paints
Thin leather strap for back

1. Each Scout takes two squares of wood or cardboard and if not white already, he paints them so. Using proper colors, each boy colors his first initial on one square and his last initial on the other.
2. Glue or otherwise attach a dowel to a side of each "flag." If using matches, glue only a portion of the match along the side of the square, leaving more than half exposed for a "flag mast."
3. Lay the first initial on top of the last initial so that the "handles" form an "X." Glue together at the "X."
4. Turn flags face down; glue leather strap to flags, one end on each flag. This will form a loop and it should be large enough to hold a neckerchief yet not so large as to slide off.

Morse Code Tie Slide

Needed: One inch strap of leather about 4" long
Black marker
Paper brad
Hole punch

1. Have each Scout take a piece of leather. The lighter the leather the better off. Each boy should, using a marker, make his initials in Morse code onto the front of the leather.
2. Punch a single hole in each end of the leather, about 1/2" from the end. Make a circle of the leather and push the brad through the hole and secure on the inside.

Presentation Card

After having completed the Communicator Activity Pin your Scouts have improved their communications skills and have seen something of careers in communications. The best presentation card for communicator is a WYWO note pad. These "While You Were Out" pads are common place in nearly every business. Award actual Activity Badge Cards at the Pack meeting.

1. Get enough pads for one apiece.
2. Push pins through corner of some sheets.
3. Present to boys in dens.

CRAFTSMAN

Here's where the fun is. Use those hands on some tools. Practice a lot of safety and be sure to use all tools properly. If possible, enlist the help of a qualified craftsman for each type of material you are working with. If not, just be careful.

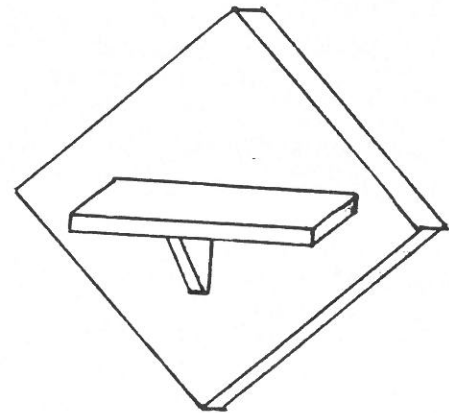
The next pages show some different projects. As always each boy should do his best and each finished product should be retained by the boys. Some projects may require finishing at home. Be sure to have your boys display their work at the pack meeting.

Easy Shelf

Needed: Thin plywood - 1 square 8" x 8"
 1 rectangle 2" x 6"
 1 right triangle 2" long on sides

White glue
 Finishing nails
 Paint
 Sandpaper

1. Cut and sand wood pieces.
2. Attach triangle to rectangle to make shelf and support. Use glue and finishing nails.
3. Attach shelf to square back across center. Use glue and finishing nails.
4. Drill a hole, centered, about 1" down from the top corner of the back.
5. Paint or decorate with contact paper.

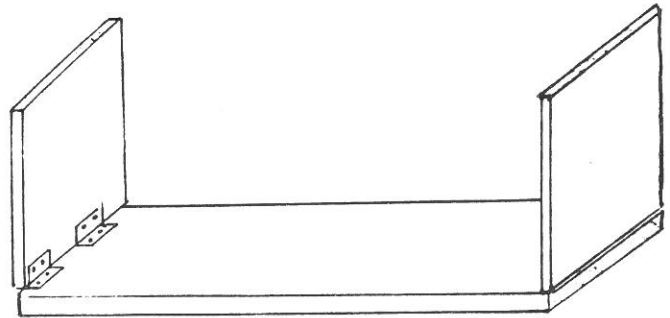


CRAFTSMAN

Easy Book Ends

Needed: Thin Plywood or shelf board - 1 piece 6" x 18"
2 pieces 6" x 6"
Four small hinges
Screwdrivers

1. Cut wood and sand smooth
2. Place one 6" x 6" piece at the end of the longer base piece. Make sure it is flush with the edge of the base.
3. Place hinges along inside edge, where two pieces fit together. Mark holes for screws.
4. Attach hinges to both pieces and repeat with other end piece.
5. Paint or decorate as desired. When ends are raised, books can be placed in between. This works on top of a desk or other shelf.



Knot Board

Needed: 1 piece shelf board 10" x 10"
6 feet length of rope.

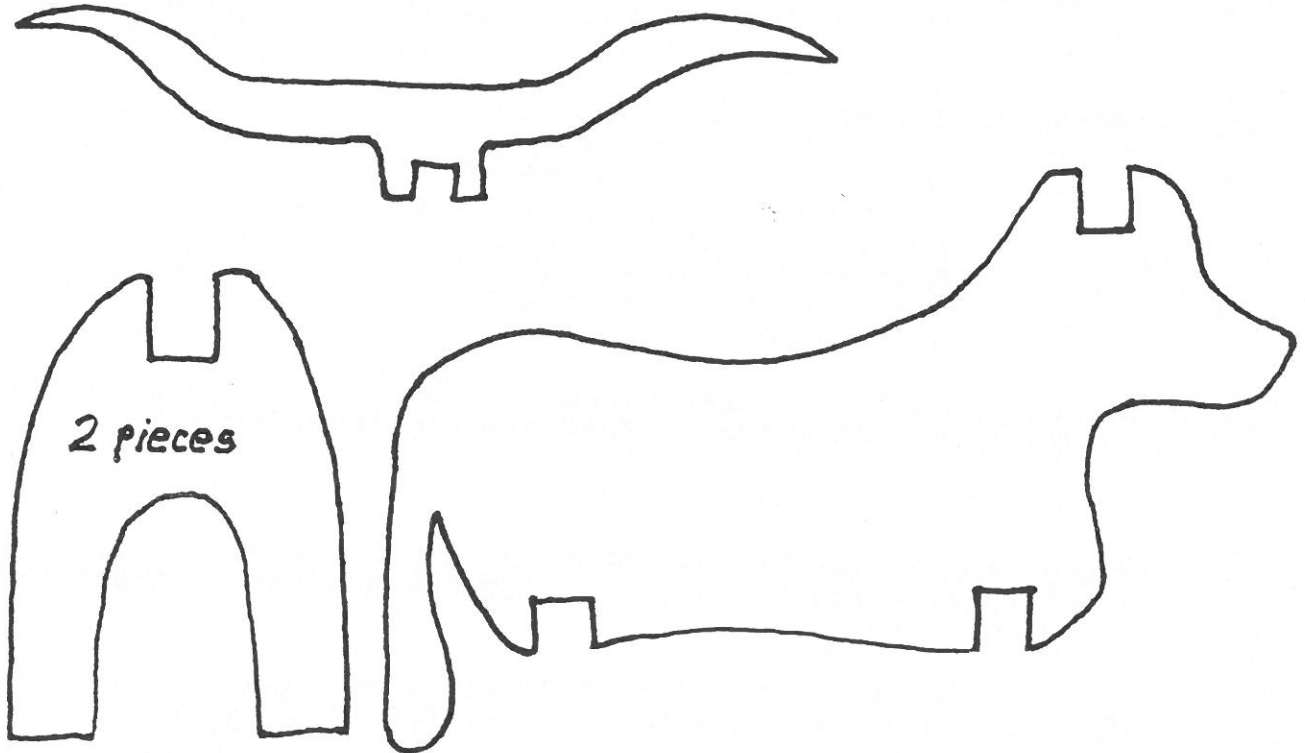
1. Cut wood and sand smooth.
2. Tie several different types of knots with rope, each time cutting the knot of the rope, leaving a couple of inches of slack.
3. Glue or otherwise attach the knots to the board. The board can illustrate the knots to younger boys just learning them.

CRAFTSMAN

Longhorn

Needed: 1/2" plywood - 4 pieces total, cut to shapes
Sandpaper
White glue

1. Cut out the shapes shown. Enlarge if desired.
2. Sand smooth and paint or stain.
3. When paint is dry glue the pieces together, fitting the legs into the lower body slots and the horns into the head slot.



CRAFTSMAN

Scout Oath Board

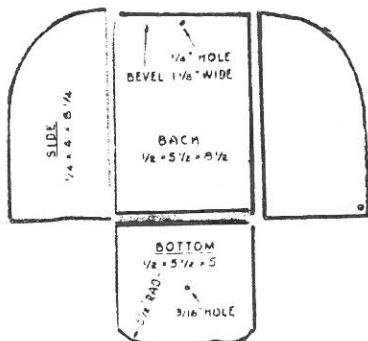
Needed: Stencils - small
 1 piece plywood - approx. 2' x 2'
 Sandpaper
 Stain
 Paint - blue or yellow
 Picture hanger for back

1. Sand one face of plywood smooth and sand edges to remove burrs.
2. Stencil the Scout Oath onto the smooth face. Paint the letters after stenciling. Allow to dry completely.
3. Stain or varnish. If blue or yellow paint was used, the colors should show through.
4. Attach the hanger to the back and hang in your meeting place. Makes a good practice board while learning the Scout Oath.

Grain Scoop Shadow Box

Needed: Three pieces 1/4" plywood - cut to size and shape
 One piece 1/2" plywood - cut to size and shape
 Finishing nails
 Smaller nail brads
 3/4" dowel cut to about 4"
 Small wood screw

1. Cut all pieces to proper shape and size. Should have 2 sides, one back and one bottom. Sand all the faces smooth.
2. Attach the bottom overlapping the back. Use the finishing nails.
3. Using the smaller brads, attach sides to bottom and back. A bead of white glue may be helpful. Attach the handle (dowel) to the bottom with the wood screw.
4. Finished scoop can be stained or painted. Hang on the wall using the small hole, and place small flowers, figurines or other objects in scoop.



CRAFTSMAN

Leather Totem Pole Bookmark

Needed: 1 piece calfskin - 2" x 10"
Several leather working tools
Scissors

1. Cut fringe in the bottom of the bookmark. Make the fringe about 1 - 1 1/2" upwards from the bottom.
2. Design your totem pole symbols on paper first. Transfer the design to the leather with carbon paper or simply draw them lightly free hand.
3. Dampen both sides of leather with a sponge. Don't over do it. The idea is to change the color of the leather while working it. When dry, the leather will hold the tooling better.
4. Use pointed end of a tool to carefully make lines of design clearer. Be careful not to penetrate the leather. Use a beveled tool to round off straight lines in design. If necessary, redampen the leather before continuing with tools.
5. When leather dries, a great looking leather totem pole book mark should be left behind.

Key Chain Weaves

Needed: Key ring - average size
Leather thongs
Pony Beads - many colors and shapes

1. Many types of key chains can be made with these tools. Use your imagination.
2. Start by tying the thongs onto the key ring. Make a loop in the middle of a thong. Pass this loop through the key ring and pass the ends of the thong through the loop. Pull tight. This leaves the thong ends free to weave and to braid. Use several thongs if desired.

CRAFTSMAN

Build Storage Space

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

SHOWCASE
 SOLVE
 SPACE

- | | | | | |
|------------|---------|---------|----------|---------|
| BOLT | DOORWAY | HINGE | PLYWOOD | STORAGE |
| BOX | EFFECT | KNOBS | PROBLEMS | STUDS |
| BRACES | FOIL | MEASURE | PROJECT | TRELLIS |
| BUILD | FOLDED | MOLDING | SAND | TRIM |
| CABINET | FRAME | NAIL | SCREW | UNIT |
| CAMOUFLAGE | GLUE | NICHES | SECTION | VENEER |
| DISPLAY | HANG | PASSAGE | SHELVES | WINDOW |

CRAFTSMAN

Bearskin Name Tag

Needed: Small leather cut like bear skin - about 2" long
Slender green twig
Coarse thread or fishing line

1. Soak twig to make easily bendable. Form a hoop (circle) from the twig about 4" in diameter. Tie ends to hold together.
2. With a large needle, poke holes evenly spaced around edge of "bearskin." Thread string through holes and loop around hoop. Go completely around bearskin and tie off ends of string. Tighten string as you go around but make sure the skin stays basically in the middle.
3. When skin is "strung," boys should write their names and Pack number on it. Make a shirt button loop from a small leather thong. Tie this onto the top center of the hoop. Now the name tag can hang from the right shirt pocket.

Presentation Card

After having completed the Craftsman Activity Pin your Scouts have improved their woodworking and leatherworking skills and have made several projects. Use a presentation card made from a building supply. Present actual Activity Badge Cards at the Pack meeting.

1. Get several small pieces of Plaster Board.
2. Push pins into board and keep clasps separate.
3. Present to boys in dens.



ENGINEER

There are many types of engineers. Chemical, electrical, civil and industrial are just a few. It usually takes a creative mind and attention to detail to be a good engineer. Through work on the Engineer Activity Badge, your Webelos Scouts will get an appreciation for engineering and what it takes to accomplish engineering feats.

The Seven Wonders of the World are great feats of engineering. Have your boys find out some information about them including, height and years of existence. Here is a list of the wonders, their locations and their approximate building date.

	Location	Date Built
(approximately)		
Pyramids of Egypt*	Giza, Egypt	2580 B.C.
Hanging Gardens of Babylon	Iraq	600 B.C.
Colossus of Rhodes	Island of Rhodes (off coast of Turkey)	280 B.C.
Temple of Artemis (Diana)	Ephesus, Turkey	350 B.C.
Tomb of Halicarnassus	Bodrum, Turkey	325 B.C.
Lighthouse of Alexandria	Island of Pharos (off coast of Egypt)	300 B.C.
Statue of Zues (Jupiter)	Olympia, Greece	500 B.C.

*The pyramids of Egypt are the only one of the Seven Wonders still in existence.

The Largest Buildings in the World

Built	Floor Area	Stories	Location	Date
Pentagon	6,500,000 sq/ft	5	Arlington, Virginia	1943
Sears Tower	4,500,000 sq/ft	110	Chicago, Illinois	1974
Merchandise Mart	4,023,400 sq/ft	25	Chicago, Illinois	1931

ENGINEER

The Tallest Buildings in the World

Completed	Height	Stories	City	Date
Sears Tower	1,454 ft	110	Chicago, Illinois	1974
World Trade Center	1,353 ft	110	New York, New York	1972
Empire State Building	1,250 ft	102	New York, New York	1931
Standard Oil Building	1,136 ft	80	Chicago, Illinois	1972

Location Length

The Longest *Ship Canal* in the World
Suez Canal Egypt

100.6 miles

The Longest *Seeway* in the World
St. Lawrence Seeway U.S. - Canada 189 miles

The Longest *Suspension* bridge in the World
Mackinac Straits Michigan 7400 ft total span

The longest *Single Span* bridge in the World
Verrazano - Narrows New York City 4260 ft center span

The longest *Highway* bridge in the World
Lake Pontchartrain New Orleans 24 miles
 Causeway

The longest *Cantilever* bridge in the World
Quebec (Railway) Quebec, Canada 1800 ft span

The *Highest* bridge Location Height above water
Royal Gorge Arkansas River 1053 ft
 Colorado

The *Oldest* bridge (still in existence) Date built
Meles River Izmir (Smyrna), Turkey 850 B.C.

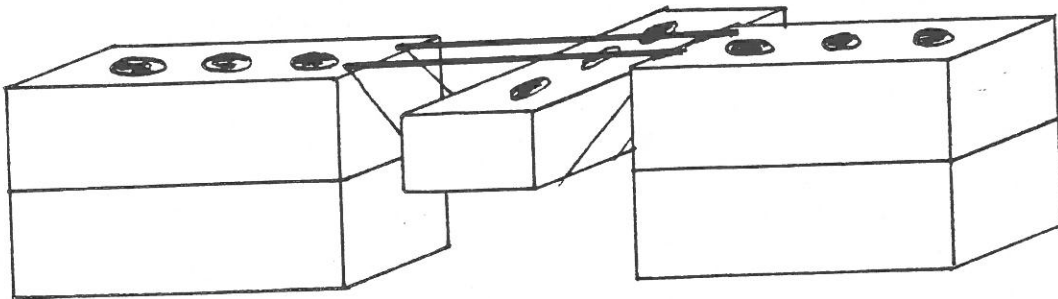
ENGINEER

Bridge Game

Needed: Lots of paper straws
String
Several bricks

1. Challenge the boys to create a bridge with the straws and string that will support the brick between two other bricks.
2. After several bent straws and bent minds, explain the trick.
3. Run the string through a straw. Leave lots of slack and tie the ends together using strong knot. Make another string/straw combination with an equal size string.
4. Place the straws between two bricks and suspend the third brick inside the string loops. A bridge is formed with straws and string that supports a brick between two others!

The weight of the brick is transferred longways through the straw. The string pulls on the ends of the straw and will support the brick. Up until this point, the boys have been putting the brick across the top of the straw, probably. This put the weight across the straw and it will not hold up the brick.



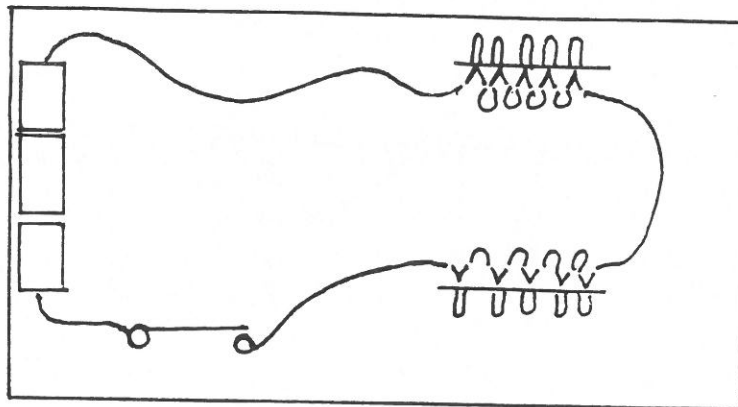
ENGINEER

Build a Parallel Circuit

Needed: Some replacement colored Christmas bulbs - small tree lights
Some single filament copper wire
Two D size flashlight batteries
A piece of plywood for base
Electric switch
Craft Sticks

1. Tape the batteries end to end in series. Anchor to the base at one end.
2. Drill several (4-5) holes in the craft sticks. The holes should be just large enough to push the small bulbs through. Be careful not to break off the exposed wires.
3. Mount these light holders to the board.
4. Mount the switch to the base.
5. Run the wiring. Begin with one end of the battery, run through the switch and attach to all the bulbs.
6. Turn on the switch and the lights should light.

Try with more switches and different colored lights.



ENGINEER

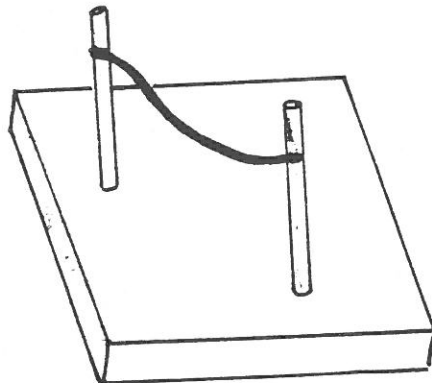
Light Race

Needed per team: Small junctions (see instructions below)
Several 1' lengths of copper wire.
One lantern battery
One Flashlight lightbulb assembly

How to make junctions:

1. Use small (2" x 2") wood squares
2. Hammer 2 finishing nails about 1" apart into each square.
3. File the nails so bare metal is exposed.
4. Attach a small piece of wire between each nail. Make a good connection.





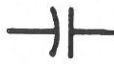
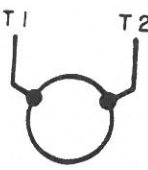


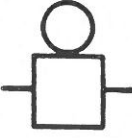

1. Each player on a team gets a junction and a length of wire. First player also has battery, and last player also has bulb assembly. Works best with teams of 4 to 5 players.
2. On signal, boys form a circle and try to create a working circuit. The circuit is made by attaching their length of wire to one pole of their junction and then to a pole of the next boy's junction. The first boy attaches a second wire to his battery, and the last boy attaches a second wire between the battery and the light. His other wire is already attached to the light.
3. If all connections are made well the light bulb will light, if not boys will make adjustments to complete the circuit. First team with a lit bulb wins.



ENGINEER

Electrical Symbols Matching (the symbol on the right is matched at this time)

Rearrange or make cards for matching.

- | | | |
|-------------------------|-----|---|
| A. Battery | 1. |  |
| B. Diode | 2. |  |
| C. Fuse | 3. |  |
| D. Resistor | 4. |  |
| E. Capacitor | 5. |  |
| F. Single phase motor | 6. |  |
| G. Ground | 7. |  |
| H. Foot operated switch | 8. |  |
| I. Bell | 9. |  |
| J. Light | 10. |  |

ALAMO AREA COUNCIL

POW WOW 1992

ENGINEER

Architect's Plan

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

ALTAR	BRACKET	ENTABLATURE	NAVE	PORTICO
APSE	BUTTRESS	GABLE	NICHE	PYLON
ARCADE	CATHEDRAL	HIP	OCULUS	ROOF
BALCONY	CLERESTORY	JAMB	ORIEL	STAVE
BASEBOARD	COLUMN	JOIST	PATERA	TAMBOR
BASEMENT	DOME	KEystone	PENDANT	TERM
BEMA	DOOR	LINTEL	PILASTER	TRAVE
BILLET	DRUM	METOPE	PLAN	WALL

ENGINEER

Hard Hat Tie Slide

Needed: Several styrofoam egg cartons - yellow or white
Yellow or white heavy construction paper
White glue or hot glue
Scissors

1. Cut egg cups out of bottom of egg carton. Fill with sand or wood chips. Fill with glue to make solid. Ensure that the filling does not extend over the lip of the cup.
2. Cut out an oblong oval hat brim from matching construction paper. Glue this to the egg cup.
3. Decorate the "hat" with a lightning bolt, the symbol for electricity, on each side.
4. Attach a keeper to the bottom of the "hat" and the slide is complete.

Visit a construction site or architect's office. Get some samples of building bricks and make slides from them. Use some flagstone or some granite chips. A PVC ring can be hot glued to the back side easily enough.

Presentation Device

After completing the Engineer Activity Pin your Scouts have created circuits and catapults, used pulleys and thought about buildings and plans. Use a presentation card made to look like a "T square" cut from light cardboard. Or fire the pins to the boys inside plastic Easter eggs taped shut. Use one of their own catapults. Actual Activity Badge cards can be presented at the Pack meeting.

FAMILY MEMBER

While working on the Family Member Activity Badge a Webelos Scout learns about how a family should work together to "get the job done." Several requirements include work to be done at home. Have the boys create a notebook, carry out an activity and report back to their den their results.

Conduct a Home Safety Inspection. Use a checklist like the one shown below. Each boy can do his own inspection at home and report back his family's score. All should work to correct any problems found.

Strange as it may seem, accidents that happen at home probably cause more deaths and injuries than automobile accidents. Falls account for at least half of all home accidents. Home fires cause thousands of deaths and serious injuries. A boy can help reduce the hazards that cause home accidents by making a safety check and taking the proper precautions.

1. Are stairways well lighted? _____
2. Are there loose rugs that could skid under foot? _____
3. Are all poisons marked plainly and placed out of the reach of children? _____
4. Are electric fixtures placed where they can not be contacted by wet hands? _____
5. Are tools, toys and other articles kept off floors and stairways to prevent falls caused by stumbling?

6. Are attic and garage walkways kept open? _____
7. Are electric wires running underneath carpets or across door openings? _____
8. Do you have fire alarms? _____ Fire Extinguisher? _____
9. Does your family have a Fire Escape plan? _____
10. Is it practiced? _____



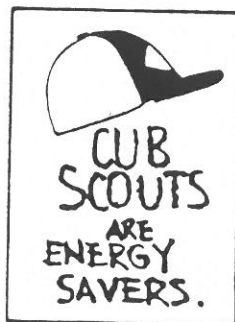
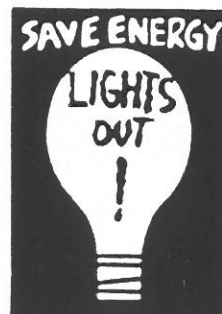
FAMILY MEMBER

Have an Energy Wasters Hunt

Before the den meeting, set up examples of energy waste in several rooms. Give each Webelos Scout paper and pencil, then tell the boys to find the waste. Allow about 5 minutes. The winner is the boy with the longest correct list. Here are some examples:

- Light on in empty room
- Television on in empty room
- Refrigerator door open
- Water dripping in sink
- Thermostat set too high/low
- Outside door open in cold or hot weather
- Storm window open in cold or hot weather

You can think up more based on your meeting place's facilities. Some boys may find problems you didn't even create. So be prepared to have long lists.



FAMILY MEMBER

Home Energy Saver's Quiz

SCORE

- 1. What is your thermostat setting?

If your thermostat setting is 65°F or lower during daytime in winter, score 6 points; 5 points for 66°; 4 points for 67°. If your thermostat setting is higher than 67°, score 0. _____

If your house has central air-conditioning and you keep the temperature at 78°F in the summer score 5 points; 4 points for 77°; 3 points for 76°. If your house is not air-conditioned, score 7 points. If your thermostat setting is lower than 76°, score 0. _____

In winter, if you set your thermostat at 55°F or lower at night, score 10 points; 9 points for 56°; 8 points for 57°; 7 points for 58°; 6 points for 59°; 5 points for 60°. If your thermostat is higher than 60° at night, score 0. _____

- 2. Is your house drafty?

To check for drafts, hold a flame (candle or match) about an inch from areas where windows and doors meet the frames around them. If the flame doesn't move, there is no draft around your doors and windows and you score 10 points. If the flame moves, score 0. _____

If there is no draft around your doors, score 5 points, If there is a draft, score 0. _____

If you have a fireplace and keep the damper closed or block the air flow when it is not in use, score 4 points. _____

If you do not have a fireplace, score 4 points. _____

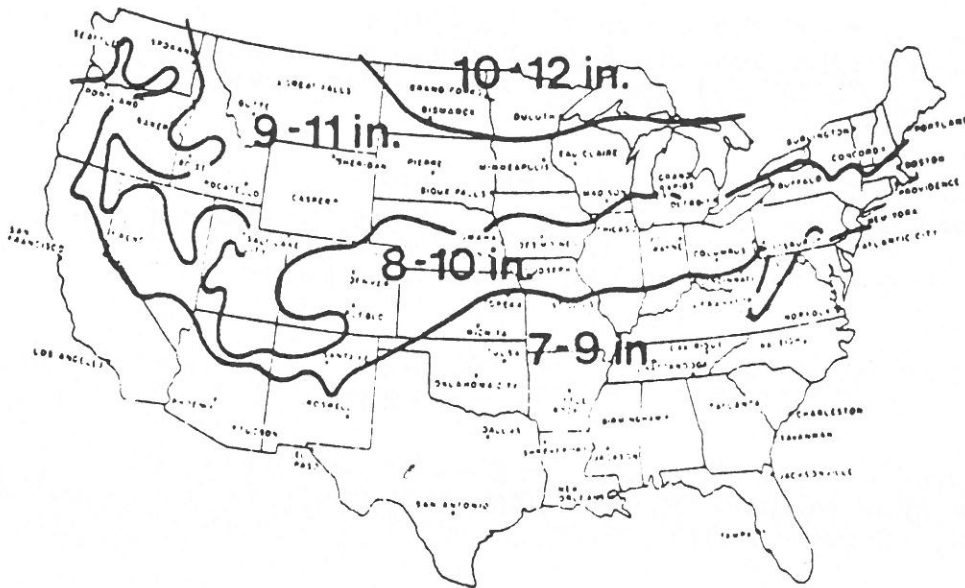
FAMILY MEMBER

Home Energy Saver's Quiz (cont.)

Score

3. How well is your attic insulated?

Check the map shown below to determine the inches of ceiling insulation recommended for your zone.



If you already have the recommended thickness of insulation, score 30 points.

If you have 2 inches less than the recommended insulation, score 25 points.

If you have 4 inches less than the recommended insulation, score 15 points.

If you have 6 inches less than the recommended insulation, score 5 points.

If you have less than 2 inches of insulation in your attic, score 0.

4. Is your floor insulated?

If you have unheated space under your house (such as crawl space) and if there is insulation under your floor, score 10 points. If there is no insulation, score 0.

FAMILY MEMBER

Home Energy Saver's Quiz (cont.) Score

If you have a heated or air-conditioned basement or there is no space under your house, score 10. _____

5. Do you have storm windows?

If you live in an area where the temperature frequently falls below 30°F in winter and you have storm windows, score 20 points. If you do not have storm windows, score 0. _____

6. Do you clean or change furnace filters regularly? If so, score 4 points. _____

If your furnace was cleaned and inspected recently, score 4 points. _____

TOTAL _____

Your energy quotient is the total number of points scored. If your score is less than 90 points, you probably can save money on the heating and cooling of your home.

For more information, check with local utility companies and the Federal Energy Administration, Washington, D.C. These organizations have information and materials on energy conservation.

ALAMO AREA COUNCIL

POW WOW 1992

FAMILY MEMBER

In The Family

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

AFFECTION	DREAMS	HOPE	MOM	TEAM
ARGUMENTS	ENJOY	JOYFUL	PAPA	TRAITS
CLOSENESS	FOLKS	KIDS	PEACEFUL	TRUST
COMFORT	FUN	KIN	PLEASE	UNITY
COMMUNE	HARMONY	LAUGHTER	PRIDE	WARMTH
CONCERN	HELP	LINE	RELATE	
COZINESS	HEREDITY	LOVE	RESPECT	
DEVOTION	HOME	LOYALTY	SHARE	

FAMILY MEMBER

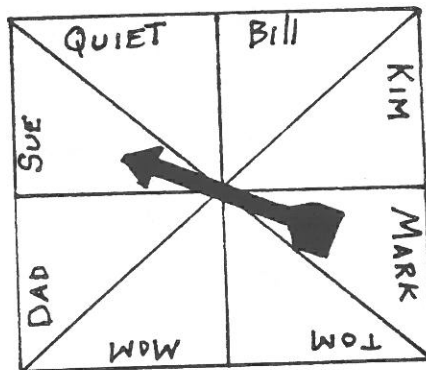
Who Can Speak

- Needed: Heavy cardboard - cut square - approx 8" x 8"
 Markers
 Small nail with large head
 Arrow cut from heavy cardboard

After a long day of school, work, shopping and other family activities everyone has plenty to talk about. Without taking turns, the dinner table quickly turns into a scene from a busy bus station. Each boy can make one of these and use it at home to ease the tension and noise.

1. Each boy should take one cardboard square and divide it into sections with a marker. Make enough sections for the name of each member of the family plus one more.
2. In each section, write the name of a family member, including Mom and Dad. In the remaining section write the words "All Quiet." Color the sections if desired.
3. Push the nail up through the bottom of the cardboard near the very center. Color the arrow red and push it onto the nail. Cut off a portion of the nail and place a drop of glue on the tip. Spin the arrow enough times to where it will spin free when flicked with the tip of the finger.

The idea is to choose who can talk about their day or about a concern when their name is hit with the arrow. When the arrow lands on "All Quiet," the family has a few moments to think about what they've heard or what they'll say next. Let Mom or Dad decide the duration of everyone's talk time and the quiet time.



FAMILY MEMBER

Genealogy

Genealogy is the science of tracing one's roots or family tree. There is information on this subject in the Family Hobbies section of this Pow Wow Book. Use some of this to check out your den's family history.

Make a menu planner and have the boys take a copy home. With parents'-help the boys can write their family's menus for the past week and for the coming week.

Clip coupons from the Sunday paper and take a trip to the grocery store. Go without a list one time and show how difficult it is to remember everything. Add your "purchases" on a calculator and see if it would be better to use coupons.

Complete a home inventory. Each boy can inventory their own rooms for starters. They can present these list to parents and help with a complete inventory. Have them check for serial numbers on electronic gear and bikes and make sure they are recorded come where. Most insurance companies have inventory sheets and could even address a meeting about home safety and insurance.

Sorting out relations

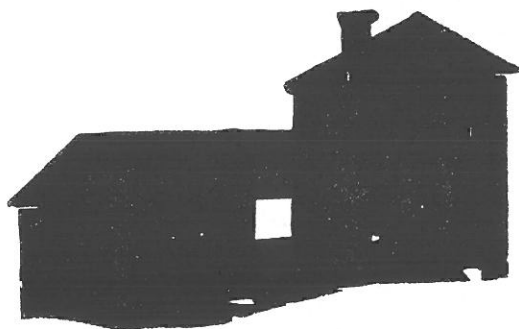
The parents of your father or mother are your grandfather and grandmother and you are their grandchild.	The children of your brothers and sisters are your nephews and nieces, and you are their uncle or aunt.	Your parents' brothers and sisters are your uncles and aunts and you are their nephew or niece.
The parents of your grandfather or grandmother are your great-grandparents and you are their great-grandchild.	The children of your nieces and nephews are your grandnieces or grandnephews, and you are their granduncle or grandaunt.	The children of your uncle or aunt are your first cousins and you are their first cousin.
The parents of your great-grandparents are your second great-grandparents and you are their second great-grandchild, and so on.	The children of your grandnephews and grandnieces are your great-grand-nephews and great-grandnieces and you are their great-granduncle or great-grandaunt, and so on.	The children of first cousins are second cousins to each other.
		The children of second cousins are third cousins to each other, and so on.

FAMILY MEMBER

Campbell's Soup Can Slide

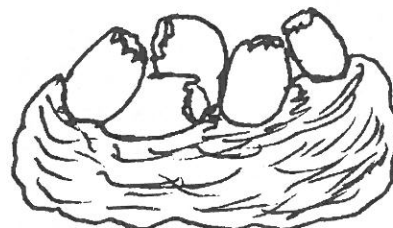
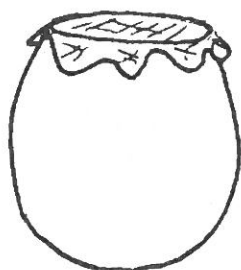
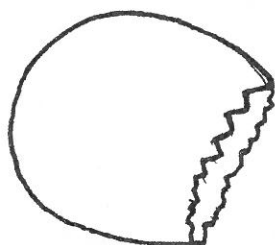
Needed: Large round dowel pieces - 2" long
Paint - silver, white and red
Markers - black and brown
Ring for back - PVC

1. Each boy paints the can completely white. Paint the top and bottom silver and paint the top half of the "can" red. Allow the paint to dry between painting different colors.
2. Next, choose the type of soup. Using the black marker write the soup flavor and otherwise decorate the can. It might help to have a few different actual cans soup on hand to assist in the decorating process.
3. Finally, attach the ring to the back with some glue.



Presentation Device

After completing the Family Member Activity Pin your Scouts will have assisted their families with chores, shopping and home improvement. Use a presentation card made from product labels, like cereal box tops, clothes washing box tops, etc. Hide the activity pin inside of egg shells save after removing the egg part. Fill the egg shell with confetti and insert the pin. Cover the hole and present. The boys get the idea of vacuuming after cracking open the eggs. The actual Activity Badge cards can be presented at the Pack meeting.



FITNESS

Since "an apple a day keeps the doctor away," what better way to promote fitness in your meeting than having apple games.

Bobbing For Apples

Needed: Several large apples - at least one for each boy
Large wash tub
Water
Towels

1. Fill wash tub 3/4 full with water. Dump apples into water.
2. Boy(s) kneel beside tub while keeping their arms behind their backs. Each dunks head into tub and tries to catch apple with teeth only.
3. Each boy who catches an apple steps back from the tub and finishes off his prize.



Suspended Apple Race

Needed: Long stick - broom stick size
String
Several apples, with stems

1. Cut string into 18 inch lengths. Tie 4 or 5 strings, evenly spaced, onto the long stick. Two leaders hold the stick about head high.
2. Tie apples onto the strings using stems.
3. Boys pick an apple to eat. Without using hands or removing apple from string, boys begin to eat apples. First one done wins. If the apples fall, boys get another apple, not suspended, to enjoy.

FITNESS

Presentation Device

After completing the Fitness Activity Pin your Scouts will show you their books and you should ask them a couple of questions about the requirements they chose to complete. Perhaps a discussion in your den can show different concerns and answers to similar questions.

Use a presentation device made from heavy white cardboard. The actual Activity Badge cards can be presented at the Pack meeting.

1. Cut white cardboard into a circle.
2. Draw, with black marker, a cigarette in the center of the circle. With red marker draw a circle around the edge of the circle and a red line diagonally across the cigarette.
3. Push pin through cardboard and boys have a presentation card that suggests "No Smoking."
4. Present to boys in den.



FITNESS

For the Fitness Activity Badge, insure that you are working from the newest Webelos book. The requirements have changed greatly from the last printing. The 1991 book contains an extra section of requirements. Still, the Fitness Activity Badge requires mostly work at home. Have your Scouts keep a journal of their activities for this badge. Go over them in the den meeting or aside one at a time.

Have each boy use a chart to track his progress, if he chooses requirement number 2. A portion of each meeting for this month can be used to promote these exercises and general fitness.

This is a required Activity Badge for his Webelos Badge so make sure every boy is on track to receive this in his first year.



FITNESS

Front to Back

Needed: 2 medium sized balls

1. Divide your den into two teams or use two dens.
2. Make two columns of the boys. One stands behind the other. First boy in each line goes out front about 6 feet and turns to face his line.
3. Give the ball to this boy. On signal, he throws the ball to the first boy in the line. This boy immediately throws it back to him and squats down. The boy out front then throws to the next boy, who throws the ball quickly back and squats down. This continues until each player is squatting. Then the front boy throws the ball to the last boy who stands, catches the ball and throws it back. This time he remains standing. Game continues until each player is once again standing.
4. The team completing first wins.

Where's the Ball

Needed: 2 medium sized balls

1. Divide your den into two teams or use two dens.
2. Make two columns of boys. One stands behind the other.
3. Hand a ball to the first player in each line.
4. On signal, the first boy passes the ball, over his head, back to the next boy in line. The second boy passes the ball back, over his head, to the next boy in line. Continue this way until the ball is in the hands of the last player. At this point, each player does an "about face" (turns 1/2 turn in place). The last player is now the first player. He passes it backward to the next player between his legs. Continue this way until the original first player has the ball again. Every one then turns again.
5. Declare a winner at this point or reverse the actions for another round.

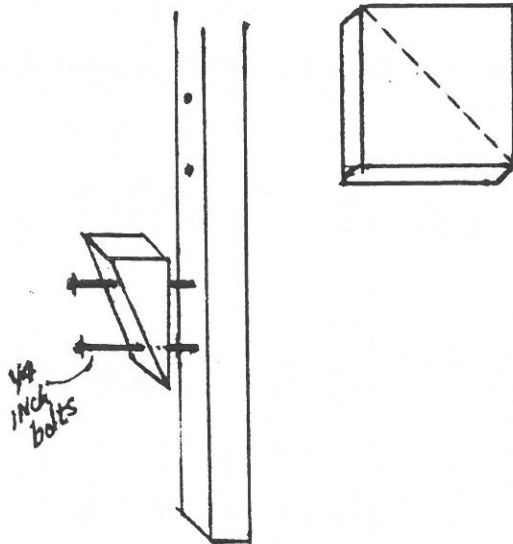
FITNESS

Homemade Adjustable Stilts

Needed: For one pair Knot-free 2 x 2 lumber - 2 pieces - 6' long
1 piece of 2 x 4 lumber - 6" long
Drill
1/4" bolts and wing nuts

1. Sand edges of long boards to remove any burrs. Cut 2 x 4 piece in two parts diagonally. These will be the standing pieces.
2. Place just cut pieces on long pieces and mark for drilling screw holes. Be careful with alignment so that screws will easily fit through both holes. Drill two holes into each pole.
3. Insert screws and attach wing nuts.

Stilts are a great way to improve agility and strength.



FITNESS

Fitness Mania

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

- | | | | | |
|----------------|------------|------------|---------|---------|
| BALLET | EXERCISE | JOG | ROWING | SWIM |
| BIKE | FIT | JUDO | RUN | TENNIS |
| BOWL | FOOD | JUMP | SAIL | WALK |
| CALISTHENICS | FRESH air | KARATE | SIT-UPS | YOGA |
| CHECKUPS | GOLF | KNEE bends | | SKATING |
| CHINNING | GYM | PLAN | SKIING | |
| DANCING | HANDBALL | PUSH-UPS | SKIP | |
| DEEP breathing | HIKE | REST | SLEEP | |
| DIET | ISOMETRICS | ROUTINE | STRETCH | |

FORESTER

While on the trail to the Forester Activity Badge, your Scouts will gain a better understanding of trees and forests. In the past, these boys may have thought a tree was just a tall thing with leaves they had to rake and sticks that fell on the ground which they had to pick up.

Through their requirements, they will see a relationship between man and trees that must work two directions. The tree gives off oxygen and is used for building materials. Man must plant new trees and work to preserve those that are still growing.

Activities here can help boys to see this relationship and learn more facts about trees and forests.

The United States Forest Belts



A - Pacific forests

D - Northern Forests

B - Rocky Mountain forests

E - Central Hardwood forests

C - Plains and prairie

F - Southern forests

Where do San Antonio area forests reside?

FORESTER

Trees of the World

Tallest - Redwood - 367.8 feet
Redwood Creek Grove, California

(The tallest trees in the world are redwoods and are found only in northern California and southern Oregon.)

Broadest - Montezuma Cypress
Tule, Mexico

(The Montezuma Cypress has a circumference of 160 feet around the bottom of its trunk.)

Oldest - Bristlecone Pine - 4600 years old
California

(Trees are the oldest "living" things on earth.)

Major Kinds of Trees

Over 800 species of native and naturalized trees grow wild in the United States. About 75 are naturalized; the rest are native. These trees make up 600 plus million acres of forest and produce about 10 billion dollars' worth of forest products yearly.



PALMS: Over 15 kinds, with parallel veined leaves, in warmer regions.



BROADLEAF TREES: Over 650 kinds, including oaks, maples, cherry, ash, elm, birch.



CONIFERS: Over 100 kinds, including pine, hemlock, spruce, fir, cedar.

FORESTER

Tree Census

A census of trees can be interesting and valuable to both the census taker and to the community. Often the best argument for conserving or improving the tree plantings in your town or in nearby forests in a report on the existing conditions. Get a map of your town, neighborhood, or camp. Follow it systematically, marking down the location and name of each tree you find. Keep a count by species as you go.

This can be done at your meeting place and each boy can draw his own map. Compare notes when everyone is finished. When doing your Forester Activity requirement number 1, these maps will help with the tree identification. Be sure to indicate dead or dying trees. These would need to be replaced at some time.

Leaf and Twig Collection

Needed: Newspaper
Board
Heavy Rock or other weight
Leaves and twigs



1. Collect your specimens. Select a twig with several leaves attached to show leaf placements. This is good for overall tree identification. Gather the specimens early in the season before insects and storms can damage leaves.
2. Place leaves between several sheets of newspaper. Make sure the leaves are dry. Change the newspapers every few days for about two weeks. Place the board on top of the papers and place the rock or other heavy weight.
3. The newspapers will remove the moisture from the leaves and twigs slowly. After leaves are pressed, mount them on cardboard with strips of gummed paper. Turn some over to show the reverse side.
4. Cover your mountings with cellophane. Label your specimens with common and scientific name, indicate date collected, locality and notes.

FORESTER

Simple Leaf Pressing

Needed: Cellophane Sheet Protectors
Leaf samples

1. Collect your leaf samples from around your meeting area.
2. Remove paper insert from the sheet protector. Place the leaf samples on the paper and write identifying information below each leaf. Use front and back if necessary.
3. Re-insert the leaf page into the cellophane. Staple the ends closed so that the paper can not be removed.

Scientific Tree Names

Use this list for naming your tree leaf samples. You could also make a match game by re-arranging the list.

Pecan -	Carya illinoensis
Live Oak -	Quercus virginiana
Sycamore -	Platanus occidentalis
Magnolia -	Magnolia grandiflora
Hackberry -	Celtis occidentalis
Cedar -	Juniperis virginiana
Cottonwood -	Populus deltoidus
Mesquite -	Prosopis
Weeping Willow -	Salix babylonica
Post Oak -	Quercus stellata

FORESTER

Towering Trees

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



APPLE
 ASH
 BALSAM
 BAY
 BEECH
 BIRCH
 CATALPA
 CEDAR
 CHERRY
 CHESTNUT
 CORK

COTTONWOOD
 CYPRESS
 DOGWOOD
 EBONY
 ELDER
 ELM
 EUCALYPTUS

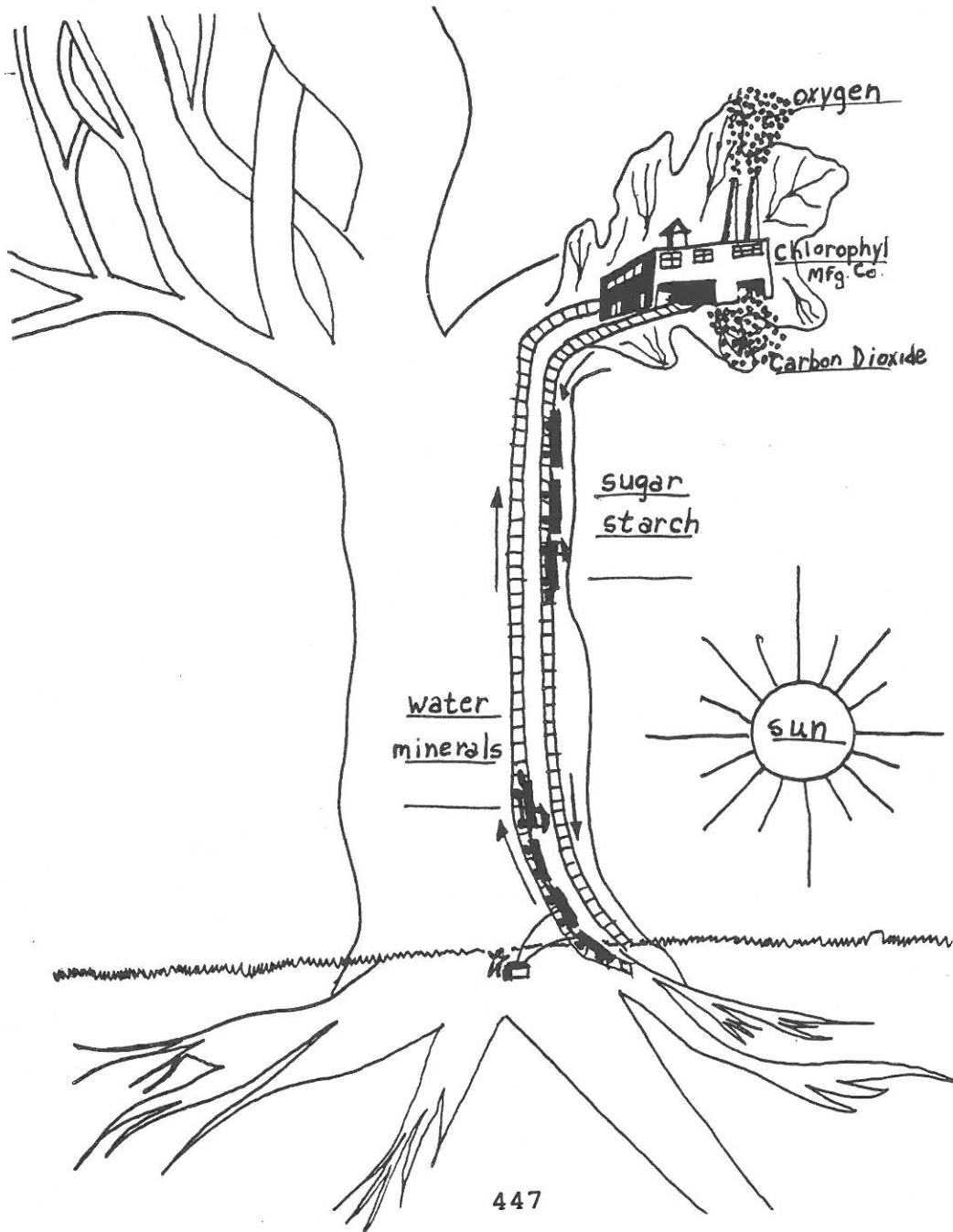
FIR
 HEMLOCK
 HICKORY
 HOLLY
 JUNIPER
 WILLOW
 LAUREL

MAPLE
 MULBERRY
 OAK
 ORANGE
 PEACH
 PEAR
 PINE

LEMON
 LIME
 MAGNOLIA
 MAHOGANY
 PLUM
 POPLAR
 REDWOOD
 SEQUOIA
 SPRUCE
 SYCAMORE
 WALNUT

FORESTER

Use this tree picture to describe the process water and minerals take to be used by a tree. Cover the supplied names before making copies and let the boys fill in the blanks.



FORESTER

Cross Section Branch Slide

Needed: Several cross-cut sections of 2 - 3" branches
Drill
Leather thongs

1. Use branch cuts that show rings of tree and leave bark on. A good stain can make this slide a real treasure.
2. Drill two holes side by side about 3/4 inch apart. Cut the thong to about 3 inches.
3. Push the ends of the leather through the holes, one end in each hole. Tie the ends in a square knot. This is the front of the slide. The remaining portion of the thong is the rear and this is where the neckerchief slides through.

Try to arrange for a visit to a nursery. The larger ones sell trees in seedling size and will give instruction to plant them. Talk to a horticulturist while at the nursery and have him talk about different trees and plants native to our region.

Presentation Device

When your Scouts have finished work on the Forester Activity Badge give out those pins right away. Immediate recognition is important. Present the pins on a device like this:

1. Gather several well veined leaves. Turn them face down and rub a crayon over the veins.
2. Turn the leaf over and place on a large 3 x 5 card. Place waxed paper over the leaf. Cover with a light towel and iron with a low-medium heated iron.
3. After it cools, remove the towel, waxed paper and leaf. Left behind should be a print of the leaf. Push the pin through the card.
4. Present the cards to the boys in the den.



GEOLOGIST

At first glance, the Geologist Activity Badge may seem difficult to present. However, many leaders have found it to be fun. Check out some Library books on rocks and minerals and visit a park or other recreational area to get samples. An overnight camp-out to McGimsey can yield many samples.

Use the information here to help and don your hard hat. Make your hardness scale and get cracking. Have fun investigating the world of Geology.

The Highest Mountains in the World

Mountain	Height	Country
Everest	29,028 feet	Nepal/Tibet
Godwin-Austen	28,250 feet	India/Kashmir
Kanchejunga	28,168 feet	Nepal/Tibet
Lhotse	27,923 feet	Nepal/Tibet
Makalu	27,790 feet	Nepal/Tibet

The Highest Mountains on Each Continent

Continent	Mountain	Height	Country
Asia	Everest	29,028 feet	Nepal/Tibet
South America	Aconcaqua	22,834 feet	Argentina
North America	McKinley	20,320 feet	United States
Africa	Kilimanjaro	19,340 feet	Tanzania
Europe	Elbrus	18,481 feet	Russia
Antartica	Vinson-Massif	16,860 feet	-----
Australia	Kosciusko	7,316 feet	-----

GEOLOGIST

Rock Specimen Gather

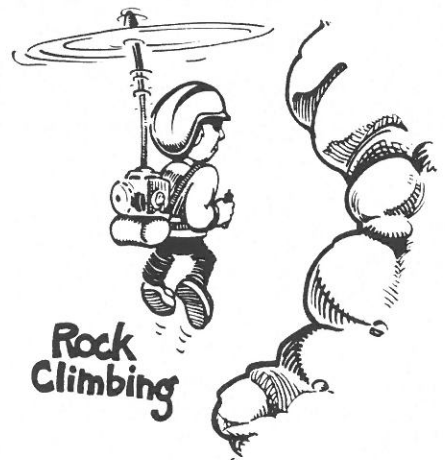
- Needed: Egg cartons
- White paint and small brushes
- Small stick on labels

1. Give each boy ten or twenty minutes to find 12 different rocks, one per cup in the egg carton. The boys should try to find different colors and shapes; rocks that look like they may be different types.
2. After the allotted time, boys gather outside at a table. All sit and arrange their rocks. You provide them with white enamel paint and they either, 1) paint numbers 1 -12 on rocks, or 2) paint a white dot and write number for each rock on the white dot.
3. After all rocks are numbered, begin trying to identify the rocks. Most of the boys will have some rock types in common, start with those. Use a rock hardness scale like the one in the Webelos handbook.
4. Once a rock has been identified, write its name on the lid of the carton next to a number. The number will correspond to the number on the rock. If the rocks are moved around in the container, the number on the lid will still show the proper name.

Common Objects to use for a Hardness Kit

Scale of hardness refers to the ability of the material listed here to scratch the mineral. Example: If a fingernail but not talc can scratch the mineral, the mineral's hardness is "2." Use these materials in conjunction with table in the Webelos handbook.

<i>Material</i>	<i>Scale No.</i>
Talc (Tailor's chalk)	1
Fingernail	2
New copper coin	3
12-penny nail	4
Knife blade	5
Window glass (Be Careful)	6
Drill bit for wood	7
Drill bit for masonry	8
Carborundum sharpening stone	9
Diamond	10



ALAMO AREA COUNCIL

GEOLOGIST

Model of Volcano #1

Needed: 2 foot square sheet of plywood
 Modelling clay - various colors
 Small metal can - small soup can
 Ammonium Dichromate - (hobby shops or drug stores)
 Wood matches

1. Use modelling clay of various colors to build a small "mountain" in the center of the bass plywood. Make it about 5 inches high and about eight inches in diameter. Make a crater in the top with a hole large enough to insert the small can.
2. In the can put a few crystals of ammonium dichromate. Mix in a few match heads with the chemical and then drop in a burning match.
3. When the dichromate burns, it forms a dark green ash which tumbles over the cone in the same way as lava flows in a real volcano.

Model of Volcano #2

Needed: 2 foot square sheet of plywood
 Papier mache or modelling clay
 Tin can - should hold 1 1/4 cups liquid
 Water
 Liquid soap
 Baking soda
 Food coloring - red
 Vinegar

1. With clay or papier mache make a mountain shape on the wooden base. For the volcano's mouth, insert the tin can.
2. In the can mix 1/2 cup water, 1/4 cup liquid soap, 1/4 cup baking soda and a teaspoon of red food coloring.
3. To activate the volcano, mix in 1/4 cup vinegar. A lava-like flow will be produced and run down the sides of the mountain.

GEOLOGIST

Coal Mining

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

ANTHRACITE	DUST	ORE	SURFACE
BEAM	DYNAMITE	PICK	TRACK
BED	ELEVATOR	ROCK	TRAIN
BITUMINOUS	FAN	SEAM	TRUCK
BLAST	HARD HAT	SHAFT	TUNNEL
BLOWER	LAMP	SHIFT	UNDERGROUND
COAL	LIGHT	SHORING	UNION
DEPOSIT	MINE	SHOVEL	VEIN
DRILL	MINER	STRIP	

GEOLOGIST

Slate or Shale Tie Slide

Needed: Gather some shale and slate samples
Ring for back - PVC
Glue

1. Slate and shale can be found at rock stores or at the base of larger hills and in areas like the Enchanted Rock park or Bear Creek Scout Reservation. Slate and shale are grey to black in color and cleave easily into thin samples.
2. Pare the samples down until they are fairly stable. Polish them with a little light oil. The excess oil will soak in.
3. Attach the rings to the back with the glue. Instruct the boys to be very careful as the slides will break very easily if dropped or hit together.

Have an arrow head hunt. Use any arrow heads found to create a slide like the one above. Arrow heads can be found in undeveloped areas usually in old river or creek beds or in wash out areas. Try rocky areas around lakes and rivers. A local rock shop could tell you the location of any good hunting areas around San Antonio.

Presentation Device

Many ores and minerals are used as building materials. After completing the Geologist Activity Badge, the boys should receive their pins. If you finish this activity away from the meeting place, bring along the pins and a presentation card. The actual Activity Badge Award card should be presented at the Pack meeting.

1. Mount a copy of the hardness scale to a 3 x 5 card.
2. Laminate the card with some large clear tape.
3. Push the pin through the cards and award to the boys.

HANDYMAN

The Handyman Activity Badge is designed to give Webelos Scouts more skills he can use to help out his family. These new skills range from washing the family car to mowing the lawn. If a Scout was already doing these tasks then after completing this Activity he will surely be more practiced and safer in his execution of them.

Make sure you use safe procedures when demonstrating tasks in this Activity. Be sure not to let the boys change car tires by themselves. Eye and hearing protection should be used with power tools like lawn mowers.

Handyman Scavenger Hunt

In a boy's home or in the meeting place, hunt for the following items or create your own list. Boys should be accompanied by a leader or parent. They should not gather the items but instead, have the boys write down the exact location of each.

Here is a sample:

Pruning shears	Edge trimmer
Lawn mower	Gasoline can
Oil can	File
Pliers	Hammer
Nails	Screwdriver
Air pump	Tire tube
Window cleaning solution	Old rags
Old newspapers	Aluminum cans
Tire pressure gauge	Crescent wrench
Tire changing tool	Auto jack and stand

After the locations of these tools are recorded, go over the list and see if any of the items are not stored in the proper locations. For example, are the old rags stored on top or next to the gas can in a closed cabinet? Are the pruning shears laying on the floor where young children may be able to "play" with them? Also check the tools for cleanliness and sharpness. These factors influence their serviceability.

HANDYMAN

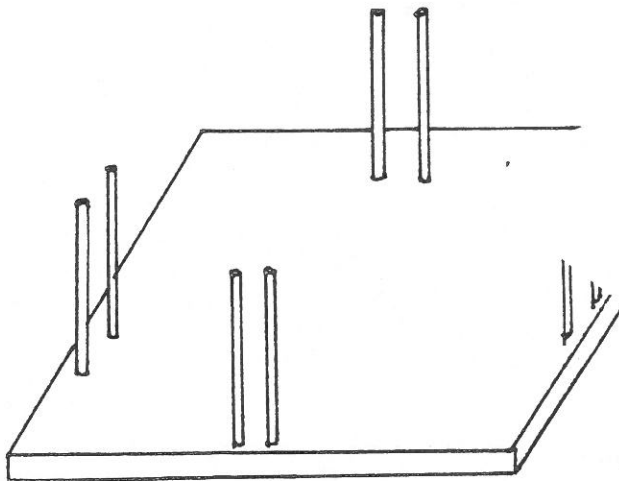
The scavenger hunt list is used again when completing the other requirements of Handyman. Once located, the tire changing tools can be used to demonstrate the tire changing procedure. The tools for changing the tube in a bicycle tire are easily located with the scavenger hunt list.

Aluminum cans and old newspapers should be located for recycling. The papers must be bundled for easy carrying and the cans should be crunched so that they are more easily stored while waiting to be recycled.

Newspaper Bundler

Needed: 16" x 18" foot square plywood
8 medium sized dowels
Several large wood screws

1. Mark eight holes in the plywood base. The holes are for screws to secure the dowels. The screws should be positioned at the edge of the board about one inch apart and one inch in from the edge. Two dowels per side.
2. The large space between the dowels is the place to stack the newspapers. the dowels should be about 5 - 6 inches tall. Before putting the papers in, cut 2 strings about three feet long. Place the strings on the board between the dowels. The middle of the strings should cross in the middle of the board.
3. Lay the papers, neatly stacked on the board. Press them down and pull up the strings around the stack. Tie the strings using a secure knot.
4. Lift a neat, secure bundle and stack until recycle day.

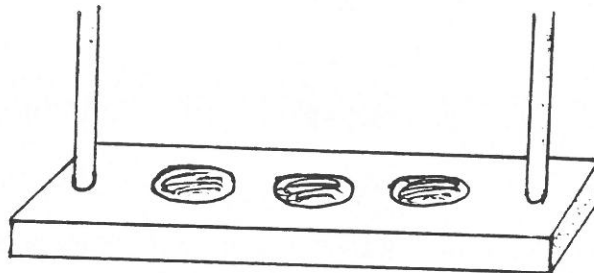


HANDYMAN

Can Crusher Extraordinaire

Needed: Two 2 x 4s - 18" long
Hole saw
Two pieces PVC - 1 inch diameter - 4 feet long

1. With hole saw, drill one hole in each end of the 2 x 4s. Cut the hole completely through on one board and only 2/3s through on the other. The latter will be the bottom board. The PVC pipes should slide through the holes in the top board, so you should sand these holes just a bit. The pipes should wedge into the bottom board.
2. With the hole saw, cut holes in the inside faces (top of bottom piece and bottom of top piece) about 2 1/2 inches across. These should not be cut all the through the boards. These will hold the cans.
3. Assemble the crusher, putting the bottom piece on the ground and the sliding the pipes into place. Put four cans into the four holes on the bottom. Slide the top piece on, hold tight to the pipes and jump on the top board to crush the cans.



HANDYMAN

Handyman's Tools

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

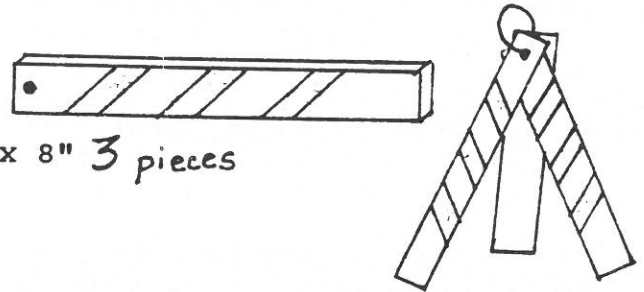
BENCH	GAUGE	NUTS	SAWS	TOOLS
BLADE	GRINDER	PLANE	SHAFT	WASHER
BOLTS	HAMMER	PLIERS	SHIM	WELD
BUFFER	HOIST	PULLEY	SPINDLE	WIRE
CALIPERS	JACK	PUTTY	SPRING	WRENCH
CHISEL	LEVEL	RASP	SQUARE	
CLAMP	MOTOR	RIVET	STAPLES	
CREEPER	NAILS	RODS	SWITCH	
ENGINE	NIPPERS	ROTOR	TACKS	

HANDYMAN

Changing a tire at night on the side of the road can be a harrowing experience. You need a reflector of some kind to warn oncoming traffic of your car on the side. The boys can make such a device in a meeting for Handyman. Make a couple if you have more than one car.

Auto Reflector

Needed: 1/4" plywood - cut 2" x 8" *3 pieces*
 Drill
 Reflectorized tape
 Coat hangers



1. Sand plywood pieces and drill a 1/4" hole in top of each. It will take three pieces of plywood for each reflector.
2. Cut the coat hanger into 6" pieces.
3. Cut tape into several 2 - 3" pieces and stick onto two of the three wood pieces in a diagonal pattern. Space the tapes evenly.
4. Stack the two reflectorized wood pieces on top of the other wood piece. The top holes should line up. Push a coat hanger piece through the hole and wrap ends of hanger to form loose loop. Tape off the ends so that they will not be exposed.
5. The reflector is formed by creating a tripod with three legs. The two reflectorized legs should face traffic at night. Place the reflector about 10 yards behind your vehicle to warn oncoming cars.

Hole Finder

If you wish to repair a bicycle tube after removing it from a tire, you must first find the hole. This is an easy task if you have the following items:

A wash tub
 A hand pump
 A flat inner tube

1. Fill the wash tub with water.
2. Fill the inner tube with air.
3. Submerge the inner tube in the water and look for the bubbles. The bubbles come from the hole in the tube.

ALAMO AREA COUNCIL

POW WOW 1992

HANDYMAN

Pliers are a wonder tool in any shop. Here are some safety rules which apply to pliers.

1. Pliers should not be used for cutting hardened wire unless specially manufactured for this purpose.

2. Never expose pliers to excessive heat. This may draw the temper and ruin the tool.

3. Always cut at right angles. Never rock from side to side or bend the wire back and forth against the cutting blades.

4. Do not bend stiff wire with light pliers like needle-nosed pliers. This could damage the tool.

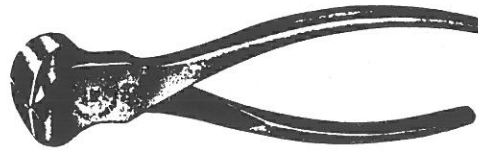
5. Never use pliers as a hammer or hammer on the handles. They might crack or break, or blades may be nicked or otherwise damaged.

6. Pliers should not be used on nuts and bolts. A wrench will do a faster job and the fastener will not be damaged as easily.

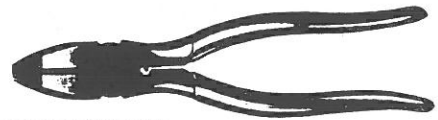
7. Oil pliers occasionally. A drop of oil at the hinge will lengthen tool life and assure easy operation.

8. Safety glasses should be worn when cutting wire, etc. to protect eyes from being struck by the end of the object being cut.

END-CUTTING PLIERS



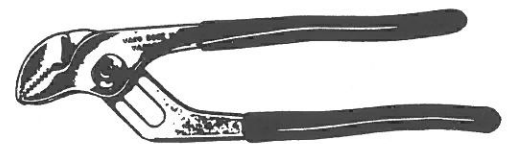
LINEMAN'S SIDE CUTTING PLIERS



DIAGONAL SIDE-CUTTING PLIERS



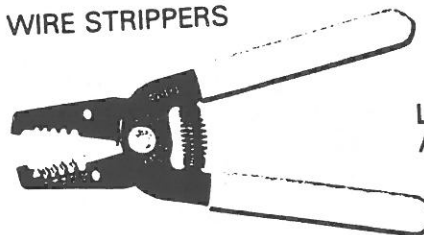
SLIP JOINT PLIERS



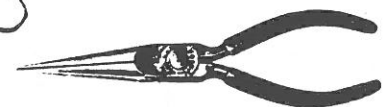
UTILITY PLIERS



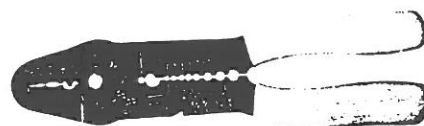
WIRE STRIPPERS

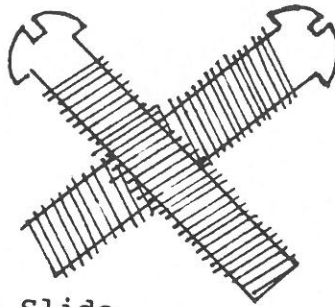


LONG NEEDLE-NOSE PLIERS AND CUTTER



COMBINATION WIRE STRIPPER, BOLT CUTTER AND CRIMPER





Order of the Crossed Bolts Slide

After completing Handyman your boys qualify for the Order of the Crossed Bolts. This is an old order from way, way, way back. In fact, this order is so seldom given that no one really knows how old it is. Anyway, you will need:

- Two 2 1/2" bolts
- One nut for the end of each bolt
- Small, single strand wire

1. Screw the nuts onto the bolts a couple of turns. Put a drop of hot glue on the end of the bolt and turn the nut back onto the glue.
2. Lay the bolts one on top of the other and form an "X."
3. Form a loop about the size of a quarter with the wire. Twist the ends together. With the remaining wire of the loop tie the bolts together. This should yield a slide with a loop in the rear and the two "Crossed Bolts" in the front.

Presentation Devices

Since Handyman involves working with and at the house, use photos of the boys homes as presentation cards. Take the pictures yourself or ask each boy to bring in one of his own. Set up a display at the Pack meeting and provide paper for people to try to guess which boys house is which. Also provide the actual Activity Badge card at the Pack meeting.



Let me begin this section with some comments on being a leader and beginning a month of Naturalist:

1. There must be *some* fun, lightness and fellowship in the teaching of nature or it becomes dry as a bug on a pin/
2. Never let a lack of knowledge keep you from opening the door of nature to someone else. We all had to begin somewhere, and most of us can remember struggling over C-A-T and D-O-G and not being too sure which was which!
3. If you lack knowledge in nature *never be ashamed of it*. Anyone who would laugh at you is not worth his salt!
4. Keep your eyes open to find ways to put nature knowledge to work for the community. It can be and is done --- but it takes imagination. You have *that*, haven't you?
5. Never lose patience when helping other people to learn. Learning flows more easily through the channels of kindness and encouragement.
6. Do every bit of nature you can out-of-doors rather than indoors.
7. As far as you can, keep nature a study of "living things as they *live*" rather than a study of dead things.
8. Be as enthusiastic about another person's first robin as though it were not your 2,499th of the season.
9. Learn along with your group, even if you can't keep one step, or a half-step ahead.
10. Go out, keep your eyes open, your ears cocked, your nose sniffing, your hands free, your mouth shut and your feet dry! Good luck!

from the "Leader's Nature Guide," by Marie E. Gaudette

NATURALIST

Oh Deer! (Oh dear!)

Needed: Two even teams

1. Divide group into two even teams and assign one to be HABITAT and the other GAME, as in animals.
 2. HABITAT and GAME must remember three body signs:
shelter - hands making point over head, like roof
water - hand held parallel to ground chest high
food - hand rubs stomach
- Both teams will use the same signs.
3. Teams form two lines facing each other about five - ten feet apart. After forming lines both teams turn and face away.
 4. The GAME team chooses a sign to show what they, as an animal, need, water, food or shelter. Each member of the HABITAT chooses a symbol that he will provide for the GAME, water, food or shelter.
 5. At signal, both teams turn to face each other and make their signs. The members of the GAME team all rush toward their HABITAT. They try to find a matching symbol in the HABITAT. If a GAME team member finds a matching sign he returns to his line with the HABITAT team member. Any of the GAME team who do not find a matching HABITAT person must stay as a member of the HABITAT.
 6. This game can continue, for a long time. Each round illustrates a life cycle. The HABITAT must be able to support all the GAME or the GAME dies and rejoins the HABITAT. Those members of the GAME species who find their needs satisfied by their habitat live on.

This game was created by the Texas Parks and Wildlife Department's Project Wild Team. Project Wild is a program sponsor by that department that teaches better interaction with nature. There is a one of these programs presented at the Witte Museum. There is some cost involved but it is a great course.

NATURALIST

Birds of a Feather

1. Birds have been found in every corner of the world except _____.
 the Sahara Desert the Antarctic interior
 tropical jungles the Himalayas
2. Biologists believe that birds developed from _____.
 reptiles fishes amphibians insects
3. Birds have something no other animal has: _____.
 wings fins webbed feet feathers
4. An Archaeopteryx is a _____.
 small dinosaur primitive architecture
 prehistoric bird form of dodo
5. Penguins cannot fly. Neither can rheas, emus, kiwis and _____.
 Whooping cranes ostriches
 wild turkeys ground-based cuckoos
6. Two birds imported from Europe during the last century are the
 English house sparrow and the _____.
 falcon curlew starling warbler
7. Information on flight paths and distribution of birds is
 scientifically gathered by _____.
 macro-photography bird-banding
 radar photoelectric counters
8. The largest penguin species in the world is called the _____.
 king emperor president polar
9. Some birds can do it all -- fly, walk, swim and dive. One of
 these is the _____.
 common loon river hawk roadrunner waterthrush
10. There are now close to _____ living species of birds.
 1,500 9,000 5,000 15,000
11. An adult ostrich may weigh _____ pounds.
 45 pounds 160 pounds 210 pounds 345 pounds
12. The smallest bird in the world is the _____.
 wood peewee bee hummingbird shrimp owl titmouse
13. Birds of prey, such as hawks and owls, divide the natural world
 into two parts, _____.
 land and water rainforest and desert
 day and night urban and rural
14. The Great Auk, the Carolina parakeet, the passenger pigeon and
 the ivory-billed woodpecker share a common problem,
 _____.
 they cannot fly they are extinct
 sensitivity to cold vanishing habitat

Answers: (1) the Antarctic interior (2) reptiles (3) feathers (4) prehistoric bird (5) ostriches (6) starling (7) bird banding (8) emperor (9) common loon (10) 9,000 (11) 345 pounds (12) bee hummingbird (13) day and night (14) they are extinct.

NATURALIST

Animal Families

In the left hand column below, there is a list of animals. Fill the center column of blanks with the name for the young of the species, and the right hand column with the term used for an assemblage of these animals.

Animal	Young	Assemblage
Whale	_____	_____
Bear	_____	_____
Sheep	_____	_____
Deer	_____	_____
Lion	_____	_____
Wolf	_____	_____
Cod	_____	_____
Elephant	_____	_____
Goose	_____	_____
Goat	_____	_____

Answers: Calf, herd; Cub, Sloth; Lamb, flock; Fawn, herd; Cub, pride; Cub, pack; Codling, school; Calf, herd; Gosling, gaggle or flock; Kid, flock.

Do You Believe?

1. Birds do not have teeth. True
2. The ostrich is capable of flying, but rarely does. False
3. Bats fly by radar. True
4. The piranha is a huge, deadly fish. False; piranha is small.
5. Some animals never drink water. True
6. The dinosaur is the largest animal ever to grace the face of the earth. False; whales are largest.
7. Flying squirrels cannot fly. True

NATURALIST

Where Things Grow

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

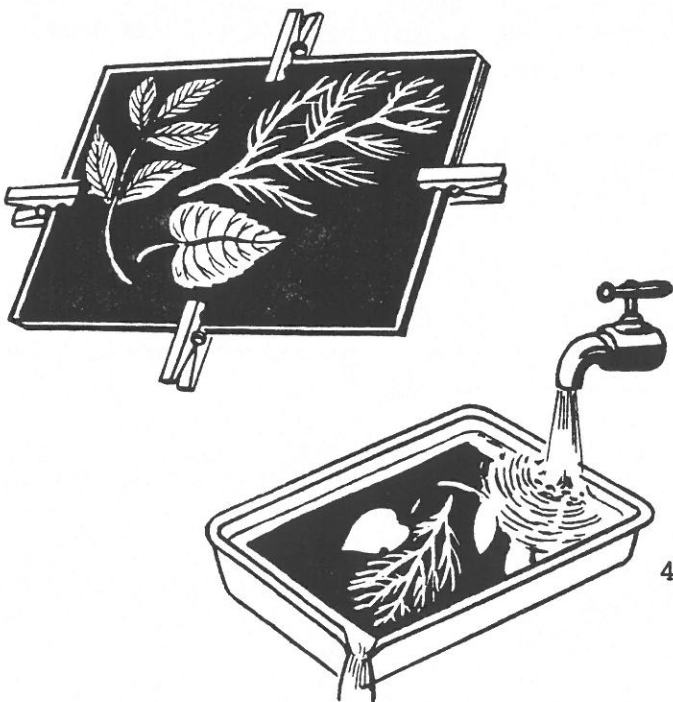
AQUARIUM	FOREST	MEDIUM	SCALP	YARD
ARBORETUM	GARDEN	MOLD	SOIL	ZOO
BARN	GREENHOUSE	NEST	SWAMP	
CAGE	HATCHERY	NURSERY	fish TANK	
CHIN	HIVE	ORCHARD	TERRARIUM	
lab CULTURE	HOTHOUSE	PARK	TEST tube	
DIRT	INCUBATOR	POND	TRUCK farm	
EARTH	JUNGLE	ROCK garden	WILDERNESS	
FARM	LABORATORY	ROSE garden	WOOD	

NATURALIST

Photograph a leaf without a camera.

Needed: A shallow pan
Clip clothespins
A piece of clear glass
Leaf samples
A piece of heavy cardboard - same size as glass
Architect's blueprint paper

1. Arrange leaves on glass. Use several different kinds and shapes of leaves and grasses to make your picture more interesting.
2. Place blueprint paper the same size as the glass over the leaves with the blue side toward the leaves. In using blueprint paper, the blue side must never be exposed to light until ready to make the photograph.
3. Lay a piece of heavy cardboard over the backside of the blueprint paper.
4. Clip the glass-leaves-blueprint paper-heavy cardboard together with the clothespins.
5. Expose the blueprint paper to bright sunlight for 1 minute. The blueprint paper will fade white.
6. Place the blueprint paper in a shallow pan and rinse with running water. The white background will turn blue and the leaves, white.
7. When dry, mount the picture in a scrapbook or in a picture frame.



NATURALIST

How to Make a Small Greenhouse

A terrarium is a little garden sealed in a glass container. Rich soil and moisture inside the jar make the garden grow quickly. In planting the garden, use wild ferns, violets, moss, small cuttings of evergreen, ivy or any house plant that will grow in water.

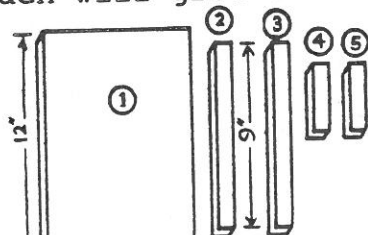
- Needed:
- A clear, wide mouthed glass gallon jar and lid
 - Sand or bird gravel
 - A piece of burned wood or some charcoal
 - About two cups of rich garden dirt
 - Wood for base: Plywood 12 x 8 inches
 - Strips of wood 1/2 inch thick and 1 inch wide
 - Thin brads or nails, hammer and saw
 - Paint or stain
 - A variety of plants to place inside the jar

Build the base first:

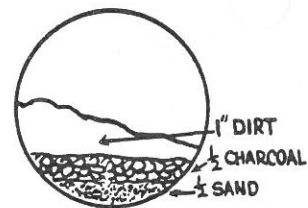
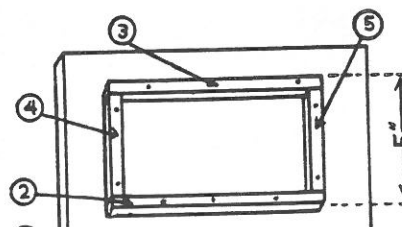
Five pieces of wood are used to make the base, pictured here. Sand the inside edges of the frame to make the jar fit snugly within it.

Now plant your garden inside the jar.

1. Place the jar, thoroughly clean, 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 that 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 sunlight every 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.



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OUTDOORSMAN

Come on out! Out for a picnic, out for a hike, out to go camping in the woods, out to cook a hamburger or out to be lazy under the sun and blue sky! COME ON -- let's go out somewhere!

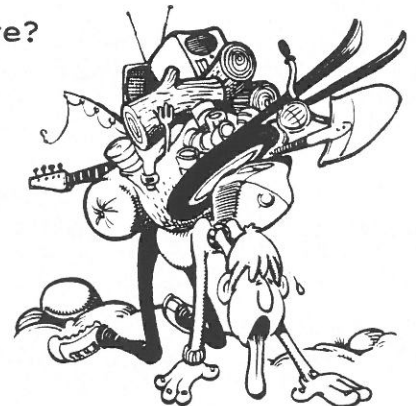
Did you ever bake a potato in the coals of an outdoor fire, eating it while it was so hot you could hardly hold it? Did you ever spend the night in a pup tent, waking up sometimes in the early morning to wonder at the brightness of the stars? Did you ever put a pack on your back, hike up a hill and down to reach the end of the trail feeling tired but oh! so good? Did you ever sit around a campfire, singing or swapping yarns, while the fire crackled? If you have, it is a sure thing that you felt it was great; if you have never done any such thing, it is just as sure that you've sometimes wish you could.

Now's your chance! Working with your Webelos Scouts on the Outdoorsman Activity Badge give you and them a real opportunity to hit the great outdoors. Here you will find some ideas to help you on your way. Have a great time!

Planning

One of the most important lessons to impart to your boys during this Activity Badge work is, **PLANNING**. They should all have a good idea of how to plan a hike, an overnight and a complete weekend out, by the time they leave the Webelos program. If we, as leaders, can show them how to plan, we will have given them a tool to use throughout all their Scouting years.

1. WHERE WE'LL GO - Destination
 How long will it take to get there?
 How do we go? (hike, car, bus)
 Time to leave/ Time to return
 Cost, if any
2. WHAT WE'LL DO - On the way
 At the site
 On the way home
3. WHAT SHOULD WE LEARN BEFOREHAND?
4. WHAT TO TAKE - FOOD EQUIPMENT
 WHO WILL BRING? MENU PLANNED
5. WHO WILL DO WHAT?
 Wood gathers
 Fire builders and cooks
 Clean-ups
 etc.
6. CHECK LIST FOR EACH PERSON
 carfare?
 food?
 equipment?
 compass?



OUTDOORSMAN

Outdoor Fire Safety Rules

1. Almost every campsite of picnic area has its rules. Learn them and obey them.
2. Always use a previous fire area if available, or a pit constructed for fires. Clear a circle 4 to 6 feet across of everything that will burn. Be prepared to put large rocks and logs back in place.
3. Set up your stove or fire lay in the center of the area. A spark will have less chance of starting a new fire.
4. Don't build your fire against a tree or between the roots of a tree.
5. Keep your fire away from dead logs or stumps of trees.
6. Avoid firewood that spits sparks.
7. Get in the habit of breaking your burnt match before you throw it away. If you can touch the burnt, black end, then it will not spark a fire.
8. Never leave your fire unwatched.
9. Keep a bucket of water or sand handy for emergency use.
10. When you are through with your fire, put it out completely. Spread the coals and ashes and sprinkle with water. Stir and sprinkle till the fire is out for SURE.

A Rhyme of Firewood

Oak and ash and birch and beech,
 Larch and spruce and pine,
 All will make a fire good,
 All will brightly shine.

Ash and oak are hard and slow,
 Birch and beech are gay,
 Larch, spruce, pine will start your flame,
 In the woodsman's way.

Elder, elm and poplar boughs,
 Smoky fu-el seem
 Willow wood is never used
 By a camper keen.

Oak or ash or birch or beech,
 Larch or spruce or pine,
 Take your pick, but ash is best
 Green or dry, 'tis fine.



ALAMO AREA COUNCIL

POW WOW 1992

OUTDOORSMAN

In The Wild

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



ANGLING	CALLS	GEESE	OUTDOORS	TRAIL
ARCHERY	CLIFF	GOAT	PHEASANT	TREE
ARROW	DECOY	HUNTING	PIKE	TROUT
AUTUMN	DEER	INDIAN	POND	WEST
BASS	DOVES	LAKE	RIVER	WILDLIFE
BEAR	ELK	LEAVES	SADDLE	WOOD DUCK
BLIND	FARMS	MOUNTAINS	SPRING	
BOW	FLOWERS	NATURE LOVERS	STUMP	
BROOK	GAMES	NORTH WINDS	SUMMER	

OUTDOORSMAN

Barometer

Needed: Dowels - various lengths and sizes
 Scrap pine pieces - head and base
 Soda can - real metal is ok
 Plain white cloth
 Scrap of light rope
 Large white label
 Black permanent marker

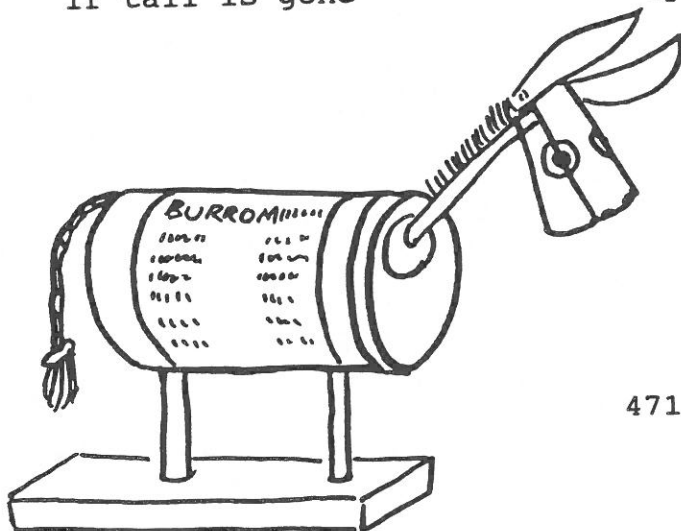
1. Make burro head from a piece of 1" x 2" pine. Drill a hole and insert a dowel for the neck.
2. Use soda can for the body. Punch two holes on the bottom of the can for the dowel legs, one in the front end of the can for the neck dowel and one in the tail end of the can for the tail.
3. Cut out wooden base and drill holes for the legs. Make burro's mane from a piece of plain white cloth. Tie knot into ends of rope and insert one end into the tail end of can. Glue neck dowel and leg dowels into proper holes.
4. On the label write the following information and the following legend with the waterproof, permanent marker. Stick label onto the side of the burro. Carry the burrometer with you on your overnights to help gauge the weather.

Burrometer Legend

Condition of Tail

Weather

If tail is dry	Fair
If tail is wet	Rain
If tail is swinging	Windy
If tail is wet and swinging	Stormy
If tail is frozen	Cold
If tail is gone	Cyclone/Hurricane

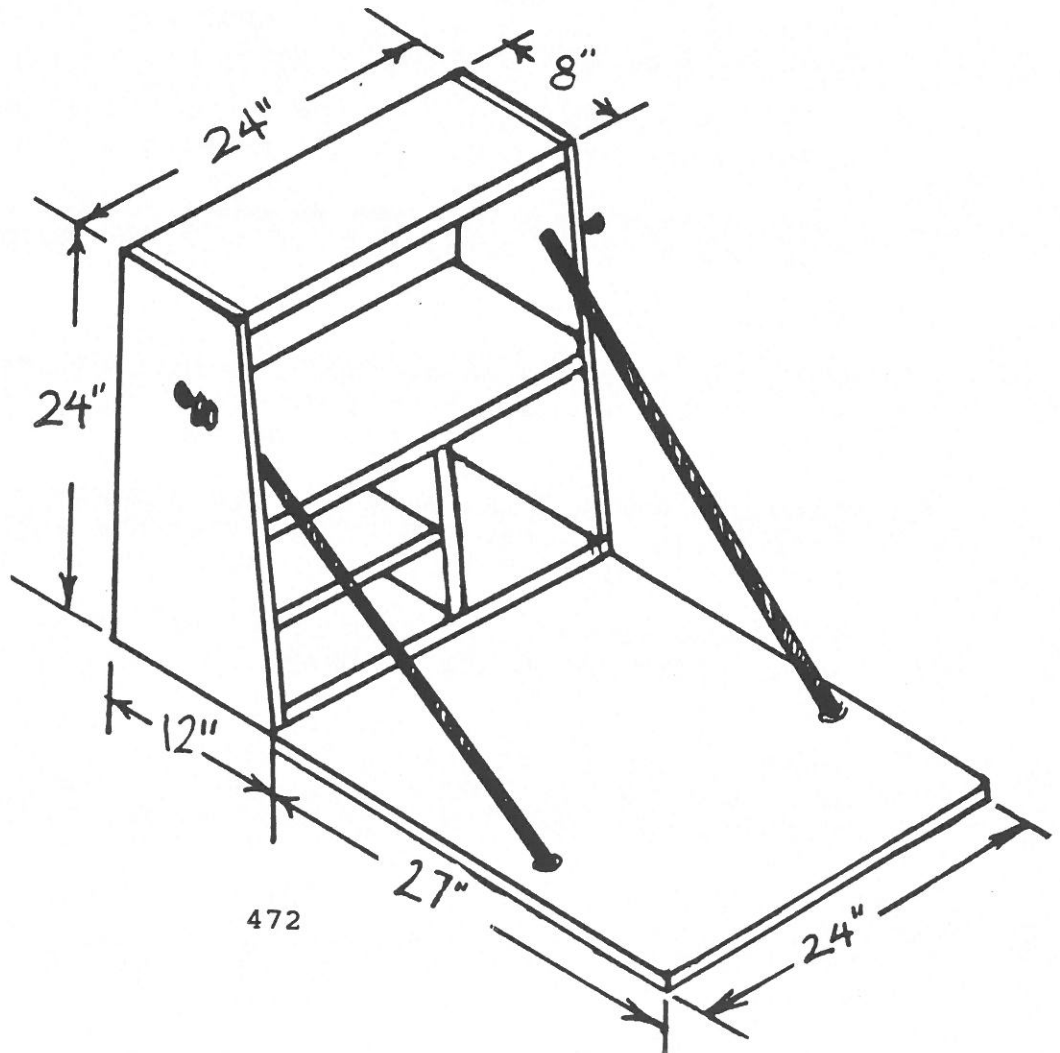


OUTDOORSMAN

Every true Webelos camping outfit needs a box to carry their stuff in. When you and your boys prepare for a outdoor overnight or weekend adventure consider building this great Webelos den sized Chuck Box.

Needed: A sheet of 1/2" plywood
Screws
Hinges - 2
Rope pieces to support lid

1. Cut pieces to dimensions shown. Sand all edges to remove burrs.
2. Assemble during den meeting. Use screws for all wood joints if possible.
3. Change shelf arrangement if desired.
4. Set the box on the end of a picnic table. Leave the door/table half on and half off the table for added support.



OUTDOORSMAN

Finding Directions....

With your watch #1

1. Hold watch level in the sun. Watch must be analog (have hands).
2. Hold twig or blade of grass over the center point of the watch, so a shadow falls on the face.
3. Slowly turn the watch until the shadow lies over the HOUR HAND. North is the point halfway between the hour hand, as it then points, and the twelve on the face of the watch (going around the watch the shortest way --- one way in the morning, the other way in the evening).

With you watch #2

1. Hold your watch flat. Watch must be analog.
2. Place a short twig upright against the edge of the watch at the point of the hour hand. Turn the watch until the shadow of the twig falls directly along the hour hand -- that is, until the hour hand points toward the sun.
3. A line from the center of the watch, dividing in half the angle between the hour hand and the numeral twelve, will point south.
4. Note: this method requires standard time. If your watch is on daylight savings time, turn it back one hour.

By the stars

1. With the stars to guide them, ancient sailors crossed the seas, and travelers made their way through distant lands. Using the stars to find directions is the oldest method known.
2. Find the North Star using the two end stars of the Big Dipper. Because it is located directly over the earth's North Pole, the North Star appears to be stationary in the sky.
3. For night travel, you need only look to it from time to time and adjust your route accordingly.
4. For a more lasting record, push a 2-foot-long stick in to the ground. Hold a shorter stick in such a way that when you sight over the tips of both sticks, you see the North Star. A line scratched between the sticks is a true north-south line.

OUTDOORSMAN

The Frayed Knot Slide

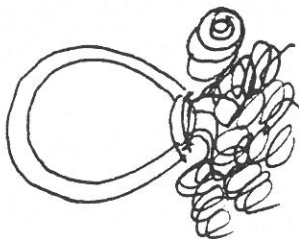
The Frayed Knot slide is made to immortalize a great story.

There was a hungry piece of rope. He wandered into a small cafe and sat down at a corner table. The head waiter came to the table and said, "Hey! Aren't you a piece of rope? We don't serve rope here!" He quickly escorted our friend out of the door and onto the curb. Not to be put off, our hero unraveled an inch or so and strolled back into the same cafe. Again the head waiter came over. "Aren't you that same piece of rope I just threw out of here?" he asked. "Oh no!," said our friend. "I'm a Frayed Knot!" (afraid not!)

Anyway, your Scouts can make their own commemorative frayed knots to use a neckerchief slides. All you need is:

Several feet of multi-colored, single strand wire.

1. Gather the wire. Check with the phone company or an electronics repair shop.
2. Put four or five colors together in a tight band. Make a loop and twist the ends. The loop should be about an inch wide. Twist the ends tightly, as this will hold the loop tight.
3. With the remaining ends, make a jumble of colors. Try wrapping the wires around pencils and then pulling out the pencils. Try anything. Just make a large mess about the size of a golf ball.
4. Remember to instruct the boys on the story of the Frayed Knot so that when someone asks about their slide they will be prepared to tell the story.





READYMAN

Through his work on the Readyman Activity Badge, your Webelos Scout will be better prepared to handle emergency situations. He will also be better prepared to check for safety concerns which could help prevent those same emergency situations. Working with you the leader, the boy will see how to treat hurry cases, how to treat for shock, and how to treat a choking victim. Many of the lessons learned here will be taken forward into his future.

Contact a Scout Troop to assist with this Activity Badge. They can lead first aid discussions and show techniques. Make sure you talk to the Scoutmaster about getting qualified Scouts to teach the topics.

Bike and swim safety are also covered while working on this badge. Below are bike safety rules. Boys should remember that as cyclists they are drivers and should follow these bike safety rules:

Obey all traffic laws, signs and signals.

Ride single file, close to the right-hand curb. Ride with traffic, not against.

Ride in a straight line -- don't stunt, race or weave in and out of traffic.

Look, then signal before turning or stopping. Use arm signals.

Don't carry passengers.

Give pedestrians and motor vehicles the right of way.

Slow down and look carefully before crossing intersections.

Walk bike across railroad crossings and busy intersections.

Don't hitch onto cars and trucks.

Don't shoot out of blind driveways and alleys.

Be alert for other vehicles, like cars pulling out from curbs and driveways.

Don't try to squeeze in between cars and trucks.

Keep bike in good mechanical condition.

Be sure your bike has good brakes and a horn or warning bell.

BE A COURTEOUS CYCLIST. Respect the rights of other cyclists, drivers and pedestrians.

READYMAN

Have your Scouts create a Home Safety Checklist. It should encompass the following areas:

Nonskid Surfaces - Carpeting, stair treads, bathroom mats, floor spills.

Walking Lanes - Furniture placement, clutter, stairways.

Storage Areas - Cleaning supplies, tools, toys, guns, poisons (labelled).

Lighting - Entrances, stairways, switch placement.

Electrical Equipment - Plug conditions, grounded plugs, fuse boxes.

Tools - Good condition, sharp, storage.

Safe Play Area - Area clean, old appliance safety, safe toys.

General Area - Ladder safety observed, window repair, flammables.

After creating their checklist, the Scouts should conduct some safety checks of their homes. Record the results and plan for making changes where necessary.



READYMAN

FIRST AID

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

ANTACID	CAPSULE	HEAT PAD	MASSAGE	RESUSCITATE	SPONGE
ANTISEPTIC	COTTON	HERBS	OINTMENT	SALVE	SPRAY
ASPIRIN	CREAM	ICE BAG	PATCH	SLING	SYRUP
BANDAGE	DROPS	IODINE	PEROXIDE	SOAP	TAPE
BORAX	GAUZE	LINIMENT	POTION	SODA	TWEEZERS
CANE	HANKY	LOTION	POULTICE	SPLINT	VACCINE

READYMAN

Emergency rescue would pertain to movement of injured persons from a location of more immediate danger. Most victims SHOULD NOT be moved. However, in certain cases, like those listed below, a victim must be moved or risk further injury. Discuss the techniques presented below with your Scouts. Stress that each requires teamwork and should not be attempted alone and should only be done when absolutely necessary.

Indications for Immediate Rescue

Fire, danger of fire or explosion
Danger of asphyxia due to lack of oxygen or due to gas
Serious traffic hazards
Risk of drowning
Exposure to cold, intense heat, or intense weather conditions
Possibility of injury due to collapsing walls or buildings

Objectives - When it is necessary to remove a person from a life-threatening situation, the objectives for the first-aider are:

To ensure an open airway
To control severe bleeding
To check for injuries
To immobilize injured parts before moving
To arrange for transportation
To avoid subjecting the victim to any unnecessary disturbance

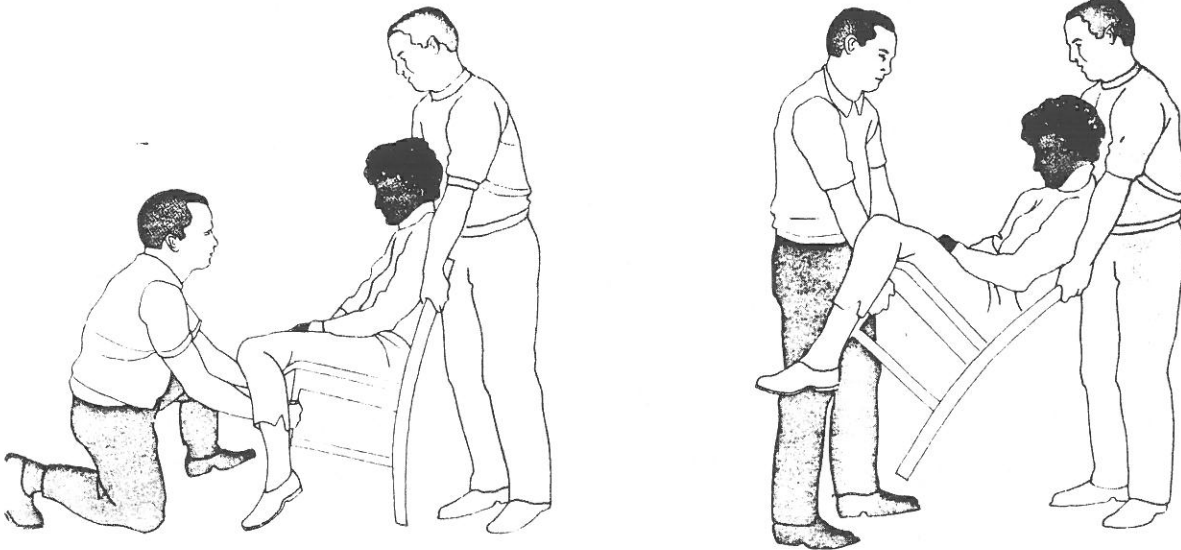
Practice these procedures and instruct the boys in proper lifting and carrying techniques.

Chair Carry
Fore and Aft Carry
Two-handed/Four-handed Seats
Blanket Stretcher

READYMAN

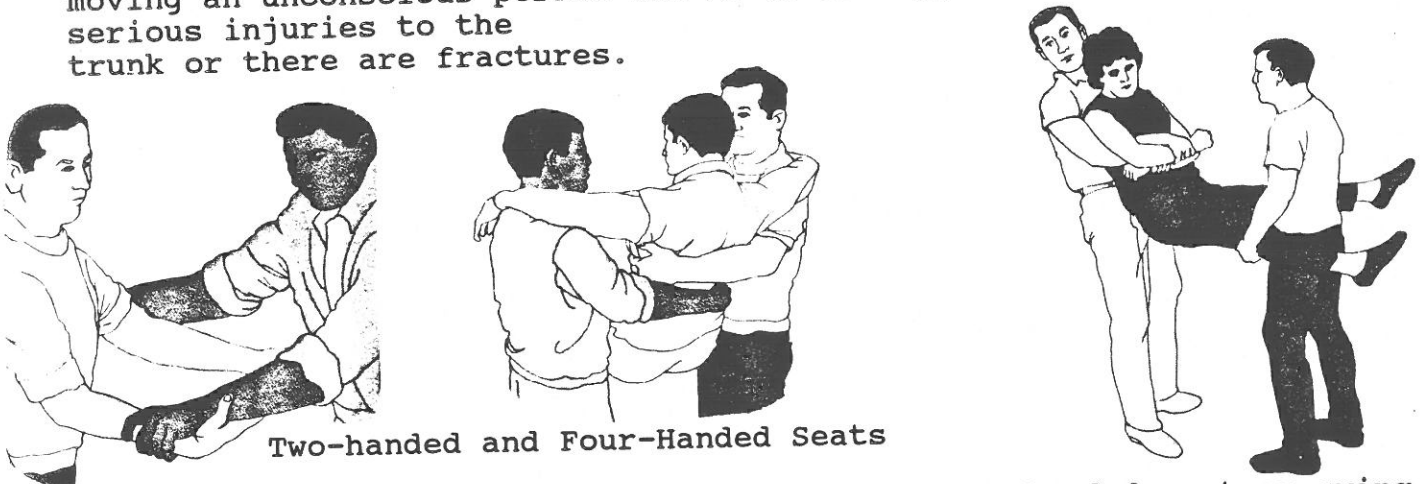
Chair Carry

If a second person is available to assist, but no litter or blanket is available, a convenient technique for carrying a person is to seat him in a strong chair. This method is also helpful in going up and down stairs and down narrow hallways.



Fore and Aft Carry

The Fore and Aft carry is a two-man technique. It may be used in moving an unconscious person but it is not applicable when there are serious injuries to the trunk or there are fractures.



Two-handed and Four-Handed Seats

Another two-man rescue technique is the two-handed seat or swing. If the victim has no serious injuries and able to cooperate with his rescuers, he may be placed on a two-handed seat, with his arms about the necks of the helpers and his back supported by their free hands.

READYMAN

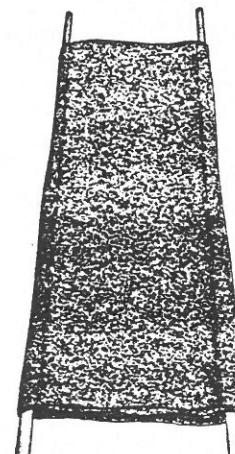
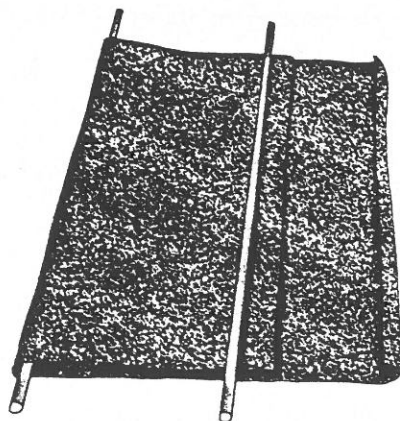
The four-hand seat may also be used in these circumstances. With this method more support is given to the seating and less support is given to the back of the victim. This is better for a heavier victim.

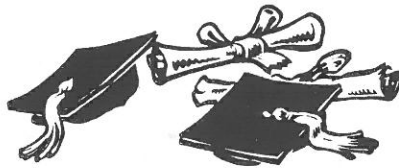


Blanket Stretcher

Needed: Two sturdy staves
One large blanket

1. Spread blanket flat on ground. Place on stave across blanket about two-thirds across.
2. Fold the smaller portion over this stave. Place the remaining stave across the blanket about 4 inches inside the edge just folded over.
3. Fold over the remaining third of the blanket. Ensure the staves extend past the ends of the blanket as these are the carrying handles.
4. Have your boys practice creating this easy stretcher and practice transporting a "victim." Have each den construct a stretcher and carry a victim to safety. Place a small, open container of water on the victims stomach. The idea is to move the victim but to do it gently enough to keep water in the container!





SCHOLAR

The Scholar Activity Badge should get your boys to thinking. Thinking about the three R's. That is Reading, wRiting, and aRithmetic and how they are presented each year to millions of youngsters just like them. A principal visit or a visit to a school office will surely help with this activity, but here are some other mental tricks and puzzles to keep this month lively.

Word Chains

Start with a word or picture. Add another word to form a compound word with a new meaning. To the second part of the compound word, add a third word. How long can you go? Here are a couple of examples:

- | | | | | | | |
|-------|---------|--------|-------|-------|------|--------|
| TRAIN | TRACK | DOWN | HILL | SIDE | STEP | LADDER |
| HOUSE | KEY | CHAIN | SAW | HORSE | | |
| FLY | PAPER | WEIGHT | BENCH | | | |
| JUNK | MAIL | BOX | TOP | HAT | | |
| PIN | CUSHION | COVER | STORY | BOOK | | |

Box Words

Fill in the empty blanks with a word beginning with the letter on the left an fitting the category on the top row. Try changing the word on the left or the categories.

	Names in the Bible	Plants & Trees	Places in town	Texas Cities	World Countries
S					
C					
O					
U					
T					

SCHOLAR

Tricky Questions

Each puzzle on this page has a funny "catch" to it. Think hard and try to guess the joke before you peek at the answers on the next page.

Higg's Pigs

Farmer Higg owns three pink pigs, four brown pigs and one black pig. How many of Higg's pigs can say that it is the same color as another pig on Higg's farm?

Pennies for Sale

Why are 1966 pennies worth almost twenty dollars?

Pop and Grandpop

Tom says his grandfather is only six years older than his father. Is that possible?

Through the Pipe

Jim and Tom find a long piece of pipe in a vacant lot. It's big enough so that each boy can just manage to squeeze into it and crawl from one end to the other. If Jim and Tom go into the pipe from opposite ends, is it possible for each boy to crawl to the entire length of the pipe and come out the other end?

The Tramp and the Train

A tramp was walking down a railroad track when he saw a fast express train speeding toward him. Of course, he jumped off the track. But before he jumped, he ran ten feet toward the train! Why?

Heap Tough Problem

A big fat Indian and a small thin Indian were sitting outside a tipi, each smoking a pipe. The little Indian was the son of the big Indian, but the big Indian was not the little Indian's father. How can this be?

SCHOLAR

Answers to Tricky Questions

Higg's Pigs

None. Pigs can't talk.

Pennies for Sale

One thousand, nine hundred and sixty-six pennies are worth \$19.66, which is almost twenty dollars.

Pop and Grandpop

Yes. Strange as it may seem, Tom's father is forty and his grandfather, on his *mother's* side is forty-six. The grandfather was twenty when Tom's mother was born and she was sixteen when Tom was born. Tom is now 10 years old. ($20 + 16 + 10 = 46$)

Through the Pipe

It's easy. First Jim crawls through the pipe in one direction. After he comes out, Tom crawls through in the other direction.

The Tramp and the Train

The tramp had been walking along the train tracks on a high, narrow bridge with no space on the sides where he could stand. When he saw the train speeding toward him, he was closer to the end of the bridge ahead of him than to the end behind him, so he ran toward the approaching train to get off the bridge as quickly as possible.

Heap Tough Problem

The big Indian is the little Indian's *mother!*

You are a Boy Scout on a hike with your troop. After walking through a small town on your way to Mudville, you reach a spot where two roads cross. A signpost has been knocked over and is lying on its side. None of you knows which road leads to Mudville. Then you remember something that will solve your problem. What do you remember?

SCHOLAR

Sneaky Arithmetic

1. A harmonica cost a dollar more than a pencil. Together they cost \$1.10. How much did each cost.
2. A ribbon is 30 inches long. If you cut it with a pair of scissors into one-inch pieces, how many snips would it take?
3. Farmer Brown came to town with some watermelons. He sold half of them plus half a melon, and found that he had one melon left. How many melons did he take to town?
4. If you took 3 apples from a basket that contains 13 apples, how many apples would you have?
5. Nine thousand, nine hundred and nine dollars is written like this: \$9,909. How fast can you write the figures for this sum of money: twelve thousand, twelve hundred and twelve dollars?

Sneaky Arithmetic Answers:

1. The harmonica cost \$1.05, the pencil cost 5¢.
2. Twenty-nine snips.
3. Farmer Brown originally had 3 watermelons. He sold half of them ($1\frac{1}{2}$) plus half a melon, which is the same as saying that he sold 2 melons, leaving him with one whole melon as stated.
4. If you took 3 apples, you would have 3 apples.
5. \$13,212. ($12,000 + 1,200 + 12 = 13,212.$)

ALAMO AREA COUNCIL

POW WOW 1992

SCHOLAR

HALLS OF IVY

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



BOOKS	DEAN	GRADE	NOTES	SCHOOL	TEST
CAMPUS	DEGREE	HALL	PROFESSOR	SEMINAR	TUITION
CLASS	DESK	LAB	QUAD	STADIUM	UNIVERSITY
COLLEGE	DORM	LECTURE	READ	STUDENT	
COURSE	ENROLL	LIBRARY	RIVAL	STUDY	
CREDIT	FACULTY	MAJOR	ROOMMATE	TEAM	
CURRICULUM	FIELD	MINOR	SCHEDULE	TERM	

SCHOLAR

FAMILY QUIZ

1. Snoopy after earning Boy Scouting's highest award.
2. A scalding cooking vessel.
3. Cubmaster Benjamin's groups of eight Cub Scouts.
4. An Explorer leader's cap bill.
5. Boxing matches featuring the members of a troop.
6. A crooked canvas shelter.
7. A Varsity Scout leader's pet insects.
8. A picture made by Cub Scouts passing a crayon on paper over a headstone engraving.
9. Sneezing shallow draft water craft.
10. Swimming partner with bleeding cut.
11. One of five Scouts with stone material for fire by friction.
12. A camper's wood chopper made of paraffin.
13. Earth-boring animal befriended by a group of eight Boy Scouts.
14. A militant effort to teach emergency medical treatment.
15. Hiker's foot gear stuffed with an orange, apple and banana.

ANSWERS: (1) Eagle beagle (2) hot pot (3) Ben's dens (4) Advisor's visor (5) Scouts' bouts (6) bent tent (7) Coach's roaches (8) Cubbing rubbing (9) ah-choo canoe (10) bloody buddy (11) flint quint (12) wax ax (13) patrol mole (14) first aid crusade (15) fruit boot

SCIENTIST



DOUBLEDAY



LAVOISIER

While working on the Scientist Activity Badge, each Webelos Scout gains a greater knowledge of the Science of Physics. He learns that scientific theories can be proven or disproved through experimentation. There is much literature in the library on science and experimentation for young people. A favorite source is the "Mr. Wizard Supermarket Science" series. When selecting an experiment to show a theory, be careful to use exactly the type and quantity of ingredients specified and be sure to PRACTICE the experiment before the meeting.

Scientists are often the first to discover and document new occurrences in the world around them. Here is a list of discoveries and theories and the person responsible:

	Discoverer	Country	Date
Atomic Theory	Dalton	England	1803
Bacteria	Leeuwenhoek	Netherlands	1683
Baseball, game of	Doubleday	U.S.	1839
Basketball, game of	Naismith	U.S.	1891
Combustion, principle	Lavoisier	England	1777
Communism, theory of	Marx	England	1848
DDT	Zeidler	Germany	1874
Elements, table of	Mendeleyev	Russia	1869
Evolution, theory of	Darwin	England	1859
Gravity, law of	Newton	England	1687
Heart transplant	Barnard	South Africa	1967
Heredity, law of	Mendel	Austria	1865
Hydrogen	Cavendish	England	1776
Insulin	Banting, Best and MacLeod	Canada	1922
Intelligence tests	Binet and Simon	France	1905
Laser	Townes and Schawlow	U.S.	1958
Measles vaccine	Enders and Peebles	U.S.	1954
Nuclear reaction, controlled	Fermi	Italy	1942
Oxygen	Priestly	England	1774
Penicillin	Fleming	England	1929
Plastics	Baekeland	Belgium/U.S.	1907
Polio vaccine	Salk	U.S.	1953
Radioactivity	Becquerel	France	1896
Relativity, theory of	Einstein	Germany	1905
Smallpox vaccine	Jenner	England	1796
Transistor	Shockley, Brattain and Bardeen	U.S.	1956
Uranium	Klapoth	Germany	1789
X-ray	Roentgen	Germany	1895



DARWIN

ALAMO AREA COUNCIL

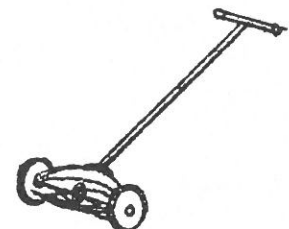
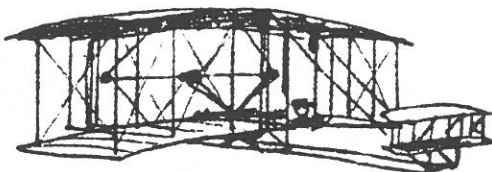
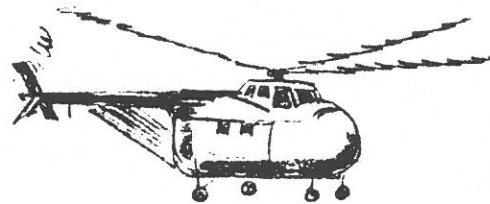
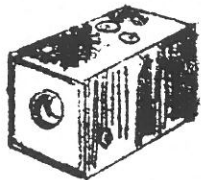


POW WOW 1992

SCIENTIST

Famous U.S. Inventions

Airplane	Wright Brothers	1903
Camera, Kodak	Eastman	1888
Cash register	Ritty	1879
Cotton gin	Whitney	1793
Dental plate, rubber	Goodyear	1855
Elevator, passenger	Otis	1857
Evaporated milk	Borden	1856
Fountain pen	Waterman	1884
Garbage disposal	Merrill	1935
Harvester-thresher	Matteson	1888
Helicopter	Sikorski	1939
Lawnmower	Hills	1868
Lightning rod	Franklin	1752
Machine gun	Gatling	1861
Movies, silent	Edison	1893
Movies, sound	Edison	1913
Nylon	Du Pont Lab	1937
Phonograph	Edison	1877
Pistol, revolver	Colt	1835
Radar	Taylor and Young	1922
Railroad sleeping car	Pullman	1858
Reaper	McCormick	1834
Refrigerator	Goss	1913
Rocket engine (liquid fuel)	Goddard	1926
Rubber, vulcanized	Goodyear	1839
Sewing machine	Howe	1846
Steamboat	Fulton	1807
Submarine	Bushnell	1776
Telegraph	Morse	1837
Telephone	Bell	1876
Television	Zworykin	1934
Toaster	Strite	1918
Vacuum cleaner	McGaffey	1869



SCIENTIST

Paper Plate Puzzle

If you cut a one-quarter slice out of a paper plate, set the plate on a table, and roll a marble around the plate's rim, in which direction will the marble go when it gets to the cut edge? Will it continue to curve inward, go straight ahead or curve outward?

The action of the marble follows Newton's first law of motion: a body in motion will continue in a straight line unless a force is applied to it to move it out of the straight line. When you give the marble a push, it would roll in a straight line, but the curved edge of the paper plate supplies the force to push it into a circular path. As soon as the push is removed, the marble rolls in a straight line.

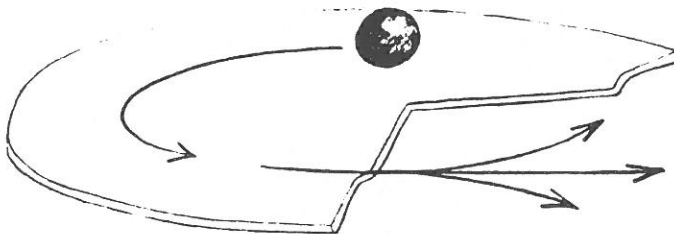
Broom Trick

The springiness of the bristles of a broom is what makes sweeping the floor possible. The springiness is also the secret of how to accomplish what looks like an impossible challenge.

Set up a glass, pie plate, plastic sponge and ball as shown. The challenge is to get the ball into the glass using only the broom to touch any of the items.

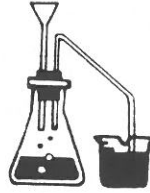
You can do it with a flair by putting your foot on the bristles of the broom, pulling back on the handle and letting go. The handle hits the edge of the pie plate that's beyond the edge of the table. As it is sent flying, the rim of the pie plate knocks the sponge out of the way, and the ball falls neatly into the glass.

The ball and glass remain where they are instead of moving with pie plate because of inertia, the tendency of a mass to stay at rest unless force is applied to it. The force you apply to the broom is transferred to the pie plate and the sponge but not to the glass or ball. The ball is at rest above the glass because it is supported against the force of gravity by the pie plate and the sponge. When they are removed, the ball is pulled downward into the glass.



ALAMO AREA COUNCIL
SCIENTIST

POW WOW 1992



LAB LINGUISTICS

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

ACID	CAGES	GERMS	MOLD	SLIDES	TABLE
APRON	CHIMP	GLASS	MOUSE	SOLUTION	TESTS
BALANCE	CULTURE	GRAMS	NEEDLE	SPECIMEN	THEORY
BASE	CUP	GUINEA pigs	PROF	SPOON	test TUBE
BEAKER	FILTER	JARS	RAT	SPORE	
BLOOD	FROG	LITMUS paper		SCALE	STUDENT
BUNSEN burner	FUNNEL	MICROSCOPE	SCIENTIST	SYRINGE	

SCIENTIST

FAMOUS SCIENTISTS

At the bottom of the page there are ten statements made by famous scientists. Pick out the scientist you think made each statement from the list at the top of the page and fill in the blank opposite the statement he made.

Louis Pasteur	Charles Darwin	Copernicus
Thomas Edison	Jonas Salk	Benjamin Franklin
Archimedes	Euclid	Eli Whitney
Albert Einstein	Galileo	Madame Curie
Elias Howe	Max Planck	Pythagoras
Gregor Mendel	Cyrus McCormick	Isaac Newton
George Washington Carver		James Watt

1. I was the first man to formulate the law of gravity. _____
2. My work forms the basis of most geometry, a branch of which bears by name. _____
3. My invention of the cotton gin revolutionized much of American agriculture. _____
4. My formulation of the theory of relativity helped scientists harness atomic energy. _____
5. My work in medicine and biology included the discovery of the anti-rabies vaccine. _____
6. "Evolution" and "natural selection" are the terms most often linked with my name. _____
7. The long list of my inventions include the phonograph and the dictation machine. _____
8. I discovered the laws governing heredity. _____
9. I invented the steam engine. _____
10. I was one of a pair of scientists who discovered radium. _____

ANSWERS: (1) Isaac Newton (2) Euclid (3) Eli Whitney (4) Albert Einstein (5) Louis Pasteur (6) Charles Darwin (7) Thomas Edison (8) Gregor Mendel (9) James Watt (10) Madame Curie

SCIENTIST

INVENTORS & INVENTIONS

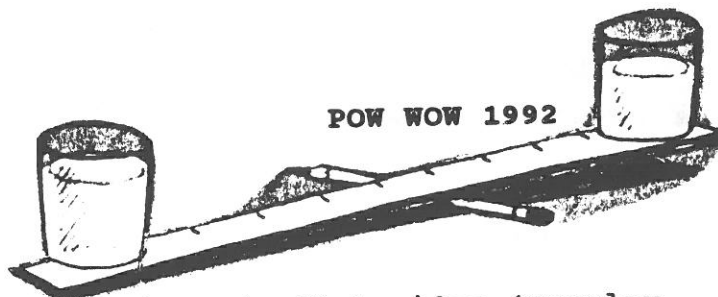
1. According to the old saying, _____ is the mother of invention.
war hard times necessity science
2. Prehistoric inventions, developed long before written records, include the bow and arrow, spears, dugout canoe and _____.
suits of armor fishhooks cross bows the compass
3. The _____ is generally considered the invention most important to the development of agriculture.
plow scythe thresher pitchfork
4. Roman Empire inventors developed concrete, heated their homes with hot water in pipes, and invented _____.
mirrors door knobs screwtop jars safety pins
5. The Nobel Peace Prize is named for Alfred Nobel, who gained fame and fortune from his invention of _____.
a solvent a vaccine an explosive a breakfast cereal
6. Tea bags, acetylene gas, penicillin, and _____ were invented by "accident" when inventors worked on something else.
Silly Putty radar radial tires alarm clocks
7. Thomas Edison's first patented invention was a device to _____.
detect fire send code record votes kill roaches
8. An unknown experimenter mixed sulfur, saltpeter, and charcoal, inventing _____.
fertilizer adhesive stain remover gunpowder
9. The first use of the steam engine was to _____.
move coal run lathes open bridges pump water
10. Getting dressed has been easier since Whitcomb Judson received a patent for the _____ in 1893.
zipper bow tie shoelace shoehorn

ANSWERS: (1) necessity (2) fishhooks (3) plow (4) safety pins (5) an explosive (6) Silly Putty (7) record votes (8) gunpowder (9) pump water (10) zipper

ALAMO AREA COUNCIL

SCIENTIST

Glass of Water Puzzle



Place a 12-inch ruler on a pencil with six flat sides (regular no. 2 pencil). Make sure that the 6-inch mark is directly over the pencil. Next, position a drinking glass at each end of the ruler and fill one of the glasses about three-quarters full of water. Slowly pour water into the second glass until ruler tips to that side. You want the second glass to be slightly heavier than the first glass.

Challenge a Scout to predict what will happen when he puts his finger in the lighter glass. Will it remain lighter or gain weight? After making his prediction, he puts his finger in the lighter glass. It becomes heavy enough to shift the ruler balance down on that side!

When he puts his finger into the water, he increases the volume by an amount equal to the volume of his finger under the water. It's as though he added that much extra water to the glass. No wonder it got heavier!

Spoon Gong

If you rap a spoon against a table, the spoon vibrates. You hear some of the vibrations through the air as a clink. Other vibrations are too weak for you to hear ... except with the help of a piece of string.

Tie the string to a spoon. Hold the end of the string tightly to the center of your ear, letting the spoon hang down.

Now rap the spoon with the handle of a knife. The weaker sound vibrations from the spoon travel up the string to your ear. You'll be surprised to hear the sound of a bell! Try the same experiment using an object other than a spoon. You may hear a chime or gong, depending on what's vibrating at the end of the string.

Scientist Tie Slide

Needed: 2 small magnets
Leather thong - about 1 1/2 inches
Hot glue

1. Cut the leather to proper length. Glue each end of the small piece of leather to a magnet.
2. If the poles of the magnet are correct, the two will hold together to form a loop through which a neckerchief can slide.

Scientist Activity Badge Presentation Card

After completing Scientist, present the boys their Activity Pins on a piece of litmus paper. This is pink or blue paper used in chemistry experiments. It is available at most school supply stores. Use the actual Activity Badge cards at the Pack meeting.

SHOWMAN

The Showman Activity Badge is one of the more fun and also one of the more time consuming Activity Badges. Its requirements ask a boy to create puppets, create a play, play music and learn along the way about various artists and arts. Each Scout is a showman already, as you well know. Just listen to one describe his last outing or his last trip to the movies. They all have a great amount of energy; Showman helps find a use for the excess.

Earlier in this book, in the Showbiz section, lots of information is presented about makeup and such. Read through that information for ideas on what your boys can use.

Make a band with these instruments:

Tambourine - made by stretching upholstery plastic tightly between a pair of embroidery hoops. Painted bottle caps are fastened to the sides with thin wire. Decorate the top with markers or paints.

Bongo Drums - made from cardboard tubing from carpets and such. Make the head from more upholstery fabric. Stretch tightly and secure.

Washtub bass - made from a washtub turned upside down and a broom stick. Attach the broom stick to the washtub bottom. Run a heavy rubber band from the top of the broom stick to the edge of the washtub bottom. Vary the sound by stretching the rubber band back and forth while strumming.

Spoons - made from two tablespoons and a small block of wood. Fasten the spoons bowl-to-bowl with the wood, about 1/2 inch thick, between the handles. Fasten them at the handles. The spoon bowls should have a small amount of space between them. Play the spoons by holding them in one hand and striking them between the other hand and the thigh.

Add a cheap harmonica and you've got a great band. Don't worry too much about the sounds and being in tune, the singing will probably drown out the music anyway!

ALAMO AREA COUNCIL

SHOWMAN

Kilowatt Characters



POW WOW 1992

Needed: Old light bulbs
Vinegar
Poster paints
Markers
Construction paper, etc.

1. Dip the light bulbs in vinegar. This will help the paint to stick. Set aside and allow to dry.
2. Mix a little orange and white poster paint to form a flesh tone and try a light brown for a darker flesh tone. Paint should be fairly thick. Apply one coat and then set aside to dry.
3. Sketch a face in light pencil to suit your own ideas. Paint eyes blue or brown and mouth red. Paint on hair or glue on cotton. Make hats and collars from heavy construction paper.

Make different kilowatt characters to suit your one-act play. Try different costumes, Pete the Pirate, Fred the Fireman, Dilly the Blonde, Dopey the Dunce, Skinny the Scout and others.



SHOWMAN

Skits

Skits are the easiest one-act plays to put on. Here are some ideas. Be prepared to hear ideas from the boys and of course, consider any of your own ideas.

Once Upon a Time: *The den members stand in line, side by side, facing the audience.*

Second boy: This story begins with "Once upon a time."

First boy: Hey, wait a minute! I'm the beginning.

Middle boy: Yes, but I'm the middle.

Last boy: Oh, that's nothing! I'm the end.

All exit.

Try a melodrama like this:

Bad guy takes girl. Good guy finds out and goes to rescue girl. Good guy fights with bad guy. Good guy defeats bad guy and saves day. Write a script with only actions, no words. Play music and have all actors move very quickly. At certain moments, all action freezes and another Scout shows some cue cards for the audience to read about the action. When cards have been read, action resumes.

Group looks for object where there is more light instead of where it was lost.

Doctors office. Patients enter. One patient contracts all the others' diseases. Pregnant woman enters and strange patient runs off screaming.

Sam Spade private eye and his secretary Lucy.

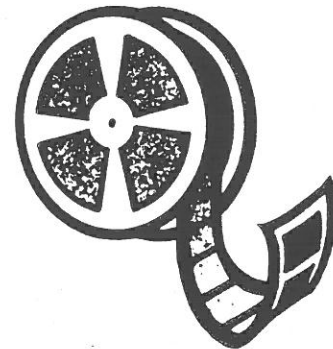
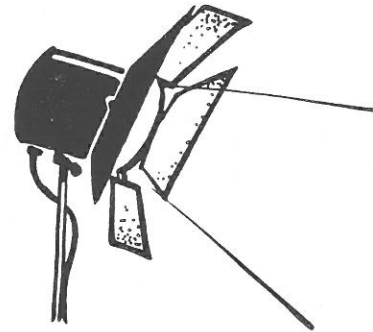
Two police men named Tuesday and Thursday.

The "Cub Scout Magic" book has lots of good rope and mind reading type acts. Magic shows have long been a source of entertainment and some of our greatest showmen have been magicians.

SHOWMAN

BEHIND THE SCENES

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



ACTION	CREW	EXTRAS	LENS	PRINT	SCRIPT	STUDIO
ACTORS	CUT	FADE-IN	LIGHTS	PROPERTY	SET	STUNT
CAMERA	DIALOGUE	FADE-OUT	LOCATION	ROLL	SOUND	TAKE
CAST	DIRECTOR	FILM	MAKEUP	SCENE	SPLICE	ZOOM
CLOSE-UP	EDIT	FOCUS	MUSIC	SCREEN	STAR	STILL
COSTUME	EQUIPMENT	FRAME	PANORAMA	SCREENPLAY		

SPORTSMAN

Unlike Athlete and Fitness Activity Badges, the Sportsman Activity Badge deals specifically with sports and sportsmanship. Through the work on this badge, your boys will have a better knowledge of the rules and strategies of different sports. The requirements are plain enough. The boys must earn four Cub Scout Sports program belt loops. Two from individual sports and two from team sports. There are several of each which can be accomplished in the den and some that boys can do during outside activities.

In this section, we've included information about some of the major team sports in this country and others. Work with your boys to develop a good understanding of sportsmanship and player roles in these sports. Also we've included some other fun activities.

Name the Sport

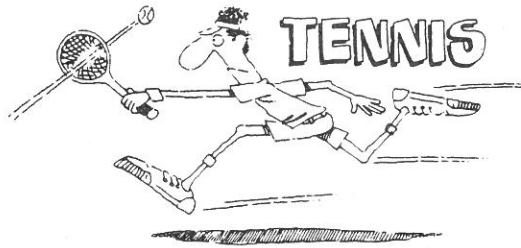
_____ - played on a field. Four square pads formed into a diamond with 90 feet between the pads. Nine defensive players. Uses a 9-inch ball & a table-leg sized stick.

_____ - played indoors or out. Playing area is a rectangle, 40 feet across and 80 feet long. Uses hoops suspended 10 feet off the ground on the short ends. Five defensive and five offensive players. Several lines are used including, half-line, base-line and free-throw-line.

_____ - played out-of-doors and in a large clear area. Playing area is rectangular and approximately 120 yards in length. Area should be 160 feet across. Mark lines at 5 yard intervals starting 10 yards in from one end and finishing 10 yards in from the other end. The center line is the 50-yard line. Ball used is pointed on each end.

_____ - played indoors or out. The playing area is a smooth court 30 feet wide and 60 feet long. There is a center dividing line and two other lines 10 feet out on either side of the center line. A large woven net is placed across the court. directly above the center line. The net is placed at a height of 8 feet or less.

_____ - playing field is 78 feet long and 27 feet wide. A 3 foot high net crosses the playing field in the middle. Two lines are made parallel to the center line and 21 feet from the center. The area between these lines and the net is called the service court. The area from these lines to the end lines, on both sides is called the back court.



You Make the Call

Play referee in these situations and make the proper call:

- | Sport | What is the call when... |
|------------|---|
| Basketball | Person dribbling ball stops, holds ball and then begins dribbling again. |
| Football | A defensive player runs into the punter on purpose and does not hit the ball. |
| Soccer | No defensive players are between an offensive player and the opposing goal and the offensive player does not have the ball. |
| Tennis | Player serving ball hits the ball too hard and it goes into the other players backcourt. |
| Hockey | Player is hooked by the stick of an opponent. |
| Baseball | Pitcher throws a pitch that arrives at the plate outside of the strike zone. |
| Basketball | Two players on opposite teams hold the ball simultaneously. |
| Football | A team takes more than the allotted time to begin a new play. |
| Soccer | An offensive player kicks the ball toward the goal but the ball goes over the goal and out the back of the field. |
| Volleyball | While trying to return the ball, one player hits it two times in a row. |
| Baseball | A player hits a high fly ball that bounces once and goes over the wall in left field. |
| Basketball | A player fouls another player as he is about to shoot the ball. |
| Football | An offensive player is interfered with while attempting to catch a forward pass. |
| Soccer | A defensive player, while defending his goal, loses the ball out of bounds along the back line. |

ALAMO AREA COUNCIL

POW WOW 1992

SPORTSMAN

HOCKEY

P E L B M U F L I P S H O T

S S A P A D A E R H T U O R

A S K R E V I E C E R H S D

R T K C U P X I S E S B E Y

G O A L I E E D V P U E V E

S C O O P T A O A L P F O L

Y K B U M P S L L S A I L N

A I A X N S S Y A C S C G A

W N S I O E H H E L M E T T

A G H R D Y A O S K A T E S

K S C A A K F T T R C U G T

ARENA

A U L W E F T E E K N O B R

BALANCE

E B S O I G F N A M A B H O

BASH

R N I A T P A C M L R I N K

BLADES

B A L A N C E C S C O R E E

BOUT

FUMBLE

NET

SIX (ice)

TEAMS

BREAKAWAY

GLOVES

PUCK

SKATES

THREAD A PASS

BULLY

GOALIE

RECEIVER

SLAP SHOT

BUMP

GOALS

RINK

SLOT

CAGE

GRASP

ROUT

SPEED

CAPTAIN

HELMET

SCOOP

STANLEY (Cup)

CROSSOVER

HOCKEY STICKS

SCORE

STOCKINGS

FACEOFF

ICE

SHAFT

STROKE

FLIP SHOT

KNOB

SHIN PADS

SWAY

SPORTSMAN

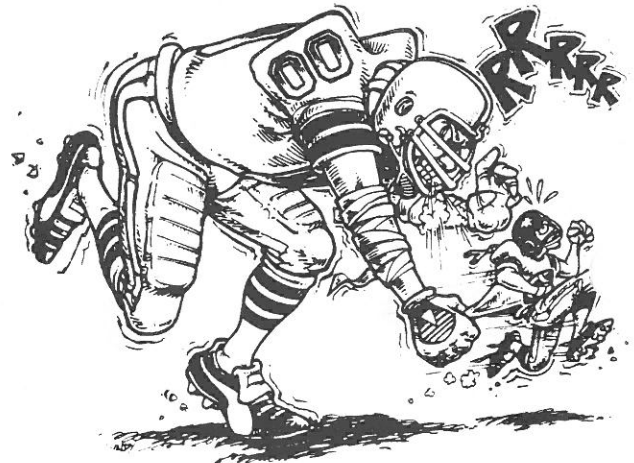
Football Riddles

The answers to these silly questions are fourteen real-life football teams. You've definitely scored a TD if you can name them all.

1. What team never uses cash?
2. What team might Lief Erikson have played for?
3. What team is larger than life?
4. What three teams fought in the Old West?
5. What team struck it rich?
6. What team participated in the Boston Tea Party?
7. What three teams are feather-brained?
8. What team most irks the devil?
9. What team holds the key to the energy crisis?
10. What teams could ride in a rodeo?

Answers:

1. San Diego Chargers
2. Minnesota Vikings
3. New York Giants
4. Dallas Cowboys, Washington Redskins, Buffalo Bills
5. San Francisco 49ers
6. New England Patriots
7. Atlanta Falcons, Phoenix Cardinals, Philadelphia Eagles
8. New Orleans Saints
9. Houston Oilers
10. Denver Broncos, Indianapolis Colts



SPORTSMAN

Baseball Riddles

The questions below may seem completely nonsensical to you, but here are thirteen very serious baseball teams. See if you come up with the right answers.

1. What team did Captain Hook play on?
2. What is the most heavenly team in baseball?
3. What team would you never catch Robert E. Lee playing for?
4. What two teams are for the birds?
5. What two teams did Pocohantas play on?
6. On what team would Karl Marx play on?
7. What teams come in pairs?
8. What team made the best grades in school?
9. What team does best under the Zodiac sign of Gemini?
10. What team would most likely want young boys wearing blue shirts and shorts?

Answers:

1. Pittsburgh Pirates
2. California Angels
3. New York Yankees
4. St. Louis Cardinals, Toronto Blue Jays
5. Atlanta Braves, Cleveland Indians
6. Cincinnati Reds
7. Boston Red Sox, Chicago White Sox
8. Oakland A's
9. Minnesota Twins
10. Chicago CUBS

SPORTSMAN

All Star Sports Quiz

1. The record for the most career home runs is held by:
 Mel Ott Henry Aaron Home Run Baker Babe Ruth
2. "Bogey" is a term in the sport of:
 Football Soccer Golf Polo
3. In the Rose Bowl, the Pacific Coast Conference champ plays the best of the:
 Big Eight Big Ten Ivy League Southwest Conference
4. The 1976 Summer Olympics were held in:
 Innsbruck Montreal Mexico City Moscow
5. A game of hockey is divided into how many periods?
 Two Five Four Three
6. The record for the most home runs in one season is held by:
 Babe Ruth Hank Aaron Mickey Mantle Roger Maris
7. Jerry West starred for which basketball team?
 New York Knicks L A Lakers Boston Celtics Detroit Pistons
8. The only man ever to throw a perfect game in World Series play was:
 Denny McLain Sandy Koufax Bob Gibson Don Larsen
9. The first Superbowl was won by the:
 New York Jets Green Bay Packers Clev. Browns Pitt. Steelers
10. The only heavyweight boxing champion to retire undefeated was:
 Joe Louis Jack Dempsey Rocky Marciano Muhammed Ali

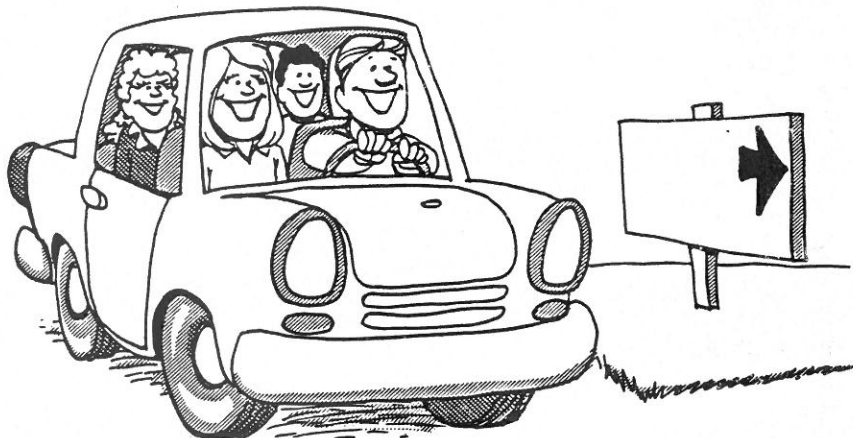
Answers: (1) Hank Aaron; (2) Golf; (3) Big Ten; (4) Montreal; (5) Three; (6) Roger Maris; (7) L A Lakers; (8) Don Larsen; (9) Green Bay Packers; (10) Rocky Marciano.

TRAVELER

A Webelos Scout, properly instructed, can be a big help to his parents when roadside emergencies happen. Discuss the following types of emergencies with your boys and determine what their actions should be. Remember that there may be other children in the car when the emergency happens. Also time of day will make a difference in what should be done.

- Flat tire on the highway.
- Car overheats.
- Dead battery in a parking lot.
- Car fire.
- Minor accident.
- Major accident.

During most emergencies a good Scout can help by keeping calm and by keeping the other children calm and out of danger. When a flat tire is being changed, keep the other children off the side of the road and still. A parent has enough trouble with the tire. During a period of heavy traffic or bad weather, keep quiet and help keep the other children quiet. Following accidents, keep calm and assist with keeping up with the younger children; perform any minor first aid needed. Go for help if required. If a Scout can remain calm and be helpful, he will be able to assist parents in times of trouble.



TRAVELER

Answers to these riddles are specific models of American and foreign cars.

1. What car is named for a wild horse?
2. What car is worth the gamble?
3. What car is out of this world?
4. What car is taking a long journey?
5. What car is very cosmopolitan?
6. What car is fit for a king?
7. What car is hare-brained?
8. What car was favored by swashbuckling pirates?
9. What car transports Mozart's operatic barber?
10. What car is suited for the jungles of Africa?

Answers:

1. Ford Mustang
2. Chevrolet Monte Carlo
3. Ford Galaxy
4. Plymouth Voyager
5. Lincoln Continental
6. Mercury Monarch
7. Volkswagen Rabbit
8. Oldsmobile Cutlass
9. Cadillac Seville
10. GMC Safari

ALAMO AREA COUNCIL

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TRAVELER

RARE "CAR"-TEL

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

ARNOLT	CUSTER	MOSS	STORM
ASARDO	DARRIN	MOTA	VICTRESS
ASCOT	DAYTONA	MUNTZ	YANK
ASTRA-GNOME	DEVIN	PANDA	
BOCAR	EDWARDS	PIONEER	
BUCKBOARD	EL MOROCCO	POWELL	
CHECKER	GAYLORD	ROGUE	
CHEETAH	GRANTHAM	SCARAB	
CHICAGOAN	GREGORY	SKORPION	
CROFTON	MANECO	STAR DUST	

