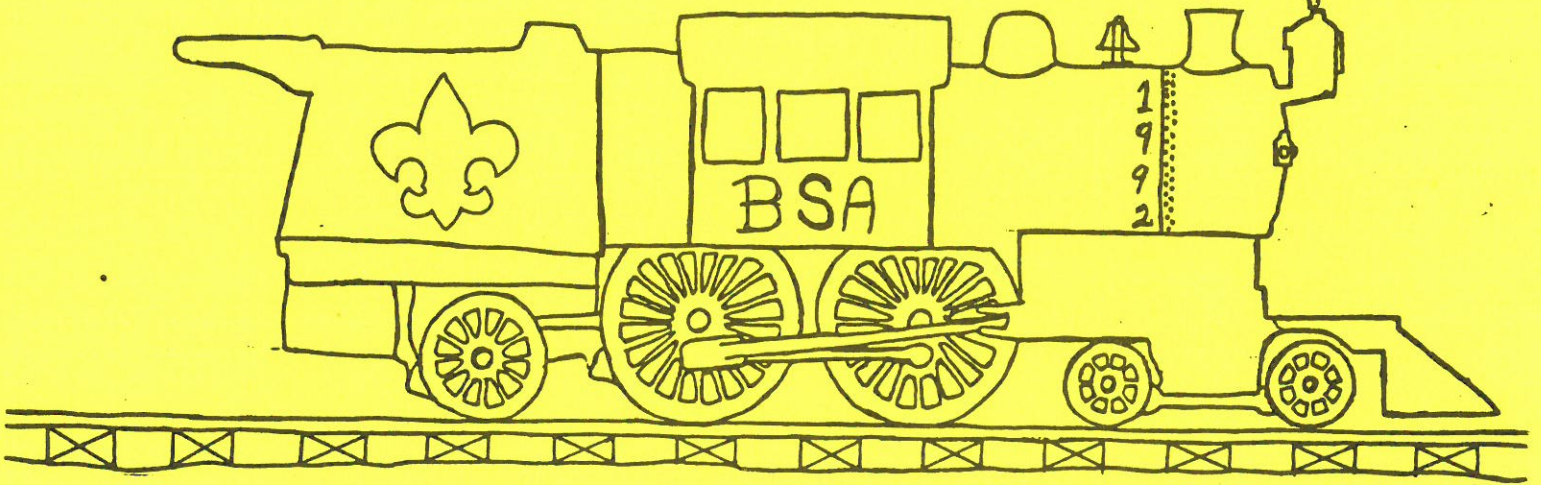


MID-IOWA COUNCIL

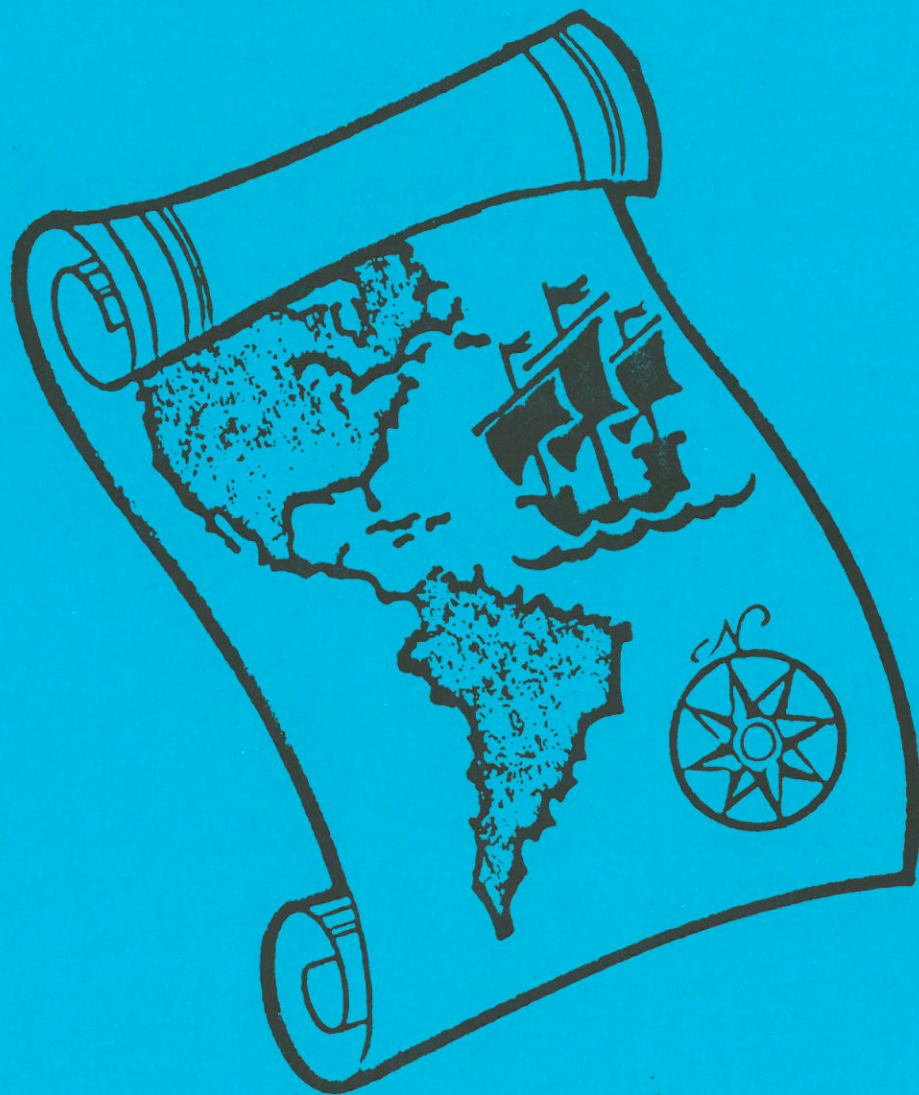
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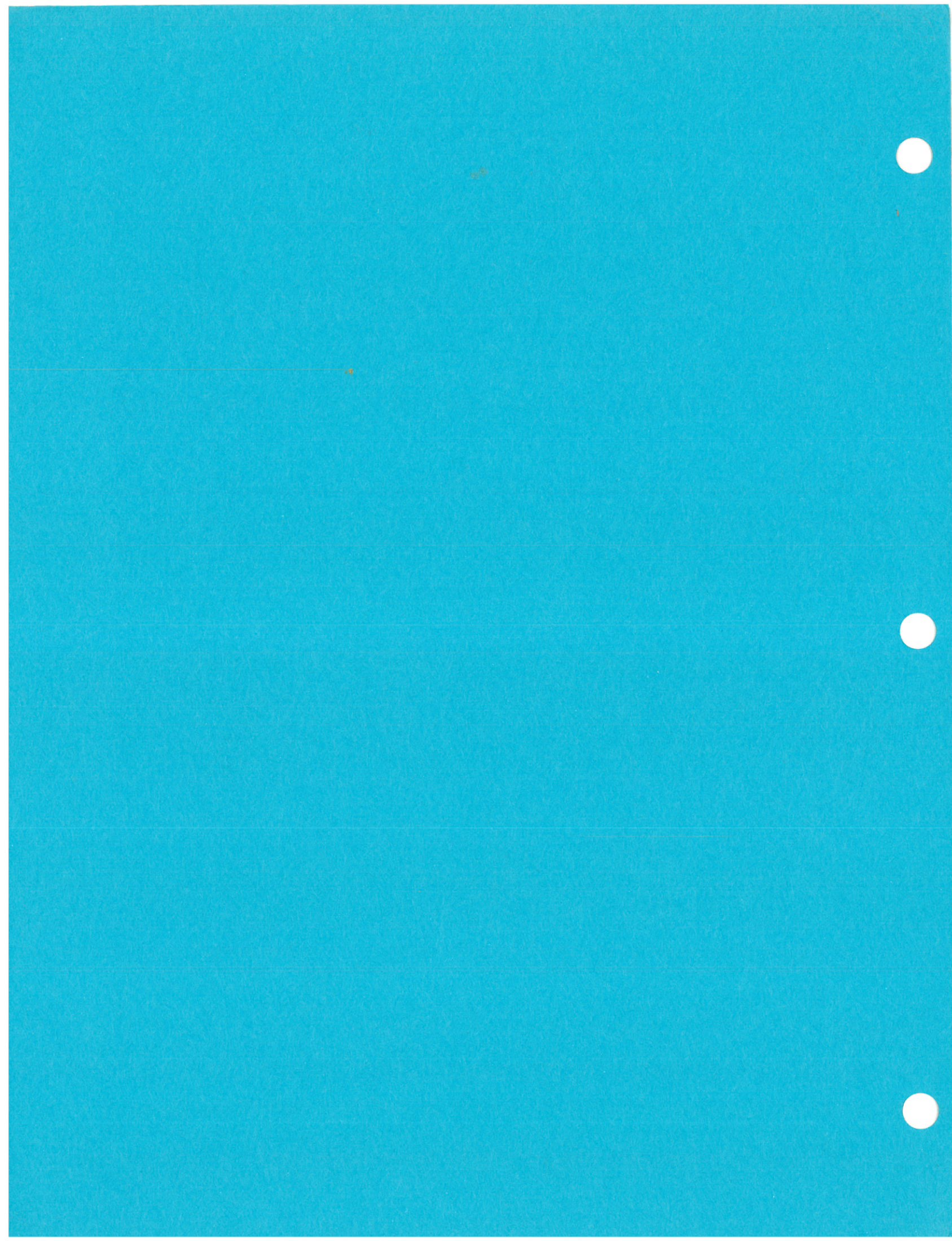


**TRAINING
FOR THE
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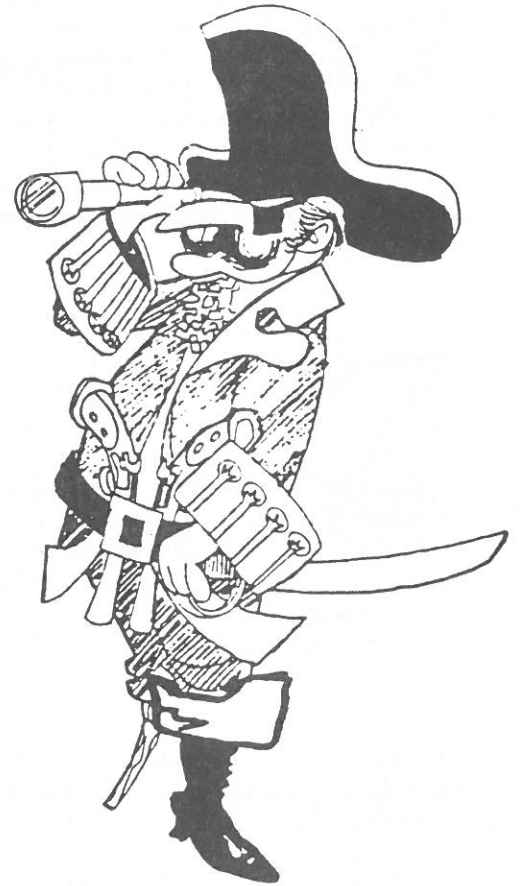
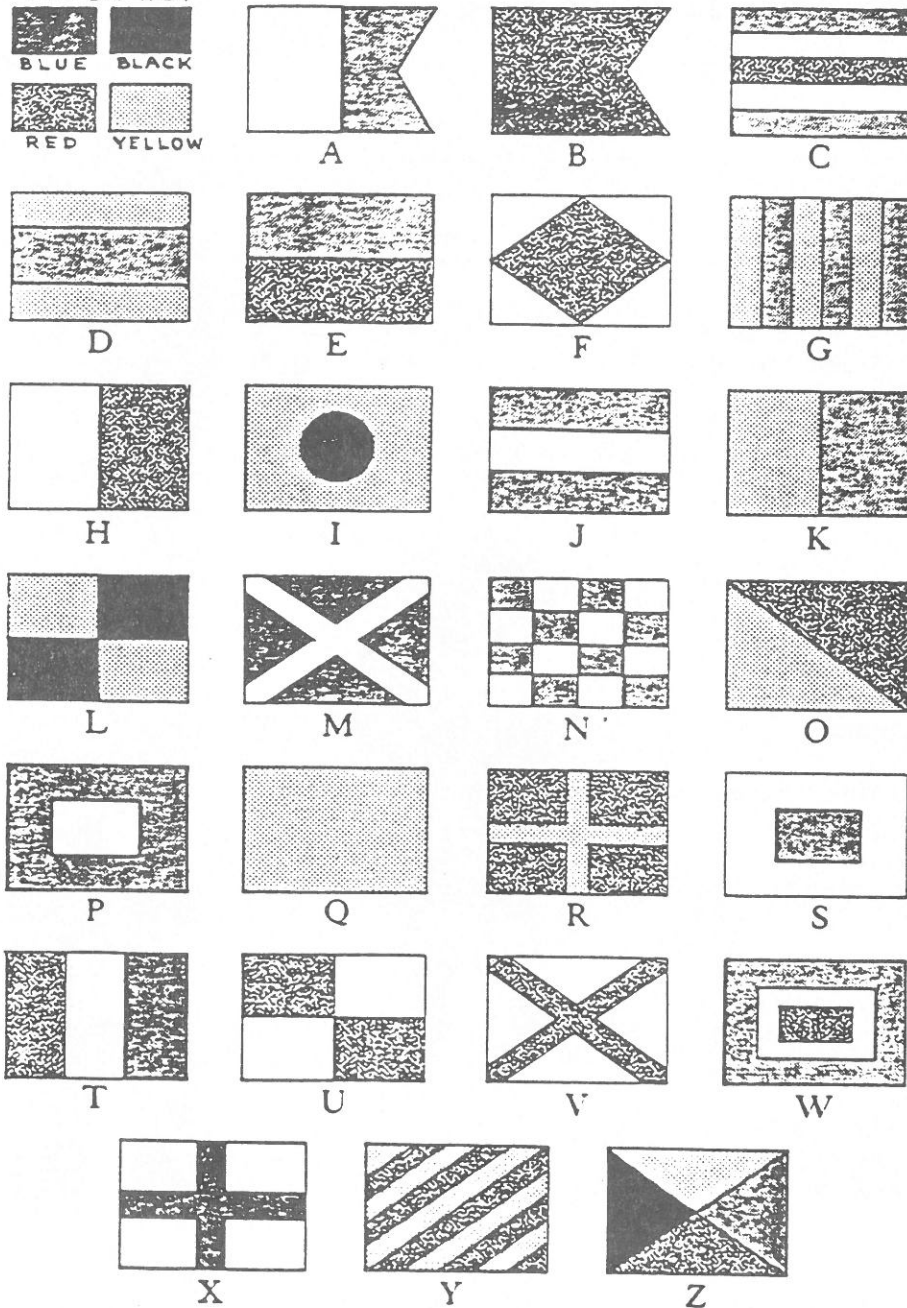
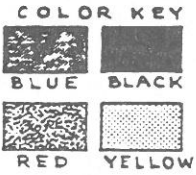
PIRATE WATERS

JANUARY





International Code of Signals



DEFINITIONS

BUCCANEER: a pirate or freebooter; one of the hunters of wild oxen in Haiti, who later turned to piracy. One of the piratical rovers of the 17th & 18th century who preyed along the Spanish coast and America.

PIRATE: a rover and robber on the high seas; a person who appropriates without right; a pirate fought on land and sea.

REAL PIRATES TO READ ABOUT

Blackbeard

Blackbeard's real name was Edward Teach, who was born in Bristol in England. He was called Blackbeard because he wore a huge, bristling black beard. In battle, he plaited his beard into pigtails and tied red ribbons on them. He put lighted matches in his hat and had six pistols slung round his waist. In the end he was hunted down by the Royal Navy and killed.

The night before he died, Blackbeard is said to have roared: "Only the Devil and I know where my treasure is hid!"



Captain Kidd

Captain Kidd was the son of an English parson. Although he is always thought of as a pirate, he was in fact the commander of a "privateer", a ship that was encouraged by the English government to attack Spanish galleons.

Captain Kidd was hanged – but not for piracy. He had killed a mutineer by hitting him on the head with a heavy bucket!



Captain Morgan

Captain Morgan was probably the luckiest pirate of all time. He was the son of a rich Welsh farmer and went to the West Indies to seek his fortune. He led an expedition through snake-filled jungles to Panama City where he plundered 200 mule-loads of gold and silver. And he did not finish up dangling on the end of a rope. He was made Deputy Governor of Jamaica!

Maria Cobham, sailed with her pirate husband Captain Cobham. She was greedy for gold and very cruel. Once she poisoned the whole crew of a captured ship. When they had acquired a fortune, the Cobham's bought a fine estate in France and retired. Captain Cobham was much admired by his neighbors and became a magistrate. Maria died of poison, which people say she had taken out of remorse for her wicked life.

Stede Bonnet, in the late 17th century, was a wealthy and respectable plantation owner of the West Indies and a retired major in the army, who left his home and business to go a-pirating. He was successful and seized many ships along the Atlantic coast of America. For a short time he sailed with Blackbeard. He is one of the few pirates who made his prisoners walk the plank. He was captured and hanged at Charleston in 1718.

OPENING

(A den of boys, dressed in pirate costumes come onstage. One boy is carrying a spyglass and one is carrying a pirate's flag. They hold the pirate flag high to show they are proud of it. The boy with the spyglass points it toward the audience. At the back of the room, a Color Guard is waiting with the American and Pack flags. The boy gets a look of surprise on his face as he looks through the spyglass and sees the Color Guard. He excitedly shows some of the other pirates and they take turns looking through the spyglass).

UNISON: Did you see that? They have two flags, and they're such big flags, too!

(They all look down at the little pirate flag in disgust. One boy breaks the flag stick over his knee and throws the flag down and stomps on it. All pirates run offstage as Cubmaster comes walking out).

CUBMASTER: Den ___ present the flag of our country and flag of our pack.



OPENING CEREMONY

Arrangement: 6 Cub Scouts hold large cardboard cutouts of ships on which have been printed the following words:

SCHOLARSHIP
FELLOWSHIP
FRIENDSHIP
SPORTSMANSHIP
WORKMANSHIP
STATESMANSHIP

CM: Tonight Den ___ would like to tell you about the 6 ships of Scouting. These are ships which were launched in America strong and mighty.. ships that will last forever.

Cub 1: SCHOLARSHIP. This ship is very important on the Sea of Education. On her deck stands such officers as Ambition, Determination, Intelligence, and Application. Her flag bears symbols of the letter "A" and the plus sign.

Cub 2: FELLOWSHIP. This ship stands for good spirit, fine cooperation and never-failing unity. Its flag floats high--the flag of Scouting.

Cub 3: FRIENDSHIP. This is the most handsome ship of all. It is true blue and its flag is golden -- since friendship, itself, is golden.

Cub 4: SPORTSMANSHIP. This is the ship that's fair and square. It never veers from its course. It's flag is never at half mast.

Cub 5: WORKMANSHIP. This ship's every line, every part, every mast, represents the best that a person can give. It's flag bears a laurel wreath.

Cub 6: STATESMANSHIP. This ship represents wise guidance, constant counsel, unselfish interest and sincere endeavor. It's flag is white for purity.

CM: And there you have six strong and sturdy ships to brace the sea. Three cheers for the Scouting ships.

ADVANCEMENT CEREMONY

Let all Cub Scouts and Webelos dress to resemble pirates. Cubmaster leads a grand parade through the audience, turning and twisting the line. Any rollicking sea chanty music could accompany this part of the event. The Cub Scouts and Webelos with the Cubmaster end up in a line across the front of the room facing the audience.

Props: A background or facsimile of a Pirate Ship. Cubmaster (dressed as a Pirate)
Den Leader (dressed as a Pirate)

Den Leader: The doorway to adventure is open wide today.
We'll let our imagination lead us along the way.

Cubmaster : Tonight all those who have earned an award,
Will be invited to come aboard.

Den Leader: Announces names of boys who will receive awards.

Cubmaster : Bring your parents along side with you. We want you
to receive the rank for the good work you do.

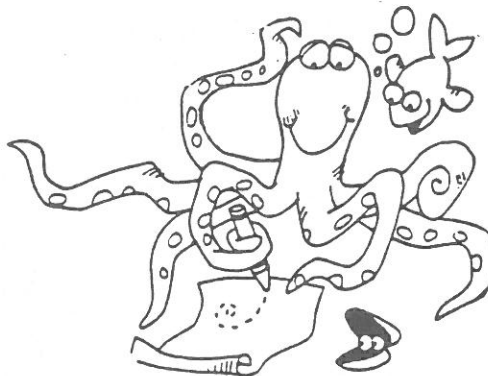
Den Chief, Den Leader or Cubmaster presents badges earned.

ADVANCEMENT CEREMONY

Cubmaster is dressed as a pirate (in a pirate hat, etc.). A 2 x 10 foot plank is placed on the floor. Cubmaster stands at one end of the plank and explains to the boys the meaning of "walking the plank" in pirate days.

Cubmaster: But tonight, Cub Scouts who have earned another rank will be asked to walk the plank to receive their award and then jump off into working on a new rank with new and different activities as well as exciting fun and adventure.

The parents who have been with their sons and helped them along are asked to accompany their sons and walk the plank also. (Boy's name is called, one at a time, and the rank earned. DLC or advancement chairman stands at the other end of the plank and helps each boy and parent on the plank to walk to the cubmaster at the other end where the boy receives his award.)



ADVANCEMENT

SETTING: Cubmaster, a Bobcat, a Wolf, a Bear and a Webelos all dressed in pirate costumes stand at the front of the room (on their ship). The Cubmaster holds a spyglass. A plank on the floor leads to their "ship".

CM: Aye, mateys, some of our crew have put ashore to give up a life on the sea. For us to continue our trip on the Scouting ocean, we need some new recruits to man the ship. See if you can spot any likely candidates to join our crew. (Hand spyglass to the Bobcat).

BC: (Scans the room with the spyglass). Aye, captain, I see a fine young lad who would be a good addition to our crew.

CM: Go, then, and bring him and his parents before me.

(Bobcat crosses the plank and brings candidate and parents back across plank).

CM: To prove your worthiness to join the good ship, Pack____, give me the sign and repeat the Promise, Motto and Law of the Pack, and explain our secret word "Webelos". (Candidate does so). Aye, matey, welcome aboard our ship. And to you parents, a hearty welcome, for ours is a family cruise and your help is going to be needed.

Now some of our crew must be promoted to higher positions (Hands the spyglass to the Wolf Scout). Are any of our number ready to advance?

W: (Scans the room with the spyglass). Aye captain, there are.

CM: Then bring them before me.

(Wolf crosses plank and brings Wolf candidate and parents back across plank).

CM: As good workers on our ship, you have completed your assigned achievements and have earned the rank of Wolf. You are now a step closer to your goal of reaching Boy Scout Island. Congratulations to you and your parents for their help.

(Repeat the above for Bear and Webelos).

CM: Our ship, Pack____, is certainly in good hands. With a crew such as ours we will not be waylaid.



CLOSING

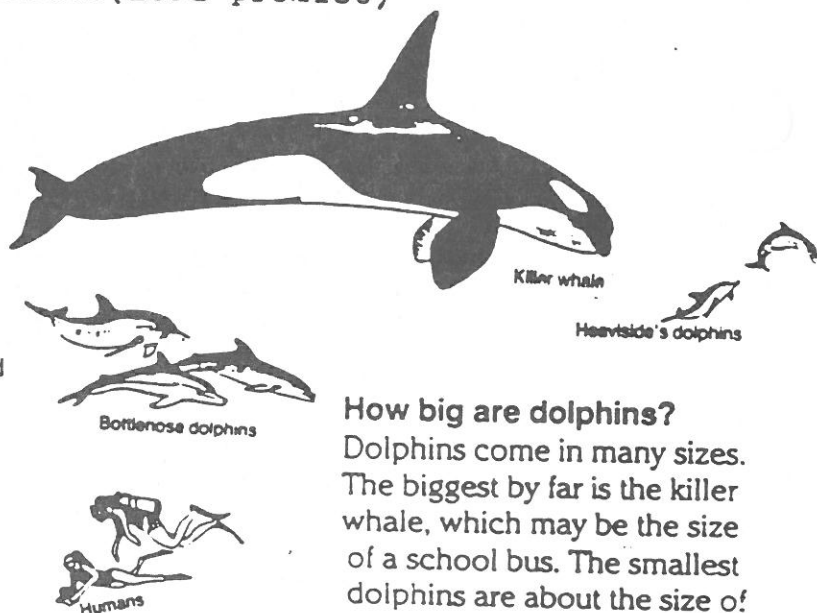
CUBMASTER: The Colonial Navy was born in 1632 when the English colonist of Massachusetts built the first American warship, the 30 long ton (30.5 metric ton) Blessing of the Bay. They used it to fight pirates off the Atlantic coast. By the late 1700's, the colonists had built hundred of ships including privateers, or privately owned war vessels. On board all these vessels, the flag of the original colonies and now in recent times, the flag of the United States waves proudly in the sea breezes. Long may she wave. This evening, Den _____ will retire the colors for us.

The boys form a large circle with the Captain in the center. Turn out the lights and light a single candle for the "Captain". He says, "Boys, this candle represents the spirit of Cub Scouting, which we talk about in the Cub Scout Promise and Law of the Pack. Sailors have their "rules of the road" for sailing on the sea--and we have the Promise and Law--our rules of the road for living. Let's remind ourselves of those rules by repeating the Cub Scout Promise. (Lead promise)

CLOSING CEREMONY

To the sailor, three things were essential - a compass, a sextant, and a flag to tell which way the wind blew. To Cub Scouts, these three things are important -- (show) a Wolf badge, a handbook, and a candle. The badge tells who you are and where you are going; the handbook tells how to get where you are going, and the candle is a symbol of the light of Scouting which penetrates the darkness of hate, prejudice and distrust. It is a light that must be kept burning in the heart of every Scout.

When will a net hold water?
(when the water turns to ice)



How big are dolphins?
Dolphins come in many sizes. The biggest by far is the killer whale, which may be the size of a school bus. The smallest dolphins are about the size of your mom or dad.

What can run but can't walk?
(water)

Can you drop a full glass and spill no water? (yes, when the glass is full of milk)

PEG LEG PETE'S PREDICAMENT

Pirates: Yo-ho-ho!
Peg Leg Pete: Clomp, Clomp!
Treasure: Gold, Gold!
Map: It's that-a-way!

Back in the swashbuckling days of PIRATES - bold, there lived a certain one named PEG LEG PETE -. His only goal in life was to find a hidden TREASURE - which could only be found by following a MAP - . Only one copy of the MAP- existed among all the PIRATES -, and it happened that PEG LEG PETE - had possession of that MAP -.

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

In a rage, the PIRATES - took out their swords and killed PEG LEG PETE - and then tore the MAP - into shreds fighting over it and then fought until they were all killed. So the TREASURE - is still buried right where it has always been-- at the end of the rainbow!



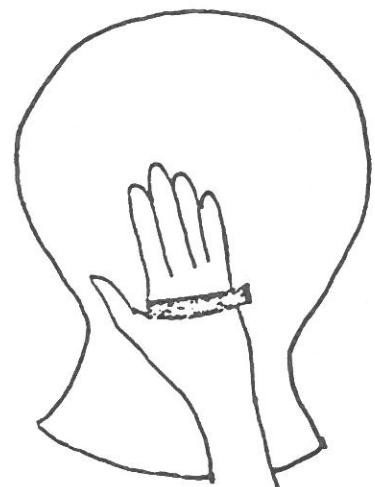
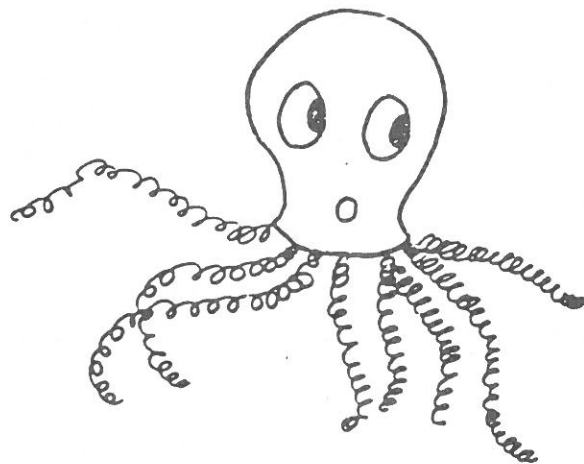
A milk bottle fished out of the Pacific Ocean was found to contain a piece of water-soaked paper. On the paper was some mysterious writing which the finders could not decipher. Clearly it was a case for the FBI.

In the FBI laboratory, tests were made and various chemical agents applied. At last 6 words stood out clearly: "Two quarts of milk—no cream."

PLIGHT OF THE OCTOPUSES

CHARACTERS: 6 Webelos Scouts dressed in Octopus costumes or using large Octopus hand puppets.

- OCTOPUS 1: In tying knots, I am a champ,
 With the bowline or clove hitch;
 But when my eight arms get in the way,
 I can't tell which is which.
- OCTOPUS 2: Being an octopus, I like to hike
 Over underwater hills;
 But when I "left" and "right" with two legs,
 The six others give me spills.
- OCTOPUS 3: I'm patriotic and salute the flag
 Of America, that I'll fight for;
 But since we must salute with our right hand,
 I can't tell which are my "right" four.
- OCTOPUS 4: Now in rowing a boat, I'm a speedy one,
 With eight arms to move me fast;
 For, no matter how hard the others use their oars,
 They'll row into shore, tired and last!
- OCTOPUS 5: I have two arms to gather firewood;
 Two arms to start the fire's flame;
 Two arms to cook my tasty meal,
 With two left to shoot fresh game.
- OCTOPUS 6: I can pass all swimming tests;
 The dog-paddle, breast stroke or crawl;
 "Cause when we octopuses get in water,
 We really have a ball!
- ALL: We may be Webelos Octopuses now,
 But soon we'll have a treat,
 We'll be "special" new Boy Scouts
 Because we have Eight Tender Feet!



THE PIRATES BIG DECISION

Setting : As curtain opens, a group of boys dressed as pirates are standing on or around a raft or pirate ship. Hidden behind group is a Cub Scout in uniform. Narrator is at side of stage, and reads lines below while boys act in pantomime.

Narrator: Here are some pirates, big, brave and bold. You've heard many times their story told. They sail the seas on their handmade raft. Listen, now, and you'll hear them laugh. (Boys laugh heartily)

Now we'll sneak in closer, and what do we see? They seem to be happy...listen to their glee. (Boys laugh again, and say "Ho-ho-ho" in pirate fashion) (Cub Scout in background comes forward and stands in center of pirates)

Oh dear....a Cub Scout....I can't see his rank, what if those pirates make him walk the plank? (One of the pirates takes off Cub's neckerchief and holds it up as if he's thinking about blindfolding Cub.)

Wait just a minute....something's not right; Look at that Cub Scout. There's no sign of fright! (Cub looks very pleasant and happy and smiles. He starts giving Cub handshake to pirates and pretends to talk to them.)

What we see here leaves us no doubts, our Cub is inviting the pirates to be Scouts. (Cub takes out paper and pencil and pretends to be writing down names.)

So with this happy ending, we'll drift out of sight, for our brave Cub this was a happy night. (Cub exits, while pirates gather around raft and practice Cub Scout handshake as curtain closes.)



QUICK SKIT IDEAS:

#1: What do sea monsters eat?

#2: I don't know. What?

#1: Fish 'n' ships.

#1: What do you get when you cross a shark with a parrot?

#2: An animal that will talk your ear off.

#1: Where does a sick boat go?

#2: I don't know.

#1: Straight to the dock.

SAILING

(Key: C. Time: 6/8)

Y'heave ho! my lads, the
wind blows free,
A pleasant gale is on our lee;
And soon across the ocean
clear
Our gallant bark shall
bravely steer;
But ere we part from
England's shores tonight
A song we'll sing for home and
and beauty bright.
Then here's to the sailor,
and here's to the heart so
true
Who will think of him upon
the waters blue.

Chorus

Sailing, sailing, over the
bounding main,
For many a stormy wind shall
blow
Ere Jack comes home again.
Sailing, sailing, over the
bounding main,
For many a stormy wind
shall blow
Ere Jack comes home again.

The sailor's life is bold
and free,
His home is on the rolling sea;
And never hart more true or
brave
Than his who launches on the
wave;
Afar he speeds in distant
climes to roam,
With jocund song he rides the
sparkling foam.
Then here's to the sailor,
and here's to the heart so true
Who will think of him upon
the waters blue!

Chorus

There's A Hole In The Bottom of The Sea

1. There's a hole in the bottom of
the sea,
There's a hole in the bottom of
the sea,
There's a hole, there's a hole,
There's a hole in the bottom of
the sea.
2. There's a log in the hole in the
bottom of the sea.
There's a log in the hole in the
bottom of the sea.
There's a log, there's a log,
there's a log in the hole in
the bottom of the sea.
3. Add: knot on the log.
4. Add: frog on the knot.
5. Add: head or the frog.



BARNACLE BILL, THE SAILOR

"Who's that knocking at my door?
"Who's that knocking at my door?
"Who's that knocking at my door?"
Cried the fair young maiden.
"It's me myself and nobody else,"
Cried Barnacle Bill the sailor.
"It's me myself and nobody else,"
Cried Barnacle Bill the sailor.

"I'll come down and let you in,
"I'll come down and let you in,
"I'll come down and let you in,"
Cried the fair young maiden.
"I'm me myself and nobody else,"
Cried Barnacle Bill the Sailor.
"I'm me myself and nobody else,"
Cried Barnacle Bill the sailor.

DRUNKEN SAILOR

What shall we do with a drunken sailor,
What shall we do with a drunken sailor,
What shall we do with a drunken sailor,
Early in the morning.

Chorus
Hooray, up she rises,
Hooray, up she rises,
Hooray, up she rises,
Early in the morning.

Give him a hair of the dog that bit him, etc.

Put him in the scuppers with a hose pipe on him, etc.

Hoist him up to the topsail yardarm, etc.

Put him in the brig until he's sober, etc.

Put him in the longboat until he's sober, etc.

Pull out the plug and wet him all over, etc.

That's what to do with a drunken sailor, etc.

Pirate On The Sea (Tune: Oh I Wish)

(Chorus)
Oh I wish I were a pirate on the seas
Oh I wish I were a pirate on the seas

I'd make everybody run when my
ship fired it's guns
Oh I wish I were a pirate on the seas.

(Chorus)
I would push and I would yank until
all had walked the plank
Oh I wish I were a pirate on the seas

(Chorus)
I would figure and I would measure
till I found that buried treasure
Oh I wish I were a pirate on the seas

(Chorus)
I would grunt and I would growl
and scare the ladies with my
scowl
Oh I wish I were a pirate on the seas.



HAULING IN THE NETS: Each member of the den is given two sheets of newspaper. He holds a sheet by a corner in each hand, arms extended. On signal, see who can first squeeze both sheets into two balls without moving the arms or putting the hands together.

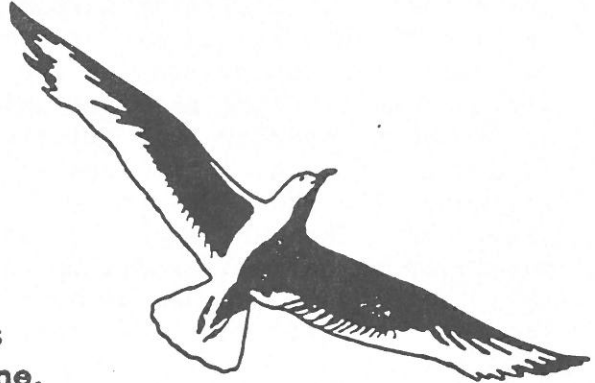
BLUB, BLUB, BLUB: Cubs sit in a circle or semi-circle. The leader walks in front of the players and suddenly points at one of them and says, "blub, blub, blub." The person pointed to must say "blub" before the leader has finished the third "blub". If he fails, a point is counted against him. If the leader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

DEEP SEA FISHING : You need a bucket or large pan of water, several clothespins (flat, wooden ones without springs), two homemade fishing poles at least three feet long and two pieces of fishline. Using a wax carayon or felt pen, write a number on one side of each clothespin. Tie the fishline to the poles and put a nail or bolt at the other end of the line. Put the clothespins in the water with the numbered side down. Cubs then put their lines in the water, trying to maneuver the nail or bolt so that the fishline goes between the prongs of the clothespins. They then add up the total score of those "fish" pulled out.

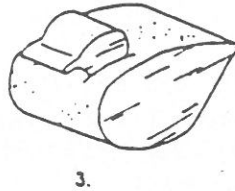
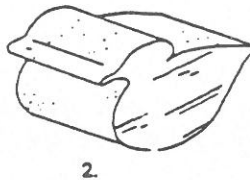
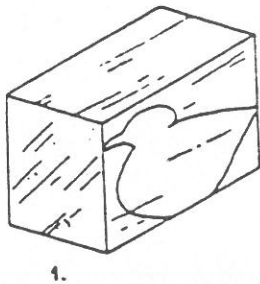
SMAUG'S JEWELS: One person is chosen as Smaug who stands guard over his jewels (Handkerchief). The rest of the people form a circle around Smaug and try to steal his jewels before being tagged by Smaug. If you get touched by Smaug, you are frozen until the end of the game. The last person tagged by Smaug becomes Smaug and the game continues. If Smaug gets everyone before they get his jewels, a new Smaug may be chosen.

ISLANDS: Place a few Frisbees, cardboard circles or pie tins on the ground or floor. Everyone prances around chanting, singing or clapping. When the leader calls "Islands", everyone runs to touch the Frisbee, etc. The last person to get to an Island is out. As the group gets smaller reduce the number of "Islands".

SEAGULL SLIDE



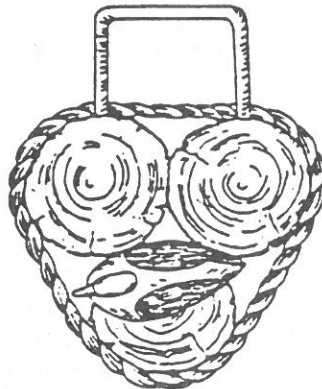
Use your carving and painting skills to give realism to this oceanfront scene.



Trace the outline at left onto a block of wood $1\frac{1}{2}$ " x $\frac{3}{4}$ " x $\frac{3}{4}$ ".



Front View



Top View

This salty slide will remind everyone of the sea.

The pilings (posts) are cut from branches of a dead tree. Choose wood that is bleached grey, but not rotten. Piling heights should match the drawing here. (We hit the top of each piling a few times with a hammer to give it the battered look a pile driver leaves.)

Glue the pilings together, holding them in place with a rubberband until dry. The "rope" around the three pilings is glued-on string.

Give the slide a weathered look with some watercolors. Make a loop for the back with bent wire.

For carving, you need soft wood, like pine or basswood, and a sharp knife. Trace the seagull outline onto the wood and cut it out with a coping saw. When you're finished carving, sand it.

Make two small holes in the gull's underside and glue in the straight pins for legs.

Paint the seagull white with grey wings, yellow beak and legs, and black eyes. (A bird identification book is a good guide to the proper shade of colors.)

Make two holes in the top of the front piling and glue the seagull in place. A drop of glue behind it will give added strength. ♣

PIRATE JUSTICE

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

WHALE SAYS

This game can be played in the water or on land. It is similar to 'Simon Says'. Any order the leader gives that is preceded by "Whale Says" is to be obeyed immediately. If the order is not preceded by "Whale Says", any player obeying it is eliminated.

TREASURE HUNT Hide a bag of jelly beans or other candy in the yard before the boys arrive. Later, tell them a treasure has been hidden nearby and let them start looking for it. When a boy sees it, however, he is not to reveal its hiding place but, must say, "I see the treasure," and sit down. When all have spotted it, divide the booty.

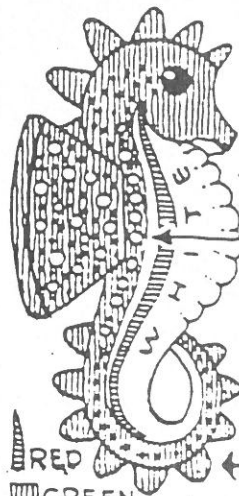
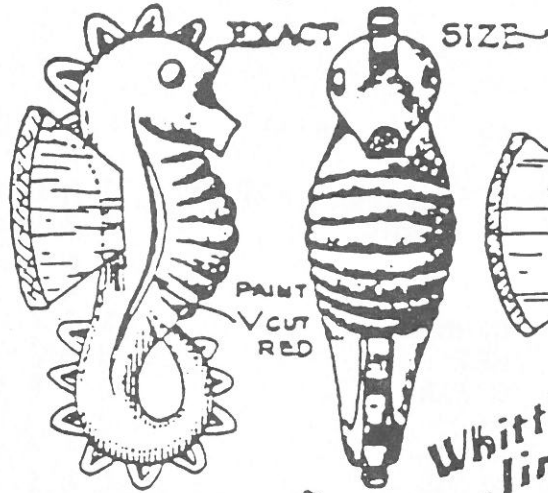
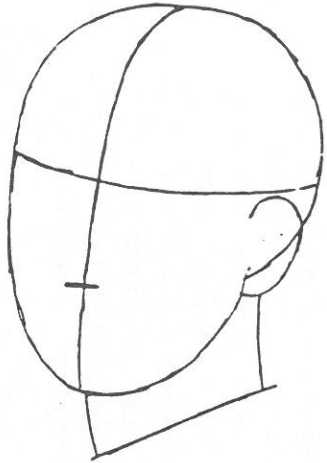
SMUGGLING THE BOOTY Materials needed: some small object (booty). Players are divided into two teams Smugglers and Kings Men. Each side has a huddle. Smugglers decide which member will carry the booty. The Kings Men decide who is most likely to be carrying it. Teams line up facing each other -- Smugglers at the starting line, Kings Men between them and a base set up on the other side of the room. At signal, Smugglers try to get across to the base without being caught. When a smuggler is caught, he is ordered to surrender the booty. If he has it, he must surrender it. If the booty holder is not caught, the Kings Men try again. When the booty is successfully caught, teams change places.

CROSSING THE QUICKSAND:

Place small pieces of masking tape on the floor to form a twisty line of stepping stones, some close together, others far apart. Each Cub in turn tries the course, while balancing a tennis ball on a flat board.

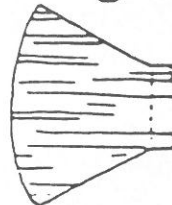
SEA HORSE

It will probably take you longer to paint one of these than to whittle one, depending of course on which you do best. With all the various views shown, almost any beginner should be able to turn out a good looking slide.

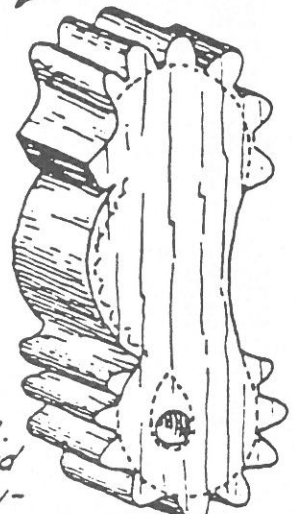


- ▲ RED
- GREEN
- YELLOW DOTS
- BLACK DOTS

Jigsaw silhouette and drill $\frac{1}{8}$ " hole. After whittling, sand carefully & set wings into mortices with glue. Paint as designated with any quick drying enamel, or water colors & plastic spray.



Whittlin' Jim



Sent in by RAY VIERS CHARLESTON, W. VA.

PIECES OF EIGHT. Sixteen pieces of eight (pennies) with heads up are laid in a row on the table. Someone, using a watch with a second hand, serves as timer. Each boy, using a pancake turner, sees how quickly he can flip over all the "pieces of eight" to tails. Lowest time wins.

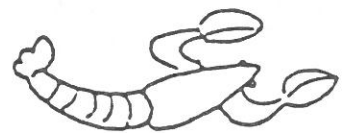
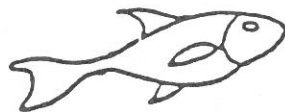
SUBMARINES AND DESTROYERS. Players are divided into two groups. One group is called Submarines and tries to keep a balloon in the air, away from the Destroyers. The Destroyers try to burst the balloon with their feet or hands. No sharp articles can be used. After the balloon is broken, the players change teams and start again with another balloon.

A GOOD CATCH

What's that tugging on my pole?
 I think I have a bite.
 The biggest fish I've caught all day;
 I'm a fisherman all right.

- | | |
|-------------|-----------|
| FISHING | MINNOWS |
| FRESH WATER | NET |
| HADDOCK | OCEAN |
| HOOK | PAIL |
| LAKE | PERCH |
| LEADER | PLUGS |
| LINE | POLE |
| LOBSTER | REEL |
| LURES | RIVER |
| BAIT | ROD |
| BITE | SALMON |
| BOAT | SALTWATER |
| BOBBER | SINKER |
| CASTING | SHRIMP |
| CATCH | TROLLING |
| CLEAN | TROUT |
| COD | WORMS |
| FILET | |
| FISH | |

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



CAPTAIN KIDD HIKE

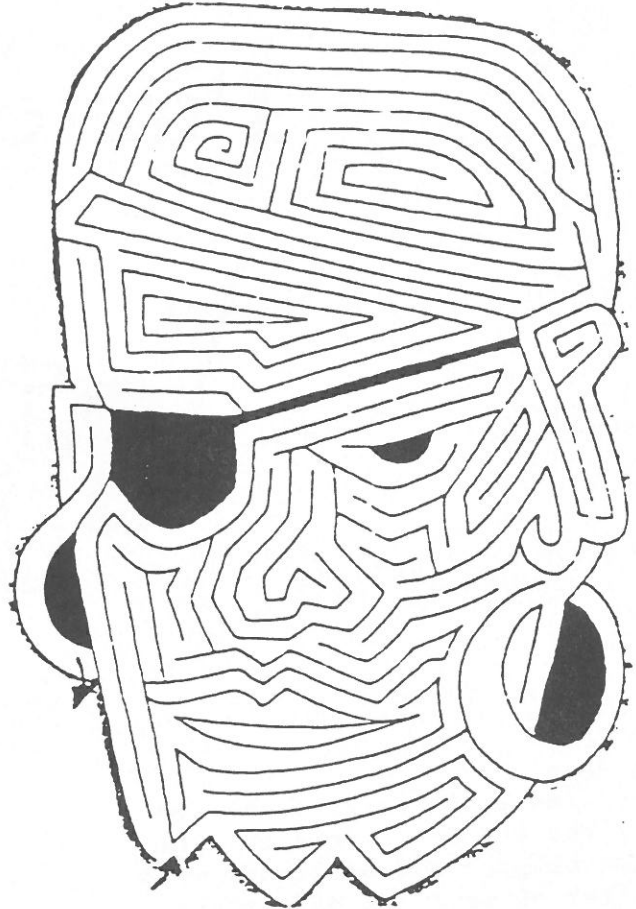
A hike route is laid out by the leader, with written clues along the way. When the boys follow the route, they are told to dig for treasure. A box adorned with skull and crossbones can be buried for them to find. The box could contain trinkets and candies. It is even more fun if each boy is given a treasure map to follow.

Secret Message

Under each letter below print the letter that comes before it in the alphabet and you will have decoded the secret message.

PO I BMMP X FFO X FBS
 - - - - -
 XI JUF GPS TBGFUZ.
 - - - - -

Secret Message On Halloween Wear White for safety.



Oyster Walk

Cut an inner tube into bands about 1 1/2" wide. Line two teams of players up in columns facing one direction. Place a chair about 10' from the starting line for each team. The first player in each line puts a rubber band around his ankles and walks to the chair and back. The next player follows. The first line to finish wins.

INVISIBLE INK

Use lemon juice or milk, allow to dry, then hold paper over a flame. (Not to close).

It would be fun to let the boys make up their own, but here is an example:

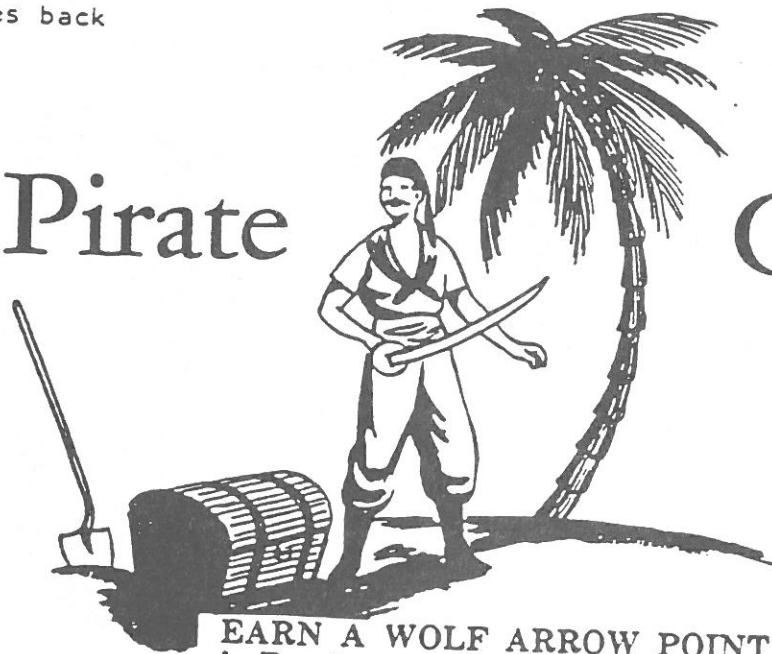
A- 26	G-20	M-14	S-8	Y-2
B- 25	H-19	N-13	T-7	Z-1
C- 24	I-18	O-12	U-6	
D- 23	J-17	P-11	V-5	
E- 22	K-16	Q-10	W-4	
F-21	L-15	R-9	X-3	

25-6-24-26-13-22-22-9 /23-26-2-8/
FIGURE THIS OUT!!!

Octopus Race

Divide the den into two teams of three or four Cubs each. To form octopus they link arms with backs to each other and race to the line and back, the first ones back are the winners.

Pirate



Gold

EARN A WOLF ARROW POINT CREDIT
in Parties and Gifts, Elective 9, by making a gift of
the Pirate Gold game.

A matchstick to follow the route

1

The object of the game is to go from the pirate ship to the buried treasure by following the compass directions along the route.

2.

First, study the compass on the map and learn the directions in relation to the page:

North is up—toward the top of the page

South is down—toward the bottom of the page

East is across—toward the right side of the page

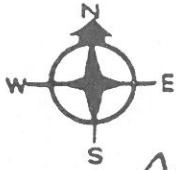
West is across—toward the left side of the page

3.

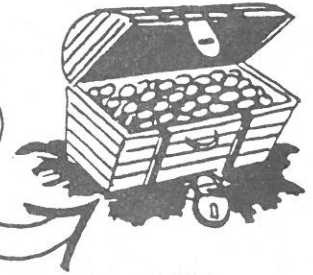
Start from the ship. Follow the path with a matchstick. By following the directions along the route you will make the shortest and fastest journey to the buried treasure.

Raft Race

Teams line up in relay formation. The first Cub Scout in each line is the skipper and he stands with his feet on separate pads of newspaper. The second Cub Scout is the passenger and he stands on the same pads with the skipper. On a signal from the leader, the skipper bends over and takes hold of the pads in each hand. By shifting their weight and sliding the paper forward, the two boys maneuver themselves to the goal line without stepping off the paper. On reaching the goal, the passenger picks up the pads of paper, runs back to his team, becomes the skipper and brings the next boy across the river. The first team to bring all of its passengers across the river wins.



GO EAST



GO SOUTH



GO WEST



GO NORTH

GO EAST

GO SOUTH



GO WEST

GO NORTH



GO WEST



GO NORTH

GO WEST



GO NORTH

GO WEST



GO EAST



GO SOUTH



GO NORTH



GO WEST

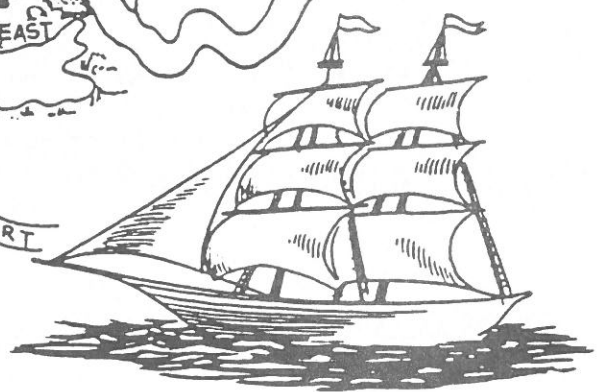


GO EAST

GO SOUTH



START



GO NORTH

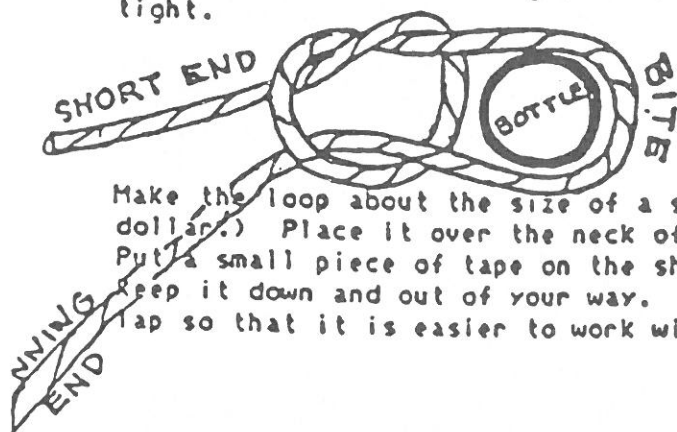
ROPE CANTEEN

MATERIALS NEEDED: 16 oz. soft drink bottle. 27 feet of 4 or 5 ply jute. masking tape.

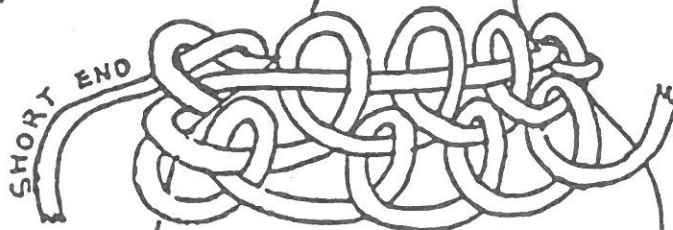
DIRECTIONS: Wrap one end of jute with masking tape on an angle, so that it makes a 'needle'.



Make a slip knot with the other end and slip it over the bottle neck. To make a slipknot, make a loop (bite) with the running end (the end that continues on and on) OVER the end. Put your forefinger and thumb through the bite, pull the running end through the bite, making a loop. Grasp both the end and the running end and hold them both tight while you pull the loop through the bite, pulling it tight.



Make the loop about the size of a silver dollar (not the Susan B. Anthony dollar.) Place it over the neck of the bottle. Keep it taut, but not tight. Put a small piece of tape on the short end and tape it to the bottle itself to keep it down and out of your way. Place the bottle between your legs or on your lap so that it is easier to work with.



Use the taped end of the jute like a needle. Keep it in your hand throughout the entire project. That is your 'rabbit', and don't let it go for a second! With the needle end, go down between the slipknot and the bottle, and bring the needle end out on top of the Jute. Pull it completely through so that you have a loose loop. As you work, hold your left thumb on top of each loop to secure the work you are doing.

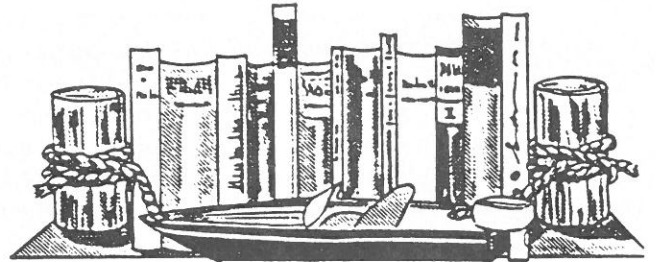
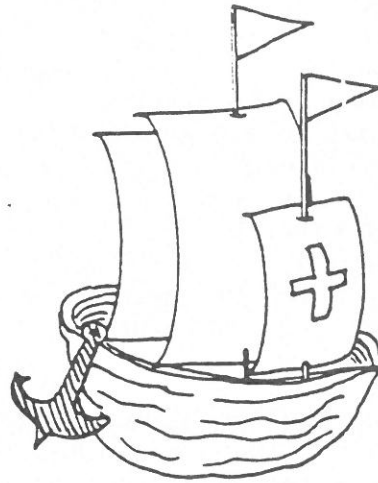
Continue in this manner around the bottle, moving the thumb of your left hand to hold each loop as you go. There will be about eight loops in the first row around the neck of the bottle.

Walnut Shell Boat

Materials:

Clay (any non-hardening clay); walnut shell halves; colored construction paper; white glue; toothpicks.

- 1 Press small balls of clay into walnut shell halves.
- 2 Cut 3 squares from colored construction paper. Make one a little smaller than other two.
- 3 Draw a design on the smaller square.
- 4 Push toothpicks through the tops and bottoms of each sail. Leave enough toothpick mast at the bottom to push into the clay.
- 5 Cut an anchor from colored construction paper and glue to the side of the shell.

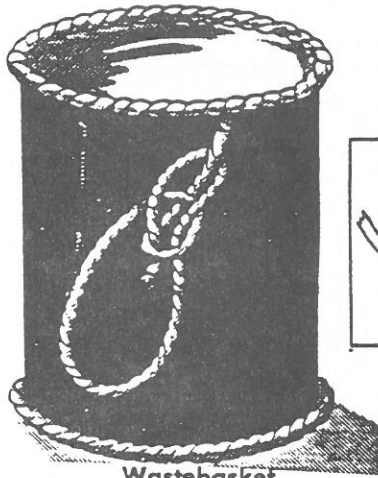


Nautical Book Rack

Use a piece of plywood or heavy cardboard about 6" x 15" for the base of the rack. You will need two round plastic bottles with the tops cut off for the pilings. Fill the bottles with plaster of Paris for weight.

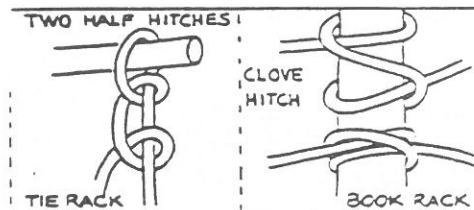
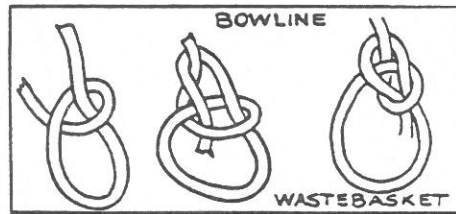
Cover the bottles with wood grained paper or paint to resemble wood. Glue one at each end of the base which can be painted blue.

Next, cut a large boat from cardboard, including a tab at the bottom for gluing the cutout, upright, along one side of the base, as pictured. Paint as desired and punch a hole at each end of boat. Insert rope and tie to each of the pilings, using a clove hitch. Glue the knotted rope to the piling to hold securely.



Wastebasket

Buy an inexpensive plastic wastebasket (or refurbish an old one). Paint as desired; glue rope around the rim and base. Add a decorative bowline knot on the side of the basket, as pictured.



Pirate Head Neckerchief Slide

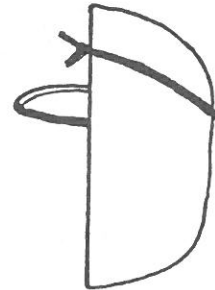
Materials:

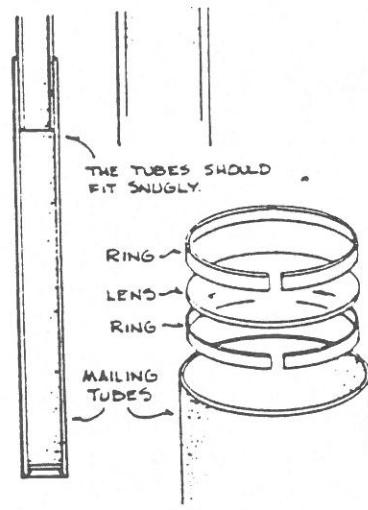
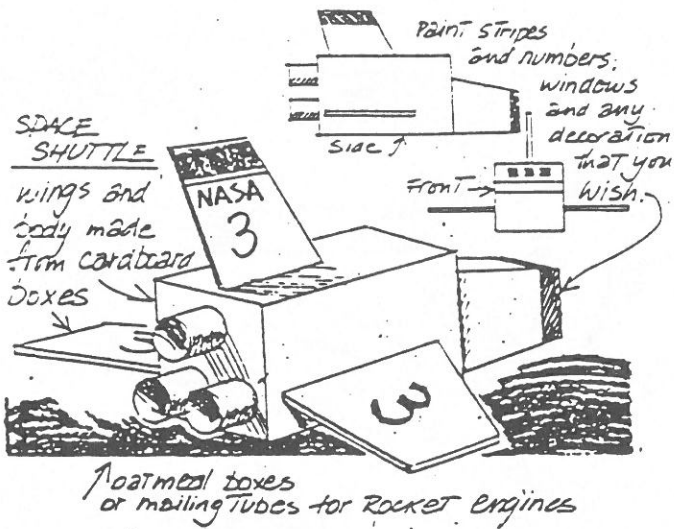
- 1/2 English walnut shell
- Approximately 5" black telephone wire
- Small amount of plaster
- Approximately 2 1/2" x 5 1/4" material piece
- Small pop top ring
- Wire for earring
- 1 wiggly eye
- Black felt for eye patch
- Black yarn for mustache
- Felt markers

- 1 Break an English walnut in half carefully to keep shell halves whole and remove nut meats carefully. Mix small amount of plaster and pour in half shell, putting in pop can ring before it hardens.
- 2 When plaster is hardened, cut approximately 5" piece of black telephone wire. Wrap wire around the shell as shown - twisting the two ends together in back and press them flat against plaster back so they will be covered by bandana.
- 3 At right side of shell fasten on a large ear ring made from flexible wire (this can be done by wrapping wire around barrel of a wide tipped felt marker to form the ring). Leave a little on end to hang over the black eye patch wire and twist together.
- 4 Make an eye patch from felt, etc. and glue in place over the right eye. For left eye glue on a wiggle eye (available at hobby stores). Make nose and mouth with felt tip markers. Mustache can also be drawn or can be black yarn glued in place.
- 5 The bandana is a piece of bright colored material cut approximately size given and glued in place gathered over to left side of pirate's face and tied in place with a long narrow strip of material or even easier to do is to hold it in place by using a piece of telephone wire to match the material, twisting the two ends together tightly. However, yarn, thread, etc. could be used.

When completed this pirate neckerchief slide will look fierce enough for any Cub Scout to be proud to wear. The texture and color of the nut shell looks much like the weathered skin of a pirate who has sailed many seas. If desired, a coat of clear plastic can be sprayed over the entire slide to help protect it.

HINT: If there are a few small cracks at edges of shell they can be camouflaged by using red marking pen and drawing scar marks over them to give pirate a tough look. Also a pirate hat could be cut from black vinyl with skull painted in white paint and glued in place over the bandana





HOMEMADE TELESCOPE. You need two lenses and two mailing tubes, one slightly smaller than the other. You can buy lenses at a hobby store; one should be about two inches in diameter with a focal length of 24 inches; the other should be much smaller. The drawings show how to assemble the telescope.

Moon Station Control Center

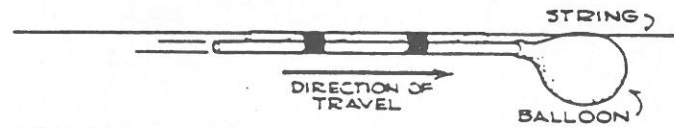
You'll need two empty, plastic gallon bleach bottles, plastic berry baskets, magic markers, craft glue, craft knife and scissors.

Remove the top portion from one bottle. Turn the bottle over. This will be the base. With a craft knife, cut out door and windows.

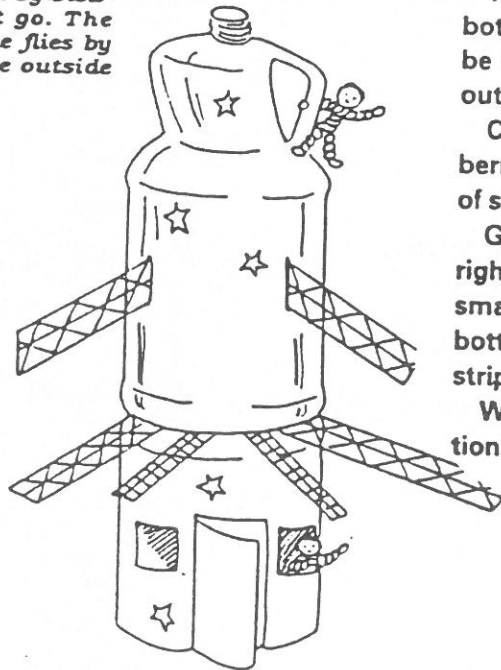
Cut several long strips from the berry baskets. Tape or glue one end of strips to the top of the base.

Glue the remaining bleach bottle, right side up, on top of the base. Cut small slits in the front and back of bottle. Cut basket strips, and glue strips in slits as shown.

With marker, print "Control Station" around top of bottle.



JET PROPULSION EXPERIMENT. You need a small balloon, two pieces of soda straw, and string. Cut one four-inch and one three-inch piece of tube. Tape them as shown. Run string through the shorter tube and tie to two chairs. Put the balloon over one end of the longer tube and inflate it by blowing through the tube. Let go. The result shows how a jet plane flies by thrusting gases against the outside air.



Space Sculptures

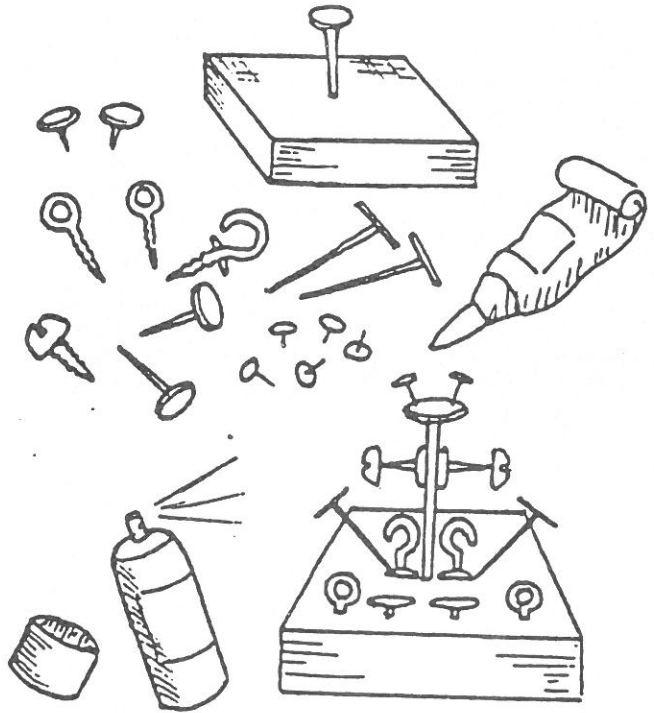
Materials:

4"x4" block of wood
Assortment of materials
such as:
Tacks
Nails
Screws of various types
Cardboard, etc.
Glue

Create space models - figures, buildings, appliances, or anything else the imagination inspires.

Sculptures can be sprayed silver or gold. Glitter may be added.

This could be a pack competitive event - similar to the Genius Kit - with each boy being provided the same materials in a sack and judged on his creation.

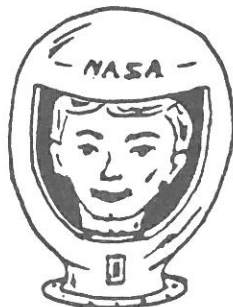


Astronaut's Helmet Neckerchief Slide

Materials:

Modeling dough (See one of the recipes found in the recipe section of this Craft Section.)
Boy's school picture
Clear acetate (such as lid on card boxes)
Pipe cleaner

Make helmet shape from modeling dough. Insert pipe cleaner for slide loop. Let it harden. Use boy's school picture... cut out the face and glue to side. Use a piece of clear acetate over the picture. What fun to a boy for his own face to be in that helmet.

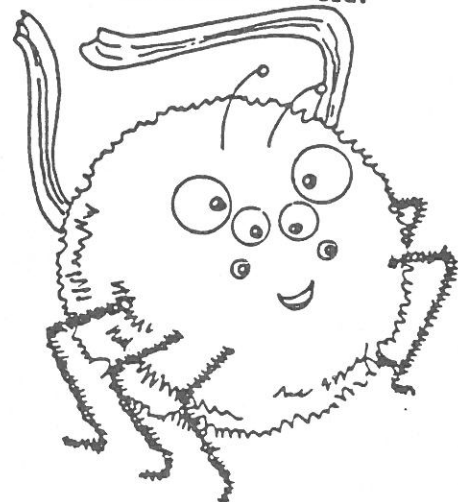


Neckerchief Slide

Materials:

Large pompoms; different sized eyes; all colors pipe cleaners; felt scraps; sequins (optional); glue; needle - thread; long plastic tie.

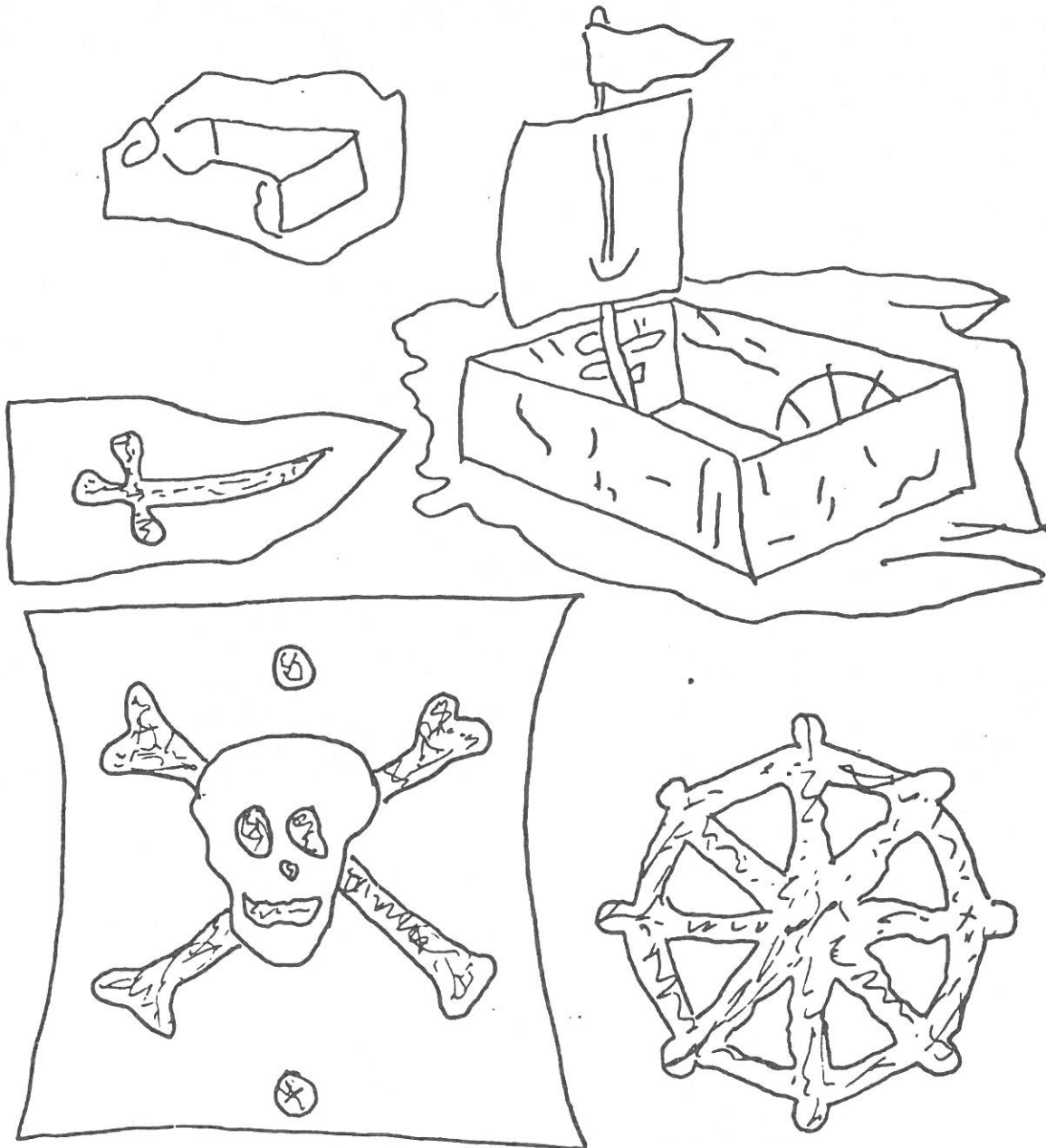
Sew pompom to plastic tie through holes in tie. Glue on pipe cleaner legs, eyes; cut out nose from felt scrap or use sequin and glue. Let boys' imaginations run wild!

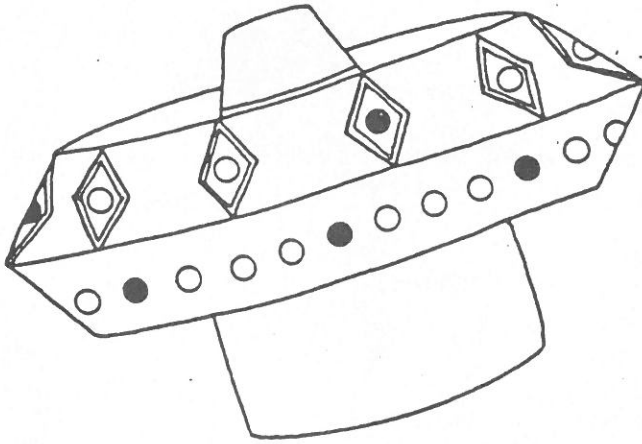


A JOLLY ROGER SHIP

Use a shallow box, trim top edges even. Cover with aluminum foil and tuck over top edges. Crush foil around corners to keep box waterproof.

Trace flag and sail. Use a soda straw for mast, punch holes in sail and thread mast through. Tape flag to top. Tape mast securely into position. Mount wheel on cardboard, cut out and tape to opposite end. Your pirate ship is ready to sail the bounding main.

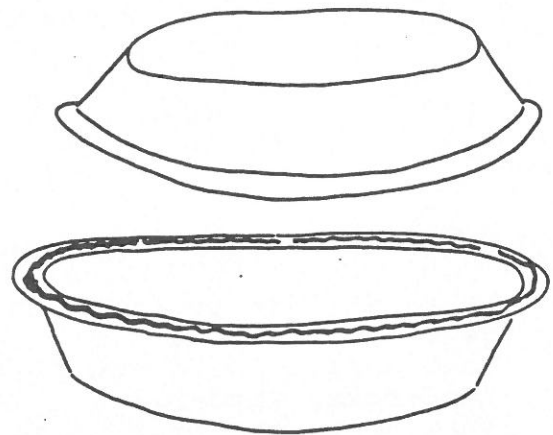




SPACE SAUCER

Materials:

- 2 - Plastic covers from Redi-crust
- 1 - Plastic Crystal Light container
- 1 - 2 liter plastic soda bottle
- 1 - Plastic pint fruit basket
- Silver spray paint
- 1 - Bag assorted spangles

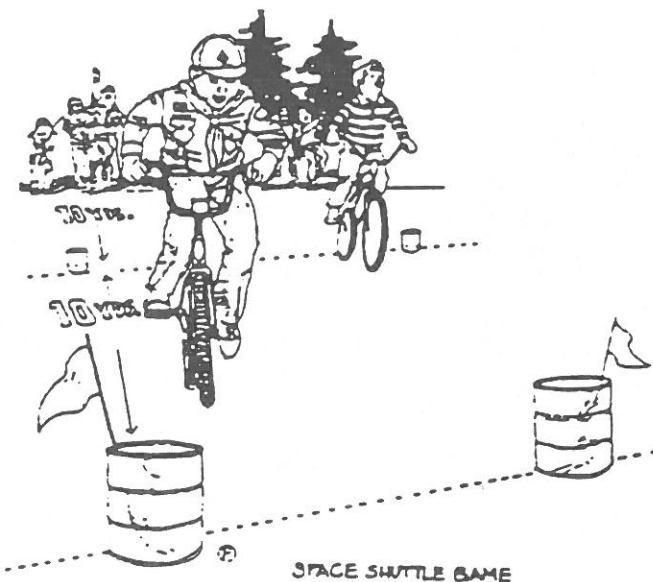


1. Remove the plastic bowl from the bottom of the 2 liter bottle.
2. Glue the edges of inverted plastic pie covers together (staple edges if glue won't hold).
3. Put glue around the top edge of the soda bowl.
4. Center the body of the saucer to the edge of the bowl.
5. Glue the inverted Crystal light container to the center top of the saucer.
6. Cut diamond designs from the fruit basket.
7. Glue diamonds around the body of the ship for metal works.
8. Spray the entire piece silver.
9. Glue on spangles.

SPACE SHUTTLE. Divide den into two teams. Each team has a "space shuttle" (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 bicycle, drives to the space station, and dismounts. He picks up one marble, remounts, drives to the moon, drops the marble in 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 drives back to his team. First team finished wins.



SKYLIGHTERS QUIZ

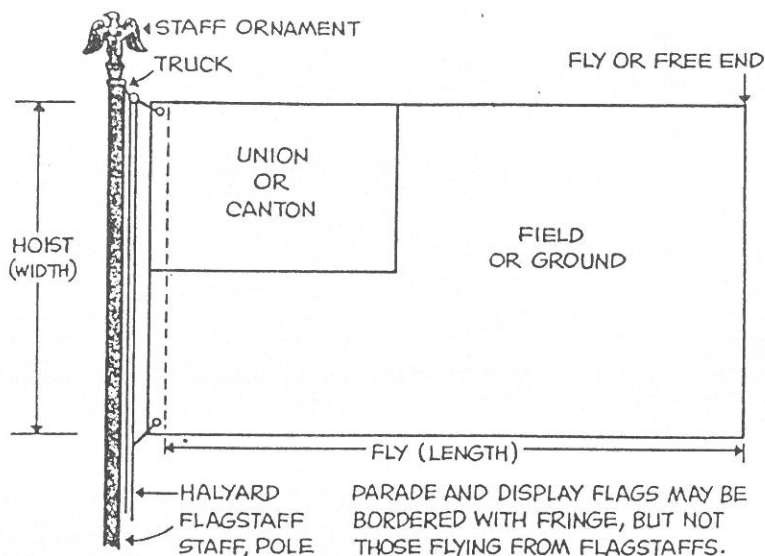
1. If an athlete gets athlete's foot, what does an astronaut get? (Missile toe)
2. What colors would you paint the sun and the wind? (Sun-rose, wind-blew)
3. What keeps the moon in place? (Its beams)
4. Which of the heavenly bodies has the most change in its pockets? (The moon-it is always changing quarters)
5. What passes in front of the sun, but casts no shadows? (the wind)
6. What is red, blue, purple and green and no one has ever reached it? (A rainbow)
7. What is the moon worth? (A dollar, because it has 4 quarters)
8. What bow can never be tied? (A rainbow)
9. Why isn't the moon rich? (It spends its quarters getting full)
10. Why does lightening shock people? (Because it doesn't know how to conduct itself)
11. When is a window like a star? (When its a skylight)



OLD GLORY

FEBRUARY





FLAG TERMS

- BURGEE:** A SMALL TRIANGULAR OR SWALLOWTAIL PENNANT.
- CANTON:** UPPER CORNER OF FLAG'S OWN RIGHT. *THE POINT OF HONOR.* ALSO CALLED THE *UNION.*
- COLORS:** THE NATIONAL, REGIMENTAL, OR ORGANIZATION FLAG. A BANNER, STANDARD, ENSIGN.
- COURTESY FLAG:** ANOTHER NATION'S FLAG HOISTED ON SPECIAL OCCASIONS. EXAMPLE, A SHIP ENTERING A FOREIGN PORT.
- ENSIGN:** NATIONAL FLAG FLOWN BY A NAVAL VESSEL. SAME AS A STANDARD IN SOME COUNTRIES.
- FIMBRIATION:** THE NARROW LINE SEPARATING THE COLORS.
- BADGE:** EMBLEM, DEVICE, SEAL, USUALLY ON THE FIELD.
- BEND ON:** ATTACH A FLAG TO A HALYARD.
- BUNTING:** INEXPENSIVE COTTON OR THIN WOOL CLOTH FOR FLAGS AND PATRIOTIC DECORATION.
- FIELD:** THE GROUND OF EACH DIVISION OF A FLAG. THE U.S. FLAG IS DIVIDED INTO A RED AND WHITE STRIPED FIELD, A WHITE-STARRED BLUE FIELD.
- FLAG HOIST:** ONE OR MORE SIGNAL FLAGS ON ONE HALYARD.
- FLY:** LENGTH OF A FLAG FROM END TO END. ALSO THE END AWAY FROM THE CANTON, CALLED *FREE END.*
- FURL:** TO WRAP OR ROLL TIGHTLY. OPPOSITE OF UNFURL, MEANING TO ALLOW A FLAG TO FLY FREELY.
- CASE:** BAG OR CONTAINER FOR STORING THE COLORS.
- GARRISON FLAG:** LARGE, 20 BY 38 FEET FLAG.
- GROMMET:** METAL EYELET FOR HALYARD.
- GROUND:** SAME AS FIELD.
- GUIDON:** SMALL FLAG TO DESIGNATE GUIDE, COMPANY'S NUMBER OR INITIAL, OR LINE TO DRESS FORMATION ON.
- HALYARD:** ROPE FOR HOISTING AND LOWERING FLAG.
- HOIST:** WIDTH OF FLAG AT CANTON SIDE. TO RAISE A FLAG.
- JACK:** RECTANGULAR FLAG FLOWN FROM JACKSTAFF ON BOW OF VESSEL. U.S. WHITE STARS ON BLUE FIELD.
- PENNANT:** TRIANGULAR, SWALLOWTAIL FLAG OR STREAMER.
- POST FLAG:** TEN BY NINETEEN FEET FLAG.
- REEVE:** TO PASS A ROPE THROUGH A PULLEY.
- RUN UP A FLAG:** RAISE IT SMARTLY.
- RETREAT:** LOWER FLAG AT SUNDOWN.
- STAFF:** THE POLE A FLAG HANGS FROM.
- STANDARD:** A BANNER, ENSIGN COLORS. PERSONAL BANNER OF A RULER. FLAG OF MOUNTED OR MECHANIZED UNITS.
- STORM FLAG:** 5 BY 9 FOOT, 6 INCHES FLAG FLOWN IN BAD WEATHER.
- STRIKE THE FLAG:** TO LOWER FLAG AS SIGN OF SURRENDER.
- SWALLOWTAIL:** TAPERING FLAG WITH FREE END DIVIDED INTO TWO OR MORE POINTED TAILS.
- TRUCK:** TOP OF FLAGPOLE TO WHICH FLAG IS HOISTED. OFTEN HAS ORNAMENT ATTACHED TO CAP.
- UNION:** SAME AS CANTON. ALSO THE WHOLE OF A FLAG AS THE *UNION JACK* ON U.S. NAVAL VESSELS.
- VEXILLARY:** A STANDARD-BEARER IN ANCIENT ROMAN LEGION.

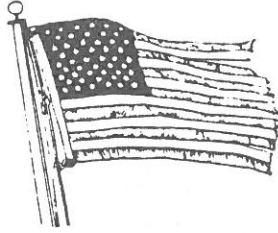


Only YOU Can Prevent Premature Flag Failure

INDOOR AND PARADE FLAGS NEED CARE, TOO!

Damage to indoor flags is mainly a result of gross neglect such as failure to have soiled flags properly and frequently cleaned, exposure to gas fumes and soot from inefficient heating systems, heavy humid stale air due to lack of ventilation, prolonged exposure to direct sunlight, abusive handling, etc.

In addition, parade flags can be damaged by improper storage, rolling and storing when wet, damp, dirty. Unnecessary exposure to inclement weather and thoughtless handling also take their toll.



NO EXCUSE FOR NEGLECTED FRAYS

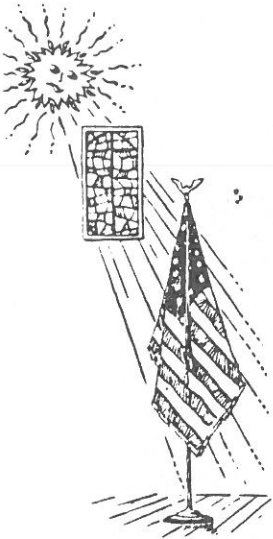
Give your flag the attention it deserves. Watch the corners of the "fly end" of your flag, this is normally the first area to show signs of wear. Trim off the worn hem and rehem the end. It's perfectly proper and when done promptly can greatly extend the life of your flag. Remember, "A stitch in time saves Old Glory."

HIGH WINDS RUIN FLAGS

When your flag has to take the lashing punishment of high winds, something has to "give." Use common sense, you can tell when the wind is "working" your flag too hard. Remember, wind velocity at the top of your flagpole is usually much greater than at ground level.

RAIN IS TOUGH ON FLAGS

The combination of wind and rain can literally beat some of the dye out of flag fabrics and cause color migration. This condition can occur even to the finest quality dyes and materials. (If your flag suffers color damage due to storm exposure, prompt washing in a mild detergent will usually remove the discoloration.) The added weight of moisture in the fabric causes the flag to snap harder and wear out sooner. Be practical . . . don't fly your flag in the rain.



DON'T FLY A DIRTY FLAG

Keep your flags clean. A little investment in cleanliness pays big dividends in flag life. Dirt is sharp, it cuts fabrics, it dulls colors, it causes wear. Most outdoor flags can be washed in a mild detergent and thoroughly rinsed. Indoor and parade flags should be dry cleaned.

"NIX" ON STORING WET FLAGS

The emergency of getting your flag out of the rain is no reason to store it wet! Dry it as you would wearing apparel. Hang it neatly and evenly. Wet folds turn into nasty permanent creases. Dampness ruins fabrics and causes mildew.

FLAGS SUFFER FROM AIR POLLUTION, TOO!

Dirt, smoke, dust cause premature wear of flag materials and make the flags lose their brightness and lustre. Concentrations of smog, exhaust fumes and many industrial gases actually destroy flag materials. The fibers of the cloth and sewing threads are rotted and flags can literally fall apart. Don't blame it on the flags . . . only we can do something about these conditions.

CONTACT WITH GASOLINE, OIL

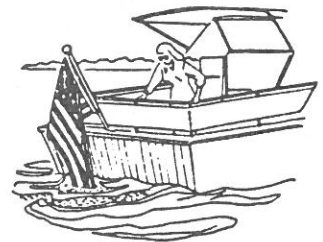
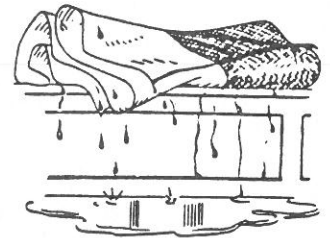
Petroleum products are injurious to flag fabrics. Flags for boats are particularly subject to this hazard. Keep your flag away from motors and gas tanks and out of water fouled with gas and oil. Don't handle your flag with greasy hands.

POLE PAINT AND METALLIC OXIDES

Pole care is related to flag care. Rusty, pock marked poles chafe and tear flag fabrics and stitching. Rust and scale cause permanent stains. Some metallic oxides (rust) actually eat holes in fabric. Keep your flag pole in good condition.

BEWARE! CHEMICALS HURT FLAGS

Storing flags in unventilated areas is courting trouble. Cleaning compounds, waxes, maintenance and janitorial chemicals are "death" to flag fabrics. Even super-strong nylon stitching is damaged by those super-strong chemicals. Why run the risk? Give your flags lots of fresh air.



SALUTING

WHEN IN UNIFORM,
WITH YOUR HEAD COVERED OR UNCOVERED,
EITHER INDOORS OR OUTDOORS, STAND
AT ATTENTION AND SALUTE WITH YOUR
RIGHT HAND WHEN:

- ★ THE NATIONAL ANTHEM IS PLAYED



NOTE:
EXPLORER
BLAZER IS
CONSIDERED
A
UNIFORM.

- ★ THE COLORS ARE RAISED OR LOWERED
- ★ DURING RECITATION OF THE PLEDGE OF ALLEGIANCE
- ★ AS THE FLAG PASSES BY IN A PARADE OR REVIEW
- ★ A FLAG-DRAPED COFFIN IS PASSING
- ★ WHEN "TAPS" IS SOUNDED AT A FUNERAL.

SALUTING



WHEN NOT IN UNIFORM

DURING THOSE CEREMONIES STAND AT ATTENTION, PLACE YOUR RIGHT HAND OVER YOUR HEART. MEN, IF COVERED REMOVE HAT, HOLD IT OVER HEART



IN ATHLETIC
COSTUME,
UNCOVER,
STAND AT
ATTENTION
HOLD HAT
OR HELMET
IN RIGHT
HAND



THE ORIGIN OF OUR FLAG

Most people in America think that the Stars and Stripes were ordered by General George Washington; that Betsy Ross sewed the first flag; and that the Revolutionary forces used this flag from the day the Declaration of Independence was signed.

The story of the Stars and Stripes is the story of the nation itself; the evolution of the flag is symbolic of the evolution of our free institutions and the nation's development into a great land.

Early in the days of the Republic, when the 13 original states were still colonies, the banners borne by the Revolutionary forces were as varied as the races that made up the liberty-loving colonists. The local flags and colonial devices displayed in battle on land and sea during the first months of the American Revolution carried the varied grievances that the individual states had against their Mother Country, England.

After July 4, 1776, the people of the colonies felt the need of a national flag to symbolize their new spirit of unity and independence. Congress, on June 14, 1777, adopted the following resolution: *Resolved that the flag of the thirteen United States be thirteen stripes, alternate red and white; that the union be thirteen stars, white on a blue field.* The significance of the colors was defined as: White signifies Purity and Innocence; Red, Hardiness and Valor; Blue, Vigilance, Perseverance and Justice.

Betsy Ross, a flag maker of Philadelphia, is credited by some historians with having made the first flag and with having suggested that the stars be five-pointed. The home of Betsy Ross at 230 Arch Street, Philadelphia, is a national shrine and the flag flies on a staff from her third floor window. Thousands of people of all nations visit this house, which is known as the Birthplace of Old Glory.

It is true that Betsy Ross was a flag maker. There is in the Navy archives an order to Elizabeth Ross 'for making ships colors' for 14 pounds, 12 shillings, and 2 pence, paid to her exactly two weeks before the flag resolution of June 14, 1777. But none of the authentic records of history substantiate the story that Betsy Ross was appointed by Congress to design a flag. Neither the annals of the Continental Congress nor the personal writings of anyone, including George Washington, shed any light on the question of when, where, or by whom the first American flag was made.

But regardless of who was responsible for making the first flag, the Stars and Stripes, born in the midst of battle, proudly announced to the world the birth of a new nation. However obscure its origin, the flag was soon hailed universally as the symbol of the Land of the Free.

See *Our Flag*, No. 3188 for additional information on flag history.

OPENING

Four Freedoms Ceremony

ARRANGEMENT: Each of four Cub Scouts holds a corner of the American Flag in one hand and candle in the other. The flag is tilted so that the audience can see it. The fifth Cub, who is the narrator, stands behind the flag with his hands and shoulders showing. He holds the torch and very solemnly lights each candle, then returns to his position and reads.

Narrator: What you see here represents the past, the present and the future. The stripes of Old Glory stand for the thirteen original colonies. The stars represent the present 50 states. The Cub Scouts represent the men of tomorrow. The light and warmth of the four candles remind us of the four great freedoms: Freedom of Speech, Freedom of Worship, Freedom from Want, and Freedom from Fear. Eliminate one of these freedoms and our world would become darker and colder. (At this point, the candles are blown out by the Cubs, one by one. As each is extinguished, the narrator says in turn:

Freedom of Speech....Freedom of Worship....Freedom from Want....Freedom from Fear.

(After the room is in darkness, the Cubs quickly shift their positions so that when the lights come on, two Cubs are holding the flag high and the other two are saluting.)

In this world of potential cold and darkness, of rule by a few, stands the United States of America. Here the Four Freedoms do exist and are an example of warmth and light to us all. Please stand and sing with us "God Bless America".

I AM YOUR FLAG (Opening Ceremony)

I AM YOUR FLAG
I was born June 14, 1777
I am more than just cloth shaped into a design.
I am the refuge of the world's oppressed people.
I am the silent symbol of freedom.
I am the emblem of the greatest sovereign nation on earth.
I am the inspiration for which American patriots gave their lives and fortunes.
I have led your sons into battle from Valley Forge to the dense jungles of Vietnam.
I walked in silence with each of your Honored Dead to their final resting place beneath the silent white crosses, row upon row.
I have flown through peace and war, strife and prosperity, and amidst it all I have been respected.
I AM YOUR FLAG.

INTRODUCTION TO PLEDGE OF ALLEGIANCE

The pledge to the flag was written in the office of "The Youth's Companion", a magazine published in Boston in 1892. It was first used in the public schools on Columbus Day, October 12, 1892.

And now will you all rise and join me in the Pledge of Allegiance

THE FLAG SPEAKS

(Lights out -- spotlight on flag) I am whatever you make me -- nothing more. But always I am all that you hope to be and have the courage to try for. I am song and fear, struggle and panic and ennobling hope. I am the day's work of the weakest man, and the largest dream of the most daring. I am the Constitution and the courts, statutes, and statute makers, soldiers and street sweepers, cooks, counselors, clerks. I am no more than you believe me to be. My stars are your dreams and your labors. For you are the makers of the flag, and it is well that you glory in the making.

FLAG DAY

A 19 year old school teacher, Bernard J. Cegrand, in 1885 held the first Flag Day exercises at Fredonia, Ozaukee County, Wisconsin. Thirty-one years later, 1916, President Woodrow Wilson declared June 14 as National Flag Day. The little cobblestone school house has been restored and is now a shrine for the purpose of honoring the Flag.

A MESSAGE FROM THE FLAG

A great host of heroes, with the help of God, have kept me gallantly flying in the face of every threat and challenge to the democratic way of life which I represent.

The blood spilled at Valley Forge, Gettysburg, San Juan Hill, Bataan, Korea, Viet Nam, and every other great battle fought on land, in the air and on the sea is in my red stripes.

The shining light of sunshine is in my white stripes, penetrating the blackest night, which in the nation's darkest hours are filled with radiant light.

The vast infinity of the heavens is in my stars; inspiring mankind to continue climbing courageously up the spiral staircase of history to a world of glowing promise.

I am the emblem of man's finest dreams. I am the last hope for peace on earth. I am the American Flag.

HISTORIC FLAGS ADVANCEMENT

Props: Posters of historic flags for each rank (5).

Cubmaster: Just as the United States has advanced in the past 200 years, we have some boys here this evening who have also advanced.

Representing the Cambridge or Grand Union Flag are the boys who have earned the Bobcat rank. (Cub Scout enters with appropriate poster and reads brief history about it.) Will _____ and their parents please come forward to receive their awards? (Present Bobcat Badges)

Representing the Continental flag are the boys who have earned the Wolf rank and arrow points. (Cub Scout enters with appropriate poster and reads history.) Will _____ and their parents please come forward? (Present Wolf badges and arrow points)

Representing the Rhode Island flag are the boys who have earned the Bear rank and arrow points. (Cub Scout enters with appropriate poster and reads history.) Will _____ and their parents please come forward? (Present Wolf badges and arrow points)

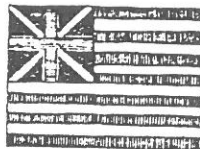
Representing the Gadsden flag are the boys who have earned the Webelos badge and activity pins. (Cub Scout enters with appropriate flag and reads history.) Will _____ and their parents please come forward? (Present Webelos badges and activity pins.)

Representing the American flag of today—the young men of tomorrow—the boys who have earned the Arrow of Light. (Cub Scout enters with appropriate poster and reads history.) Will _____ and their parents please come forward? (Present Arrow of Light badges)

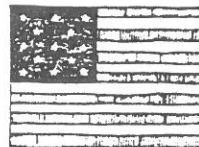
All of these boys have advanced in rank. Just as our country has grown, so they have grown. We wish you well on the trail to being the strength of America.

Facts About the USA

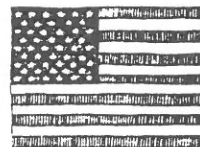
Flag:



1775-1777



1777-1794



1959-present

Form of Government: Republic (Democracy)

A government in which the people hold the ruling power through elected representatives

Capital: Washington, D.C.

Site chosen by George Washington in 1791

Motto: In God We Trust

Adopted July 30, 1956

National Anthem: "The Star Spangled Banner"

Adopted March 3, 1931

Bird: Bald Eagle

Adopted June 20, 1782

Flower: Rose

Adopted Oct. 7, 1986

Highest Elevation: Mt. McKinley in Alaska

20,320 feet above sea level

Lowest Elevation: Death Valley in California

282 feet below sea level

Longest River: Mississippi

2,348 miles

PATRIOTIC OPENING CEREMONY

"This is the American flag. It is a piece of cloth. Were it an ordinary piece of cloth, worn and tattered, it would be an old rag. Yet, worn and tattered or new, there is something very special about this piece of cloth. Some of the bravest men have fought, suffered and died for the preservation of the traditions and ideals for which it is symbolic.

You might say this is the flag of the world for when smaller nations need financial aid, it is their bank. When they need medical aid, it is their hospital. When they need food and clothing, it is their salvation. When I look at this flag - at the red of bravery; the white of purity; the blue of the sky and the stars of the 50 governing bodies - I would say without question, our God had a hand in the making of this flag. This is why it is with great honor that I ask you to stand, salute, and join me as we pledge allegiance to the flag."

PATRIOTIC OPENING

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

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

I am a symbol of America. I suppose you might say I am America. I am great corn fields in the midwest; throbbing industries in great cities; orchards and vineyards in the great valleys of the west. I am mountains, rivers and lakes.

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

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

Cubmaster: Let us all rededicate ourselves to our duty to keep America great and free. Let's repeat the pledge of allegiance.

THE FLAG WE FLY - Advancement

by Aileen Fisher

What do we mean---the stripes of red?
Courage that's bright and spirited.
What do they mean---the stars of white?
Each for a state, shines starry bright.
What does it mean---the field of blue?
Heaven's the reach of the brave and true.
Courage to do---and dare---and die.
Faith like the stars that light the sky.
Honor and vision, towering high.....
That's what it means,
The Flag We Fly.

The Cubs are taught what the colors stand for in the flag. They learn to have courage, faith and vision. They learn how to be true to their stars and stripes. (Have boys come forward to receive the advancement they have earned).

HELLO, REMEMBER ME?

Hello, Remember me? I'm your flag. Some folks call me old glory, others call me the stars and stripes, the ensign, or just the flag. But whatever they call me, I AM YOUR FLAG. And, as I proudly state, the flag of the United States of America.

Something has been bothering me lately. I was wondering if I might talk it over with you ... it's about you and me. I remember some time ago, I think it was Memorial Day, or was it the Fourth of July, when people lined up on both sides of the street to watch a parade. When your father saw me coming along, waving in the breeze, he took his hat off and held it against his left shoulder. His hand was directly over his heart Remember?

And you, I remember you standing there straight as a soldier, you didn't have a hat on, but you gave the correct salute. They taught you in school to place your hand over your heart. I was proud, very proud, as I came down that street. Oh yes, there were some service men there, standing at attention, giving the military salute. Ladies as well as men, civilians as well as military paid me respect reverence. Now, if I sound a bit conceited, I have a right to. I represent the finest country in the world -- THE UNITED STATES OF AMERICA!!

More than one aggressive nation has tried to haul me down, only to feel the fury of this freedom loving country. Many had to go overseas to defend me. A lot more blood has been shed since those patriotic parades of long ago and I've had a few stars added since you were a child, but I'm still the same old flag.

Dad is gone now, and the home town has a new look. The last time I came down your street, I noticed that some of the old landmarks have given way to a number of new buildings and homes. Yes sir, the old town sure has changed. I guess I have too, cause I don't feel as proud as I did back then.

I see youngsters running and shouting through the streets, people selling hot dogs and beers while our national anthem is played they don't seem to know or care who I am. Not to long ago I saw a man take his hat off when I came by he looked around and didn't see anybody with their's off so he quickly put his back on.

Now when I come down your street, you just stand there with your hands at your sides. Occassionally, you give me a small glance and then look away. I wonder what's happened? I'M STILL THE SAME OLD FLAG.

How can I be expected to fly high and proud from buildings and homes when within them, there is not thought, love or respect for me? What ever happened to patriotism? Your Patriotism? Have you forgotten what I stand for? Have you forgotten all the battlefields where men fought and died to keep this nation free? When you salute me you salute them.

Well it won't be long before I come down your street again. So when you see me, stand straight and place your hand over your heart. Do this because I represent you. You'll see me wave back MY SALUTE TO YOU.

Why do we stand...

These days, A football or baseball game begins with the playing of "The Star-Spangled Banner." People stand, and many hold their hands over their hearts, just as they do when pledging allegiance to the flag.

Standing for the "Star-Spangled Banner" is a custom we take for granted. But few people know that it began less than 100 years ago. It all started with an Irish-born American named Fossell G. O'Brien.

During the Civil War, O'Brien enlisted in the 134th Regiment of the Illinois Volunteer Infantry. He was 17. Promoted to lieutenant, he saw years of hard fighting in Tennessee and Mississippi at battles such as Vicksburg, Chikamauga and Missionary Ridge.

After the war, O'Brien moved to Olympia, Washington. There, he joined the Loyal Legion, an association of officers of the Union Army, modeled on the Society of the Cincinnati, formed by officers of the Army of the American Revolution.

During his years in Olympia, O'Brien joined other Americans in feelings of new reverence for the American flag. Before the Civil War, the flag had been treated with respect by most Americans but the war changed this attitude to something much deeper, something akin to love.

Regiments went into battle with their color guards carrying their flags before them, leading the charge. In the military museum in Albany, N.Y., is the flag of the 30th New York Regiment, with this inscription:

"At the second battle of Bull Run, these colors fell during the engagement in the hands of 10 different soldiers, shot dead on the field."

Observing these intense emotions, and feeling them himself, it occurred to Ross O'Brien that a similar respect should be paid to the song that honored the flag, "The Star-Spangled Banner."

On October 18, 1893, he presented a resolution to the Washington Commandery of the Loyal Legion. It urged that "in future and for all time" whenever the national anthem was played, a member of the Loyal Legion would "immediately rise to his feet and uncover and remain standing until the music...shall have ceased." a second resolution urged other commanderies to help initiate the custom.

The idea swiftly caught hold, not only among the Loyal Legion, but among the hundreds of thousands of enlisted veterans who belonged to the Grand Army of the Republic. With the GAR behind it, the custom soon spread to the rest of the nation. It is an inspiring example of what one man with a good idea can accomplish.

The Star Spangled Banner

IN 1812, the United States went to war with Great Britain, primarily over freedom of the seas. We were in the right. For two years, we held off the British, even though we were still a rather weak country.

The British reached the American coast and, on August 24, 1814, took Washington, D.C. Then they moved up the Chesapeake Bay toward Baltimore. On September 12, they arrived and found 1000 men in Fort McHenry, whose guns controlled the harbor. If the British wished to take Baltimore, they would have to take the fort.

On one of the British ships was an aged physician, William Beanes, who had been arrested in Maryland and brought along as a prisoner. Francis Scott Key, a lawyer and friend of the physician, had come to the ship to negotiate his release. The British captain was willing, but the two Americans would have to wait. It was now the night of September 13, and the bombardment of Fort McHenry was about to start.

As twilight deepened, Key and Beanes saw the American flag flying over Fort McHenry. Through the night, they heard bombs bursting and saw the red glare of rockets. They knew the fort was resisting and the American flag was still flying. But toward morning the bombardment ceased, and a dread silence fell. Either Fort McHenry had surrendered and the British flag flew above it, or the bombardment had failed and the American flag still flew.

As dawn began to brighten the eastern sky, Key and Beanes stared out at the fort, trying to see which flag flew over it. He and the physician must have asked each other over and over, "Can you see the flag?"

After it was all finished, Key wrote a four-stanza poem telling the events of the night. Called "The Defence of Fort M'Henry," it was published in newspapers and swept the nation. Someone noted that the words fit an old English tune called "To Anacreon in Heaven"—a difficult melody with an uncomfortably large vocal range. For obvious reasons, Key's work became known as "The Star-Spangled Banner," and in 1931 Congress declared it the official anthem of the United States.

Now that you know the story, here are the words. Presumably, the old doctor is speaking. This is what he asks Key:

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 rockets' red glare, the bombs bursting in air,

Gave proof thro' 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?

"Ramparts," in case you don't know, are the protective walls or other elevations that surround a fort. The first stanza asks a question. The second gives an answer:

On the shore, dimly seen thro' the mist of the deep,

Where the foe's haughty host in dread silence reposes,

What is that which the breeze, o'er the towering steep,

As it fitfully blows, half conceals, half discloses?

Now it catches the gleam of the morning's first beam,

In full glory reflected, now shines on the stream:

'Tis the star-spangled banner. Oh! long may it wave

O'er the land of the free and the home of the brave!

"The towering steep" is, again, the ramparts. The bombardment has failed, and the British can do nothing but sail away, their mission a failure.

In the third stanza, I feel Key allows himself to gloat over the American triumph. In the aftermath of the bombardment, Key probably was in no mood to act otherwise.

During World War II, when the British were our staunchest allies, this third stanza was not sung. However, I know it, so here it is:

And where is that band who so vauntingly swore

That the havoc of war and the battle's confusion

A home and a country should leave us no more?

Their blood has washed out their foul footsteps' pollution.

No refuge could save the hireling and slave

From the terror of flight, or the gloom of the grave,

And the star-spangled banner in triumph doth wave

O'er the land of the free and the home of the brave.

The fourth stanza, a pious hope for the future, should be sung more slowly than the other three and with even deeper feeling:

Oh! thus be it ever, when freemen shall stand

Between their loved homes and the war's desolation,

Blest with vict'ry and peace, may the Heav'n-rescued land

Praise the Pow'r that hath made and preserved us a nation.

Then conquer we must, for our cause it is just,

And this be our motto—"In God is our trust."

And the star-spangled banner in triumph doth wave

O'er the land of the free and the home of the brave.

I hope you will look at the national anthem with new eyes. Listen to it, the next time you have a chance, with new ears.

And don't let them ever take it away.



YOU'RE A GRAND OLD FLAG

G.M.C.

George M. Cohan, 1905

You're a grand old flag, you're a high flying flag;
 And for-ev-er in peace, may you wave;— You're the
 em-blem of the land I love, The home of the
 free and the brave.— Ev-'ry heart beats true
 'neath the Red, White and Blue, Where there's nev-
 er a boast or brag;— But, should auld acquaint-ance
 be for-got, Keep your eye on the grand old flag.—

THREE CHEERS FOR THE RED, WHITE AND BLUE

(From the song, "Columbia, the Gem of the Ocean")

Three—cheers for the Red, White and Blue,
 Three—cheers for the Red, White and Blue!
 The—flag of A—mer-i—ca for—ev—er,
 Three—cheers—for the Red, White and Blue!



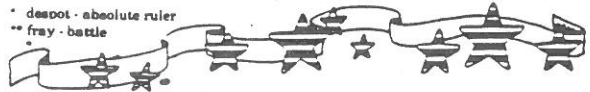
THE STARS AND STRIPES FOREVER

J.P.S.

John Philip Sousa, 1897

Hur-rah for the flag of the free,— May it
 wave as our stan-dard for-ev-er, The gem of the
 land and the sea,— The —ban-ner of the
 right.— Let des-pots* re-mem-ber the day—
 When our fa-thers with might—y en-deav-or, Pro-
 claimed as they marched to the fray,** That by their
 might, and by their right, It waves for-ev-er!

* despot - absolute ruler
 ** fray - battle



THERE ARE MANY FLAGS

M.H. Howlston

Traditional

1. There are man-y flags in man-y lands, There are
 flags of ev-'ry hue. But there is no flag how-
 ev-er grand, Like our own Red, White-and-Blue.
 Then hur-rah for the flag, our coun-try's flag, Its
 stripes and white stars, too. There — is no flag in
 an-y land Like our own Red, White—and-Blue.

2. We shall always love the stars and stripes,
 And we ever shall be true
 To this land of ours and the dear old flag,
 Our own Red, White and Blue.
 Chorus

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 forget,
Keep your eye on the grand old flag.

FLY YOUR FLAG

(TUNE: "Row, row, Row Your Boat")

Fly, fly, fly your flag
On our holidays.
Be a loyal citizen
In this and other ways.



HAIL TO OUR FLAG

(TUNE: "Home on the Range")

Just see our Old Glory,
A flag with a story,
With its colors of Red, White and Blue.
Of our flag we are proud;
We'll proclaim it so loud,
And to our country we'll ever be true!

CHORUS:

High, high waves our flag,
O'er the land of the free and the brave.
As we pledge our heart to e'er do our part
The freedom of our country to save.

Here, here waves the flag
Of the state that we all call home.
Long will it fly, up in the sky,
Though from our state we may someday roam.

CHORUS:

AMERICA

(Round)

America, America,
How can I tell you how I feel.
You have given me your treasures
I love you so.



STARS AND STRIPES

UNCLE SAM: Howdy folks. I'm Uncle Sam. I'll start right out saying that on this lovely evening we're all mighty thankful to be in the good old U.S.A. I've invited some of my relatives over for you to meet. (Knock at door. Uncle Sam goes to door. Life and Liberty enter) Hello ... come in, come in Life and Liberty. What happened, Life?

LIFE: Oh, it's nothing much. We all have our ups and downs, you know. But still, it's good to be here. (Knock on door. Free Speech enters)

FREE SPEECH: Hello, hello, hello. Well, well, well. Yes, yes, yes. It's sure nice to get together.

LIBERTY: Hello, Free Speech.

FREE SPEECH: (Getting up on a box) I want you all to understand that I can say what I want to you, and you ... (points to the audience)

UNCLE SAM: Come on, Free Speech. You can speak later. (Knock at door)

FREE SPEECH: I know who that is. That's Opportunity knocking. (Liberty goes to door and comes back with Justice)

LIBERTY: I didn't find Opportunity, but I found Justice. (Opportunity enters left)

OPPORTUNITY: Hello, everybody. Here I am. If the front door is locked, I'll come in the back. (Knock on door. Free Speech goes to door and comes back with Happiness)

FREE SPEECH: I've got Happiness.

HAPPINESS: Oh no you haven't (He runs across stage - Free Speech runs after him)

UNCLE SAM: Stop that, you two!

FREE SPEECH: The pursuit of Happiness, Uncle. It's in the Declaration of Independence. Remember? (Enter Equality brothers)

HAPPINESS: Here are the Equality boys. Hi guys.

EQUALITY: One for all and all for one.

UNCLE SAM: As fine a family as you've ever seen. (Seriously) In this country of ours, more than anywhere else in the world, we have reason to be thankful. Let us give thanks. Please join me in singing "God Bless America" (Audience stands and sings with boys)

THE FLAG OF AMERICA

Cubs Assemble A Flag And Explain Its Meaning

INSTRUCTIONS: The flag is assembled on a base during the program. Cut a 26 inch by 4 foot cardboard rectangle. Place it on an easel or hang it from the wall. From cardboard, cut 7 strips 2" x 24" and 6 stripes 2" x 14". Color. Add 50 paper stars to blue square. Back all building pieces with plenty of 2-sided tape.

- CUB #1: Our flag is sometimes called the Stars and Stripes. The stars and stripes are there for a reason.
- CUB #2: In the corner of the flag is a field of blue --- like the sky.
- CUB #3: On this there is one star for each of the current United States.
- CUB #4: Once there were 13 stars here. Now there are 50.
- CUB #5: The stripes are red and white.
- CUB #6: George Washington said the red was taken from the red in the flag of England.
- CUB #7: And the white broke up the red to show America had separated from England.
- CUB #8: There are 13 stripes, one for each of the original colonies.
- CUB #1: Virginia
CUB #2: North Carolina
CUB #3: Massachusetts
CUB #4: South Carolina
CUB #5: New Hampshire
CUB #6: Pennsylvania
CUB #7: Maryland
CUB #8: Georgia
CUB #1: Connecticut
CUB #2: New York
CUB #3: Rhode Island
CUB #4: New Jersey
CUB #5: Delaware

(As each colony is named, a stripe is added to the base. This can be done by up to 13 boys.) The Stars and Stripes is a beautiful flag!

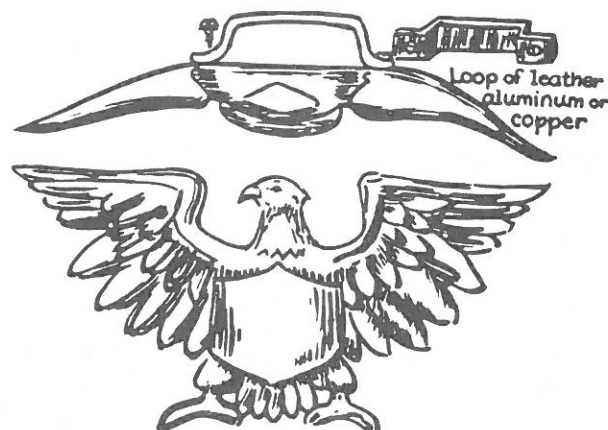
- CUB #6: Will everyone now rise and join us in singing "The Star-Spangled Banner"

I Am An American

ARRANGEMENT: Flags are advanced in regular manner. After pledge of allegiance and posting of flags, this ceremony is given. 12 uniformed Cub Scouts have speaking parts. (Or use 6 Cubs, each giving two parts.)

- 1st Cub: My country gives each one of us the opportunity to advance according to his ambition. Education is for all. I am an American.
- 2nd Cub: My country means love of freedom, faith in democracy, justice and equality. I am an American.
- 3rd Cub: My country believes in the moral worth of the common man. I am an American.
- 4th Cub: My country gives us the privilege of expressing beliefs or opinions without fear of persecution. I am an American.
- 5th Cub: My country has the best form of government. It is our duty to keep it that way. I am an American.
- 6th Cub: My country promises life, liberty and the pursuit of happiness. I am an American.
- 7th Cub: My country gives us a privilege that we shall protect and defend even with our lives. I am an American.
- 8th Cub: My country is and always shall remain the land of the free and the home of the brave. I am an American.
- 9th Cub: My country offers a living Americanism which demands an informed intelligent and active citizenship. I am an American.
- 10th Cub: My country meets any needs or suffering with its abiding love and loyalty. I am an American.
- 11th Cub: My country is the servant...not the master. I am an American.
- 12th Cub: My country possesses a Statue of Liberty whose torch shall burn as long as we keep it alight with our devotion to the freedom of the individual. I am an American.

CARVED EAGLE



Flag Ceremony

Flag Recipe

6 boys
1 cup red chips (pieces of paper)
1 cup blue chips
1 cup white chips
Large pot and wooden spoon
American flag
Stars (made from gold paper)

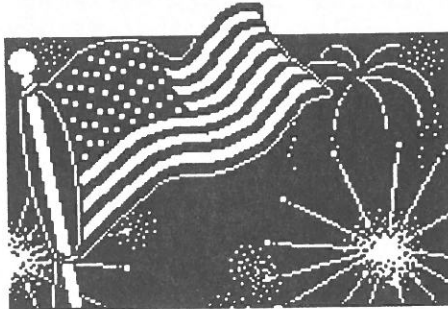
A narrator and boys add things to pot at appropriate time.

1. We are going to fix for you a treat that is really grand and make for you a recipe - the Greatest in the land.
2. In first, we will put a heaping cup of red for courage true.
3. And then, we will add for loyalty - a dash of heavenly blue.
4. For purity, we will now sift in a layer of snowy white.
5. We will sprinkle in a pinch of stars to make it come out right.
6. We will stir and stir and then you will see what we have made. (someone stir with wooden spoon)

(All boys say "Old Glory" - pull out folded flag from bottom of pot and hold up for pledge and song).

All: Our flag is the most beautiful flag in the world, let us always be loyal to it.

It is suggested that the six boys leave their places and stand in a horseshoe around the pot facing the group. All pull out the flag together. If done indoors a spotlight is nice.



HONORING THE FLAG CLOSING CEREMONY

PERSONNEL: Cubmaster, two Webelos Scouts or Cub Scouts who know proper way to fold U. S. flag.

EQUIPMENT: U. S. Flag.

CUBMASTER: Today, and at most of our pack meetings, we post the U. S. flag when we begin and leave it standing until the meeting is over. Why do we do that? I think there are two main reasons. First, we honor the flag by including it as part of our meeting. And second, we show that we are under the protection of that flag and all it represents, our Constitution and our laws.

We honor the flag by saluting it and by pledging allegiance. We can also honor it by displaying it properly and by taking it down and storing it the right way. Now (Cub name) and (Cub Name) are going to show us how to retire the flag and fold it properly. As they do that, join me in singing "God Bless America." (Lead song as boys retire colors.)

CLOSING THOUGHT-Free Gift

A smile costs nothing - but creates much. It happens in a flash, but the memory sometimes lasts forever. It cannot be bought, begged, borrowed, or stolen, but it is something that is no earthly good to anyone unless it is given away. So, if in your hurry and rush you meet someone who is too weary to give you a smile -- leave one of yours! No one needs a smile quite as much as he who has none left to give.

CUBMASTER: Stand up for the flag of America, wherever you may be. Respect it and protect it, for it shall keep you free. Free to do what you want to do, and say what you want to say. Free to go where you want to go, and pray the way you want to pray. Stand up for the flag of America, for all the world to see. Stand up for the flag, that star spangled flag, that stands for you and me.



Our Flag and Us Closing

Today as we prepare to leave let's all keep in mind our flag and the meaning it has for us.

The red is for blood of Americans true. Who gladly gave up their lives for you.

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

The blue is for justice for all, not just one. A tenet we fought for and so dearly won.

The stars are a symbol of God's guiding hand over the Union is this mighty Land.

There isn't a one our flag won't protect. So don't you think we could show it GREATER RESPECT?????

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

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

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

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

* * * * *

A quick closing ceremony

Dens form a circle. Each boy places his left hand on the right shoulder of the Cub to his left. Give the Cub Scout sign and repeat after the Den Leader... "I will do my best to conduct myself as a good Cub Citizen to work for my God, my country, my school, my home and for Scouting."

* * * * *

THE FLAG BASEBALL QUIZ

INSTRUCTIONS: Divide the boys into two teams. They will be playing baseball and moving their man around the bases. The following questions can be used in playing a game of baseball on the chalkboard and moving a base for each question answered correctly.

Questions:

1. What is the official name of the Flag?
2. When is Flag Day?
3. What does the color blue represent in the Flag?
4. What does the color white represent in the Flag?
5. What does the color red represent in the Flag?
6. How many white stripes in the Flag?
7. How many red stripes in the Flag?
8. What is the nickname of the Flag?
9. What is the significance of the Flag at half-staff?
10. How should you pay respect to the Flag when it is passing on parade?
11. What should be done with worn-out flags?

Answers:

1. The Flag of the United States of America.
2. Flag Day is June 14.
3. Blue is for justice.
4. White is for purity.
5. Red is for the life blood of those ready to die for their country.
6. Six white stripes.
7. Sevens red stripes.
8. Old Glory.
9. A period of mourning for the death of government official, or honor of military dead as on Memorial Day.
10. Stand when it is passing and salute if in uniform or hand over heart if in civilian clothes.
11. Flags should be destroyed as a whole as in a public burning ceremony.

MISS BETSY ROSS GAME

Give each player paper and crayons or pieces of colored construction paper and tell them that they have been commissioned to design a new American flag. After the designs are finished, take a vote to see which design wins. The winner is crowned "Miss Betsy Ross."

STAR MAKER

Give everyone a piece of paper, about 5" square. At the signal to go, each player rips the paper, trying to make a five pointed star. When 30 seconds are up, the judge calls "time" and everyone has to stop whether he's finished or not. The judge then inspects the stars, giving a prize to the person with the best star.

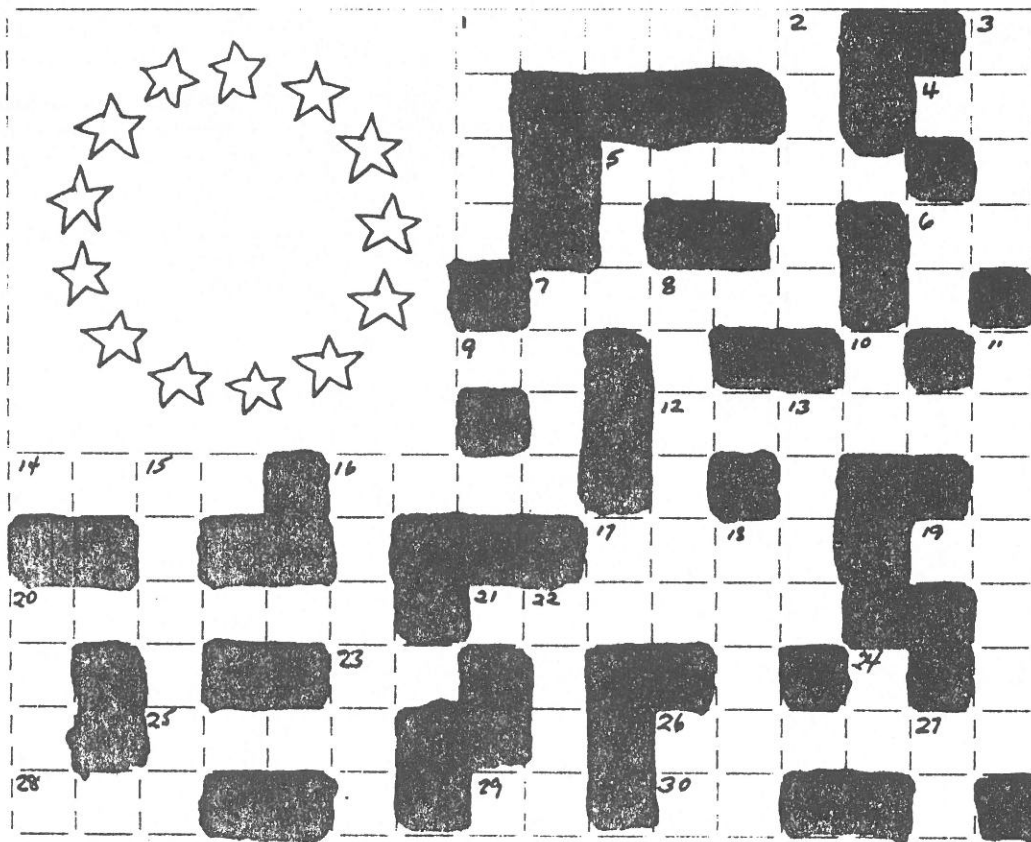
STARS AND STRIPES CROSSWORD PUZZLE

ACROSS

1. _____ Washington
4. Toward
5. "_____ and Stripes Forever"
6. The patriots won freedom for you and _____.
7. Boston Tea _____
9. Virginia (abbr.)
12. The flag is flown from sunrise to _____.
14. Washington called the colonists to _____.
16. The Liberty _____ is in Philadelphia
18. Opposite of yes
19. Rhode Island (Abbr.)
20. Middle point of a circle
21. Bunker Hill is in _____.
23. North Carolina (abbr.)
25. A clock shows the _____
26. The crowd _____ when the flag goes by.
28. Part of your foot.
29. Postscript
30. "_____, say can you see"

DOWN

1. Baseball or I spy
2. "By the Dawn's _____ light"
3. "_____ of the brave"
5. "One if by land, and two if by ____"
6. Maryland (abbr.)
7. _____ Revere
8. Betsy _____ made the first flag
10. You and me
11. "Whose broad _____ and bright stars"
13. Midday
15. Those who fought at Concord were called _____men
16. Properly destroyed a worn-out flag
17. I am, you are, he _____
18. Revere's signal came from Old _____ Church
20. A British soldier wore a red _____
22. Muffled _____ were used to cross the Delaware.
24. Upon
26. "What _____ proudly we hailed"
27. The nation's capital is Washington _____.



U. S. A. QUIZ:

Make copies of the quiz for all the members. Give a good map of the United States to the one who correctly fills in the most blanks with the letters necessary to complete the words to fit the definitions.

- | | |
|--------------------------------|---------------|
| 1. Ten hundred | ---USA-- |
| 2. Hair on the upper lip | --US-A--- |
| 3. A day of the week | --U-S-A- |
| 4. Total or general | U-----SA- |
| 5. Forgivable | ---USA--- |
| 6. Rare or out of the ordinary | --US-A- |
| 7. The beating of the heart | -U-SA---- |
| 8. A campaign to reform | --USA-- |
| 9. Very eager and glad | ----US-A---- |
| 10. A servant | --US--A-- |
| 11. Able to be bought | -U----SA--- |
| 12. Famous for band music | --USA |
| 13. A man in commerce | -US-----A- |
| 14. Not spotted | U-S-A---- |
| 15. Comprehension | U----S-A----- |
| 16. A picture | ---US--A---- |
| 17. A famous ship sunk in 1915 | -US--A--- |
| 18. Melodious | -US--A- |
| 19. A half-wild horse | -US-A-- |
| 20. Ground pork | --USA-- |

Answers:

- | | |
|-----------------|-------------------|
| 1. Thousand | 11. Purchasable |
| 2. Moustach | 12. Sousa |
| 3. Thursday | 13. Businessman |
| 4. Universal | 14. Unstained |
| 5. Excusable | 15. Understanding |
| 6. Unusual | 16. Illustration |
| 7. Pulsation | 17. Lusitania |
| 8. Crusade | 18. Musical |
| 9. Enthusiastic | 19. Mustang |
| 10. Housemaid | 20. Sausage |

COLORES (Colors). The leader appoints a Devil and an Angel. He secretly tells each of the other players what color he represents. A home base is marked out some distance from the group.

The game begins with the Devil "knocking" on the leader's door. The leader asks, "What do you want?" The Devil says, "A ribbon." The leader asks, "What color?" The Devil then names any color.

The player who has been assigned that color jumps up and races for home base while the Devil tries to tag him. If the player reaches home safely, he is free to rejoin the group. If he is tagged by the Devil, he must join the Devil for the next round.

Then the Angel has a turn, going through the same procedure the Devil did. The Devil and Angel alternate turns until all players have been captured. The winning team is the one with the most players.

STARS AND STRIPES CROSSWORD PUZZLE ANSWERS

ACROSS:

- | | |
|------------|------------|
| 1. George | 19. RI |
| 4. To | 20. Center |
| 5. Stars | 21. Boston |
| 6. Me | 23. NC |
| 7. Party | 25. Time |
| 9. VA | 26. Stands |
| 12. Sunset | 28. Toe |
| 14. Arms | 29. PS |
| 16. Bell | 30. Oh |

DOWN:

- | | |
|-------------|------------|
| 1. Game | 15. Minute |
| 2. Early | 16. Burned |
| 3. Home | 18. North |
| 5. Sea | 20. Coat |
| 6. MD | 22. Oars |
| 7. Paul | 24. On |
| 8. Ross | 26. So |
| 10. Us | 27. D.C. |
| 11. Stripes | |

PACKING FOAM FLAG

Large pieces of plastic foam packing, used in packing appliances and fragile items, can be grated and used like confetti to make a pretty and unusual flag. To grate the foam packing, use a kitchen grater or a stiff wire brush.

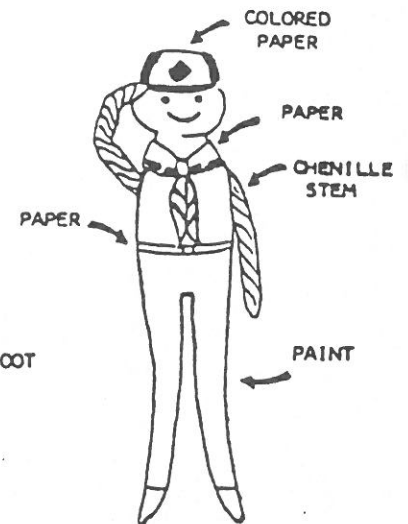
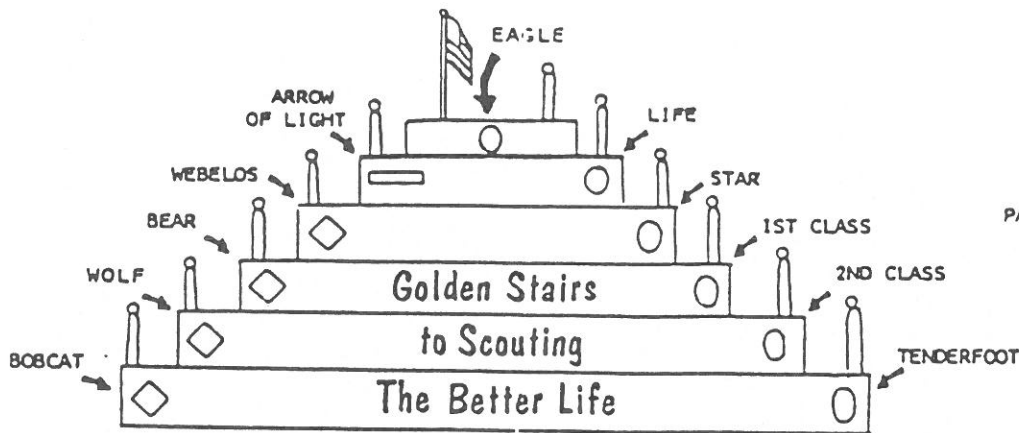
For a background for the flag, use a piece of cardboard, 11 1/2" x 14". Adding a 1/4" tab along the left edge, draw a furled flag on the cardboard, as shown, with the furled line down the center. Cut out the flag. Mark off the field for the stars and the bands for the stripes 3/4" wide.

Cover the star field with white glue and press on gratings; spray paint blue. Mask this area with paper and masking tape while you fill in the stripes. Fill in the areas for the red stripes with the gratings and spray paint. Finally, fill in the white stripes and leave unpainted. Attach 1/2" gummed stars to the blue field.

For the flagpole, use two cardboard rolls from coat hangers. Cut one of the rolls down to 10" and tape the rolls together. Wrap the pole with a strip of crepe paper, 1" wide, using rubber cement to glue as you wrap. Glue the 1/4" tab on the flag to the pole.

For the base, use a two-pound cottage cheese container. Fill the container halfway with Plaster of Paris; insert the bottom of the pole and let set. When the plaster is set, insert straightened coat hanger wires down through the pole, letting about 3/4" of the wires extend at the top. Place a 1" foam ball over the wires. Paint the ball and decorate the base.





CENTERPIECE

1. MAKE CENTERPIECE FROM 5 PROGRESSIVELY SMALLER WOOD OR STYROFOAM RECTANGLES.
2. ATTACH THE 5 PIECES TOGETHER AND PAINT GOLD OR WHITE. USE DARK BLUE MARKING PEN FOR LETTERS.
3. GLUE ON REAL BADGES, OR DECALS FOR EACH RANK.
4. MAKE CUB SCOUTS AND BOY SCOUTS FROM STRAIGHT CLOTHESPINS. (SEE ILLUSTRATION)
 - A. PAINT BODY BLUE FOR CUB SCOUTS, TAN FOR BOY SCOUTS.
 - B. MAKE CAP FROM COLORED PAPER.
 - C. PAINT HEAD FLESH-COLOR. ADD HAIR WITH MARKING PEN, IF DESIRED. DRAW ON FEATURES WITH MARKING PEN.
 - D. MAKE NECKERCHIEF FROM A TRIANGLE OF LIGHT-WEIGHT PAPER (GOLD FOR CUB SCOUTS, RED FOR BOY SCOUTS)
 - E. ARMS ARE MADE FROM BLUE OR TAN CHENILLE STEMS, GLUED TO BODY. BEND RIGHT ARM IN A SALUTE.



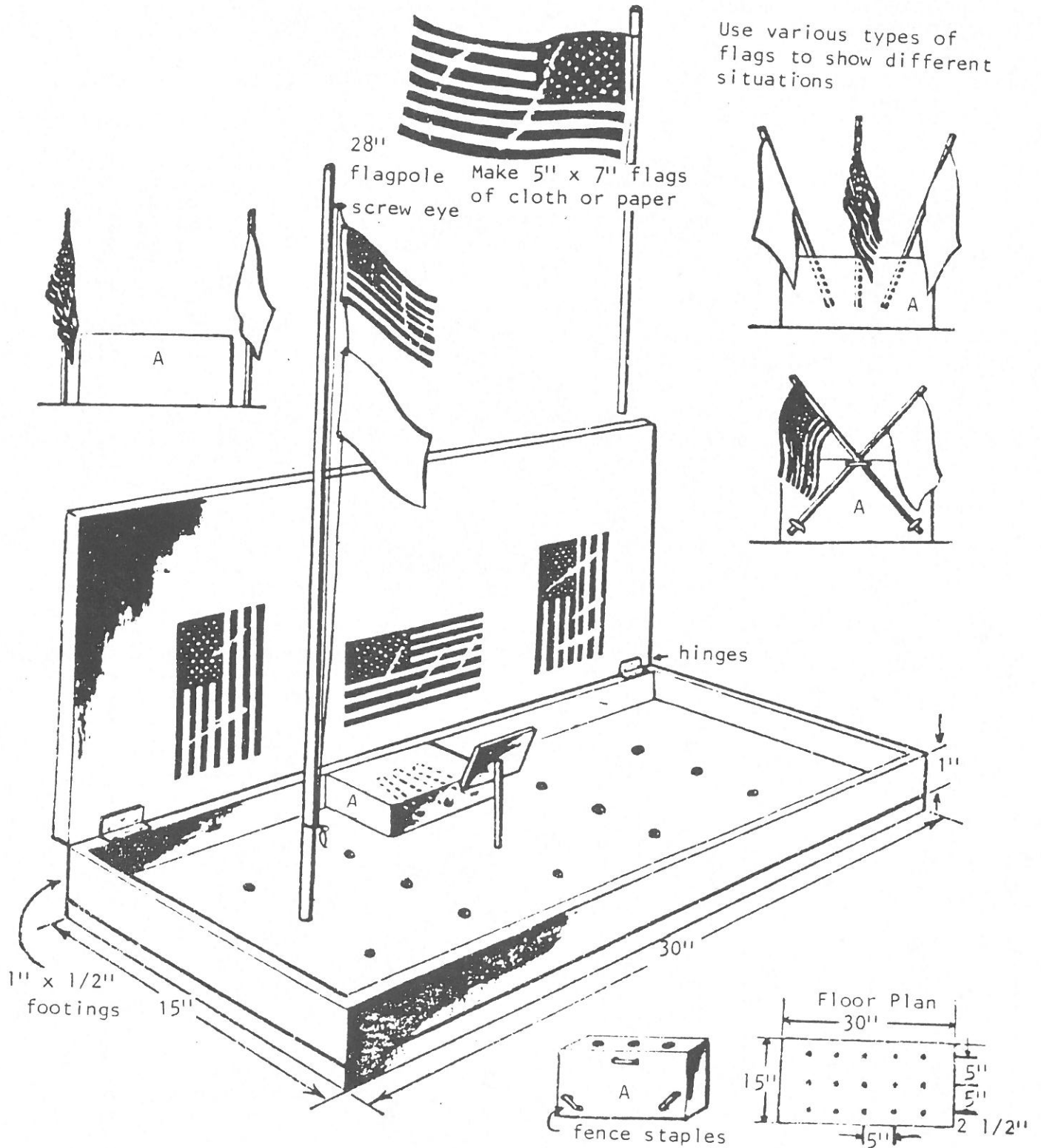
CENTERPIECE

THE SIZE OF THE SHIELD IS DETERMINED BY THE SIZE OF BOX USED FOR THE BASE. A BOX ABOUT 16" X 18" IS A GOOD SIZE.

1. COVER BOX WITH CONSTRUCTION PAPER OR CREPE PAPER.
2. PRINT LETTERING "TO GOD, COUNTRY, HOME, FAMILY, FRIENDS, NEIGHBORS, DEN, PACK, COMMUNITY ...ETC" ON A LONG, NARROW STRIP OF CONSTRUCTION PAPER WHICH WILL EXTEND AROUND ALL SIDES OF BOX. GLUE OR PIN IN PLACE.
3. CUT ANOTHER LONG STRIP OF PAPER AND PRINT THE WORD "RESPONSIBILITY".
4. CUT SHIELD FROM HEAVY CARDBOARD (APPROX. 10" - 12" WIDE). CUT STARS, STRIPES AND BLUE FIELD FROM CONSTRUCTION PAPER AND GLUE IN PLACE. GLUE CARDBOARD STRIP BEHIND SHIELD TO HOLD IT IN PLACE.
5. ATTACH "RESPONSIBILITY" BANNER BY APPLYING A THIN LINE OF GLUE ALONG ITS LOWER EDGE. WAIT UNTIL GLUE SETS A WHILE, THEN PLACE ON BASE.
6. CUB SCOUTS ARE MADE FROM STRAIGHT CLOTHESPINS, PAINTED, WITH PAPER HATS AND KERCHIEFS, AND PIPE CLEANER ARMS.

FLAG COURTESY KIT

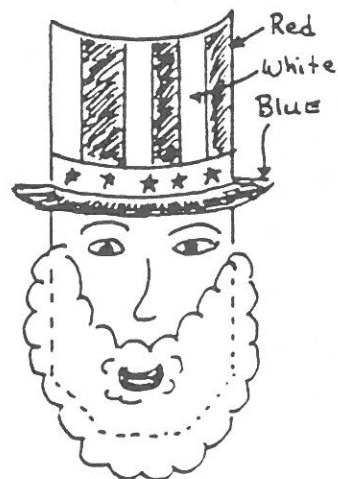
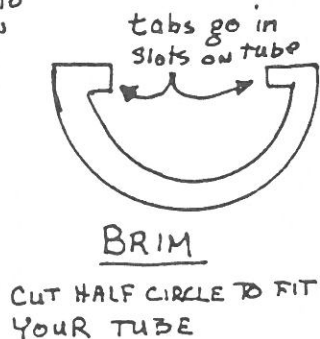
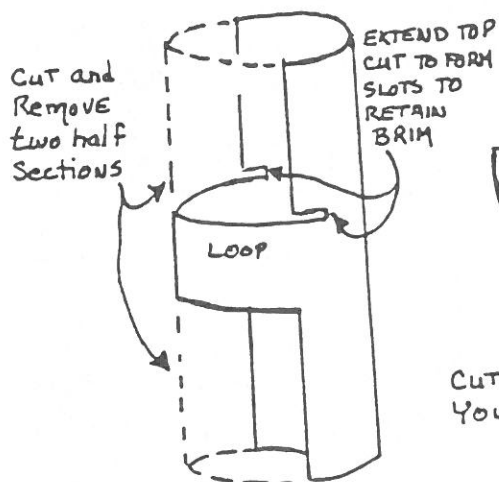
Teach flag courtesy in the Webelos den. Build and use this kit as an aid to teaching and testing flag courtesy.



UNCLE SAM TIE SLIDE

The Uncle Sam tie slide can be made from any suitable size tubing, cardboard, p.v.c., etc. (try a section out of an empty toothpaste pump). Use a craft knife for cardboard or soft materials - a hacksaw blade for P.V.C. or plastic.

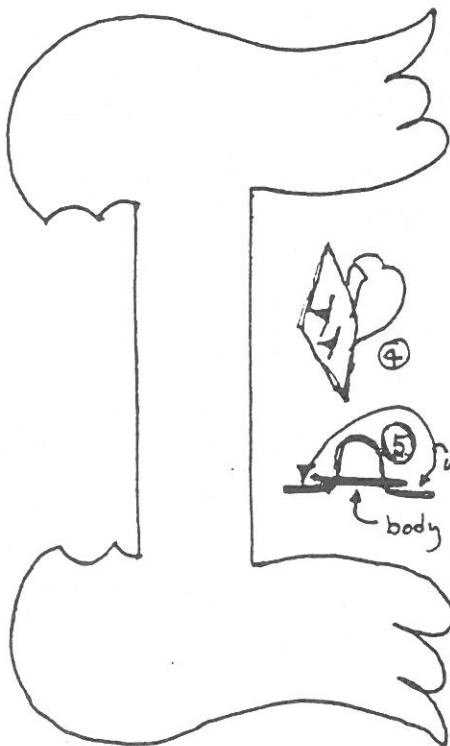
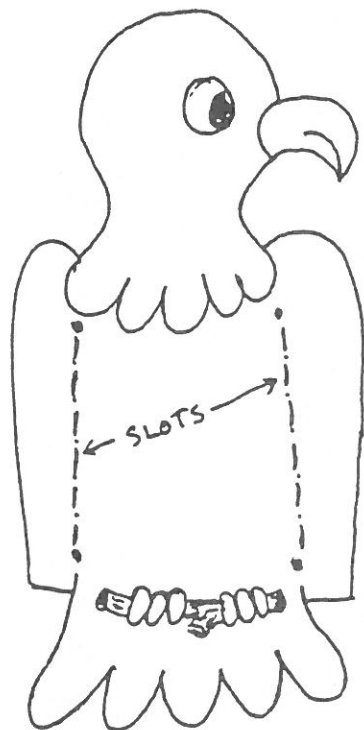
1. Cut a length of tubing approximately 2 1/4" long.
2. Cut tube as shown by dotted lines.
3. Cut out hat brim (cardboard or light plastic) size to fit your tube.
4. Snap into place and glue on (white glue for cardboard - household glue for plastics etc.)
5. Paint with suitable paints
6. Glue on Cotton for beard.
7. Use "stick on" Gold stars on hat.



EAGLE TIE SLIDE

Body

wings and loop.

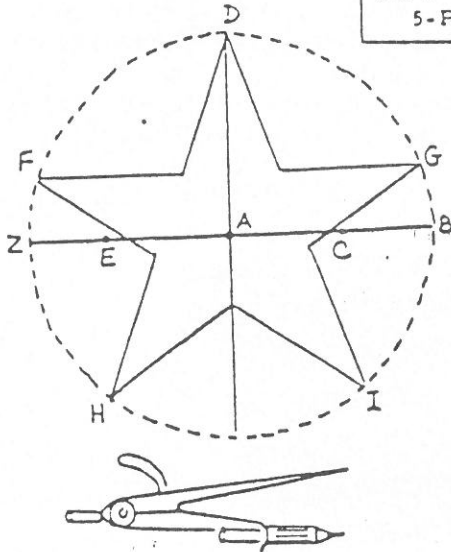


The Eagle Tie slide can be made from leather, card stock, plastic or any other material flexible enough to allow assembly and stiff enough to retain the shape of the body and wings.

1. Trace and cut out the two parts.
2. Color or draw in details using paint, crayon or markers (depending on the material used).
3. Cut slots (dotted lines). Start the slot at the top (near neck) and cut it as short as will allow assembly.
4. Start with the wing tips and slide or roll the wings through the slots from the rear.
5. Straighten wings and align them with the body. The band between the wings forms the loop on the rear of the slide.

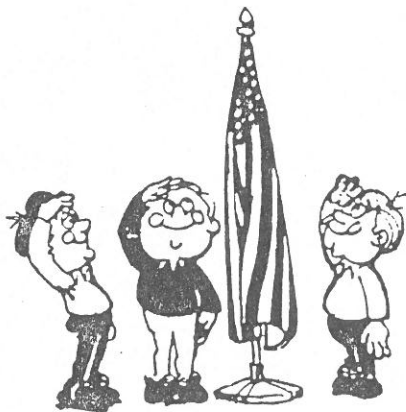
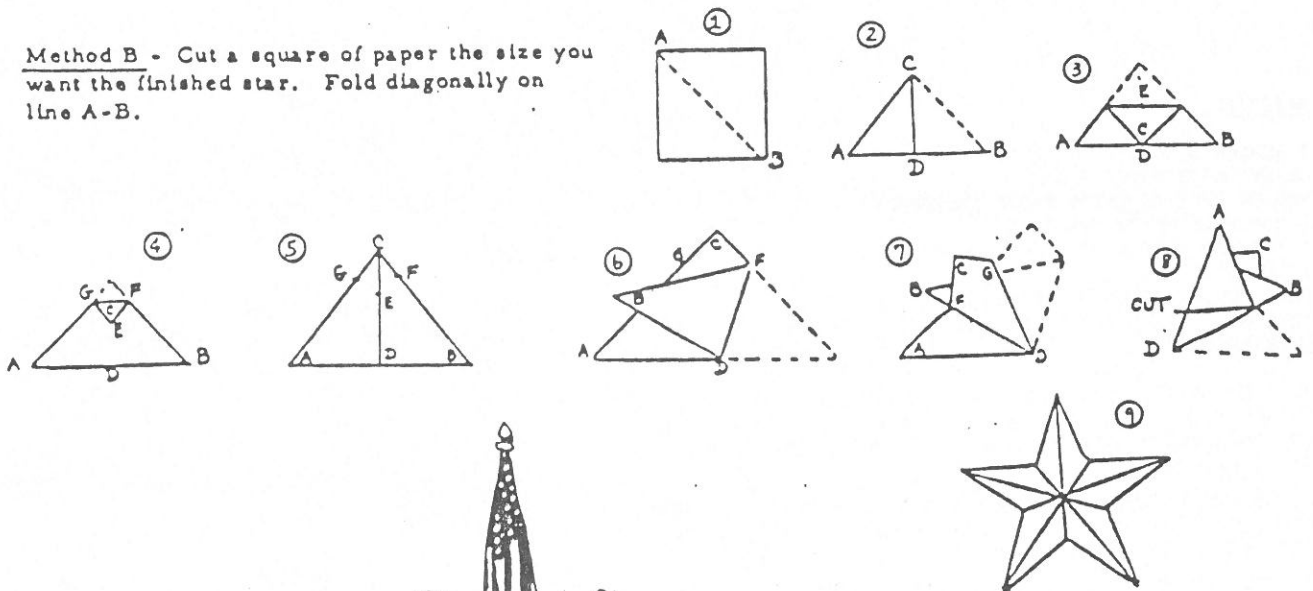
HISTORIC FLAGS

HOW TO MAKE A PERFECT 5-POINT STAR



Method A - With a compass at point A, draw a circle the size of the star you want to make. Bisect line A-B for point C. Place compass point on C, using C-D for size, make a mark E where the arc cuts Z-B line. Place compass point on D. Measure D-E for size and mark points F and G on original circle. Using this same compass setting, place compass point on F to get point H; on point G to get point I. Draw lines D-H, D-I, F-G, F-I, H-G and you have a perfect five-point star. The key is to get point E accurately.

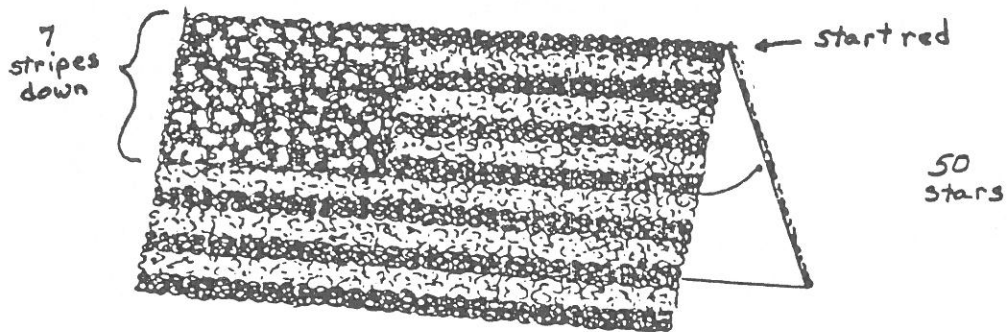
Method B - Cut a square of paper the size you want the finished star. Fold diagonally on line A-B.



AMERICAN FLAG CENTERPIECE

Materials: Cardboard; red, white and blue tissue paper or crepe paper; glue; scissors

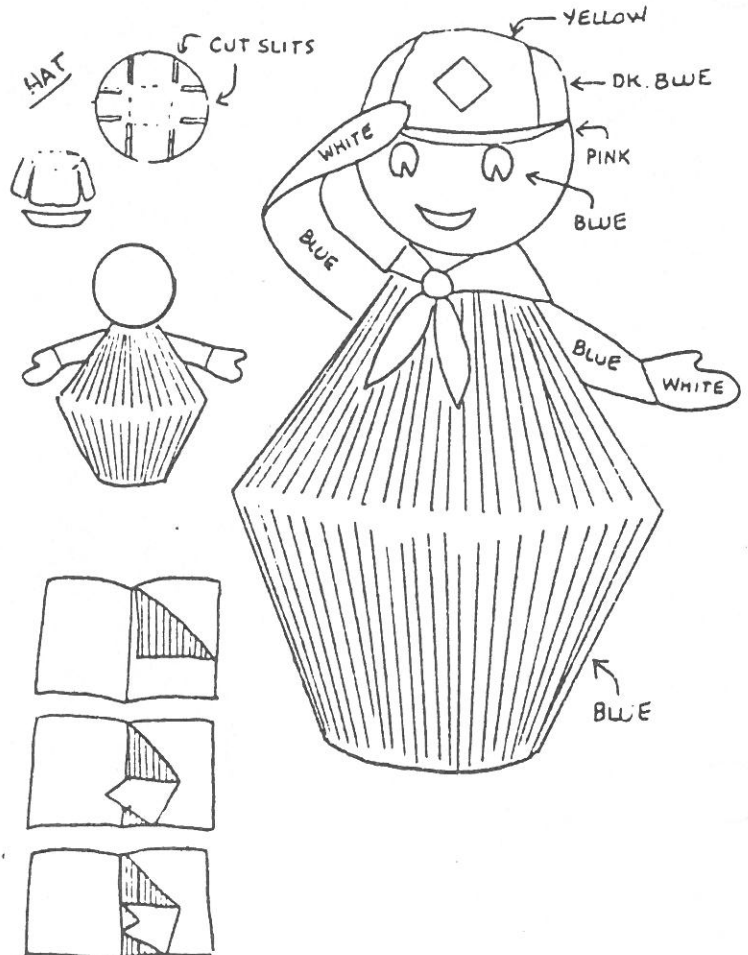
Directions: Cut out two identical flag shapes from the cardboard. Draw lines on the cardboard to designate the stripes and stars sections. Tear crepe paper into small squares. Roll each square into a tight ball. Spread glue on a small area of the cardboard and press appropriate colored balls in place. Repeat for both flags. The stars, made from white tissue paper balls or gummed stars, are glued on last. Spray both flags with clear varnish or clear pastic, if you wish. Let dry. To make the centerpiece stand, tape flags together across top edge on underside. Poke holes in sides and tie like a sandwich board.



MATERIALS

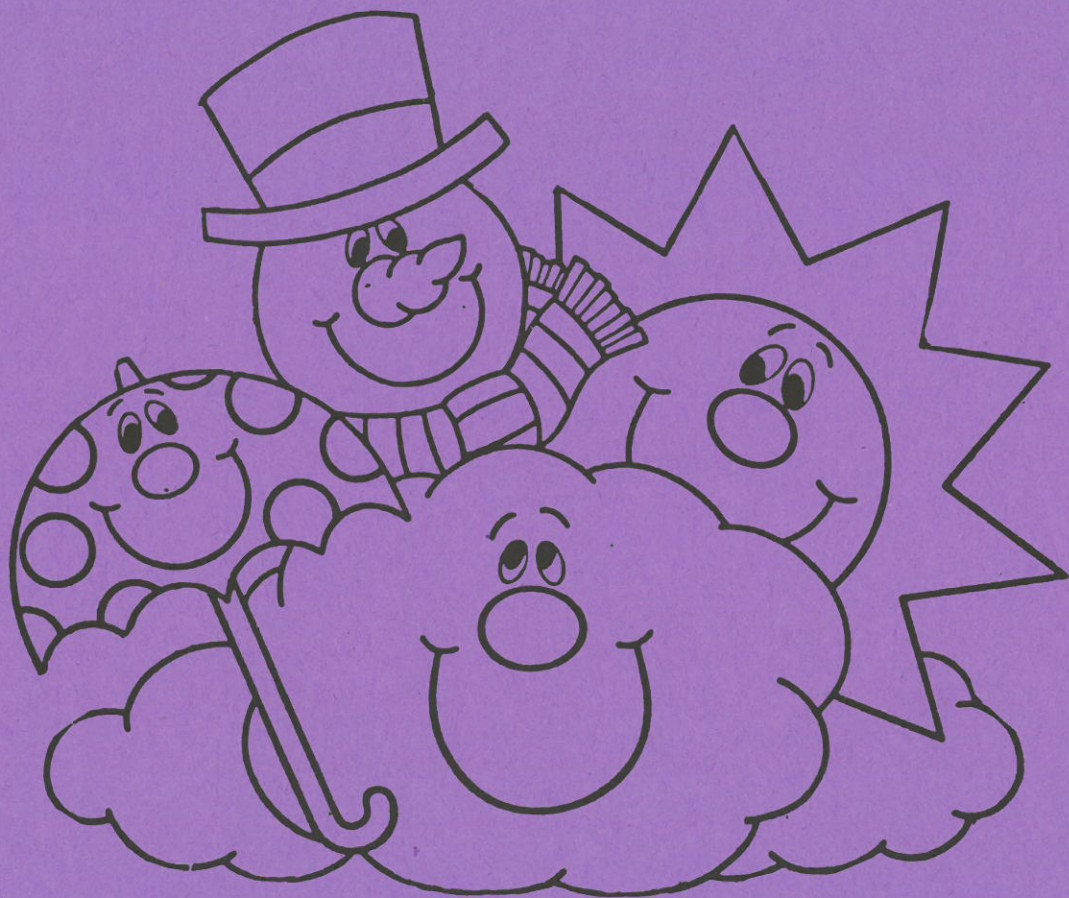
- 1 READER'S DIGEST MAGAZINE
- HEAVY WHITE PAPER (ARMS)
- YELLOW FELT OR CREPE PAPER (KERCHIEF)
- 1 CAN BLUE MATTE SPRAY PAINT
- 1 STYROFOAM BALL 3", PINK (HEAD)
- 1 CHENILLE STEM
- BLUE CONSTRUCTION PAPER (EYES, HAT)
- YELLOW CONSTRUCTION PAPER (HAT)
- MARKING PEN

1. FOLD MAGAZINE AS SHOWN IN ILLUSTRATION. WHEN FOLDED, STAND IT UP AND OPEN IN A COMPLETE CIRCLE. GLUE A DISC OF CARDBOARD TO BOTTOM OF BOOK TO HOLD PAGES IN PLACE. SPRAY PAINT BLUE.
2. STICK 6" PIECE OF CHENILLE STEM INTO PINK STYROFOAM BALL FOR HEAD AND NECK. INSERT OTHER END OF STEM INTO BLUE BODY. GLUE TOGETHER.
3. CUT SLITS IN A BLUE CONSTRUCTION PAPER CIRCLE (AS SHOWN IN ILLUSTRATION). BEND TO SHAPE HAT. COLOR FRONT SECTION YELLOW, OR GLUE ON PIECE OF YELLOW PAPER. DRAW ON EMBLEM WITH MARKING PEN. CUT HAT BRIM AND GLUE HAT TO HEAD.
4. CUT EYES FROM BLUE CONSTRUCTION PAPER AND GLUE IN PLACE.
5. CUT ARMS FROM HEAVY WHITE PAPER. PAINT SLEEVES BLUE. GLUE ARMS TO BODY. GLUE ONE HAND TO FOREHEAD IN A SALUTE.
6. CUT A TRIANGLE OF YELLOW FELT OR CREPE PAPER FOR NECKERCHIEF, AND TIE OR GLUE AROUND NECK.



WEATHER OBSERVATIONS

MARCH





LIGHTNING

Lightning kills about 150 Americans a year and injures about 250. Lightning is a secondary effect of electrification in a thunderstorm cloud system. The earth is normally charged negatively with respect to the atmosphere. Lightning occurs when the difference between the positive and negative charges becomes great enough to overcome the resistance of the insulating air and to force a conductive path for current flow between the two charges.



Thunder is the crash and rumble associated with lightning and is caused by explosive expansion of air heated by the lightning stroke. When lightning is close by, the thunder is sharp and explosive in sound. More distant strokes produce the familiar growl and rumble of thunder. The distance in miles to a lightning stroke can be estimated by counting the number of seconds between lightning and thunder and dividing by five.

STREAK LIGHTNING is a single or multiple line from cloud to ground.

FORKED LIGHTNING shows the conductive channel.

SHEET LIGHTNING is a shapeless flash covering a broad area, often seen in cloud-to-cloud discharges.

HEAT LIGHTNING is seen along the horizon during hot weather and is believed to be the reflection of lightning occurring beyond the horizon.

RIBBON LIGHTNING is streak lightning whose conductive channel is moved by high winds, making successive strokes seem to parallel one another.

BEADED LIGHTNING appears as an interrupted stroke.

BALL LIGHTNING appears as a luminous globe, doughnut shape, or ellipsoid which hisses as it hurtles from cloud to earth, maneuvers at high speeds, rolls along structures, or hang suspended in the air.

Bobby: What did the papa lightning bug say to the mamma lightning bug?

Robby: I don't know. What?

Bobby: Isn't Junior bright for his age?—*John Ruggiero, Norwalk, Connecticut.*

Weather Safety

DO seek shelter during a storm. Stay away from tall objects like trees and poles.

DON'T stand under a tree during rain. If lightning strikes, a tree is one of the first things that may be hit.

DO dress properly. Being too hot or too cold can be harmful to you.

DON'T ignore your body's warning signals. Shivering is an early sign of hypothermia—too little body heat. Dizziness, weakness, and nausea are early warning signs of hyperthermia—too much body heat.

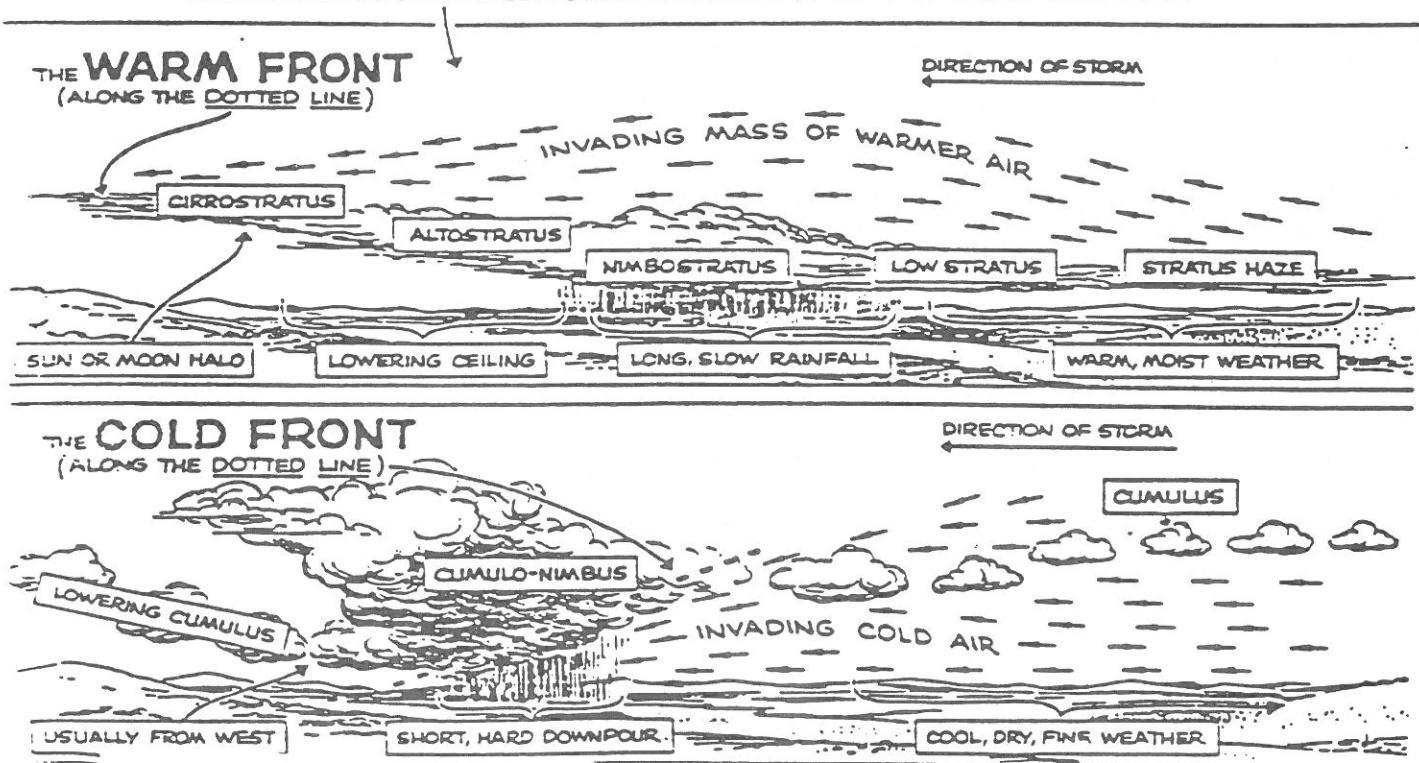
DO protect yourself against sunburn. Use sun blocks or sunscreens, especially if you haven't spent much time in the sun lately.

DON'T forget your skin can get sunburned before you start feeling too hot. Protect yourself in advance.

DO be ready for storms. After a storm, be careful where you walk.

DON'T touch power lines that may have fallen during a storm.

THERE ARE TWO MAJOR TYPES OF WEATHER — **WARMER AIR**, AND **COLDER AIR**. EACH TYPE HAS ITS OWN KIND OF CLOUDS. THE **WARM AIR-MASS** SPECIALIZES IN **STRATUS** CLOUDS. THE **COLD AIR-MASS** FEATURES **CUMULUS** ... BELOW. SEE BOTH AIR-MASSSES, THEIR FRONTS AND CLOUDS.



OPENING CEREMONY:

The Story of the Cub

PERSONNEL: 3 Indians

EQUIPMENT: Fire, with kettle on fire
Cub Scout neckerchief
Small piece of dry ice
Bottle of yellow colored water *
Bottle of blue colored water *

* could use yellow and blue material

NARRATOR: Many, many moons ago the Great Chief Akela called a council to see what could be done to make his tribe the best of all tribes.

He told the first Indian brave to climb the mountain and tell the great eagle to fly into the sky and bring back part of the beauty of the sun.
(One Indian leaves the stage)

He told the second brave to go into the forest and tell the sparrow to fly high into the sky and bring back part of the beauty of the sky.
(Second Indian leaves the stage)

(Both braves return, one with blue water, one with yellow water or material.
They hold up bottles and show everyone)

Akela tells the brave to pour some of the beauty of the sun into the council mixing pot.
(He does so, causing smoke, if using dry ice. Remember to have an inner pot to protect the neckerchief.)

Akela now tells the other brave to pour some of the beauty of the sky into the council mixing pot. (Does so, again causing smoke)

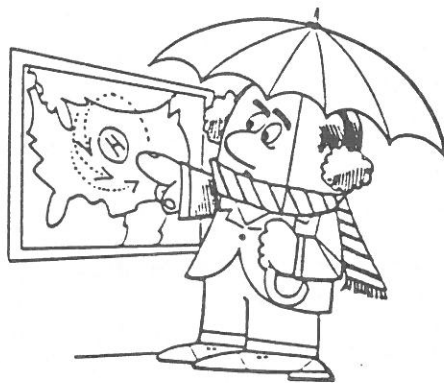
Akela raises hands.

Akela says from this day forward, blue will stand for truth and loyalty. Yellow will stand for warm sunlight, happiness, and good cheer.

Akela reaches into pot - pulls out Cub neckerchief and opens it up. And this is why the Cub Scout uses the colors of Blue and Gold.

Opening

Turn off the lights. Have the pack march in to the meeting room led by a U.S. flag illuminated by a single flashlight held by a Webelos Scout. The effect, with the flag standing out against the twinkling stars, will be striking, providing that there is no clowning by the Cub Scouts. Have den chiefs accompany their dens to maintain discipline. When the flag is at the front of the room, turn on the lights. Sing the first verse of "The Star-Spangled Banner" or "America." (Sing "The Star-Spangled Banner" only if the song leader has a strong and true voice.)



CLOSING:

Each den forms a living circle. The Cubmaster says, "Each of your dens represents a constellation just like those in the skies. The stars in the heavenly constellations are true and constant; you can depend on them. Let us all try to develop that kind of loyalty to our den, our pack, and Scouting. Will you do your best?"

Cub Scouts should shout, "We'll do our best!" Close by singing "Good Night, Cub Scouts."

“Weather or Not” Advancement Ceremony

Equipment: Awards.

Personnel: Cubmaster and advancing Cub Scouts and their parents.

CUBMASTER: Cub Scouts, there is an old song called “Cub Scouting We Go,” which is sung to the tune of “Jingle Bells.” It goes like this *(sing or read)*:

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

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

But to enjoy Cub Scouting to the fullest, you have to advance by learning new things and doing various projects. Tonight we have some Cub Scouts who have done that, and we will honor their accomplishments with awards. *(Give badges to parents to pin on their sons’ shirts.)*

North Star Advancement Ceremony

PERSONNEL—Cubmaster, the advancing Cub Scouts, and their parents

EQUIPMENT—Pinhole planetarium punched for the Big Dipper and North Star, flashlight

The lights are dimmed. CUBMASTER beams the flashlight through the pinhole planetarium at the ceiling or a wall, showing the Big Dipper and North Star.

CUBMASTER—For thousands of years, men have known that the North Star is fixed. Shepherds knew it before the time of Christ, and seamen have used the North Star and other heavenly bodies to guide their ships to port ever since they first dared leave the sight of land. Even today, the stars are important in navigation for ships, jet planes, and spaceships.

Cub Scouts don't need the stars to find their way. But even so, we do have our own guiding stars to help us through life. There is your church, for instance. And your school. And Cub Scouting. In Cub Scouting, our navigational aids are the Promise and the Law of the Pack. They tell us how we should act and what we should do for ourselves and for others. The Promise and the Law of the Pack are just like the stars by which the seaman steers his ship.

Tonight we honor..... Cub Scouts who are navigating straight and true on the Cub Scout trail. With their parents' help, they have advanced a rank and have shown that they live by the Promise and Law.

Call advancing boys and parents forward and give badges to parents for presentation to their sons.

CEREMONIES

A Guiding Star Closing

- Personnel:** Akela; 8 Cub Scouts
- Equipment:** Small campfire; blue paper or cardboard three feet square, with cutouts for stars in Big Dipper and the North Star; 8 small or pen-type flashlights, one for each Cub Scout.
- Arrangement:** Akela and 8 Cub Scouts stand near campfire with the figure of the Big Dipper and North Star at one side of the fire. Cub Scouts stand behind the figure with lights which they flash behind their star in the Big Dipper as they speak.

Akela: For thousands of years, people have grouped the stars together as figures in constellations. This was probably done by the early shepherds as they lay on the grass looking at the sky while tending their sheep. There they could see pictures of heroes, kings, queens, men, maidens and monsters in the stars. The constellation we know best is the Big Dipper.

Taking the stars that form the outer edge of the Big Dipper sight upward and the bright star you see is the North Star, which for centuries has been the guiding star for travelers. (1st Cub Scout flashes his light in the cutout for the North Star.) It remains in the same place all the time. Let the North Star represent our God. Keep your eyes on the North Star. Each star in the Big Dipper can help you keep your eyes on the North Star - to become your guide for living. Then let your light shine that you can help others find the way.

Now, each of seven Cub Scouts will tell what each star in the Big Dipper represents to him in his quest to find the guiding star.

(As they speak, they flash their light behind their star.)

- 2nd Cub Scout: The Holy Bible.
- 3rd Cub Scout: My minister, pastor, priest or Rabbi.
- 4th Cub Scout: My mother and father.
- 5th Cub Scout: The Cub Scout Promise and the Law of the Pack.
- 6th Cub Scout: My den leader.
- 7th Cub Scout: My Cubmaster.
- 8th Cub Scout: My den chief.

Akela: All of these are excellent guides for us to follow on our Cub Scout trail. Let each one help you as you travel onward. Good night.

"HOW SCOUTING BEGAN"

- Akela: Boys, do you know who started Scouting?
- CS #1: Some guy from England.
- CS #2: Baden-Powell.
- Akela: His name was Sir Robert Baden Powell.
- CS #3: He wrote a book during the war between England and the Dutch.
- Akela: What was in the book?
- CS #4: Things about tracking, stalking, and living outdoors.
- Akela: It was called *Aids to Scouting*.
- CS #5: It was a book full of tricks for a small army to outwit a big army.
- Akela: What kind of tricks?
- CS #6: Things like he saw the other armies do ... like this (stepping real high). He slipped over at night to see what they were doing.
- Akela: What were they doing?
- CS #6: Walking over barbed wire. Baden-Powell came back and had his men step high without barbed wire.
- CS #7: And he planted boxes of sand to make the other armies think he had land mines.
- CS #8: He won the war by tricking the big army with just a few men.
- CS #1: All the kids read his book and they started to play a game.
- CS #2: This gave him an idea to write his *Scouting for Boys*.
- CS #3: Isn't it great for us to have so much fun just because of Sir Robert Baden-Powell.

THINGS THAT GROW

THE THREE TREES

(Act out the following stunt, making the specified sound effects or motions as characters are mentioned. If you don't have props, the characters can make vocal sounds as indicated in the story.

BIG TREE	Plunk. Drop a medium-size rock into a metal wastebasket or can.
MIDDLE SIZE TREE	Plunk. Drop a little rock or pencil into a metal can.
BABY TREE	Plink. Drop a paper clip into a small can.
BABBLING BROOK	Gurgle-gurgle. Blow through a soda straw into a glass of water and walk through trees or pour water into a bucket.
RABBIT	Clippety-clip. Hop in and around trees.
HUNTERS	Bugle call. Blow bugle.
GUN	Shout "bang".

(NOTE: If Indian theme is desired, use Braves and bow and arrow) Christmas Theme, use pine trees and reindeer instead of rabbit. Thanksgiving - use Pilgrim hunters

NARRATOR:

Once upon a time in the deep, dark woods there stood three trees, the BIG TREE (plunk), the MIDDLE SIZE TREE (plank), and the BABY TREE (plink). And thru the trees ran the BABBLING BROOK (gurgle), and hopped the little RABBIT (clippety).

One day a group of HUNTERS (bugle) came into the forest where stood the three trees; the BIG TREE (plunk), the MIDDLE SIZE TREE (plank), and the little BABY TREE (plink). And thru which ran the BABBLING BROOK (gurgle) and hopped the little RABBIT (clippety).

As the HUNTERS (bugle) wandered thru the forest, in which stood the three trees; the BIG TREE (plunk), the MIDDLE SIZE TREE (plank) and the little BABY TREE (plink) and thru which ran the BABBLING BROOK (gurgle) and hopped the little RABBIT (clippety); one of the HUNTERS (bugle) spied the little RABBIT (clippety). He raised his GUN (bang) at the little RABBIT (clippety), and sadness reigned in the forest in which stood the three trees.- the BIG TREE (Plunk), the MIDDLE SIZE TREE (plank) and the little BABY TREE (plink) - and thru which ran the BABBLING BROOK (gurgle), but no longer hopped the little rabbit.

The BIG TREE (plunk), the MIDDLE SIZE TREE (plank), and the little BABY TREE (plink) were all very sad. Even the BABBLING BROOK (gurgle) was sad. But all of a sudden, out from the thicket hopped the little RABBIT (clippety). The HUNTER'S (bugle) GUN (bang) had missed.

And once again happiness reigned in the forest where stood the three trees - the BIG TREE (plunk), the MIDDLE SIZE TREE (plank), and the little BABY TREE (plink), and thru which ran the BABBLING BROOK (gurgle) and hopped the little RABBIT (clippety.)

SONG: BE KIND TO YOUR WEB-FOOTED FRIENDS

Tune: "Stars and Stripes Forever"

Be kind to your web-footed friends,
For a duck may be somebody's mother.
Be kind to your friends in the swamp...
Where the weather's always damp.

You may think that this is the end,
Well - it is!

Teacher: What is used as a conductor of electricity?

Joe: Why—er—

Teacher: Correct, wire. Now, tell me what is the unit of electrical power.

Joe: The what?

Teacher: Right, the watt.—Ronald Roman, Flossmoor, Ill.

Group Song

Sing "Old MacDonald," substituting the following for the usual words:

Instead of "farm"—sing "beehive."

"bees"—buzz-buzz

"honey"—yum-yummy

"beekeepers"—clap-clap

"drones"—ho-hum

"workers"—hi-ho

"queen bee"—(wolf whistle)



SINGING IN THE RAIN

CHORUS: I'm singing in the rain, just singing in the rain. What a glorious feeling, I'm happy again

THUMBS UP.....ELBOWS BACK.....A TOO TI TA TI TOO TI TA TI TOO TI TA TA
A TOO TI TA TI TOO TI TA TI TOO TI TA TA

CHORUS.....

THUMBS UP...ELBOWS BACK.....TOES OUT.....KNEES TOGETHER.....A TOO TI TA.....

CHORUS.....

THUMBS UP...ELBOWS BACK...TOES OUT...KNEES TOGETHER...CHEST OUT...BUNS BACK...
.....A TOO TI TA TI TOO TI TA...

CHORUS.....

THUMBS UP...ELBOWS BACK...TOES OUT...KNEES TOGETHER...CHIN DOWN...TONGUE OUT..
.....A TOO TI TA TI TOO TI TA.....

CHORUS.....

FINISH: A song in my heart, a happy refrain, I'm singing, just singing in the rain.

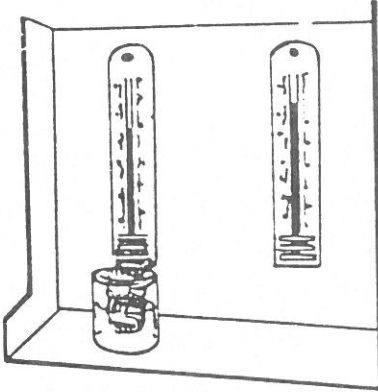
Make a Rain Gauge

The simplest rain gauge is a jar or glass with straight sides and a flat bottom. Attach a ruler to the side to measure the amount of rainfall. Could it be any easier?

Measure Humidity with a Hygrometer

You can demonstrate the principle of the hygrometer with just a cardboard box, glass jar, strip of rag about 1" x 4", and two inexpensive thermometers.

Cut off one side and part of the bottom of a cardboard carton, as shown. Mount the two thermometers side by side.



Wet the rag and wrap it around the bulb of one thermometer. Place the other end of the rag into a small jar or water at room temperature.

The temperature of the wet bulb soon falls below that of the dry bulb because the wet bulb is cooled by the evaporation from the wet rag wrapped around it.

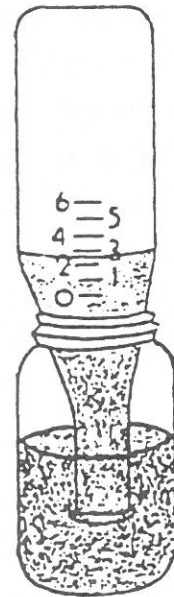
The difference in the temps will be greater when the air around them is dry and can permit considerable evaporation. So if you have a choice, do this on a hot, dry day. More fun for the kids.

AIR PRESSURE

Another highly important characteristic of weather changes is variation in the amount of pressure exerted by the air. The instrument for measuring the weight of the air is a barometer. Here are two barometers which we like because they're easy to make and they work!

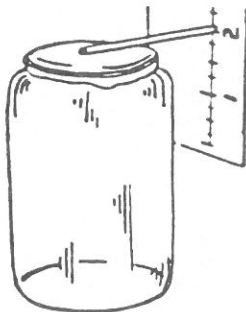
Both these barometers will be affected by temperature changes, so don't place them in the sun or near other sources of heat.

Don't be concerned about noting the EXACT readings of either barometer. It is the DIRECTION of the change that's important. Warm, moist air weighs less than cooler, dry air. So a rise in the barometer usually means the arrival of cooler, clearer weather. A drop (especially if it's rapid) usually means nasty weather.



Mercury Barometer ... sort of

Fill a mason jar and a pop bottle half full of water. Add bluing or food coloring. Turn the pop bottle upside down into the jar. Mark the outside of the pop bottle with crayon or marker. Twice each day, measure where the water line is.



Aneroid Barometer...in a way

Stretch the round part of a balloon as tightly as you can over the top of a mason jar, and hold it with rubber bands. Glue a pointer, such as a straw, to the center of the balloon. Indicate the position of the pointer by making a mark on the wall or a board resting on a table. Do this twice a day and notice how the pointer moves.

MAGIC MUD



CAST: 6 Cub Scouts

PROPS: Sign that says Mud Puddle

SETTING: Boys are gathered around the sign in center of stage

All: Did you ever wonder as you pass a little stretch of mud and grass, what nature may be hiding there, within this spot a few feet square? Let's gather round and take a look, and like the pages in a book, we'll study it with open eyes. Can soil like this hold a surprise?

Cub #1: Here's a freshly patterned animal track where a rabbit hopped across.

Cub #2: I see a stream of busy ants, carry tidbits as they dance.

Cub #3: Look, a feather blue and gray dropped off by a screaming Jay.

Cub #4: Sprinkled here are sprouting seeds from lofty elms and sprawling weeds.

Cub #5: A pebble smoothed by action slow, formed a million years ago.

Cub #6: In a puddled spot not yet dried out, a water beetle swims about.

Cub #1: And here an eager plant is set - an early blooming violet.

Cub #2: A wiggley worm comes up to twitch; no one knows which end is which.

Cub #3: The mud itself, with food stores vast, from life that grew in ages past.

Cub #4: It's not all Nature mud reveals; here's a candy wrapper and two toy wheels.

Cub #5: There's something moving - what's that now? I'll pick it up - a bee - Yow!

Cub #6: Quick, here's some mud upon the spot, to take away the soreness hot.

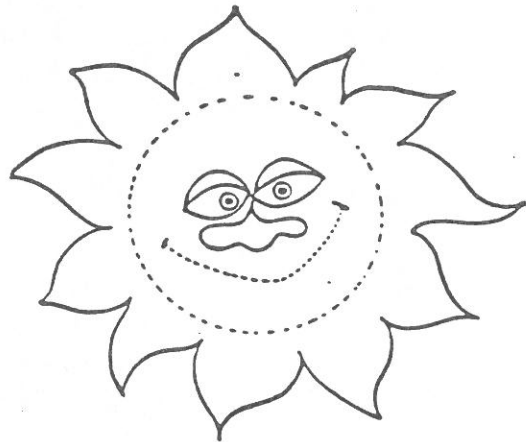
All: In mud there's stone and living things; healing power for bitter stings. Through it flows the earth's life blood. Our soil is really Magic Mud.

APPLAUSE STUNTS

Imaginary - Pretend to be clapping but have hands go by each other instead of hitting.

Mad Scientist - Hold up imaginary test tube in one hand. Pretend to pour something into it, then something else, then go "Boom."

Lightning - Shake finger like jagged lightning and go "Shhh, shh," on each jagged movement. Repeat twice.



RAINY-DAY ACTIVITIES

Each member of the program camp staff should be encouraged to collect novel activities or ideas for rainy-day use. Rainy-day programs can be staged any time of the day—for the sudden shower or the all-day rain. Have program resources ready. Use the following ideas and the "Program Resources" on page 28. Begin with:

INDOOR OLYMPICS. Award paper medals to the winners.

RUNNING BROAD GRIN. Keep a continuous grin, winner holding for the longest time. Vary with length of grin in inches. Conclude with a laugh contest for volume, for length of time, or laughing on signal from the leader.

SHOT PUT. Throw peanuts into a jug 4 feet away from the contestant. Allow five tries and score for winning den or pack.

SPONGE PUT. Using correct shot-put form, have contestant throw a dry sponge, balloon, or inflated paper bag. Measure distance from starting line to point where the sponge first hit the floor.

BALANCE JUGGLE. Thread a needle while balancing on one foot. Vary by having contestant stand on a small object.

STANDING BROAD GRIN. Variation of laugh contest. Line up by dens or packs, solemnly measure each grin in inches, and compute for total inches. Then divide by the number of boys in the group and arrive at an average length of grin. A variation is testing to see which boy has the broadest grin in the group.

HAMMER THROW. Blow up a paper bag, tie end, and throw for distance.

VOCAL HIGH JUMP. Record the lowest and highest notes reached by each individual boy. Honor the camper with the widest voice range from low to high.

SACK RACE. Each contestant receives a new paper sack or bag or "poke." He must not open it until the signal is given. The winner is the one who first blows up the sack and breaks it with a loud report.

BLINDFOLD RACE. Two pairs of contestants are blindfolded and kneel facing each other. They feed each other popcorn with a spoon while holding one hand behind the back. The pair that first succeeds in eating all the popcorn wins.

LIGHTWEIGHT RACE. Carry a lighted candle in one hand and pail of water in the other. If water is spilled or candle goes out, contestant is eliminated.

50-INCH DASH. On one end of 50 inches of string, tie a marshmallow. The object is to gather string and marshmallow into mouth without aid of hands.

MILE WALK. Walk 100 feet with hobbles on ankles. Hobbles are made by tying a rope loosely above the ankles.

CHICKEN RELAY. Cub Scout holds balloon between knees and runs to basket for "laying egg." Den finishing first wins.

LONG GLUM. Player who keeps from smiling longest while the others laugh wins.

DISCUS THROW. Use paper plates. Contestant should use good form. Measure to the point where the discus first touches the floor.

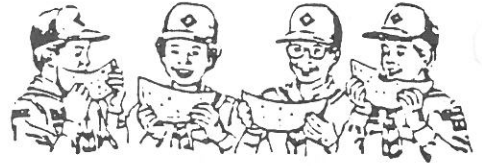
ONE-MILE DASH. Blow race. Stretch wires or strong strings through paper cones across the entire length of a room, parallel to each other and some distance apart. The object is to blow the cone from one side of the room to the other.

STUNTS, GAMES, & PROJECTS

ELBOW BALANCE. From squat rest position (legs bent and weight on hands and toes—knees turned out), turn the elbows out slightly so that the inside of legs rests on the arms just above the elbow. Now with the weight entirely on the hands, balance forward and pick up an object with the mouth.

STAFF OR BROOMSTICK JUMP. Hold the staff or stick loosely in hands. Without letting go, try to jump over and back. After this jump becomes easy, try to jump as great a distance with the forward jump as you can.

NO ONE CAN PROMISE YOU A NICE DAY



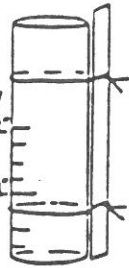
EVERY DEN MEETING SO

RAINY DAY DEN ACTIVITIES

Den leaders should always have a "Plan B" for den activities. What if it rains and you had something planned for the yard or park? Suppose the craft project wouldn't dry in wet or drizzle? Keep a backup plan in your "emergency" closet.

Try these on a rainy day:

- Make homemade games. Wolf-Ach. 10
- Make a den doodle. Wolf-Ach. 5
- Write a skit. Wolf-elec. 2 Bear-Ach. 4
- Make masks or costumes } Bear-elec. 10
Wolf-elec. 2
- Build den stools. - Wolf, Ach. 5
- Learn basic first aid. - Bear-Ach. 11
- Take a rain hike. Bear Ach. 12
- Make beanbags for den games. Bear-elec. 18
- Have a uniform inspection.



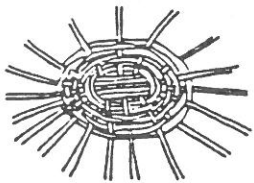
Rain gauge.



4. Soap carving.



- Carve soap. - Bear. Ach. 19
- Make clay models. Bear-Ach. 21
- Make games or gifts for shut-ins. Wolf.
- Make paper-bag puppets. Wolf-elec. 2
- Make litter bags. Bear-Ach. 6
- Make neckerchief slides. Wolf-elec. 3
- Have a songfest. Wolf-elec. 11
- Have a rainy-day olympics. Wolf-elec. 4 1
- Race your turtles. Wolf-elec. 4



Reed basketmaking.

- Make and eat homemade ice cream, popcorn, cupcakes, or cookies.



Moe: Why did the moon go to the bank?

Joe: Beats me.

Moe: To change quarters.—Mark Wold, Dubuque, Iowa.

Dave: What is the fastest light?
Bob: I don't know.
Dave: Flashlight.—Anthony Gattman, Florence, Ala.

Weather Vane

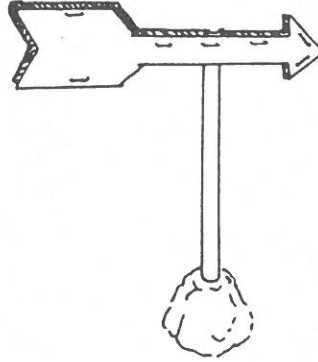
Weather vanes can be made from all sorts of stuff in many different ways. The important things to remember are that the top must turn freely, and the back end must have a large, flat surface to catch the wind so that the front end will point into the wind.

For a simple, quick vane, you'll need lightweight cardboard, stiff wire and a small piece of tubing, such as a straw.

From cardboard, cut two identical arrows, each about 2" wide x 8" long. Tape closed one end of a 2" piece of soda straw. Set this vertically between the two arrows. Staple arrows together on top, bottom, and sides.

Slip the straw over a piece of stiff wire, and push the stiff wire into a clump of clay, plaster, or old coffeecake ... whatever will add stability to the wire.

When the vane is taken outside, it'll point into the wind. And it's no accident that this is called a WEATHER vane rather than a WIND vane, because the direction from which the wind blows is often an indication of approaching changes in weather. When the wind shifts from southwest to north, for example, a cold front - which usually precedes violent weather - is coming.



Wind Spinner

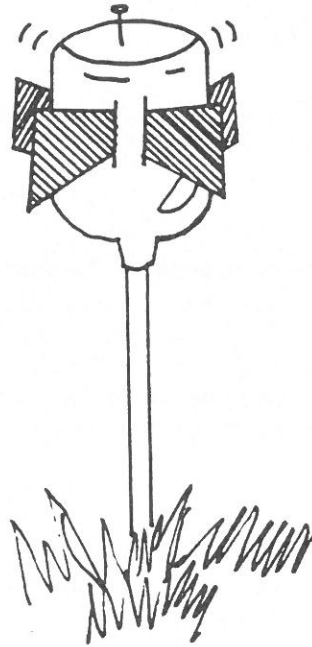
Materials:

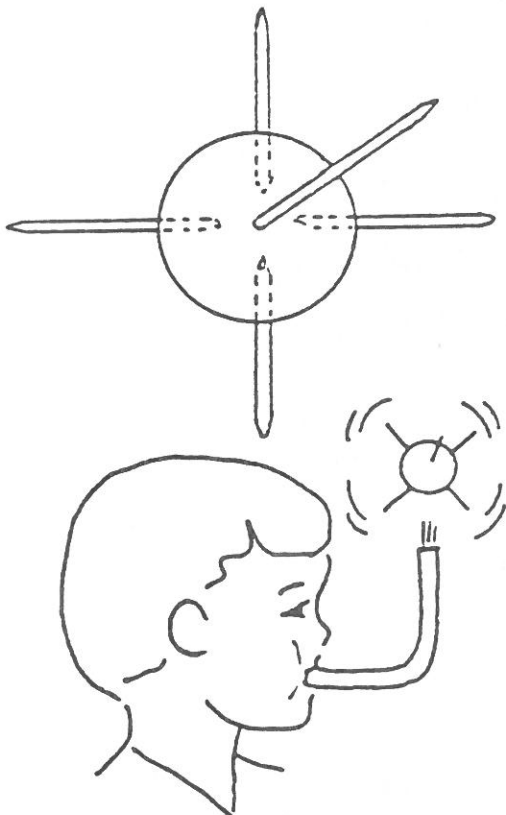
- Large bleach bottle
- Scissors
- Hammer
- Nail
- Large dowel stick
- Aluminum pie pans

One source of energy is the wind and being able to use it to pump water, generate electricity, etc. Here is a wind spinner that will be fun for the boys to watch.

Cut the top off a plastic bleach bottle or tub, and invert the bottle. With kitchen shears, cut slits in the sides of the bottle. Hammer a nail through the bottle, as shown, and into the end of a wooden dowel. The tub should spin easily on the dowel.

Attach pieces cut from an aluminum pie pan, and insert them into the slits. Put the dowel in the ground and watch the wind at work!





Earth Weather Satellite

Materials:

Styrofoam ball about the size of
 a ping pong ball
 6 round toothpicks
 Fast-drying glue
 6" of plastic or rubber tubing
 3/8" diameter

- 1 Using the matches or toothpicks, make six sticks 3/4" long and 1/8" thick.
- 2 Push the sticks at even intervals into the foam plastic ball.

HOW FAR OFF IS THAT LIGHTNING FLASH

It takes approximately 5 seconds for sound to travel 1 mile through the air. With this knowledge you can estimate how far away lightning strikes. Since the light reaches your eyes almost instantly all you have to do is count the number of seconds between the flash and the sound of the thunder. For example, if 10 seconds elapse between the time you see lightning flash and hear thunder, the lightning is 2 miles away: 10 divided by 5 equals 2.

SOUND CONDUCTION

Sound is a form of energy that is produced by a vibrating object. Air is not the best conductor of sound. Next time you go swimming have a friend hit two rocks together about 150 feet from you in the water. First have him hit them in the air. Listen to the sound. Then have him hit the stones together in the water after you have ducked your head under the water. The bang will be much louder.

Next put a watch on one end of a bare wooden table and press your ear to the other end of the table. You will hear the ticking of the watch clearly, and it will be louder than just listening. Solids such as wood are also better sound conductors.

WEATHER FORECASTER

BURROMETER
HANG OUTDOORS



IF TAIL IS DRY **FAIR**
IF TAIL IS WET... **RAIN**
IF TAIL IS SWINGING... **WINDY**
IF TAIL IS WET & SWINGING **STORMY**
IF TAIL IS FROZEN **COLD**
IF TAIL IS GONE **CYCLONE!**



Rain before seven,
Stop before eleven.

It's raining,
It's pouring,
The old man
Is snoring!

IF BURROMETER IS MADE ON CARDBOARD, THE DONKEY CAN BE CUT OUT OF COLORED PAPER AND PASTED ON. MAKE TAIL OF 4 PIECES OF STRING PASSED THROUGH HOLE IN DONKEY AND PASTED DOWN ON OTHER SIDE.

WIND WHEEL EXPERIMENT

With the windows closed in your home do you still have some wind? Yes and you can prove that there is wind in your home without a fan on or without any windows or doors open.

Materials: a light weight cardboard about 8" square, pattern from next page, tin foil 8" square, glue, scissors, string about 18" long, pencil.

Instructions:

Cut out the pattern from the following page.

Paste the pattern on the cardboard and the foil on the opposite side of the cardboard paste the tinfoil.

Cut out the wheel on the dotted lines and on the dotted lines towards center of wheel.

Fold each side down as in first figure.

Punch a small hole in the center of wheel. Pass the string through the hole and tie a knot in the foil side. You wheel should now look like the second picture.

Hold your wheel by the string over a radiator or another SAFE heat source. If it gives off enough heat your wheel will spin. The hotter the heat, the faster the wheel will spin.

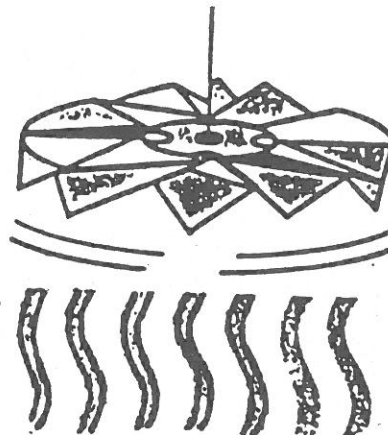
Why does it spin and what do we learn from this?

A heat source is warming the air above it. This warm air rises. As it does, cooler air rushes in to take its place. That air is heated also and rises up and more cool air replaces it.

Your heater is creating a cycle of moving air. This air pushes at the bent edges of your wheel and makes it spin.

This principle is at work wherever winds blow. Temperature changes a lot from place to place. This causes a change in air pressure. Warm air means lower pressure. Cold air means higher pressure. Air is always moving from areas of high pressure to areas of low pressure, looking for balance. This air movement is what we call wind.

Therefore you helped prove that changes in temperature causes wind - even in your own home.



WATER

The amount of water in the air is important in weather and its changes, too. Humidity is what often makes us uncomfortable. And water (in its various forms) in the air is dramatic ... and truly exciting to learn about.

Make Fog

Warm air can hold more moisture than cold. When warm air is cooled, the excess moisture condenses into fog, clouds, and finally rain, as the clouds become sufficiently heavy.

Put some hot water into the quart jar (not so hot that you can see the vapor rising). Wet a rag with ice water and lay it over part of the mouth so that the rag falls partly into the jar. You can see the curls of fog close to the cloth as it cools the moist, warm air in the jar.

Make Rain and Clouds

Hold the mouth of a quart jar over the spout of a boiling teakettle. The water vapor will rise into the jar and become visible as a cloud. Soon it will condense on the sides of the jar and finally drip out like drops of rain.

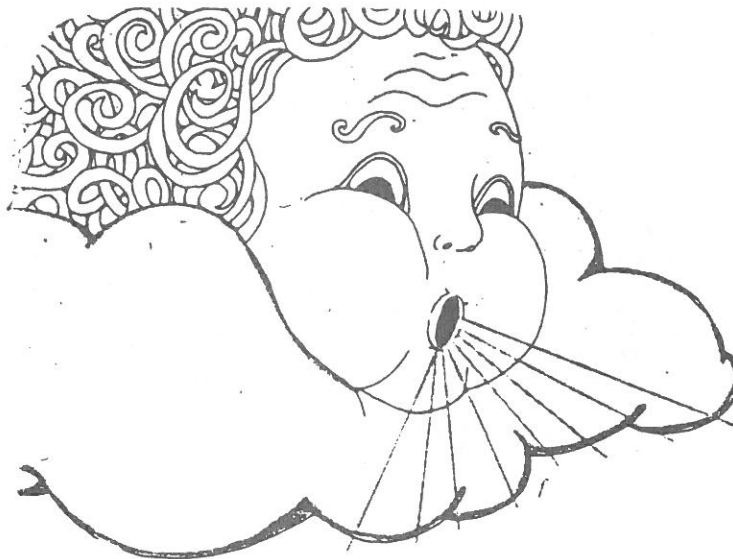
Make Dew

Fill a small tin can with ice cubes. As the air close to the can becomes cold and gives up moisture, tiny drops of water will condense on the outside. In the same way, warm air above the earth cools during the night and deposits dew on the ground.

Make Frost

When air containing moisture falls below freezing, frost is formed.

Remember that small tin can filled with ice cubes? Well, add a big bunch of salt to it to make a colder mixture. Before long, frost will form on the outside of the can.



RAIN - SPATTER PAINTING

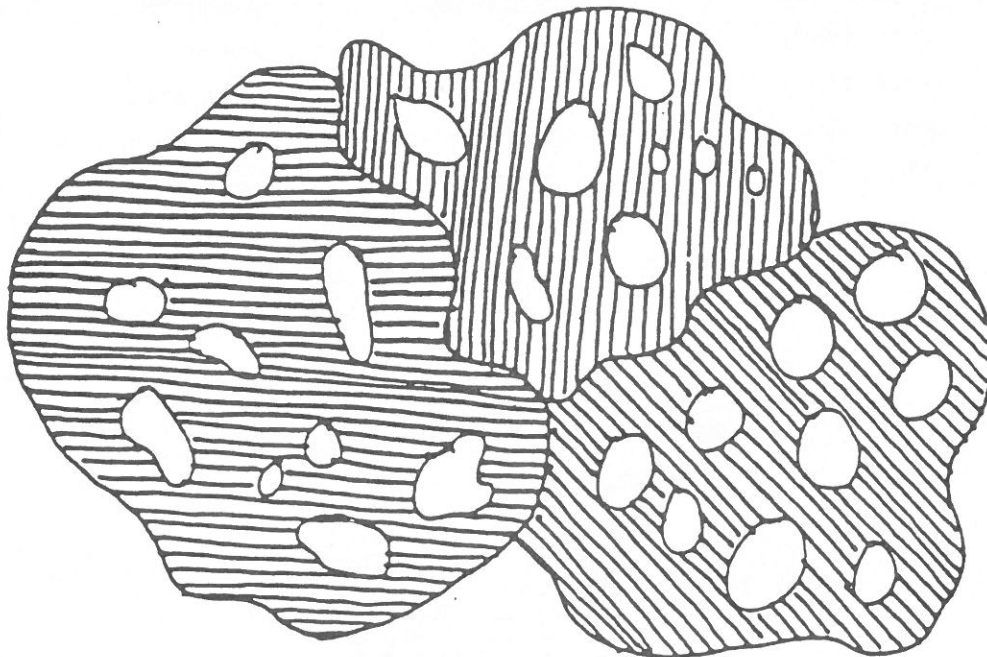
Here's a project that will make you wish for a rainy day. Are you surprised? Rain - Spatter Painting is so much fun you will do a rain dance every night until Nature rings out her cloudy sponge over your home. All you do is spread paint on a sheet of paper and let the rain create the painting for you.

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

MATERIALS:

Poster paints
Paintbrush
White drawing paper
Rain!

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



SEEK AND FIND

W	Y	T	C	C	B	E	A	K	E	R	I	S	N	O	T	O	R	P	Fahrenheit
F	O	J	Z	A	A	R	D	I	L	O	S	O	L	A	R	E	T	H	science
O	C	E	L	S	L	L	Y	T	I	C	I	R	T	C	E	L	E	Y	computer
R	P	H	T	E	I	V	V	C	O	M	P	U	T	E	R	O	B	S	Physics
C	I	N	E	R	T	I	A	A	K	S	T	E	S	T	T	U	B	E	Chemistry
E	L	E	C	T	R	O	N	N	N	J	M	O	L	E	C	U	L	E	liquid
K	P	R	X	O	D	L	L	A	B	O	R	A	T	O	R	Y	K	P	beaker
O	R	H	J	D	N	E	I	R	O	T	M	E	I	U	Q	I	L	H	solid
W	E	A	T	H	E	R	A	J	U	C	H	E	M	I	S	T	R	Y	laboratory
L	S	F	B	O	G	U	B	M	A	C	N	E	T	P	H	Y	S	S	experiment
H	S	T	W	E	Y	E	D	A	R	G	I	T	M	E	E	C	N	I	Centigrade
E	V	A	W	E	X	P	E	R	I	M	E	N	T	K	R	R	F	C	atom
F	R	V	A	T	O	M	G	R	A	V	I	T	Y	U	S	S	R	S	molecule
N	E	U	T	R	O	N	T	C	H	E	C	N	E	I	C	C	S	B	electron
																			proton
																			electricity
																			magnet
																			solar
																			galvanometer
																			test tube
																			oxygen

force weather barometer gravity neutron pressure inertia gas air



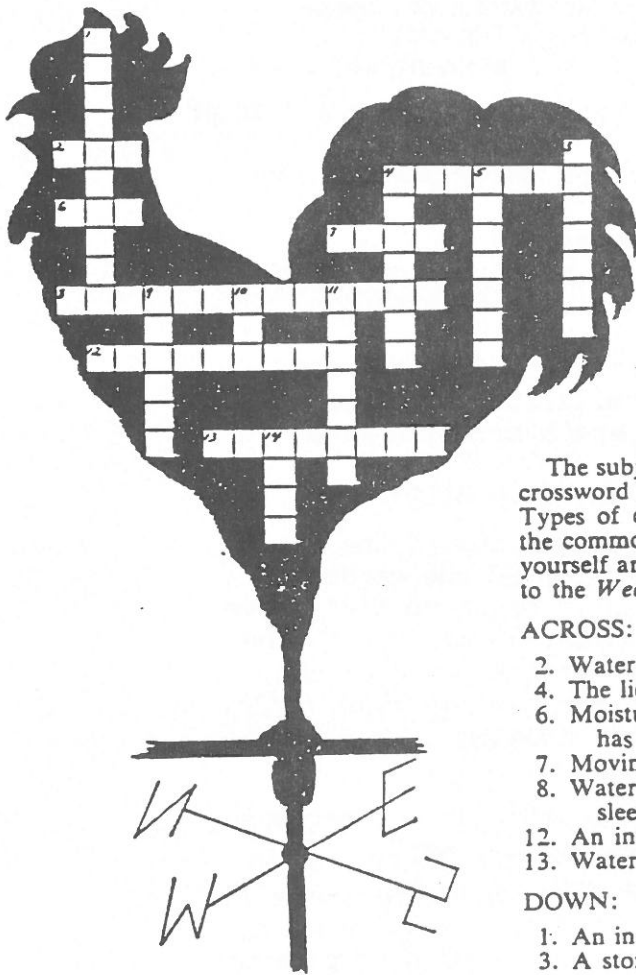
UNSCRAMBLE THE SCIENCE WORDS

TEEXPIEMNR	experiment	TPURECMO	computer
RYRALATCBO	laboratory	PCSAE	space
NSCECEI	science	HRYSCEMTI	chemistry
SGA	gas	IAR	air
QAMT	atom	STTE BUTE	test tube
SRALO	solar	NACTEM	magnet

BIRDS AND BATS FLY LOW
BEFORE A RAINY SPELL



LOWERING PRESSURE IRRITATES THEIR
EARS, SO THEY SEEK HIGHER PRESSURE
NEAR THE GROUND.



HOW'S THE WEATHER?

Clara: Did you hear the rumor about the cloud?

Sarah: No, tell me.

Clara: It was all over town.—
Allen Ross, Bridgeport, Mich.

The subject of weather can be most interesting and fascinating. This crossword puzzle is designed to test your knowledge of the subject. Types of clouds, instruments for measuring weather conditions and the common names of various weather phenomena are included. Test yourself and your friends. After you have checked your answers, refer to the *Weather* merit badge pamphlet for more-detailed information.

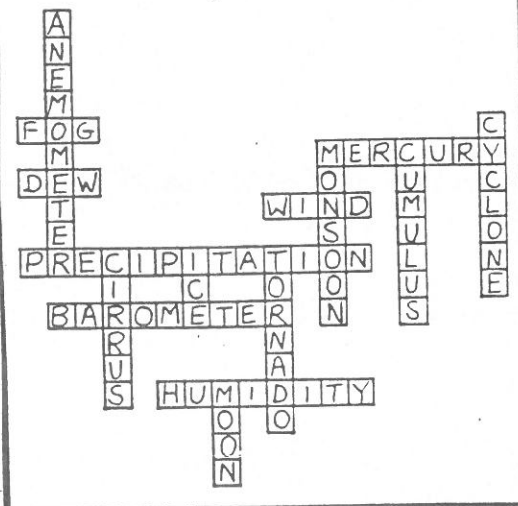
ACROSS:

2. Water vapor which condenses near the surface of the earth.
4. The liquid in a thermometer.
6. Moisture from the air condensed on the earth or any object that has cooled off at night.
7. Moving air.
8. Water drops or ice crystals that fall in the form of rain, snow, sleet or hail.
12. An instrument that measures air pressure.
13. Water vapor that remains in the air.

DOWN:

1. An instrument used to measure the speed of the wind.
3. A storm in which the high winds spiral inward.
4. A periodic wind in the Indian Ocean and South Asia.
5. Type of white clouds that have the appearance of heaped masses.
9. Type of clouds that are curly, white and form high above all other clouds.
10. Frozen water.
11. Storm with twisting winds accompanied by dark funnel-shaped cloud.
14. Satellite which has an influence on ocean tides.

Answer to "How's the Weather" Puzzle on page 68.



Tourist: The sky seems so much clearer in New York than at home.

Guide: Yes, we have skyscrapers here.—*Tom Lyall, Cincinnati, Ohio.*

SOLAR ENERGY BOX: The solar energy box is an excellent demonstration device for Scientist Activity Badge. Try the experiment on your next hike or campout if it's a sunny day.

MATERIALS NEEDED: clean tin can about 4" in diameter, 5 1/2 " high
3 rubber bands
strip of thin cardboard or heavy poster paper about 2" wide and 14" long
small aquarium thermometer
roll of thin transparent plastic (food wrap)
cardboard box about 12 x 12 x 6" with top removed
enough insulating material to fill the box (house insulation, vermiculite, flexible plastic foam or newspapers crumpled into 1 page diameter balls.

BEFORE PUTTING BOX TOGETHER, READ THE EXPERIMENTS BELOW.

To assemble box, stretch plastic sheet over the top of the can and fasten it with rubber band. Make a collar of the cardboard strip and place it around the can, letting it stick up 1/2" above the top of the plastic sheet. Hold the collar in place with the second rubber band. Now place a second plastic sheet over the top of the collar and fasten it with the third rubber band. Fill the cardboard box with insulation material, leaving a hole in the center for the can.

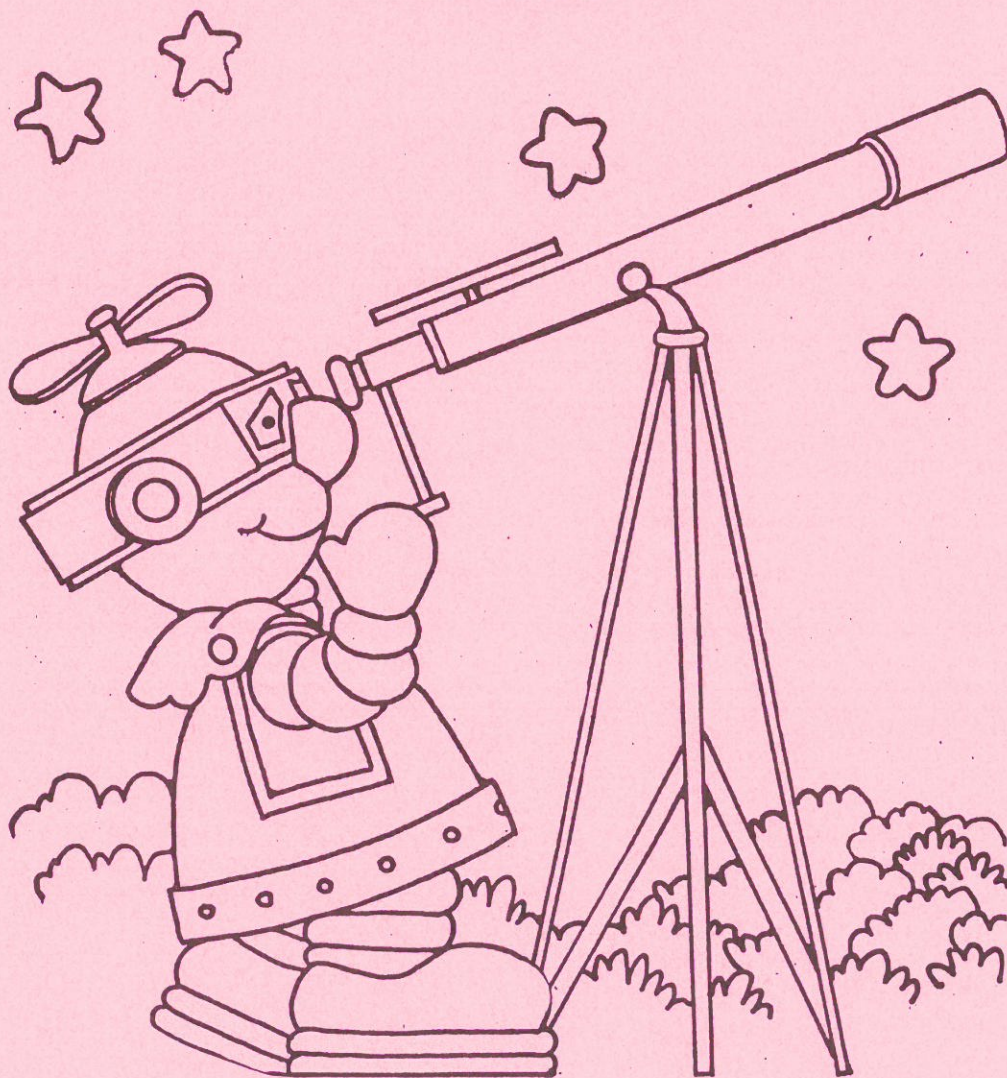
EXPERIMENT #1: COLLECTING SOLAR ENERGY - Do this on a clear sunny day about an hour before the sun is highest in the sky.

Take the aquarium thermometer outside and find the temperature in the "shade". Write down this temperature. Fill a one-cup measure with tap water, mixing hot and cold, until the water's temperature is five degrees less than the outdoor temperature. Write down this temperature. Pour this water into your solar energy box can, place the thermometer in the water and put the top on the can. "Bury" the can in the insulation so that only the top shows. Take the box outside and line it up with the sun's rays so they point directly into the top of the can and cast no shadows. Leave the box in the sun for one hour, repointing it at the sun every 10 minutes. At the end of the hour, write down the temperature of the water. Has it increased? How much? Has the sun's energy heated the water? Does it feel warmer?

**If chickens roll in the sand,
Rain is at hand.**

LIFE ON OTHER PLANETS

APRIL



SPACE OPENING

When we think of space adventure, we think of our brave astronauts, who have dared to travel in the unknown.

The first implanting of "Old Glory" on the surface of the moon was made by Astronaut Neil A. Armstrong and all the astronauts who followed all were once Scouts.

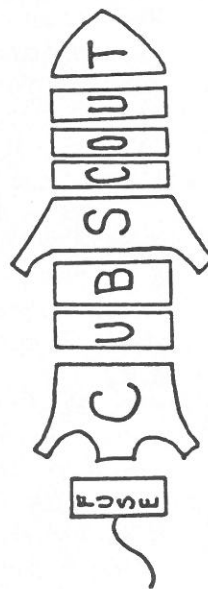
Truly it can be said today, "There isn't a man on this earth who has been on the moon who wasn't first a Boy Scout."

Would you please stand, give a salute to "Old Glory" by repeating the Pledge of Allegiance with me.

OPENING CEREMONY

Arrangement: 8 boys holding cardboard pieces, which make a spaceship cut into eight parts. Each piece is lettered, so that all together they spell Cub Scout. Each boy's lines are written on the back of his card. Den leader holds the cutout representing the fuse.

Den leader: Cub Scouts of Den ___ drew up plans for a missile so they could take a safe trip into space. Now they are going to build the missile for you in case you want to go along with them on this journey into outer space. Here they come with their parts! Let's all sit quiet and watch.



OPENING:

Staging: Record player; record such as Star Wars, 2001-A Space Odyssey, etc. American flag; Spotlight (or flashlight).

Cubmaster: Will everyone please be seated. (Room is darkened, music starts -- allow to play 2-3 minutes). Let our flag be illuminated. (Music lowered). Just as we have saluted this flag for over 200 years, with the help of good citizens and good leadership, so shall we continue to salute. Cub Scouting is one means by which we can insure our future as a great nation so that in the year 2000 and beyond, we will all still be pledging our allegiance to this great emblem of our society. Please join me now in the Pledge of Allegiance. (All stand and pledge. On completion, turn on lights).

SPACE JOKES FOR FUTURE CUB SCOUTS

1. Why do astronauts get a lot of reading done on space missions?
They can't put their books down!
2. I work only when I'm fired. What am I?
A rocket.
3. Which business always looks up, no matter how bad the economy?
Astronomy.
4. Can Astor-Nuts telephone from a spaceship?
Of course, who can't tell a phone from a spaceship!
5. Why do astronauts have parties during every rocket take-off?
Launches are a blast!!
6. Why did the Astro-Nut throw a plate out her window?
To see a flying saucer.
7. What do you call a fight between two street paving companies?
Tar Wars!
8. What do astronauts eat for quick energy?
Milky Ways.
9. How are Mickey Mouse, Annie's dog Sandy, and a comet alike?
They are all stars with tails!
10. What kind of fish do you find in outer space?
Starfish.
11. What kind of grass grows in space?
Astro-turf.
12. What do you call a baby in space?
A U.C.O.--Unidentified Crying Object!
13. FATHER: Why is this zero on your report card?
SON: That's not a zero. The teacher ran out of stars so she gave me a moon.
14. What does E.T. say in Alaska?
E.T. phone Nome.
15. Knock-knock.
Who's there?
E.T.
E.T. Who?
E.T. your vegetables or you won't get any ice cream!
16. Why does the moon go to the bank?
To change its quarters!
17. What holds the moon up?
Moonbeams!
18. Which planet is like a circus?
Saturn. It has 3 rings!
19. What did Spock say when he first looked in the mirror?
I can't believe my ears!
20. Why do astronauts like subtraction?
They're always ready for the countdown!
21. What sign does an astronaut hang on her door when she leaves
at Noon? "Out to Launch"
22. If athletes get athletes foot, what do astronauts get?
Missile-toe!
23. Why do the stars come out at night?
They have no place else to go!

OPENING: Mission Control to Astronauts

Personnel: One (or more) persons as mission control; 5 astronauts.

Staging: Mission Control is in one location - talking to astronauts in space capsule.

1st Astronaut: "Mission Control. Mission Control, do you read me?"

Mission Control: "This is Mission Control. We are ready to give you the new order for today."

2nd Astronaut: "We read you loud and clear. What are our orders?"

Mission Control: "Telemetry is green for all systems. You are approaching us over the coast of California. Your speed is 17,500 miles per hour."

3rd Astronaut: "We read you, Mission Control."

Mission Control: "You will need to adjust your trajectory 10 degrees."

4th Astronaut: "O.K. Mission Control. At 2100 hours we will adjust 10 degrees."

Mission Control: "The rear camera is getting too much light. Can you adjust the shade over it?"

5th Astronaut: "Roger, we'll see what we can do. Any more orders?"

Mission Control: "Yes, today is the day you change your underwear. Conrad, you change with Bean, Bean, you change with Sheperd. Shepherd, you change with Erwin. Erwin, you change with Armstrong. Armstrong, you change with Conrad." (Could have boys wearing men's boxer shorts over their pants and actually begin trading shorts!)

_____ A CUB SCOUT-PARENT PROMISE CEREMONY

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

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

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

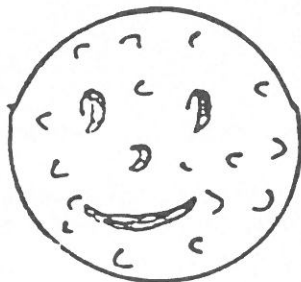
CLOSING

Cubs will come out with large cards spelling out S-T-A-R-W-A-R-S.

S SEEK THE MYSTERIES OF THE FUTURE
T TOP THE OBSTACLES OF YOUTH
A ADVANCE IN THE CUB SCOUTING PROGRAM
R REAP THE FRUITS OF YOUR LABORS
W WATCH FOR IMPERFECTIONS AND
A ATTACK YOUR FAULTS
R REACH FOR THE SKY
S SHOOT FOR THE STARS

AND MAY THE FORCE BE WITH YOU, ALL THE DAYS OF YOUR LIFE.

* Ask Cub Scouts and their families to form a large circle and hold hands. The Cubmaster then reads the following prayer, which was broadcast to earth by astronaut Frank Borman while on a moon-orbiting mission: "Give us, O God, the vision which can see Thy love in the world in spite of human failure. Give us the faith to trust Thy goodness in spite of our ignorance and weakness. Give us the knowledge that we may continue to pray with understanding hearts, and show us what each one of us can do to set forward the coming of universal peace."



Form pack in large circle. Cubmaster says something like, "We've had lots of fun this month imagining what life may be like on other planets. We've looked into the night sky and enjoyed its beauty. Some of you may have learned, too, that the North Star, Polaris, is fixed overhead and that it is used by space travelers and ship captains to find their position. In Cub Scouting we have our own North Star, the Cub Scout Promise. Like the North Star, the Promise is a guide for people on earth. If we follow the Promise, we can be pretty sure that we will be good men. Please join me now in repeating the Cub Scout Promise." (Make Cub Scout sign and lead Promise.)

CLOSING:

Cubmaster: We have talked this evening about what life will be in the year 2000 A.D. Let's take a few minutes for the present time. A person's perception of time keeps shifting. As the very old can tell you, time goes more swiftly the longer you live. An old man may look at a forest and remember when, in his childhood, that land was a plowed field. Time becomes telescoped, not by failing faculties, but by overlapping images. Each age offers a different vision which you can capture, borrow and savor. The point is this -- somewhere along the way, each individual needs to recognize that there is such a thing as personal time. Immediate events ranging from toothaches to far-reaching political crises cannot be set aside. But we really have a great deal of leeway in choosing what we do with our time. If you have been thinking about getting outdoors more often, have you set aside the time?

THE ALIEN SPORTS FAN

Please don't curse the kids down there,
It is my child, you see.
They're only just a child, you know,
And means a lot to me.

I did not raise my child, Sports Fan,
For you to call them names.
They may not be a superstar,
But it's really just a game.

Please don't curse the kids down there,
They do the best they can.
They never tried to lose a game,
They're children - and you're a man.

The game belongs to them, you see,
And you are just a guest.
They do not need a fan like you,
They need the very best.

If you have nothing nice to say,
Please leave the kids alone.
And if you can't enjoy the game,
Then why not stay at home?

So, please don't curse the kids down there,
Their lives have just begun.
And win, or lose, or tie, you see,
To us they're NUMBER ONE !

AUTHOR UNKNOWN

Space Dinner

Materials:

3 chocolate M&M's
1 yellow M&M
1 orange M&M
Plastic Bag
Twist tie

This is a fun treat for den meetings.

2 chocolate M&M's are the meat tablets
1 chocolate M&M is the bread tablet.
Yellow M&M is the corn
Green M&M is the salad
Orange is an orange

Place food tablets in plastic bag
and close with twist tie. Give
one bag each to boys along with
these instructions:

- 1 Remove "space food" being careful
to save bag.
- 2 Eat
- 3 Get water in bag and twist top of
bag to close tightly.
- 4 Bite tiny hole in bottom corner
of bag and drink.

I VISITED PLUTO
(Tune: On Top of Old Smokey)

I visited Pluto, my fortune to seek,
While I was there my spaceship started
to leak.

It dripped on past Jupiter,
To Venus and Mars,

But when I reached Saturn,
I had to trade cars.

While stopping on Mercury
I found no one there,
So, I put it in high gear,
Plotted a chart for no-where.

I'm far out in space now,
Just touring the Stars,

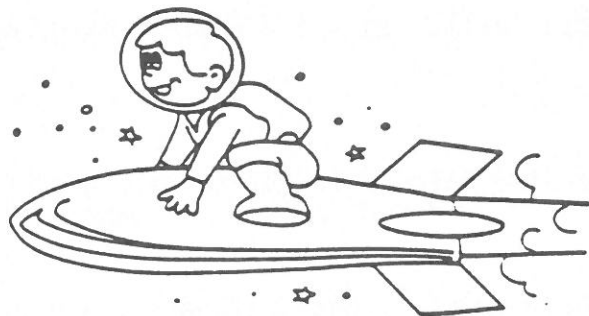
I'd come home in a hurry,
But I don't know where we are,

Then I spotted a Shuttle,
And tagged on behind,

And after a while
Guess what I'll find,

Good old terra firma,
The earth sure looks good,

But I'll start out again,
Soon as I'm in the mood.



THE ASTRONAUT'S PLEA
(tune: My Bonnie Lies Over the Ocean)

I went for a ride in a spaceship,
The moon and the planets to see.
I went for a ride in a spaceship,
And listen what happened to me.

Chorus:
Bring back, bring back,
Oh bring back my spaceship to me, to me.
Bring back, bring back,
Oh bring back my spaceship to me.

I went for a ride in a spaceship
The capsule was crowded and I
Developed a cramp in my muscles,
So I took a walk in the sky.

Chorus

I went for a walk in my spacesuit.
The ship was controlled from the ground
And someone in charge down at NASA
Forgot I was walking around!

Chorus

APPLAUSE STUNTS

Satellite - Start with a count-down from ten. At zero, say "Blast off." Put hands down to the floor and simulate the rocket blasting off with appropriate sound effects. When hands are at shoulder level, start turning around (orbiting) with the satellite (hands) going around in orbit while saying in a high falsetto voice, "gleep, gleep, gleep."

Man in the Moon - Circle face with hands and say "I eat green cheese."

Robot Applause - Walk in place, stiff-legged and stiff-armed and say "Does not compute" in a sing-song fashion.

HOW TO PROGRAM A ROBOT

Characters: A Cub Scout Den in uniform and a boy dressed as a robot.

Props: Index cards with speaking parts written on them.

Robot is in the center of the stage with Cub Scouts gathered around him. As each boy programs the robot, he puts his card in a slot in the front of the robot's chest.

CS #1: How should we program our robot? We've spent a lot of time building him. We certainly want him to know things we think are important.

CS #2: Let's give him a sense of appreciation. He's got to be grateful for more than just material things.

CS #3: And let's not forget plain old fashioned curiosity. The more curious he is the more he will learn.

CS #4: How about persistence. He has to have confidence and not get discouraged.

CS #5: We won't have to teach him tolerance, he already knows that; but we won't want to let him learn intolerance.

CS #6: Love of country ... yes, ... everyone needs to know that!

CS #7: I want him to have a sense of humor. Everyone needs a dose of that.

CS #8: I think he should be respectful and obedient ... reverent!

CS #1: Anything else? (pause) Well, let's see what we have here!

(Boys all begin to turn knobs and make him work. Robot begins to walk mechanically around stage.)

Robot: (In a mechanical sounding voice) I want to be a good Cub Scout ... I want to be a good Cub Scout ... I want to be a good Cub Scout.

CS #7: You know, I think those things might just make a pretty good Cub Scout, too!

ROBOT INVENTORS

Scene: Table covered with old sheet or other cover reaching to floor at front. Fishbowl or other glass bowl, test tubes, flasks, and a black top hat are on table.

Characters: Six scientists in lab jackets (women's blouses, collars turned inside, put on backwards) stand at both ends and back of table. Scientist 2 is reading a large book, plainly titled, *How to Invent a Robot*. Scientist 3 is looking over his shoulder. Scientist 4 is stirring liquid in a bowl with a wooden spoon. Another boy, a robot with a bunny tail, is hidden behind the table.

NOTE: If seven boys are not available, some could take more lines.

SCIENTIST 1: It doesn't seem to be working.

SCIENTIST 2: I can't understand it!

SCIENTIST 3: We'll have to change the formula.

(Scientist 4 adds soda to vinegar water in bowl—the mixture fizzes.)

SCIENTIST 4: Wait a minute. What did you say your friend's name was?

SCIENTIST 5: Magisto the Magician. He says he's pulled a robot out of a hat lots of times.

SCIENTIST 4: That's rabbit, not robot!

(Scientist 2 raises book, Scientist 4 raises spoon, Scientists 1, 2, 3, and 4 chase Scientist 5 offstage left. Scientist 6 starts to follow, stops, and looks at hat.)

SCIENTIST 6 *(shrugging shoulders):* It might work! Abracadabra 1-2-3. *(Takes hold of hat with left hand, tips it toward himself at edge of table, reaches "in"—really reaches behind table—grabs and pulls robot out of hat).*

SCIENTIST 6: Hey! It worked! Now I'll just push this button *(pushes button on robot—robot drops to all fours, hops offstage, showing bunny tail bobbing at back).*

ROCKETS AWAY!

Characters: 6 Cub Scouts, 2 mothers

SCENE I:

Cub #1: I have some boards in my backyard. Let's make something.

Cub #2: I can get some nails.

Cub #3: My Dad said I can use his hammer and tools if I'm careful.

Cub #4: My brother has an old steering wheel in the garage. I'll get that.

Cub #5: How would you like a compass and some other good stuff?

Cub #6: I can get some tail pipes for the exhaust.

Cub #1: What can we use for fuel?

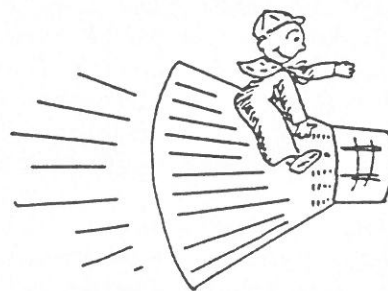
Cub #2: Gasoline, kerosene or sterno.

Cub #6: I'm not allowed to use any of that stuff.

Cub #3: I have an inner tube.

Cub #4: O.K. guys, let's all meet in Jack's yard in half an hour.

Cub #5: I'll bring some food.



SCENE II:

(Background noise, hammering, etc.)

1st Mother: I wonder how the boys are doing. Imagine! A rocketship!

2nd Mother: Ha, ha. Well, it kept them busy for a long time.

(In background, boys are yelling "Bye, Mom")

Mothers: Oh sure! Bye boys, have a nice trip.

(Loud Noise - curtains begin to blow)

1st Mother: Look! They're leaving!

2nd Mother: Oh, no! Come back boys, come back!

(Mothers run off stage after Cubs)

A Space Odd-essy

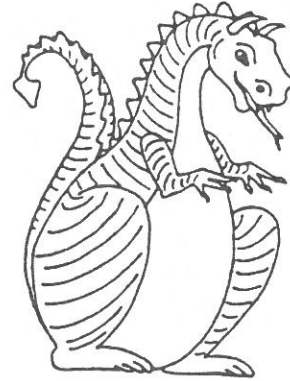
THALASH: "Glob, gleep"

FLYING SAUCER: "I see it."

After the name of ANY heavenly body:

"NASA, Yassuh"

THALASH...., a one-eyed, one-horned, three-legged furry foreigner from far off RIGEL...,one Rigellian day jumped (at least it was a close approximation of jumping)into his FLYING SAUCER...,a deluxe specially souped up Centurian Super Six, and zapped his way across the MILKY WAY ..at what some would say was a frightful speed.



As his FLYING SAUCER...sped past BETELGUESE..., the other major star in the constellation ORION...,THALASH ...bid a fond farewell to his home and set a course for an area adjacent to URSA MAJOR (The Big Dipper) ..., and URSA MINOR (The Little Dipper)...to visit a small SOLAR SYSTEM...he'd been studying in his research for other intelligent beings, and from which emanated electrical disturbances on many wave lengths.

Using the relatively small yellow STAR...as a beacon, he eventually found his way to the system he sought -- nine PLANETS...and a narrow asteroid belt. Manuevering his SAUCER...about, he first decided the biggest PLANET...with the most MOONS... must be the dominate one. But there were no beings there, so THALASH...fired up his souped up Centurian Super 6 SAUCER...once again and headed for the third PLANET... where he had seen evidence of activity.

Coming close, he first encountered two strange little white objects in orbit--the first had been launched many years ago with nothing more than a piece of wood, by a sports figure named "Babe," the second more recently by a figure from the same sport name "Hank." He also ran across some artificial satellites and debris.

He monitored the high and low frequency waves coming from various spots and learned that his PLANET... was called EARTH...by its inhabitants. He learned that in the area known as North America, another one of those strange bursts of electrical energy would take place. Two days later THALASH...was nearly blasted out of orbit as something called the "Super Bowl" flashed on his viewing screen. Viewing it as a primitive kind of combat, THALASH...decided to split. He headed his Super Six SAUCER...once again for home, disappointed in not finding really intelligent life in this sector of the GALAXY... "Oh, well," thought THALASH...maybe he'd have better luck the next time.



THE MOON TRIP

Audience Participation Skit

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

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

10-9-8-7-6-5-4-3-2-1 BLAST OFF!!!!!!

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

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

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

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

At this point retrace all the motions hurriedly. Blast-off, dodging meteorite, riding shooting star, sliding down Milky Way, hold arms overhead in front of you simulating a parachute, then looking down at floor say loudly, "SPLASH!" Motion opening of space ship door, motion swimming to shore.)

I beat you home! And now you've been on a trip to the moon!



ASTRONOMER'S SONG

Tune: Yankee Doodle

We've got our eyes upon the sky
We watch the stars that shimmer
The sun and moon are friends of ours,
We know their every glimmer.

Keep your eyes upon the skies,
Watch the twinkling stars,
It's better than a T.V. show,
By Jupiter and Mars.

JUNIOR BIRDMAN

Up in the air Jr. Birdman
Up in the air upside down
Up in the air Jr. Birdman
Keep your noses to the ground.

And when we hear that announce:
That you wings are made of tin,
Then you'll know Jr. Birdman
To send those box tops in.

Cause it takes Five Box Tops,
Four bottle bottoms,
Three wrappers,
Two coupons,
And one thin dime!

BRRRRRRRRR!!!!!!



ROCKETS AWAY

Tune: Anchor's Aweigh

Rockets away, my boys
Rockets away,
We're off to see the stars,
The planets and more,
Blast off to meet new friends
Learn their ways and soon
When we return we'll be
Smarter for sure.

I'm far out in space now,
Just touring the stars,
I'd come home in a hurry,
But I don't know where we are
Then I spotted a shuttle
And tagged on behind
Good old terra firma
The earth sure looks good
But I'll start out again
Soon as I'm in the mood.

CUB SCOUT ASTRONAUTS (Clementine)

In a rocket, called a spaceship,
Toward the moon, we will fly.
When we get there, we will look and stare,
At the awesome things we find.

Chorus:
Oh, it's fun to talk and dream,
About flying in space.
We can be brilliant astronauts,
And for others, set the pace.

CHEERS

- SATELLITE--** Start with a countdown from ten. At zero say "BLAST OFF". Put your hands down to the floor and simulate the rocket blasting off with appropriate sound effects. When your hands are at your shoulder level start turning around (orbiting) with the satellite (your hands) going around in orbit while saying in a falsetto voice, "BLEEP, BLEEP BLEEP."
- JET CLAP--** Swish your hand across in front of you like a jet and clap your hands twice, real fast. Do twice.
- STAR TREK CHEER--** Flip open communicator. Press button and say "Beam me up, Scotty!" Pause. "Scotty, are you there? Scotty! Scotty! Beam me up."
- ROBOT CHEER--** Walk almost in place in a stiff-legged manner and hold arms stiff while saying "Does not compute. Does not compute."
- MAN-IN-THE-MOON--** Circle face with hands and say, "I eat green cheese."
- MARTIAN CHEER--** Say, "Take me to your leader!"

GAMES

- BALLOON COUNTDOWN:** On small slips of paper, write down the numbers 10, 9, 8, etc. to 0. Roll up papers and insert each into a deflated balloon. Let each player select a balloon and then wait in line. Each boy, in turn, must blow up his balloon, hold it firmly at the end, and sit down on it on a chair with a bounce. Count one point for each bounce it takes to break the balloon. Add the number of bounces to the number on the paper inside the balloon. Last number wins.
- METEORITES:** Four Cub Scouts armed with tin plates stand in the center of a large circle of boys. The four in the center are the rocket ship. Those in the surrounding circle are the meteorites. The meteorites, using four rubber balls, throw at the legs of the rocket ship whose defense is a force shield (the tin plates). Any successful meteorite changes places with the damaged part (boy who is hit) of the space ship.
- ASTRO MOON SAMPLE RELAY:** Divide into two relay teams. A pair of canvas gloves, a fruit jar with lid, and 5 straight pins are at goal line for each team of astronauts. At signal, each team's first player runs to goal line, puts on the gloves, empties the jar, picks up the pins, puts them back in the jar, puts the lid on the jar, lays the gloves aside, and runs back to his team to touch the next player who then follows the previous steps. First den finished wins.

GAMES

By using the Gold Rush picnic found in "Cub Scout Activities" and making a few alterations, Cub Scout astronauts can enjoy an Outer Space Midway.

Instead of using gold nuggets as described, substitute Moon Rocks. These can be irregular shapes of plaster or fast-hardening clay which cavities and indentations made with the knuckles, toothbrush bristles, or other objects. They can be painted, if desired.

Use a large grassy area in a park or field. Stake out a section about 200 x 200 feet, using colored flags on the stakes. Make a large sign which says: "Astronauts caught with more than three moon rocks at any time will be arrested by the Moon Patrol, thrown into a crater and sentenced to the soggy green cheese treatment".

Assign adults to be Moon Patrol People. They should wear signs identifying them. When they find boys with more than 3 moon rocks, they grab them, put them into a roped off area marked as "Moon Crater" and hit them over the head with a wet green sponge. They collect the moon rocks and, without being observed, replace them in the field.

The boys use their moon rocks to play the Outer Space Midway games described on this page.

To start the blast off for the Moon, line up all boys, explain how the hunt works, then have a countdown. When the words 'Blast Off' are yelled, boys run to the moon rock field to hunt moon rocks.

Each moon rock entitles a boy to play one of the midway games. When he has used all his rocks, he returns to the field to hunt for more. Some will be daring enough to try to outsmart the Moon Patrol. Others will enjoy winning prizes in the midway.

Planet Fishing - Hang about 10 wire circles on nails scattered over a 4' x 4' board. Boys use a dowel to try to catch the planets. Time limit is 1 minute. Prize for boys who 'catch' a predetermined number of planets.

Nose Cone Recovery - Float five 'nose cones' (fishing floats or bobbers) in a large container of water. Give each contestant a dowel fishing pole with a line and a hook. Boys who 'recover' three win a prize.

Toss a Planet - Cut slits in a cardboard box. Paint box in bright colors. Boys try to sail cardboard discs thru the slots. A predetermined number of 'hits' wins a prize.

Flying Saucers - Staple two aluminum plates together, face to face to make 'flying saucers'. Boys try to sail these through a ring made from a coat hanger and suspended from a tree limb.

Explode a Space Balloon - Attach inflated balloons to a 4' x 4' board. Boys toss darts and try to break balloons.

Glider Contest - Boys sail paper airplanes through a hoop or into a box.

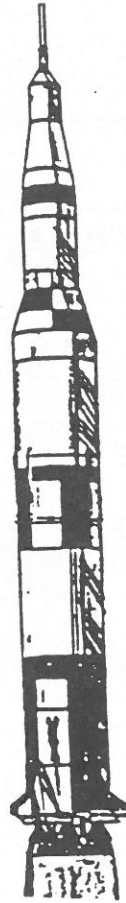
Cover the Sun - Boys toss 6" linoleum discs onto a 2' x 2' board which has a four-inch spot painted on it. Those to cover the sun win a prize.

Satellite Launch

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

Ride to the Moon










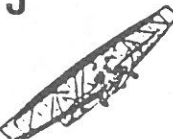



Teams of three boys are needed for this game. Have two of the boys lock their arms together and carry the third boy to the moon. (A designated line not far away.) and then back to earth (starting point). Then let another boy in the team have a 'ride' and finally the third boy. First team to finish having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
















COLLECT MOON ROCKS - Ask boys to collect three small rocks each from the program area. Examine rocks with a magnifying glass. Look for fossils, unusual colors or patterns in rock formation. Try to identify the types of rocks.

MARS ODDITIES - In advance, arrange the play area with oddities such as: an oak leaf on a pine tree, a pine cone on a maple tree, a flower bloom on a non-flowering bush, etc. You will need 8-10 of these oddities. Then tell the boys they are exploring the planet Mars, which is similar to Earth, but with some unusual differences. Ask them to hunt in pairs and make notes of the oddities on Mars. A time limit can be set, with a prize for the winning team.

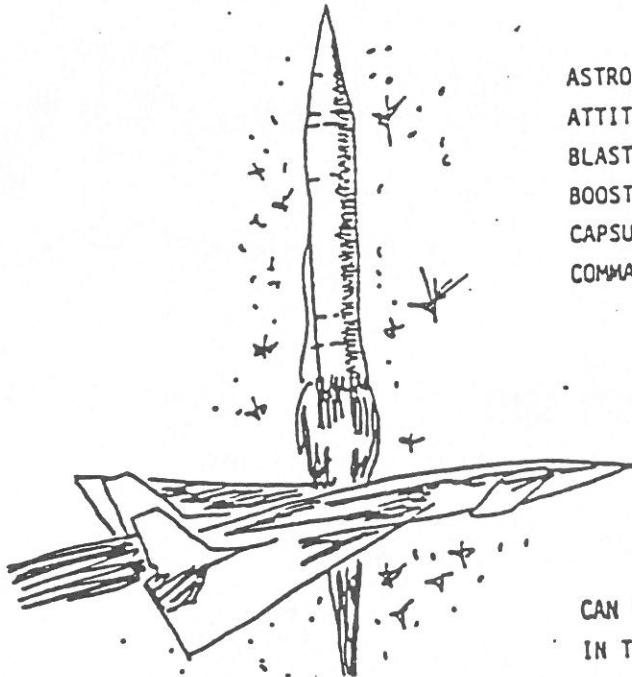
CONCENTRATION
 Cut out the cards.
 Mix up the cards.
 Place them face down in several rows.
 Match the letters.

		A  Astronaut	B  Boeing 747	C  Concorde
D  Delta Wing	E  Empennage	F  F-16	G  Goodyear Blimp	H  Hughes 500D
I  Intelsat	J  June Bug	K  KC-10A	L  Longhorn	M  ME-262

		N  NC-4	O  OV-10A	P  Pilot
Q  QSRA	R  Rocket	S  Space Shuttle	T  T-28	U  U-2
V  VS-300	W  Wright Flyer	X  X-1	Y  Yankee Clipper	Z  Zeppelin

SPACE ADVENTURERS
WORD SEARCH PUZZLE

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



- | | |
|----------------|---------------|
| ASTRONAUT | DROGUE CHUTE |
| ATTITUDE | G FORCE |
| BLAST OFF | JETTISON |
| BOOSTER ROCKET | NASA |
| CAPSULE | ORBIT |
| COMMAND MODULE | PITCH |
| ROLL | TOUCH DOWN |
| RE-ENTRY | TRAJECTORY |
| RETRO ROCKET | SPACE STATION |
| TRACKING | SKYLAB |
| TELEMETRY | YAW |

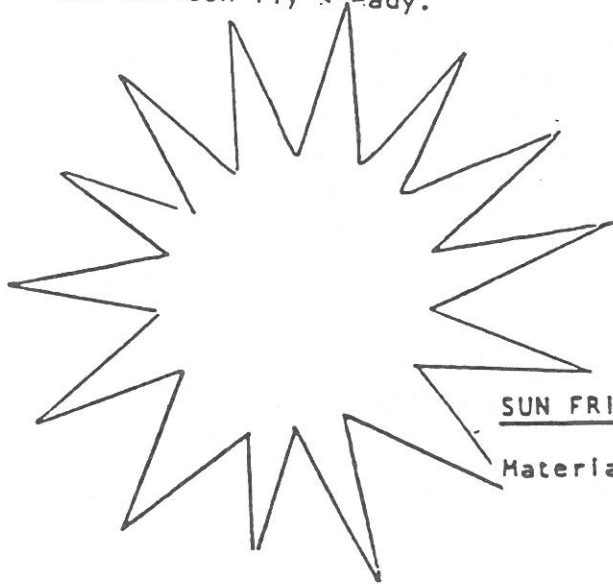
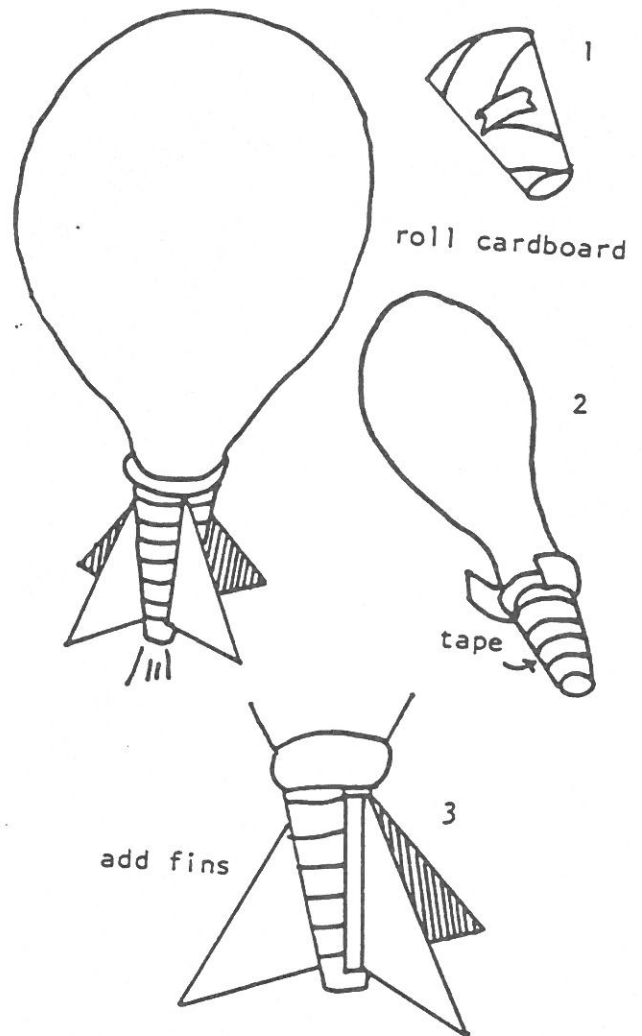
CAN YOU FIND ALL OF THESE SPACE TERMS
IN THE PUZZLE ABOVE?

Balloon Rocket

Materials:

Stiff paper
Tape
Balloon

- 1 Roll a 4"x5" piece of stiff paper into a shape like an ice cream cone. Use tape to hold in place. This is the rocket engine. Cut larger end to fit tightly inside balloon neck.
- 2 Tape balloon and engine together. Wrap tape around engine to close up air leaks. Blow up balloon. Let it go straight up. Trim off the top of the engine a little at a time until the balloon rises straight and steady.
- 3 Tape paper fins in place to help the balloon fly steady.



SUN FRIDGIES

Material Needed: egg cartons
yellow felt
brushes
glue
paint
plaster
small magnets

Mix plaster and fill a small portion of the bottom of the egg cups. Place the magnet into the top of the plaster before it hardens. Allow the plaster to harden. Paint the outside of egg cup with yellow paint and let dry. Cut the sun rays from the felt, leaving a hole in the center for the magnet. Glue on the rim of the egg cup.

ROBOT KITS

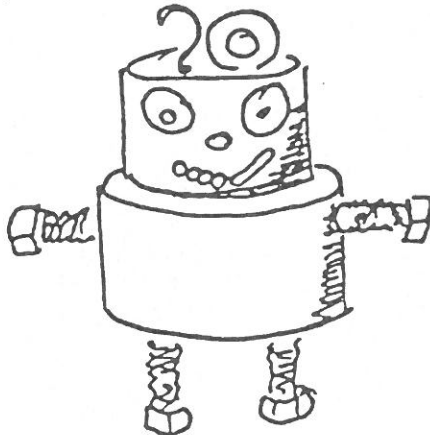
This is a good parent-son project, but could also be worked on at the den meetings throughout the month. If used as an at-home project, pass out the kits or a list of materials from the kit during the month and brought to the next month's pack meeting for display. Following are a couple examples of materials that could be used

MATERIAL

12 oz. cardboard frozen juice can
Bolts 3" long
Nuts for bolts
Bolts and nuts 2" long
Spray can cap
Wing nuts
Washer
Right angle hooks
Small washers

COULD BE USED FOR

body
legs
feet
Arms
head
eyes
mouth
head antennae
buttons



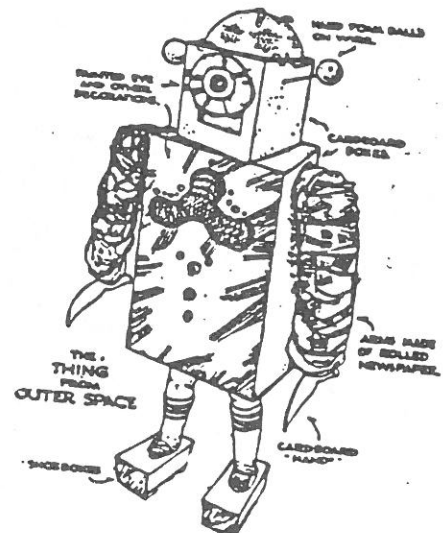
Tuna can
Cardboard circle
Spray can cap
Cardboard circle
2" bolts
Washers
Small nut
Plumbers chain
Cup hooks

body
top of body
head
top of head
arms and legs
eyes
nose
mouth
top of head

Flexible wire could be used to attach legs if you wish to have a seated robot. or each leg, coil the wire, making about 8 coils 1/2" wide. Insert one end of the coiled wire into a small hole in the bottom of the body made with a hammer and nail; wind until two or three coils are inserted. Wrap two or three coils at the other end around the bolt leg, just below the head of the bolt.

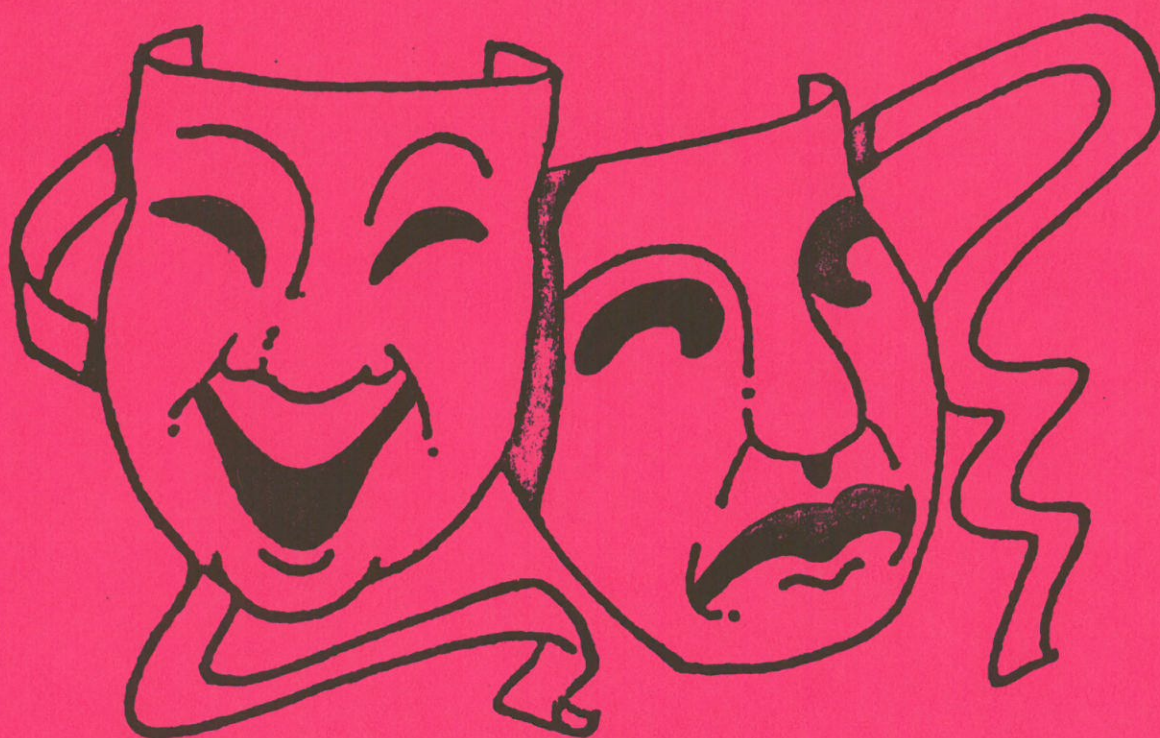
Moon Men

An easy way to create moon men is to wrap your plastic toy figures in aluminum foil for moon suits.



SHOW BIZ

MAY





THE WONDERFUL WORLD OF SKITS

Skits are appealing to boys of Cub Scout age. They help channel a boy's imagination. He doesn't just play he's a pirate. He is a buccaneer sailing under the Jolly Roger. Dramatics are important in the growth of boys because it gives them an outlet for the 'let's pretend' part of their character. It gives the boys a chance for creative expression rather than imitations or exhibitionism.

Skits let a boy express his choice of characters and develop his power of observation by helping him recognize the desirable characteristics in the people he sees. They let him play the parts he has always dreamed of. Skits create in him the desire to improve his own interpretation of other people.

Things to Avoid

1. Dramatization of undesirable characters.
2. Allowing a Cub to attempt a characterization which is difficult for him, causing him to become discouraged.
3. Criticism which makes no attempt to suggest a better way out.
4. The tendency of the more capable Cubs to do all the work.

Keep Ideas Simple. Simple skits, simple costumes and simple props well done are always more impressive than elaborate ones done poorly. A simple sign can often do wonders..it turns a box into a wagon, car, boat, plane, etc.. It can even turn a boy into a tree.

Keep Skits Fun. Fun makes a good skit. Whether the theme is serious or humorous, the skit must be fun for the boys.

1. Keep it simple.
2. Keep it short. (3 to 5 minues at the most)
3. Avoid long memorized dialogue. Pantomimes are great.
4. Use simple scenery, props, costumes - if any.
5. Let every boy take part.
6. Use stage directions liberally - tell who goes where and does what.
7. Make your audience hear. Boys should speak slowly, clearly loudly. If the audience laughs or applauds, actors should pause before continuing their lines.

How to Write a Skit. Follow this outline:

1. Boy Wants Something.friendship, to find lost planet
2. Boy Starts to Get Itby canoe, plane, horseback, etc.
3. Obstacles Stop Boycrocodile, native headhunters
4. Boy Achieves Goal.thru act of kindness, bravery, wisdom, magic, unexpected help.

THERE'S NO BUSINESS LIKE SCOUT BUSINESS
(tune: There's No Business like Scout Business)

There's no business like Scout Business
The Cub Scouts that I know!
Give them all a hand and they will act the
clown
Playing games and skits and singing funny songs
Learning all the while they are having
fun.
Oh, it's so marvelous to be a round
Those Cub Scouts, zaney Cub Scouts
Making puppets, magic too!
Everybody wants to join *in the* fun
So come all and see the show!

SHOW TIME
(tune: Camptown Races)

Cub Scouts all join in the fun
Do, Da, Do, Da
Skits and songs and magic acts
Oh, do, da, day
Going to have some fun
Making puppets everyone
Don't delay hurry right away
Let the show begin!

CUB SCOUT ORCHESTRA
(tune: London Bridges)

We have come to the Pack Meeting,
Pack Meeting.
We have come to the Pack Meeting
to play our:

Verse 1: Piano
Verse 2: *Fiddle*
Verse 3: Drum
Verse 4: Tuba
Verse 5: Orchestra (all together)

Directions: Divide into 4 groups
and at last verse make sounds.
1 - Piano goes plink, plink, plink
2 - Fiddle goes ya, ya, ya
3 - Drums go brum, brum, brum
4 - Tubas go om-pa-pa, om-pa-pa, om-pa-pa

A MAGICIAN'S PROBLEM
(tune: Clementine)

Pull a rabbit from a top hat.
Make a person float on air.
Make a scarf come out of nowhere.
Make a Candle disappear.
When I pull a magic wand out
People laugh and start to scoff.
I will finish when I figure
how to turn the darn thing off!

THE AMATEUR
(tune: I Whistle a Happy Tune)

Whenever I sing or dance
I hold my head up high
And never become unglued
When people say that I am a ham.
While juggling balls and rings
You ought to see me pose.
The audience watches me,
And everybody knows I'm a ham.
Though I'll not make the big time
I never will be done,
I'll keep going on the stage,
I'm having so much fun!
My family keeps their cool,
They take it all in stride
I'll never hear them complain,
*Cause they know deep inside I'm a ham!



THE TWENTY-FIVE CENT QUESTION ADVANCEMENT

In advance of this ceremony, you will want to coach the boys who will be receiving awards so that they properly react to the questions when asked. Some questions they will purposely miss. The Cubmaster or advancement person should use a quiz-show-host manner in delivering this ceremony. This can be a lot of fun for all if you make it that way.

"Welcome, folks, to the Twenty-five Cent Question Show, brought to you live tonight right from the _____ school where we are attending the Pack _____ pack meeting. I want to thank this nice pack for allowing us to test their 'genius' Cub Scouts on our show, and we want to thank our sponsor, Handy Dandy Cream, the everything cream. Use it to keep your hands soft, brush your teeth, set your hair, get rid of athlete's foot and squirt right on your favorite pudding -- Yes, sir, Handy Dandy Cream, you'll want to rush right out and get some, now back to our show.

"We have a team of boys here who are ready to challenge our show in the category of Cub Scouting. Will the following boys on the first team come forward with their parents? (Call names of Bobcat recipients). Now, boys, for the first plateau, you may confer if you like and then give us your answer. What is the Cub Scout motto: (Boys can act like they are conferring and then shout together, 'Do Your Best.')

"You're absolutely right! Congratulations! You have just arrived at the first plateau and have won the Bobcat badge, the first rank in Cub Scouting. We will present this to your parents to be presented to you. (Present boy's badges to parents).

"Now on to the second plateau ... our second question for the Wolf badge. Can you tell me how many achievements must you pass to earn the Wolf badge? (Bobcats confer but give up without answering). Sorry boys, the time is up. You may sit down and let's bring up our second team who, on a previous show, won the Bobcat and are now ready to try for the second plateau of Wolf. (Call names of boys who have earned the Wolf badge, ask parents to come forward also).

"Boys, can you answer the second plateau question for your Wolf badge? How many achievements must you pass to qualify for your Wolf badge? (Boys confer and shout '12'). Congratulations! You have just won your Wolf badge. (Present boy's badges to parents who then pin them on the boys).

(Go on in this manner until you have awarded all of your advancements for the month, making the Arrow of Light the "Twenty-five Cent Question" and you may even give those boys a quarter).

A DUMMY TV CAMERA

Put on skits, stunts and shows in your own TV station while you make believe you're shooting them. Use a medium-size carton. Cut mailing tubes in lengths of two, four, and six inches for lenses. Glue the lenses firmly to a circular piece of cardboard. Attach the circular piece to the box with a bolt and nut (bolt should go through center of circle). Use washers so that the lens circle will turn freely. Paint all black; letter channel on both sides in white. Mount box on camera tripod, or you can make a tripod from old broom sticks.

Kings Message

This is a tale of a King who wanted to send a message to his friend, who was also a King and who lived in the neighboring kingdom. But every time the first King tried to send one of his knights with a message to the second King, the knights would be eaten up by the "Yellow Fingers". The Yellow Fingers were monsters who lived in a river between the two kingdoms. Anyone who tried to cross over the bridge of the river was always grabbed and eaten by the Yellow Fingers. Finally, the King had no knights left so he sent the bravest of all his pages. Sure enough, the page made it safely to the neighboring kingdom with the important message.

The moral of this story is: LET YOUR PAGES DO YOUR WALKING THROUGH THE YELLOW FINGERS.

THE MICE

(All characters wear signs around their necks to identify themselves.)

Mother Mouse is taking her children for a walk when suddenly a large Cat appears. In a loud voice Mother Mouse calls, "Bow Wow Wow! Bow Wow Wow!" The cat shrinks in fear and runs off. The Mouse Children say, "Oh, Mother, we were so scared!" Mother Mouse replies, "Let that be a lesson to you, children. It pays to learn a second language."

THE FISHERMAN

All den members except one are eated on a bench and holding fishing poles. A Policeman (identified by a sign around his neck) arrives and asks what they are doing. One Fisherman replies, "We're fishing," and the Policeman says, "But there's no water here!" A Fisherman looks down and says "Fellas, you know, he's right!" All Fisherman reel in their lines, straddle the bench and "row" away with imaginary oars.



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"We have a team of boys here who are ready to challenge our show in the category of Cub Scouting. Will the following boys on the first team come forward with their parents? (Call names of Bobcat recipients). Now, boys, for the first plateau, you may confer if you like and then give us your answer. What is the Cub Scout motto? (Boys can act like they are conferring and then shout together, 'Do Your Best.')

"You're absolutely right! Congratulations! You have just arrived at the first plateau and have won the Bobcat badge, the first rank in Cub Scouting. We will present this to your parents to be presented to you. (Present boy's badges to parents).

"Now on to the second plateau ... our second question for the Wolf badge. Can you tell me how many achievements must you pass to earn the Wolf badge? (Bobcats confer but give up without answering). Sorry boys, the time is up. You may sit down and let's bring up our second team who, on a previous show, won the Bobcat and are now ready to try for the second plateau of Wolf. (Call names of boys who have earned the Wolf badge, ask parents to come forward also).

"Boys, can you answer the second plateau question for your Wolf badge? How many achievements must you pass to qualify for your Wolf badge? (Boys confer and shout '12'). Congratulations! You have just won your Wolf badge. (Present boy's badges to parents who then pin them on the boys).

(Go on in this manner until you have awarded all of your advancements for the month, making the Arrow of Light the "Twenty-five Cent Question" and you may even give those boys a quarter).

A DUMMY TV CAMERA

Put on skits, stunts and shows in your own TV station while you make believe you're shooting them. Use a medium-size carton. Cut mailing tubes in lengths of two, four, and six inches for lenses. Glue the lenses firmly to a circular piece of cardboard. Attach the circular piece to the box with a bolt and nut (bolt should go through center of circle). Use washers so that the lens circle will turn freely. Paint all black; letter channel on both sides in white. Mount box on camera tripod, or you can make a tripod from old broom sticks.

Kings Message

This is a tale of a King who wanted to send a message to his friend, who was also a King and who lived in the neighboring kingdom. But every time the first King tried to send one of his knights with a message to the second King, the knights would be eaten up by the "Yellow Fingers". The Yellow Fingers were monsters who lived in a river between the two kingdoms. Anyone who tried to cross over the bridge of the river was always grabbed and eaten by the Yellow Fingers. Finally, the King had no knights left so he sent the bravest of all his pages. Sure enough, the page made it safely to the neighboring kingdom with the important message.

The moral of this story is: LET YOUR PAGES DO YOUR WALKING THROUGH THE YELLOW FINGERS.

THE MICE

(All characters wear signs around their necks to identify themselves.)

Mother Mouse is taking her children for a walk when suddenly a large Cat appears. In a loud voice Mother Mouse calls, "Bow Wow Wow! Bow Wow Wow!" The cat shrinks in fear and runs off. The Mouse Children say, "Oh, Mother, we were so scared!" Mother Mouse replies, "Let that be a lesson to you, children. It pays to learn a second language."

THE FISHERMAN

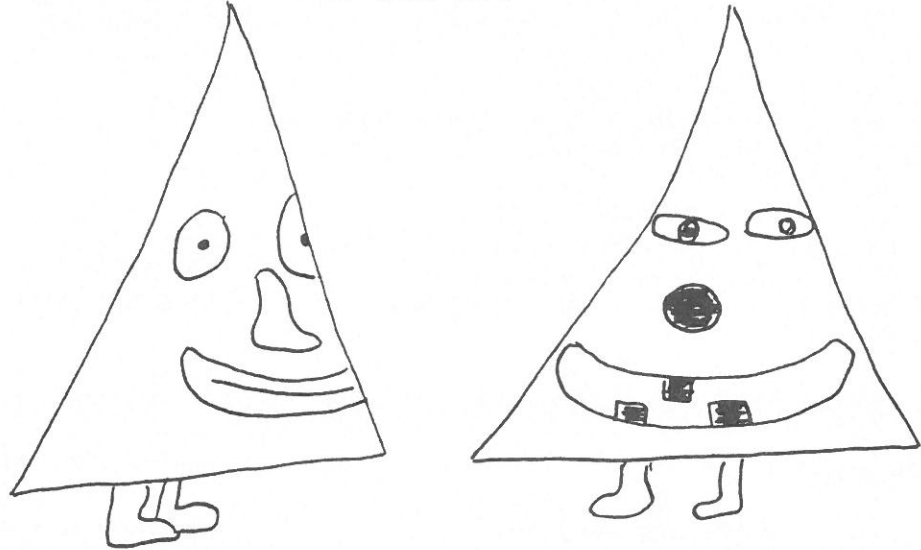
All den members except one are eaten on a bench and holding fishing poles. A Policeman (identified by a sign around his neck) arrives and asks what they are doing. One Fisherman replies, "We're fishing," and the Policeman says, "But there's no water here!" A Fisherman looks down and says "Fellas, you know, he's right!" All Fisherman reel in their lines, straddle the bench and "row" away with imaginary oars.



WRAP AROUND PAPER MASKS

Supplies: Largest construction paper available, colored paper scraps, scissors, paste, tissue paper or yarn, stapler.

Form paper into a rough cone shape or cylinder and then staple it. Help each other put cones over heads and locate eyes with crayon. Remove and cut out small eyeholes to see through. To finish mask, children first make large eyes and mouth anywhere they like, using colored scraps. Then add any other details. Smaller children may want to cut armholes. A tassel of colored tissue paper or yarn may be added to cone top.



“WHY ARE YOU SIGHING?” A GAME FROM FRANCE

One player, the Leader, says “Friends, we are all sad. Let us sigh.” All sigh several times and in different tones. Then Leader asks each player, in turn, why he is sad and sighing. Each sighs, repeats all reasons given before by the other players, and adds one of his own. A reason might be, “I am sad because I lost my cat.” If a player forgets to sigh or forgets a reason, he is “out.” Game continues until only one player remains.

THE COMEDIAN

One person is “The Comedian.” He makes faces, tells jokes, and does anything but touch the other players, trying to make them smile, laugh, or make some sound. The player who stays quiet the longest and doesn’t laugh or smile, becomes “The Comedian.”

DOUBLE LETTERS

Choose a category such as food. First player names a food. The next player must name a food which begins with the last letter of the food just mentioned, for example Cereal—Lobster—Rice. If a player cannot think of one within half a minute, he is out. Game continues until only one player is left. He is the winner and chooses the category for the next round.

PANTOMINE

Pantomime is the expression of a thought, emotion, or action without words. In advance forms, words may be supplied by a narrator, chorus, or other means, but the actors never speak.

Encourage the group to think about how any thought or feeling or action can be shown without words. Try the following:

This is how I feel: Everybody sits quietly and thinks about how he feels - then get up and show how he'd walk if:

- He had to go into a room where a baby was sleeping
- He's done something he was ashamed of doing
- He were on skis
- If he had a nail in his shoe
- It's very hot
- It's very cold
- He's scared
- He's pleased

This is what I do: baker, policeman, doctor, lawyer, dentist, plumber, barber.

Suppressed desires: actor, ball player, boxer, swimmer, singer, dancer.

How would I like?

- A very young lady
- Something very hot
- Something heavy
- Something very fragile
- Something big and bulky
- Something cold

How would I look?

- If someone gave me a ferocious lion?
- If someone gave me a beautiful ring?
- If I lost that? - Found it again
- If I slipped on ice?
- If my grades were all "A's"?
- If someone pinched me?
- If I smelled something bad?
- If I saw someone kick a dog?

The Five Senses

- Hearing - a sudden thundercrack
- a far away bell
- a whisper
- dance music

- Seeing - an old friend approach
- an auto crash
- a house on fire
- a Christmas tree

- Smelling - a burning dinner
- a skunk
- smoke of unknown origin
- a Thanksgiving aroma

- Tasting - food to see if it's properly seasoned
- hot soup
- bitter medicine

- Feeling - fresh paint
- sandpaper
- waves on the beach
- warmth from above

CHAN'S TEAKS

Once upon a time there was a famous Chinese dealer in fine woods by the name of Doc Song Chan. His woods were highly prized because they could be fashioned into beautiful objects. He handled many types of wood (hard, soft, fine and coarse-grained-ash, birch, fir, pine, walnut, cherry, oak, and many more), but he was most famous for his teak.

For some time though, someone had been stealing Chan's teaks, and no matter how hard he tried, he hadn't been able to catch the thief or to stop the stealing; so he hired a private detective, named Balaby Beck. Wasting no time, Beck immediately searched the storage area of Chan's wood shop for clues. Finding none, he set a trap. The next morning more teak wood was missing and so was the thief, the trap hadn't worked. "Durn!" said Beck. "I'll be durned. This time I'll have to set a better trap." The next morning more teak wood was gone and again the trap hadn't worked. "Durn," said Beck, "Durn!" So Beck set another trap and again caught nothing. And again Beck said, "Durn!" This went on for a long time, but bit by bit Beck built up clues to the thief's identity, he smelled like a bear, had coarse brown hair, and left footprints like a little boy. Meanwhile, Chan was unhappy—he was still losing wood, and he was paying this detective each day, and all he was getting in return was "Durn!" each time something went wrong. Finally, Chan told Beck he had only one day to catch the thief, or a new detective would be brought in.

That night, Beck set up a net which would fall over the thief when he touched the teak wood pile, and would then scoop the thief up. Beck stayed in the storage area all night and, naturally, fell asleep. Just before dawn, he was awakened by a noise and went to investigate. Seeing nothing, he checked the wood pile. Unfortunately, he touched the net and it scooped him up. But the rope broke, and he ended up in a tangled heap on the floor. "Durn! Durn! Durn!" was all he could say, as the thief walked over him and started taking the teak wood. Just then, Mr. Chan rushed in and fired a shotgun blast at the thief who ran off and never bothered him again. But to this day, Chan has to laugh each time he remembers when he opened the door and saw that there upon the "durning" Beck stood a boy-foot bear with teaks of Chan.



A-SOP'S FABLES

Characters: A-Sop -dressed in long flowing sheet tied around the middle with a rope. White cotton beard.
8 Knights -shield, sword and helmet
1 Rabbit - cardboard ears tied around head and sign saying "Rabbit" around neck.
2 or 3 Boys as a Snake - paper sack head and sheet or paper as body
1 Boy as Bully -wears "Bully" sign around neck.
2 Boys as themselves - lick lollipops.

Arrangement: This skit is divided into 3 very short simple scenes-with little props and very simple costumes. Cubs can play one or more parts, except A-Sop. A-Sop is the narrator and holds up a sign at the end of each scene which states the moral of the story.

A-Sop: Ladies and gentlemen. Tonight I would like for you to meet some of the people I have written about.

Scene I

(Enter 8 knights. One knight does battle with the other 7 knights, taking on one at a time. When he has finally finished defeating the seventh knight (who has fallend "dead" on the floor), the victor (boy) staggers, then collapses in complete exhaustion.)

A-Sop: The moral of this story is (holds up a sign with the words: "SEVEN KNIGHTS MAKE ONE WEAK")

Scene II

(A rabbit is quietly eating a carrot. Along comes a "snake." The rabbit disappears under the sheet - he has been eaten by the snake.)

A-Sop: The moral of this story is: (Holds up a sign with the words: "HARE TODAY, GONE TOMORROW")

Scene III

(This scene needs a couple of simple props - a sign saying "MEN WORKING," a small sawhorse, if available) and a box with a sign on it saying "DITCH". As the scene opens, 2 boys are calmly licking big lollipops. They are standing by the ditch. Enter Bully:)

Bully: Okay, you guys, I'm hungry. You - give me your candy.

Boy #1: No, I won't.

Bully: O.K., then I'll take it (gets into a scuffle with Boy #1 and yanks the candy from him. While the two are fighting, Boy #2 tosses his candy into the "ditch")

Bully: Now, where's yours? (speaking to Boy #2) I want it too.

Boy #2: Oh, I ate it.

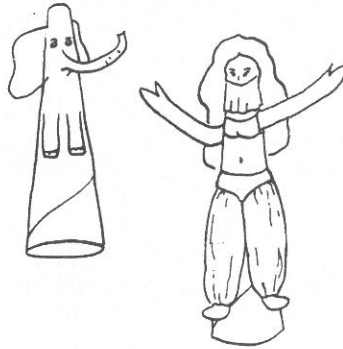
Bully: Chicken (Leaves stage eating first boys candy.) (Boy #2 retrieves his lollipop from the "ditch" and leaves stage with Boy #1.)

A-Sop: The moral to this story is: (holds up sign that says "A DITCH IN TIME SAVES MINE").

Note: This is a fun type of skit that boys love to make up their own scenes.

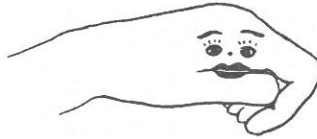
Puppets Kids Can Make

Finger Puppets: Roll a paper cone large enough to cover the finger on which you plan to wear the puppet. Cut two slits opposite each other through which you can attach the arms. Decorate with paper hair, hats, bonnets, etc. Give the puppet something to hold, befitting its role.

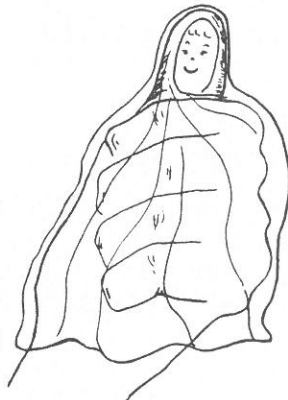


By René White

Fist Puppet: Fold your thumb inside your fingers lightly as if making a fist. Use an eyebrow pencil to draw eyes and nose. Outline mouth with lipstick.



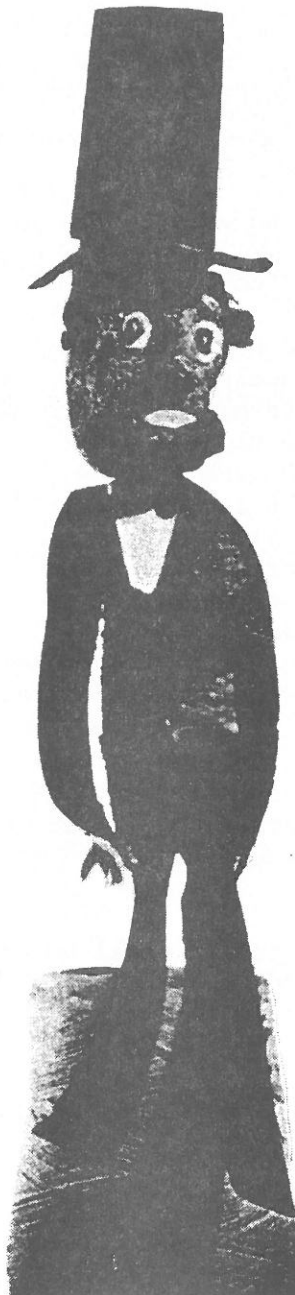
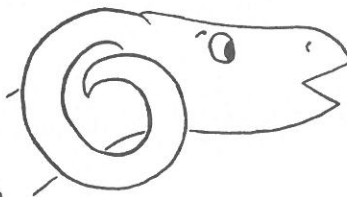
Thumbellina: Draw a face on the front of your thumb and close your remaining fingers into a fist. Cover puppet's head with a handkerchief shawl. (Shy Thumbellina cannot open and close her mouth but she can "whisper" into your ear so you can repeat her statements to the audience.)



Bag Puppets: Perhaps easiest of all puppets to make, can be created simply by drawing a face on the bag. Cut armholes, if desired, and insert your fingers. Tie string just above the arm holes to draw the bag in, forming neck.



Sock Puppet: Cut a slit in the toe of the sock for the mouth. Insert and fasten a folded piece of cardboard to function as a hinge as well as the inside of the puppet's mouth. Cut and glue on eyes made from construction paper or colored cloth. (Or use the jiggling eyes available commercially.) The nose can be fashioned from colored cloth or drawn onto face. Ears and other features can likewise be added from these materials.



Dancing Finger Puppets: Draw the puppet figure you want on a white file card or cardboard. Complete the figure's head and arms but not its legs (your fingers become the puppet's legs). Allow an extra inch or more at the bottom of the figure for finger holes and a flap to be turned under. Cut holes and fold this tab under so you can stick your fingers through the holes. Use tape, if needed, to keep figure upright against your hand.

Sawdust Puppet Heads: Sawdust makes not only a reasonable but durable puppet head. Mix one cup of sawdust (just about the right amount for one puppet head) with enough water to make it adhere. Add diluted white glue or dry wall-paper paste to form a clay-like mixture. Shape this into the head, adding features such as a nose and ears. Indentations for eyes and mouth can be made at this time or handle these features later using cloth or paper. Insert a thin stick (dowel, pencil, etc.) carefully into base of head. This will serve as a neck and provide a handle for manipulating the puppet. Place stick in a pop bottle two or three days 'til the head is dry. Head can then be smoothed using sandpaper, and painted, if desired. Use shellac as a final coat. Fashion body from construction paper or cloth and fasten to neck. The puppet is held up by the stick from behind during the performance.

Applying the Make-up:

Cover the face with make-up, all the way up to the hairline. See that it goes down to a little below the collar. And don't forget to cover the ears. Once the make-up base has been applied, these are some tips which will make your characters distinctive:

Lipstick - a slight change in lip line will alter the whole appearance. The best color for boys is a reddish brown. A little lipstick or rouge in the cheeks helps any character. If the character is someone who spends a lot of time outdoors, he should look 'flushed' by adding red color to regular make-up. Keep rouge away from nose and never place lower than nostrils.

Eyebrow Pencil - can be used to darken or change the shape of eyebrows, to line the eyes (which helps any character stand out better), to make freckles, mustaches, sideburns and wrinkles.

Eye Shadow - different colors can be used not only on eye lids, but under the eyes to give a 'hollow' look or on the nose to alter the shape of the nose. It can also be used to make eyes appear sunken.

Cornstarch - powdered into the hair helps make characters look older. The hair usually begins to gray at the temples first, and in streaks.

Black Crayon - can be used to simulate missing teeth.

Changing the appearance:

Fat Stomach - sew cords or tapes to four corners of small cushion or pillow. Tie two around neck, two around hips. Wear under clothing.

Bumps, Lumps and Muscles - stick pieces of foam rubber or cotton padding on arm and legs in appropriate places. Wear a tight leotard, tights, or nylon stocking sleeves and leggings.

Glasses - made from wire are the most realistic. Shape two circles with earpieces. You can attach an artificial nose and mustache to the glasses, if desired.

Noses, Ears, and Warts - the shape of ears and noses can be changed by using commercial nose putty. It is light weight and pliable. This can also be used to make warts. Make up is applied over the putty.

Scars - draw on scar with eyebrow pencil. For a deep scar, make a red line with a thin white line on either side. Add red dots alongside the scar.

Hair pieces - spirit gum is used for applying wool crepe hair for whiskers, mustaches, beards, and eyebrows. Spirit gum will stick only to dry surfaces.

Wrinkles - draw on wrinkles with grey eyebrow pencil. Age lines across forehead and at corners of eyes, nose, and mouth help age a character. An older person would have red lines around the eyes rather than gray or brown.

Removal of make-up:

Get face wet, pour a small amount of baby shampoo in hand and lather up. Then scrub face with shampoo. Rinse face with water. Repeat, if necessary. Be careful not to get shampoo in eyes or mouth.

Tips: Apply makeup after character is in costume. Use a towel to protect costume. Keep plenty of tissue and cleansing cream on hand for removal. More light used, more makeup necessary.

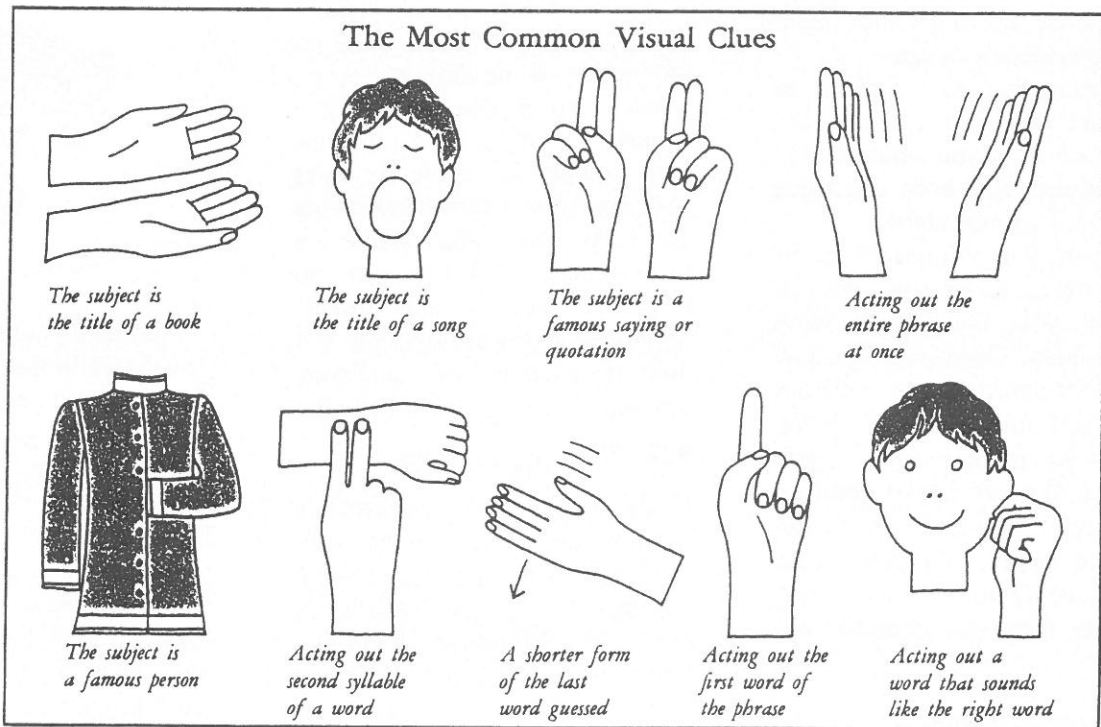
Remember ----- Boys like to pretend, but they don't want to be sissies.

Charades

A *Charade* is any game in which one or more players act out a title, slogan, name, or proverb, with a more or less formal presentation, for other players to guess. There are special signals employed by the actor in charades to help the audience guess the pantomimes. For example, before acting out individual words, the player indicates the subject by giving a visual clue:

Book Title:	He pretends to read a book
Song Title:	He pretends to sing
Saying or Quotation:	He holds up two fingers on each hand, as quotation marks
Movie Title:	"Turns" old-fashioned movie camera
Famous Name:	Places hand inside shirt, indicating famous person (like Napoleon)

The actor holds up a number of fingers to indicate the number of words in the title or saying. He then either acts out the entire title at once (to show this, he moves both hands in a sweeping circular gesture) or acts it out one word at a time (to show which word he is doing, he holds up the appropriate number of fingers for that word). He may even show a word one syllable at a time. (To do this he puts his fingers on his arm to show the number of syllables and which one he is pantomiming.) Other visual clues used in charades are holding up the thumb and forefinger of one hand to indicate a short word, like "a" or "the," or pulling the ear to indicate a "word that sounds like." An actor may also indicate, with a chopping motion of his hand, that the correct word is a shorter form of the word guessed, or, with a stretching motion of both hands, that the correct word is a longer form of the word guessed. Such signal giving is accepted as a legitimate part of the game and is done together with the actual pantomiming.



Ventriloquism

A doll is a companion—a make-believe friend you can play with. Sometimes that play includes having conversations with your doll with you speaking for both of you, of course. You can, however, make it seem as if the doll itself is talking. That is called ventriloquism.

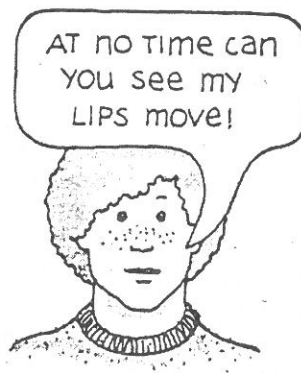
Ventriloquism is the art of “throwing your voice” so that the words and sounds you speak appear to be coming from a doll or “dummy.” A ventriloquist doesn’t actually “throw” his voice but he talks for the dummy without moving his lips. The illusion is that the dummy is talking. How well the illusion works depends a lot on the way the ventriloquist manipulates the dummy, moves its head, arms, and mouth. If the audience is involved in watching the dummy, it won’t notice any slight movement of the ventriloquist’s lips.

Ventriloquism isn’t difficult to learn but it does take practice to become good at. If you would like to try, here are some hints and voice exercises to get you started.

First off, you will need a mirror for practicing, to see how well you can keep your lips from moving while talking. Open your lips just enough for your voice to come out clearly and hold them still in that position moving only your tongue to speak. Be sure not to tense up your face—make your expression easy and natural. As you speak, breathe deeply and let your breath and voice come out smoothly and slowly.

Try these exercises

First, keeping your lips still and only slightly parted, say, *ah-ee-oh-ay-oo*. Say it several times remembering to breathe deeply and let the voice out slowly. Watch your lips in a mirror. You might have some trouble saying *oo* because your lips want to pucker. Keep practicing until you can do it better.



Now without moving your lips try saying this sentence: “Fish and vegetables are a very fine feast.” Saying words with the letters *F* and *V* are a bit more difficult. See if you can do it better by moving your lower teeth up against your upper lip without making the move noticeable. Practice saying the above sentence and other *F* and *V* words without moving your lips until you can do it better.

Say the letters of the alphabet with your lips just parted while you are looking in the mirror. You will probably notice that the letters *P*, *B*, and *M* are most difficult because their sounds are made by using your lips. Some ventriloquists just move their lips slightly and try not to be noticed. That may work fine if your audience is some distance away, but if you are trying to perform up close to your audience, you should learn a better method.

Substituting letters

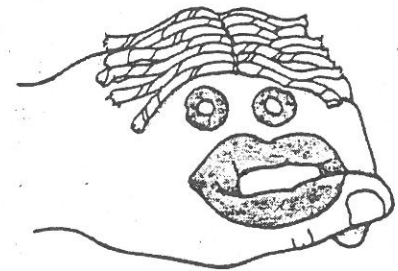
Many ventriloquists substitute another letter for the one they have difficulty saying. For the letter *P* substitute *F* or *K*, for *B* use *V* or *G*, and for *M* substitute *N*. It will take a while to get the hang of it, but in time you should be able to say something like “Fass ne the vutter,” for “Pass me the butter,” and no one will ever notice the switch.

Don’t expect to get it all down perfectly right away. Even some professional ventriloquists still have difficulty keeping their lips still for some words. Giving the voice of your dummy some special character like an accent or a deep or high-sounding pitch is another illu-

sion that will help make the dummy appear as if he is doing the talking. Kids are usually quite good at mimicking—doing takeoffs on television characters and even their friends. Remember that the voice of your dummy, as well as his general character, should be played stronger and more lively than your own.

The talking hand

The best illusion of all is making the dummy’s lips move in rhythm to the words you are speaking for the dummy. Usually only specially made ventriloquist’s dummies can do that and they are very expensive. The simplest way to achieve a similar effect is to make a “talking hand” dummy using your own hand, some lipstick, and maybe a few scraps of yarn or cloth for decoration.



First hold your hand in the position shown in the illustration. Your thumb should rest on the side of your pointer finger between the first and second joints. Try moving your thumb up and down to look like lips opening and closing. To complete the effect, draw lips on your thumb and pointer finger, as well as eyes and maybe a nose above the lips, using dark lipstick. A final touch might be a simple wig made from yarn, or a hat made from a scrap of cloth. You might entertain your audience by applying the makeup and costume in front of them. Now try your ventriloquism using your talking hand dummy. In time you could invent several different talking hand characters, and give each an interesting name.

Why use make-up?

It helps to tell the audience what the character is like. The character will seem more real to the other actors and as a result, everyone plays his part better.

Makeup also helps to change the actor's own features, his form. It can make lips appear larger, smaller, older, or younger. Makeup can alter a character completely. It will help the bashful Cub Scout, because his audience is looking at an imaginary character, not at the boy himself.

Here are a few simple ideas to help use makeup to its best advantage with the boys:

(Since theatrical makeup can be expensive, inexpensive makeup ideas or substitutions are used.)

Clown Make-up (Basic)

1. Blend 2 t. shortening
5 tsp. cornstarch
1 tsp. flour
2. Add glycerin until creamy
3. Add food coloring if desired
4. Peanut Butter or coconut may be added for texture.
Brown make-up = add 1 tsp. white shortening with
2½ tsp. cocoa

Never leave on more than 30 min. some children allergic
Always apply cold cream before make up for easier
removal. Remove with baby oil or cold cream.

Grease Paint

Paint-yourself-up paint

1 t cornstarch	small dish
½ t water	spoon
½ t cold cream	tiny jar with lid
few drops food color (any color you like)	

Measure the cornstarch and water into a small dish.
Mix until smooth. Stir in the cold cream. Add the food
color a drop at a time. Stop when you get a color you like.

If you have long hair, tie it back.

Put your grease paint on thick.

Keep it away from your eyes.

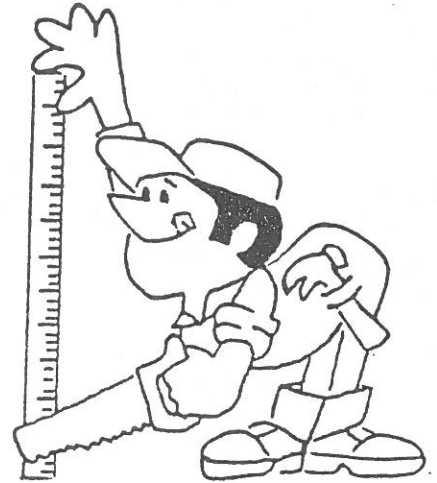
It works best where you don't wrinkle.

Grease paint washes off with soap and water.

Air will dry out your grease paint. Keep any extra paint
covered in a tiny jar.

SCENERY FOR CUB SCOUT SKITS

Simple scenery is fun for Cub Scouts to make. It is a good den project. It adds to the mood of the skit and makes the skit more believable. Keep these things in mind:



- Scenery should be simple.
- It should provide an idea or suggestion of what is to come.
- It can be made from large pieces of corrugated cardboard. Check with furniture stores, appliance stores, grocery stores, or warehouses for large furniture and appliance cartons. Cardboard can be cut with a jigsaw.
- Wood lathes can be nailed to the back of the scenery to make it more sturdy or to help it stand up. These will keep painted cardboard from curling.
- Let the boys do the painting. Guidelines can be drawn with heavy pencil to show what colors go where. Latex or tempera paint is best on cardboard, and it washes off the boys as well. It is best of paint on the blank side of the cardboard so printing will not bleed through.
- Felt-tip markers can be used on cardboard that has been painted a light color, to put in detail work or outline a design.
- When using latex to cover large areas, apply it with a roller. Latex paint is inexpensive. Sometimes the boys can bring left-over paint from home. It washes off hands and clothes with soap and water.
- Tempera can be used to tint latex when the desired shade is not available. Also use tempera for trim and detail work on top of latex.
- Boys should don old clothes or Dad's old shirt for paint smocks. Den leaders should stand back and let the boys do the work.
- Create a mood with scenery. Paint in grays if skit is spooky or sad; bright colors if skit is happy or funny.

Scenery which can be cut out of cardboard:

Mountain range	Skyline of city	Houses, cabins
Individual bushes, trees	Forest outline	Tents, buildings
Lamppost	Picket fence	Arches, columns
Sun, moon, stars (suspended overhead)		

(When creating a skyline, cut the pieces short - waist or shoulder height - to give the effect of distance.)

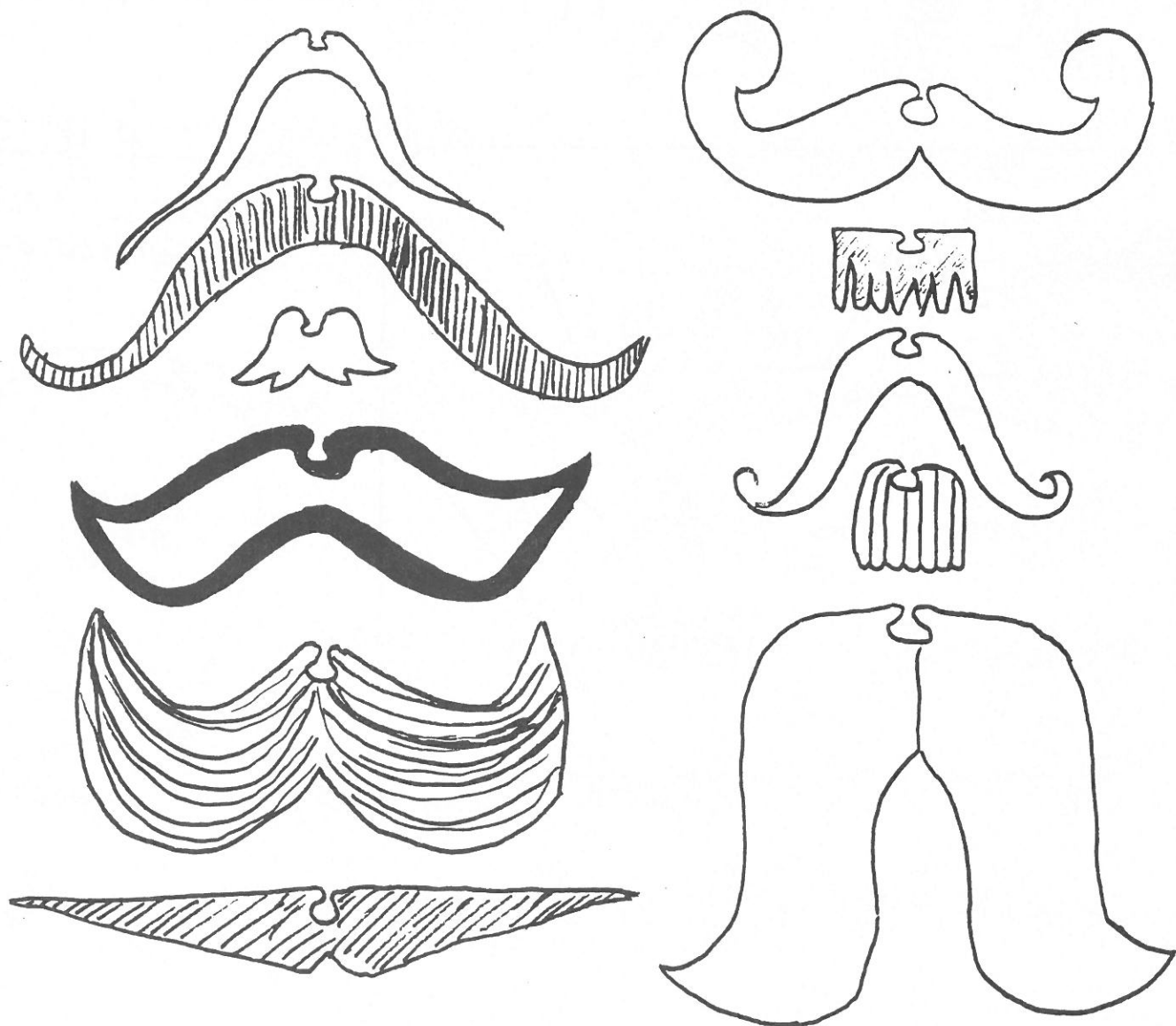
FACE FUZZ

A hairy disguise can turn Cub Scouts into wild men of the woods. Use curtain fringe for heavy brows, cotton batting for a beard, and knotted yarn for a mustache. All attach with adhesive tape.

MUSTACHES

There is probably no other disguise that can change a person's appearance so quickly as a fine mustache. Behind a mustache a boy can be anybody - politician, playboy, detective, television star, or even the bearded circus lady. Actually a mustache can be the whole costume. Be sure the Cub Scout really feels the magic of his mustache by seeing himself in the mirror.

Draw the mustache pattern on a sheet of heavy paper - like construction paper, old post cards, or file folders. Cut out the mustache with scissors, and try it on for size. Be sure to make the two little hook cutouts that attach to the nose. Experiment with the hooks until they are just right.

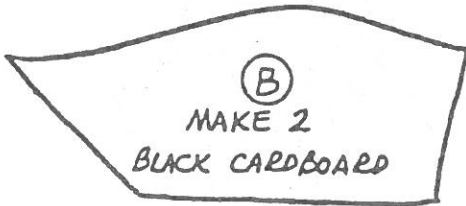
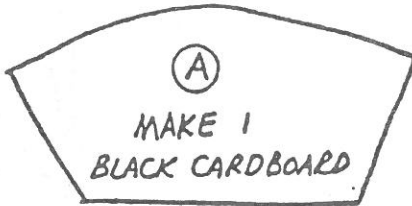
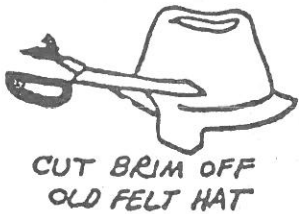


PIRATES

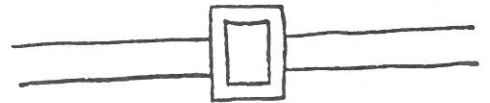
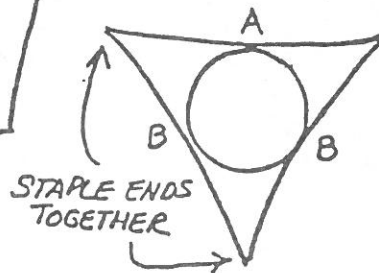


- Hat (see illustration below)
Earring - foil covered cardboard ring.
Shirt - Old t-shirt, bright color
Sash - Piece of bright color fabric or cut from crepe paper
Pants - Shorts or jeans, cut off and fringed
Boots - made from black vinyl staple to form tube to fit over shoe. Add cuff.
- Bandanna - Colorful kerchief tied around head.
Eyepatch - (see pattern below)
Mustache - (see pattern below)

TRI-CORNER HAT

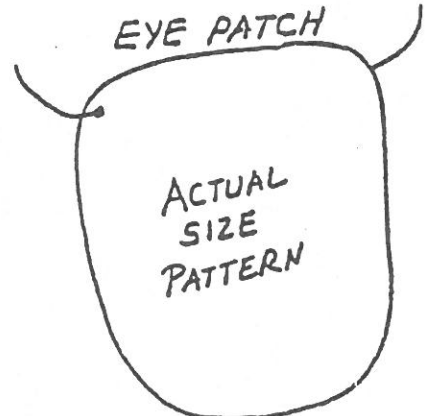


TAPE CROWN TO CARDBOARD SIDES



CARDBOARD BELT
FOIL-COVERED BUCKLE

EYE PATCH



CUT FROM BLACK CONSTRUCTION PAPER.
ATTACH BLACK ELASTIC CORD

CUT FROM BLACK CARDBOARD

MUSTACHE

ACTUAL SIZE

Paper costumes

With paper, scissors, a stapler, masking tape, string, and cardboard, wild headdresses and costumes can be made. My daughter, Beth, was a goblin in a costume made from eight paper bags. Headdress with cardboard horns and ears taped together, has paper sideburns. Wings were pleated, cut, spread, and stapled to the paper sleeves. Chaps, attached to a string belt, were in two pieces so Beth could run. Tail started with a paper tassel; then links of cut paper were twisted and stapled up the string. Wings were tied on with string across the shoulders, and a matching sweater hid most of the strings. Making the jacket on the opposite page is a simple project a child can share.



Beth's goblin costume was not cut to a precise pattern. The pieces were cut and stapled together to fit her. Strings secure horns, sleeves, chaps, and tail.

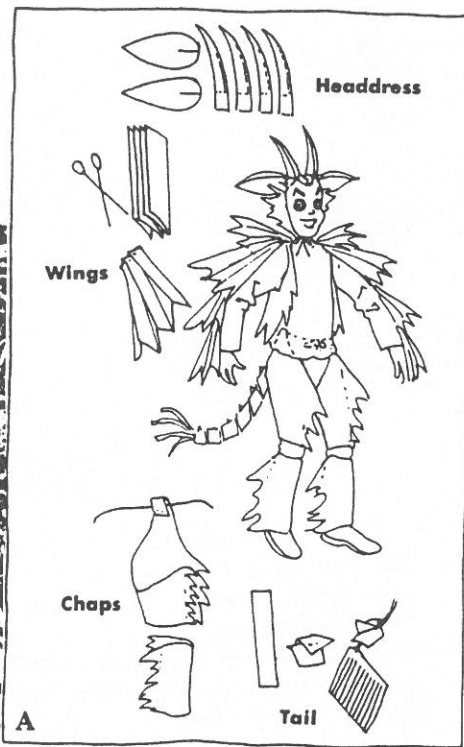
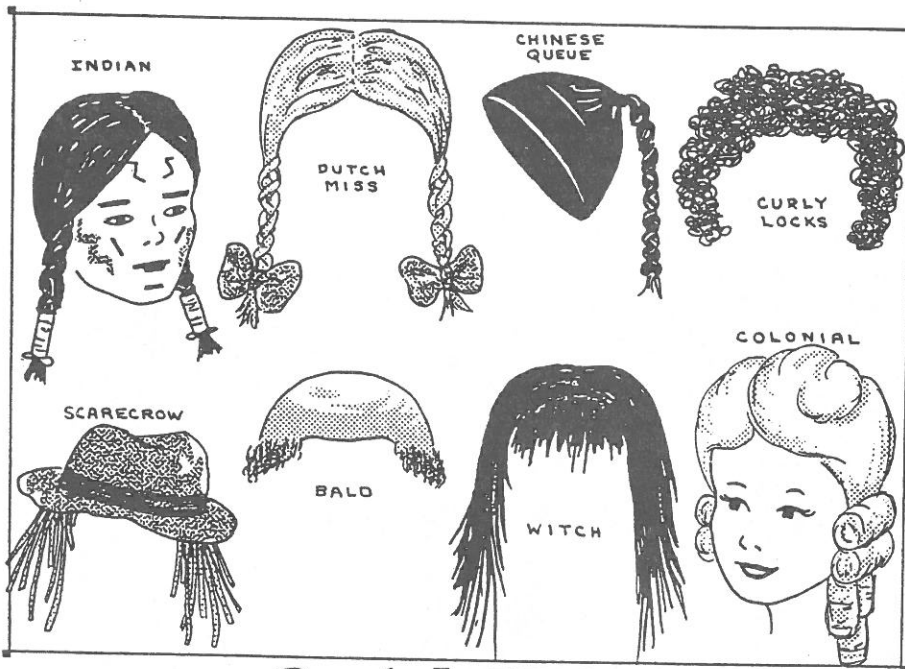


Figure A: This goblin costume is made of paper bags. The jagged cutting on the edges of each part and the pleated wings give it a weird, devilish look.



Figure B: American Indian designs look good on buckskin-colored (grocery bag) paper. Headband is folded into strips as shown, decorated, then stapled or glued.



Quick Wigs

These easily assembled wigs are just the thing for amateur theatricals, masquerades, or Halloween "trick or treating."

As a base for your wig, use the top of a nylon hose gathered along the cut edge to form a skullcap; or cut crown from an old felt hat. For hair use cotton yarn, untwisted rope, or strips of crepe paper 1/2" wide.

1. *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 cloth.

2. *Dutch Miss*: Follow above directions, substituting yellow yarn or crepe paper strips. Tie with ribbon.

3. *Chinese Pigtail*: Use a long black stocking. Fit top on head and tie off to form skullcap. Slash re-

mainder of hose into narrow strips. Braid to form a queue.

4. *Curly Locks*: For long or short curly hair, curl narrow gift wrapping ribbon and sew to base.

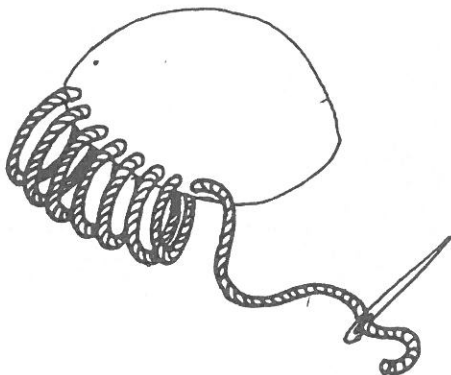
5. *Scarecrow*: Sew uneven lengths of heavy cotton rug yarn or raffia to a cap base, or to a band which can be sewed inside an old hat.

6. *Bald-headed Man*: Use an old bathing cap (white or flesh color) for a base. Paint or glue a fringe of yarn hair around the edge.

7. *Colonial Lady*: Wrap and sew cotton batting around a skullcap base to form a puffed hairdo. Ribbon curls can be added, if desired.

8. *Witch*: Use uneven lengths of black yarn for a wispy ragged effect. Trim across forehead into uneven bangs. Also, as with scarecrow, yarn can be sewed inside a hat.

Trim the loops to cover your hair.



You can make a bald-headed wig from the crown of an old hat. Something skin-coloured works best. Straw hats can be painted.

You will need lots of thick wool or string and a large needle. Sew round and round the edge making loops as you go.

COWBOY

Attach cord chinstrap to an old hat. (If you don't have a suitable hat, make one from a paperbag and cardboard: Paperbag should fit snugly on head upside down; shorten to desired length; cut a large oval from brown cardboard for brim; cut an oval hole in the middle, slightly smaller than child's head; clip bag's lower edge and glue the clipped edge under brim.)

Wear a plaid shirt. (Use mom's or dad's if necessary; baste sleeves temporarily shorter at midarms. Tie a scarf around neck. Vest from pattern Cardboard spats tied at back, decorated with markers.

Gun case with toy gun, attached to belt. (Sheriff: Add a cardboard star, covered with aluminium foil.)



MONSTERS

Paper bag monster: A large brown grocery bag fits nicely over a small child for a one-piece costume. Cut holes for face and arms, glue or paint on designs; glue on papercup ears and yarn hair. Facial makeup. Two-piece costume for an older child: Cut armholes and neckhole in grocery bag, and use a smaller paper bag for the head, cutting it into a helmet to leave face free; tape the bag securely in place with masking tape, or add chinstrap. Draw designs with markers, glue on ears and shredded hair made from construction paper. Draw black circles around mouth and eyes.

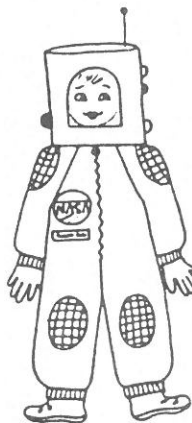
ASTRONAUT

Make a helmet from large, round plastic container or poster board (cover with aluminium paper or spray paint silver); glue on corks and bottle caps for knobs, and attach a long pipe cleaner for antenna.

Silver or blue nylon coveralls from pattern D. Appliqué stiff fabric or paint cardboard to make blue Nasa badge with white lettering.

Cut four round shields from disposable aluminium baking pans, decorate them with permanent markers and baste on shoulders and knees. For cold climates, make a pair of mittens

from the same fabric as the costume, with flannelette lining.



Shortcut for littlest Indian: Dress the child in an old sweatsuit or jeans and top. Cut two 10cm/4" wide brown felt strips long enough to run from neck to wrist; cut fringe in outer edge of each strip and tack them temporarily to sleeves as shown; tack colorful rickrack over inner edges. Cardboard spats from pattern decorated with black markers, tied at back. Attach a few feathers to an elastic headband.



Leftover wallpaper and girdpaper, brown wrapping paper, brown grocery bags.

Narrow, round plastic bottles with a diameter up to 10 cm (4") or less (such as bottles from table syrup, freshly squeezed juice sold at fruit stands, fondue fuel - wash very well), paper tubes from paper towels, aluminium foil or plastic wrap, or round cardboard containers from powder cleansers: Cut into spiral coils to wrap around arms and legs for robot or spacesuit costumes.

Small and large scarves to wrap around head or neck, or to tie around waist as sash, or around shoulders as shawl. Large scarf could also be a cape.

Old colanders and bowls can be made into helmets and hats.

Old white sportsocks (with worn out soles) for an all-white ghost or snowman costume; cut soles away from socks leaving a strap underfoot and pull socks over shoes.

Solid styrofoam cushioning from electronic appliances etc. can be made into a helmet for a robot or spaceman.

Damaged and discarded Christmas tree ornaments and garlands to decorate a Christmas tree costume; garlands are also good for angel halos and belts.

Large icecream and margarine containers and round, large plastic bottles (such as fabric softener and chlorine bleach); wash well and let dry. Cut into crowns, hats, helmets (add strap), drums, trick-or-treat containers.

Rectangular shaped containers with a handle (such as containers for spring water, vinegar, oil, dishwashing liquid etc.); good for masks (see Halloween at School).

Leftover ribbons, cord, yarn, macrame, jute, unraveled yarn, shredded foil packages from cookies and dried fruits, can be made into wigs.

Old rubber ball; cut and make clown's nose, attach string to tie around head.

Large cone-shaped popcorn containers for witch and clown hats.

Inflatable broken children's pool; cut round bottom vinyl out to make a good cape.

Old clothing (such as silky or cotton underwear, pantyhose, cotton knit nightgowns and T-shirts); cut and shred for wigs.

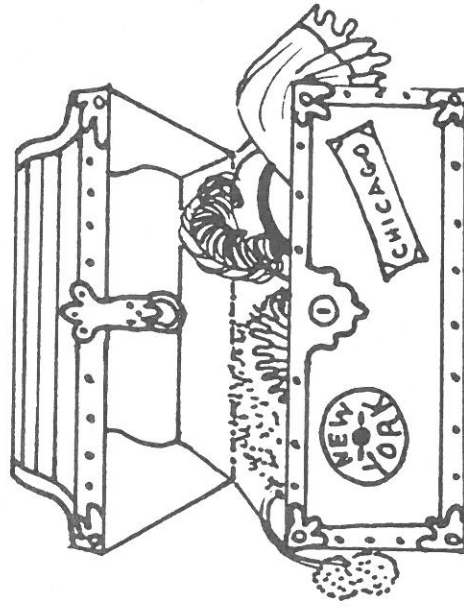
Even small scraps of felt and other fabrics to make applique motifs for costumes.

Old sheer voile curtain to make flowers.

Old shower curtains are good for capes.



Play it safe. Remove small objects from the trunk, such as costume jewelry that may break and buttons that could be swallowed, if the trunk will be used by children under age three.



BIRD WATCHERS

JUNE



Facts and Figures

Fastest wing beats:

The hummingbird's wings beat at a speed of 200 beats a second when it is hovering.

Greatest number of wing beats:

The golden plover flies 2,000 miles (3,218 km.) on migration, taking 35 hours. It makes two wing beats a second. So on the journey it makes 252,000 wing beats.

Greatest depth reached by diving bird:

A loon has been known to reach a depth of 240 feet (73 m.).

Longest stay under water:

The Adélie penguin can stay under water for three minutes, and possibly up to five minutes.

Largest egg:

An ostrich egg can measure up to eight inches (203 mm.) long, and weighs over 31 lb. (14 kg.).

Smallest egg:

The bee hummingbird lays the smallest egg. It measures $\frac{3}{16}$ inch (4.5 mm.) and weighs $\frac{5}{1000}$ ounce (0.14 g.).

Largest clutch of eggs:

A mallard duck has been known to lay 16 eggs. The mallard will lay up to a hundred eggs, if the eggs are taken away as soon as they are laid. A domestic hen laid 351 eggs in a year, and another laid 1,515 in 8 years, but the laying dropped off with age.

Longest nesting season:

The mallee fowl's nesting season is eleven months long.

Commonest bird:

The starling is the commonest bird in the world, apart from the domesticated chicken. The common starling is found all over Europe, most of Asia, and has also been introduced into North America, Australia and New Zealand.

Rarest bird:

It is very difficult to say which bird is the rarest. Probably it is the noisy scrub bird of Australia, thought to be extinct, and rediscovered in 1961.

Longest lived bird:

In captivity: the eagle owl has reached the age of 68 years.

In the wild: a herring gull has been known to have lived until 32 years old. Records of nearly 100 years for cockatoos are unreliable.

Longest time airborne:

Swifts spend most of their lives in the air. Even when they are nesting, they still spend half their time on the wing. They sleep in the air, too. From the time they learn to fly, swifts may never land again until they build a nest. This could be as long as 21 months.

Glossary of Terms

Bird: warm-blooded animal with its body covered with feathers.

Flying: moving through the air by beating wings. This is powered flight.

Gliding: moving through the air with fixed wings and with no driving force.

Hovering: to hang suspended in the air over one spot with small beats of the wings.

Primary feathers: the long feathers in the outer half of a bird's wings.

Plumage: all the feathers on a bird's body.

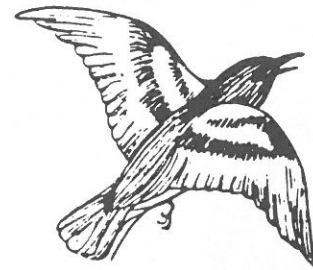
Train: the extra long tail found in birds such as peacocks and pheasants. The train of a peacock strictly speaking is made up of long feathers just in front of the tail feathers.

Down: small soft feathers covering a baby bird. Many birds have an undercoat of down throughout their lives.

Gape: beak wide open showing the throat.

Crop: thin-walled bag of skin opening into the gullet and used for storing food. Found in many birds especially grain eaters.

Gizzard: a bird's stomach. It has thick walls of muscle and is used to grind up food.



even into the bones.

Breeding season: the time of year in which birds mark out territories, build nests, lay their eggs and rear their young.

Incubating: keeping an egg warm so that it can develop, usually by a parent sitting on it.

Hatching: when a baby bird pecks its way out of the shell the egg is said to hatch and the chick to hatch out.

Brood: the baby birds hatched from a single clutch of eggs.

Brood patch: bald spot on the breast of a bird which develops when there are eggs to be incubated.

Clutch: a complete set of eggs laid by one female and all brooded at the same time.

Fledgling: a young bird that has got its first complete set of feathers.

Flock: a gathering of birds.

Song post: a particular perch used by a bird for singing, especially one used to advertise a territory.

Territory: an area defended by a bird or other animal in which it has its home or nest.

Aggression: threatening behavior sometimes leading to an attack.

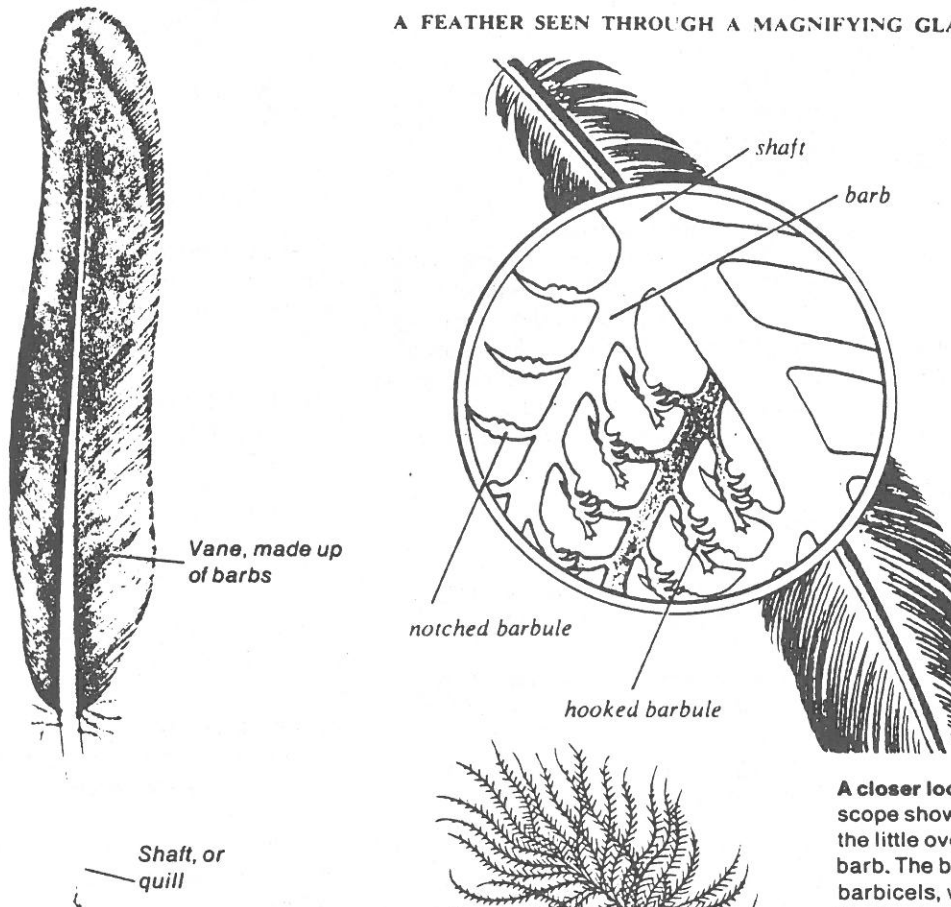
Pecking order: a social system in which each member of a flock or herd holds a definite rank which is decided by intermittent fighting or pecking.

Camouflage: disguising something by means of colors.

Migration: going from one place to another usually from a feeding to a nesting area and back.

The Feather

A FEATHER SEEN THROUGH A MAGNIFYING GLASS



A feather is made up of a shaft and a vane. The shaft is the central stem of the feather. The vane is made up of rows or barbs set close together on either side of the shaft. The barbs are hooked together to give a smooth surface to the feather.

A closer look at a feather under a microscope shows the barbs of the vane, and the little overlapping barbules on each barb. The barbules carry smaller barbicels, which have hooked ends. The tiny hooks of the barbicels make the barbules interlock. This forms the very delicate, but very strong, smooth vane. When a feather looks ruffled, the barbs have become unhooked.

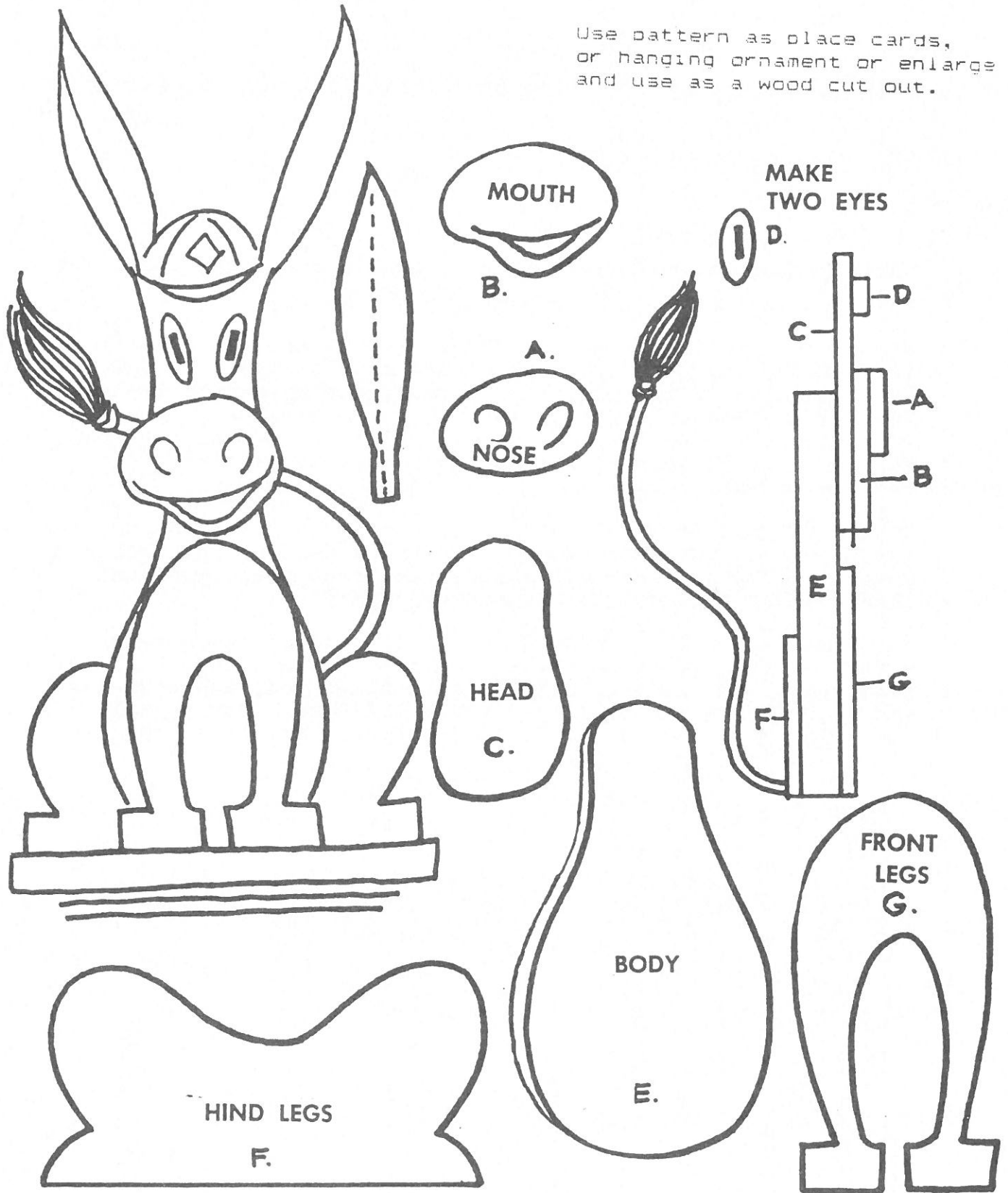
The soft feathers which cover a chick are called down. Down feathers do not interlock. Adult birds have an undercoat of down to keep them warm when they fly.

Why should I feed the birds? They seem to be getting along all right without any help from me.

Birds manage to find their own food most of the year, that's true. But in cold weather, especially when snow or ice covers the ground, they have a hard time getting enough to eat. Then many birds die without help from their human friends. Your feeders could make the difference between life and death for them.

Besides, birds are great fun to watch! You'll agree when they discover your "table." Some will come shyly, grab a seed, and leave. Others will jump in with both feet and let everyone know that they are there.

Use pattern as place cards,
or hanging ornament or enlarge
and use as a wood cut out.



ADVANCEMENT CEREMONY

PROPS: A several-branched tree limb (bare) set in a can of plaster or sand. Green construction paper leaves (as many as there are boys receiving awards)

CUBMASTER:

This tree is a symbol of the natural beauty of our land. It takes Mother Nature a long time to grow a beautiful tree. It requires nurturing such as sunshine and water.

This tree represents our Cub Scouting program. In order for it to flourish, much time and effort must be spent by Cub Scouts and their parents. The boys receiving awards tonight have given time and effort, as have their parents. As each of you receive your award, you will place a leaf on our tree, and you will be able to see how much more attractive it is because of you.

(Calls forward boys and parents receiving Wolf awards and arrow points; then Bear awards and arrow points; then Webelos activity badges. After all awards have been presented, and leaves added to tree, the Cubmaster says:)

You have each helped nurture this tree, and it has become a part of you. Just as Mother Nature's trees endure for many years, you have gained values through your achievements and electives which will last you a lifetime. May you always stand tall and straight like a tree.. and be a beautiful resource of our land.



Jim Rogers
Bear Badge
Pattern

"WHO LIVES IN HOLES?"

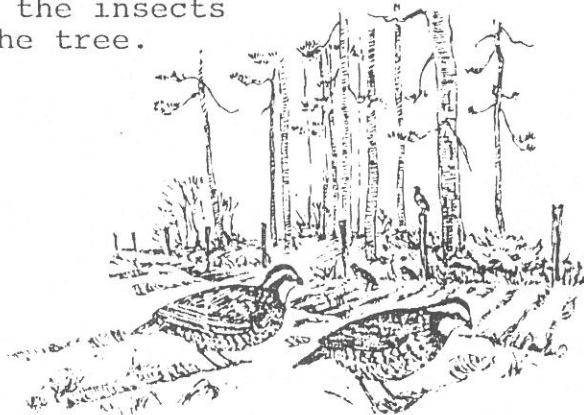
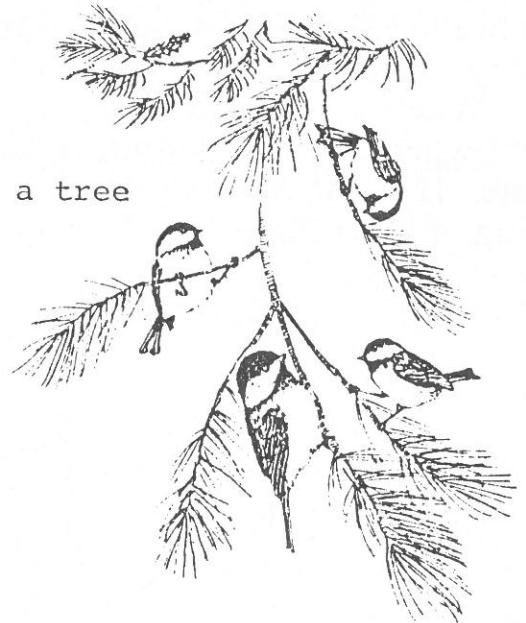
This can be recited by any number of Cub Scouts. Words may either be memorized or be written on index cards.

The world is full of a number of holes,
I'm sure we should all be as happy as moles.
There are holes all around
Made by chipmunks and gophers
And badgers and woodchucks -
All workers, no loafers;
Made also by prairie dogs,
Earthworms, and rabbits,
And others with similar hole-making habits.

Birds, too, can dig holes,
And of one I would speak,
A bird who keeps busy
All day with his beak.

It's the woodpecker, pecking away at a tree
With a zat-tat-tat-tat.
And a zat-tat-tat-tee.
His beak must be strong
And his neck without doubt.
It's a wonder, indeed,
That his eyes
Don't fall out.
But his beak isn't blunted,
His neck isn't weary,
And his eyes (without glasses)
Are not the least bleary.

So give him your thanks,
Though he's loud as can be,
For by eating the insects
He's saving the tree.



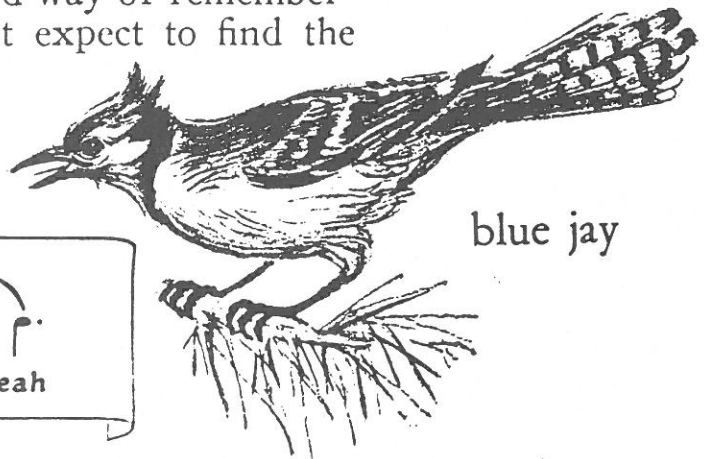
Bird Voices

There are bird men whose ears are so well trained that they can tell immediately the note of almost any bird; the lisp of a White-throat from that of a Fox Sparrow, for example, even though the two sound almost exactly alike. It takes years to become as expert as that. Songs of course differ more than call notes, but even so, when we are learning birds we make most of our identifications by *sight*.

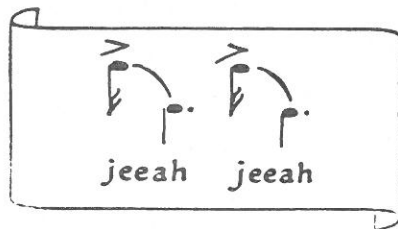
It is a good idea to listen carefully to songs and put down our impressions in our notebooks. It might even help decide a difficult identification later. A few birds, such as the small Flycatchers, are more easily told apart by note than by appearance.

A bird's song is a very definite thing, almost as definite and constant as the coloration of the bird itself. The first few songs are difficult to learn, but knowing a few, it is always easy to pick up the others by comparing them. Some experts do 90% of their work by ear.

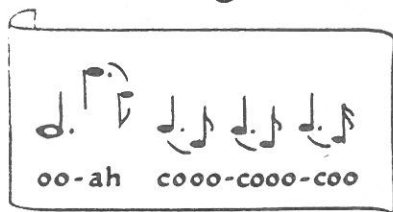
When you hear a song, put down your own impressions of it; whether it is flute-like, a clear whistle, chattering, sizzling, etc. If it fits into words, fine; it is a good way of remembering it next time you hear it. But don't expect to find the



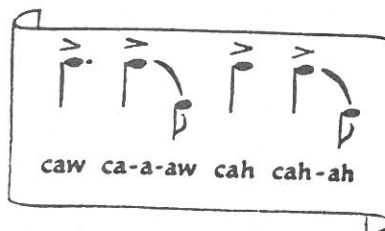
blue jay



mourning dove



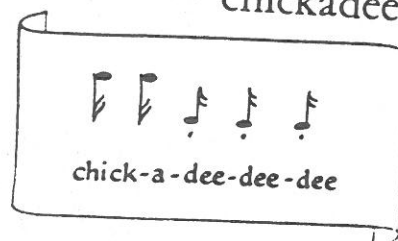
crow



sparrow hawk



chickadee



chewink chewink

towhee

hoo hoo-oo hoo hoo hoo

owl

chip - churr chip - churr

tanager

pee - ik pee - ik

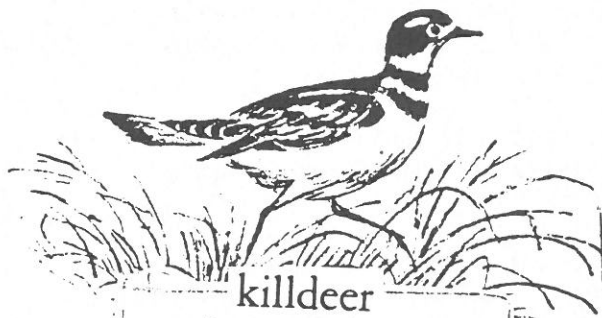
nighthawk

o-ka-lee o-ka-lee

red-wing blackbird

wick-wick-wick-etc.....wick

flicker



killdeer

kill - dee kill - dee

che - e - e - er che - e - e - er

robin

dzeeb dzeeb etc.....dzrrr

kingbird

whoit whoit tu tu tu tu

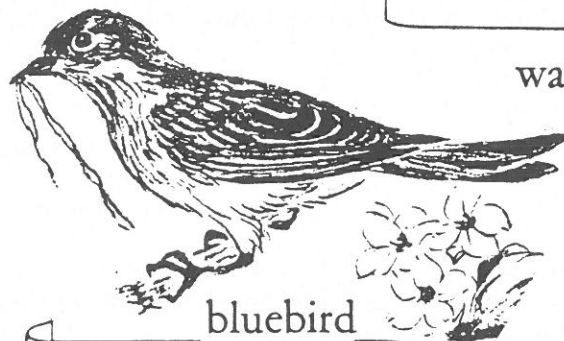
cardinal

tsee - tsee - tsee ti - ti - ti wee

warbler

whi whi whi whi whi

nuthatch



bluebird

chur - wee chur - wee

VISIT TO AN AVIARY

- CHARACTERS: Cub Scouts wearing costumes to represent the birds listed below.
- NARRATOR: Tonight we would like to take you on a visit to an aviary where we can meet some of our fine feathered friends. (He introduces each bird by name as it walks on stage)
- WOODPECKER: (Make noise like Woody Woodpecker) If you sit in my tree I can shake you up!
(Nods head like he's pecking and then exits)
- CROW: (Comes in with bright trinket in beak) I'm a bit of a rascal, you know. I'm just a scavenger at heart. (Exits)
- HUMMINGBIRD: (Darts back and forth quickly as he flies in, fluttering wings very rapidly and making soft humming sounds. He speaks quickly and distinctly.) I'm always coming and going, coming and going. Must hurry to find some sweet, sweet nectar. (Exits)
- OWL: (Comes out very calmly and slowly, blinking wide eyes slowly and looking straight ahead with expressionless face) The less I speak, the more I hear. The more I hear, the more I know. (Exits)
- PEACOCK: (Struts in slowly, head high and speaks in proud manner) My family is in show business, you know. Have you seen us on TV lately? (Struts off in same proud manner)
- CARRIER
PIGEON: (Has message strapped to leg, and speaks as though out of breath from hurrying)
I'm just resting in flight. (Pulls compass out from under wing and looks at it) Have to have a look at my trusty compass every hour or so. Must be on my way again to get the message through. (Exits)
- FELICAN: (Waddles or struts as pelican would) I am a pelican. My mouth can hold more than my belly can. Have you seen anything fishy around here? (Exits)
- PARROT: (Speaks to narrator) I've never been owned by a sailor, so don't worry about my language. (To audience) I wish someone would offer me something else besides crackers. (Exits)
- CUCKOO: (Comes out with branch of tree in front of him. Makes soft cuckoo sound) I am heard more often than I am seen. I have to be careful or I may end up in a clock. (Exits)
- NARRATOR: (As nondescript bird walks on stage) What kind of bird do we have here?
- NONDESCRIPT: (Has alarm clock around neck and long dangling worm of exaggerated size in one hand. He flaps wings a couple of times and gives an excited squawk as he walks around excitedly) I'm the Early Bird and I've got the worm!

A GIFT FOR MOTHER NATURE

SCENE: The scene is a forest clearing where representatives of the various groups comprising Mother Nature's "children" are gathered to discuss their gifts for her on Mother's day. The scenery can be very simple..Merely suggestions of the outdoors. such as a few cardboard trees etc. The costumes may be as simple or elaborate as you like, some costume suggestions are below.

CHARACTERS:

Jackrabbit- wears simple paper ears and a cotton puff tail. He hops around with hands drawn up like bunny paws.

Flower- Wears heavy paper petals standing out around the face. With his face as the center of the flower.

Seasons- Spring, Winter, Summer, Fall wear floor length sheaths made from brown paper, painted with symbols identifying the seasons.

Seaweed- Wears a fringe of dark green crepe paper wrapped around him.

Rock- Wears a paper sheath sprinkled liberally with lots of glitter to represent a sparkling gem- or could wear a cardboard box costume glittered.

Bird- Wears heavy paper or cardboard wings.

Man-

SETTING: As the skit begins, the man is speaking to the group of mother nature's children.

MAN: Well , here we are again, making our plans for what each of will give to Mother Nature for Mother's Day. I'll admit, I'm stumped this year. Mankind has given just about everything there is to give. What are the rest of you doing?
(As each one announces his gift, the others nod approval, all except man, who listens bored and unimpressed)

RABBIT: Well, the animals have decided to give her a most suitable gift for Mother's day...one that is a sure sign of spring.. a baby rabbit.

FLOWER; We growing things have been working on our project all year long. We've been growing what we think is one of the most beautiful present we can give... a perfect rose.

SEASONS: We the four seasons, are going to do our best to give her a perfect day on Mother's Day.. Thats something that everybody loves.

THE THREE TREES

(Act out the following stunt, making the specified sound effects or motions as characters are mentioned. If you don't have props, the characters can make vocal sounds as indicated in the story.)

BIG TREE	Plunk. Drop a medium-size rock into a metal wastebasket or can.
MIDDLE SIZE TREE	Plunk. Drop a little rock or pencil into a metal can.
BABY TREE	Plink. Drop a paper clip into a small can.
BABBLING BROOK	Gurgle-gurgle. Blow through a soda straw into a glass of water and walk through trees or pour water into a bucket.
RABBIT HUNTERS	Clipety-clip. Hop in and around trees.
GUN	Bugle call. Blow bugle. Shout "bang".

(NOTE: If Indian theme is desired, use Braves and bow and arrow) Christmas Theme, use pine trees and reindeer instead of rabbit. Thanksgiving - use Pilgrim hunters

NARRATOR:

Once upon a time in the deep, dark woods there stood three trees, the BIG TREE (plunk), the MIDDLE SIZE TREE (plank), and the BABY TREE (plink). And thru the trees ran the BABBLING BROOK (gurgle), and hopped the little RABBIT (clippety).

One day a group of HUNTERS (bugle) came into the forest where stood the three trees; the BIG TREE (plunk), the MIDDLE SIZE TREE (plank), and the little BABY TREE (plink). And thru which ran the BABBLING BROOK (gurgle) and hopped the little RABBIT (clippety).

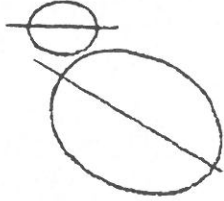
As the HUNTERS (bugle) wandered thru the forest, in which stood the three trees; the BIG TREE (plunk), the MIDDLE SIZE TREE (plank) and the little BABY TREE (plink) and thru which ran the BABBLING BROOK (gurgle) and hopped the little RABBIT (clippety); one of the HUNTERS (bugle) spied the little RABBIT (clippety). He raised his GUN (bang) at the little RABBIT (clippety), and sadness reigned in the forest in which stood the three trees - the BIG TREE (Plunk), the MIDDLE SIZE TREE (plank) and the little BABY TREE (plink) - and thru which ran the BABBLING BROOK (gurgle), but no longer hopped the little rabbit.

The BIG TREE (plunk), the MIDDLE SIZE TREE (plank), and the little BABY TREE (plink) were all very sad. Even the BABBLING BROOK (gurgle) was sad. But all of a sudden, out from the thicket hopped the little RABBIT (clippety). The HUNTER'S (bugle) GUN (bang) had missed.

And once again happiness reigned in the forest where stood the three trees - the BIG TREE (plunk), the MIDDLE SIZE TREE (plank), and the little BABY TREE (plink), and thru which ran the BABBLING BROOK (gurgle) and hopped the little RABBIT (clippety.)

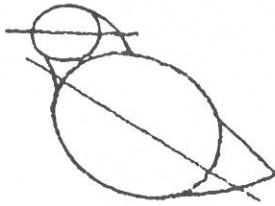
How to Draw Birds

Head and Body Shapes



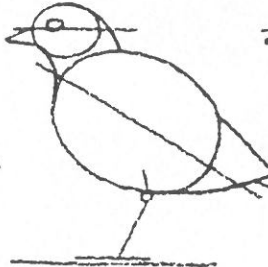
One big oval for body.
A small oval for head.
Line shows longest part of oval.

Neck and Tail Shapes



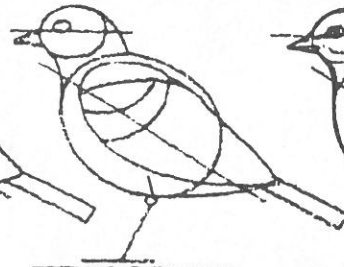
Make these shapes run smoothly from head and body ovals.

Eye, Beak and Leg Positions



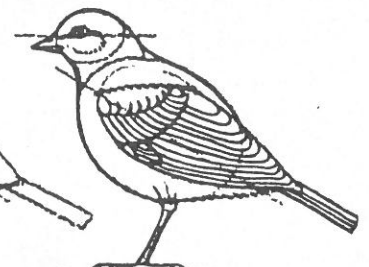
Circle on leg shows position of leg joint. This is where the leg bends.

Wing and Wing Feathers



Now, add wing shape. The three lines show the main wing feather areas.

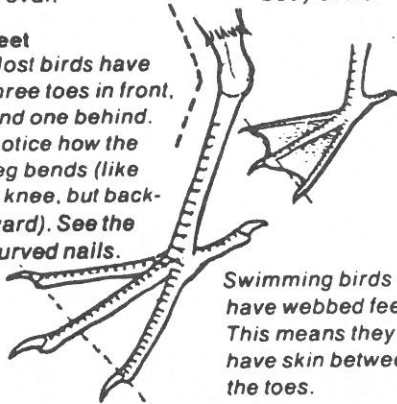
Completing



Now join all shapes smoothly, and draw in wing and tail feathers.

Feet

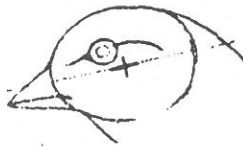
Most birds have three toes in front, and one behind. Notice how the leg bends (like a knee, but backward). See the curved nails.



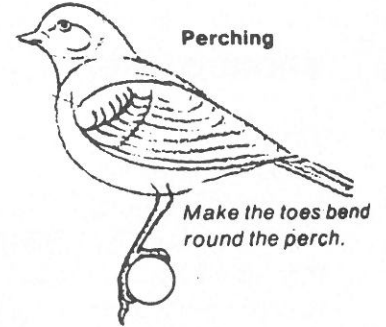
Swimming birds have webbed feet. This means they have skin between the toes.

Eye

A bird's eye is not in the middle of the head. It is slightly higher and towards the front of the face.

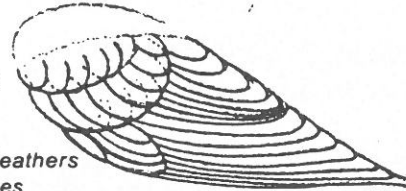


Perching



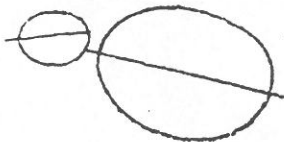
Make the toes bend round the perch.

Wing



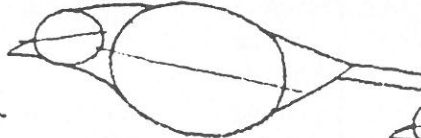
See how the feathers lie. Dotted lines show where one feather slides under another.

Flying



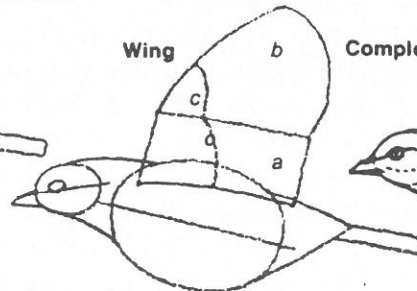
Two ovals as before. Notice different positions of the shapes.

Beak, Neck and Tail



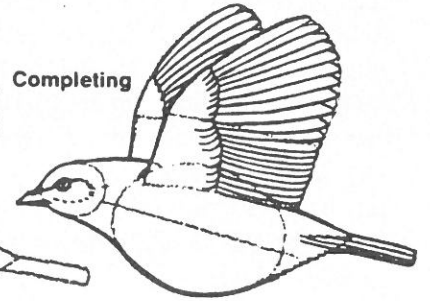
Add these shapes smoothly. Notice curves for the neck.

Wing



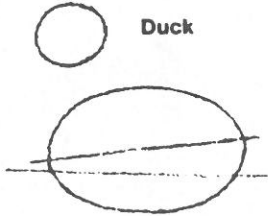
Begin with rectangle (a). Add curved triangle (b). Add curved line (c) to show small feathers at wing front.

Completing



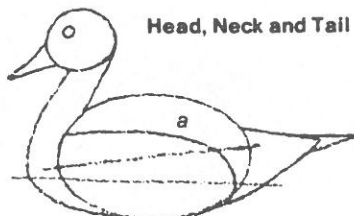
Complete by joining all shapes smoothly together, with a darker outline. Wing feathers look like a fan.

Duck



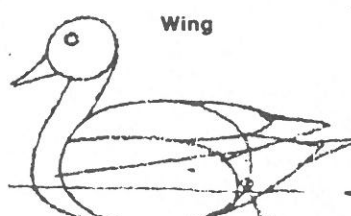
Draw two ovals. Put head further away from body than before, to allow for longer neck.

Head, Neck and Tail



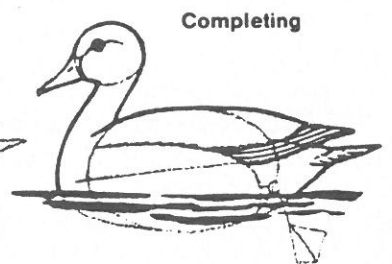
Make neck go down into the water. Notice new beak shape. Curved line (a) shows soft body feathers.

Wing

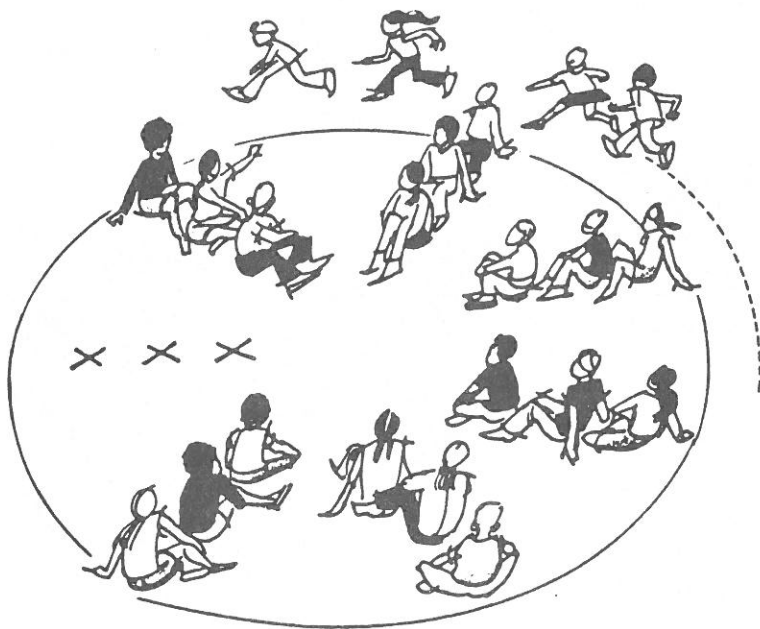


Add outline shapes of feathers. Put in leg under-water. Only the joint shows above water.

Completing



Smooth shapes together with darker line. Add details to eye, beak and feathers.



BRONCO TAG

Type: Tag.

Level: Grades 5-6.

Equipment: None.

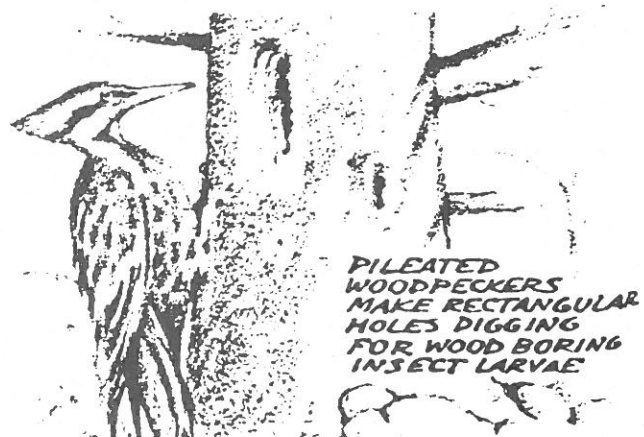
Playing Area: Gym, playground, or all-purpose room.

How It's Played: All but two students pair off and stand one behind the other, forming a circle. The back student in each pair should grasp the front student around the waist. There should be about eight feet between each of the pairs. One of the two students who didn't pair off is chosen to be It and the other is the runner. At a signal, the runner runs around the circle and tries to get in front of one of the pairs before It tags him. The front student of each pair attempts to aid him by holding him around the waist. The back student of each pair tries to prevent this by swinging the front student around out of the way as the runner goes by. The game becomes a series of struggles between the front and back students of each pair, as well as a running match for the children doing the running and the fleeing. If It catches up with the runner before he is grabbed by the front member of a pair, they reverse roles. If the runner manages to be saved by the front member of a pair, the back member of that same pair becomes the new runner.



SAPSUCKERS DRILL SMALL HOLES IN HEALTHY TREES, THEN LATER RETURN TO EAT INSECTS ATTRACTED TO THE DRIPPING SAP

SUPPER-IN-A-TREE. Give an ordinary day a twist by letting kids have supper in the low branches of a tree. Join them! Put an open bag on the ground under the tree and let each one see how good his aim is with used paper cups and napkins.

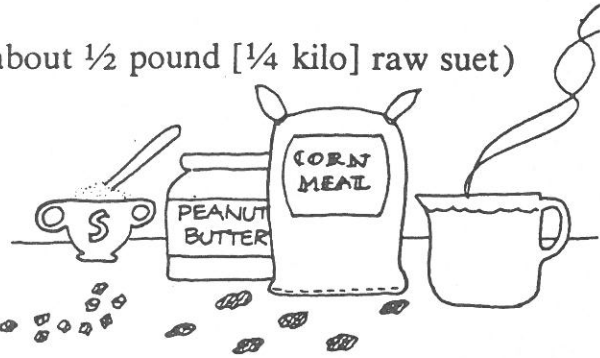


PILEATED WOODPECKERS MAKE RECTANGULAR HOLES DIGGING FOR WOOD BORING INSECT LARVAE

Bird's Delight



- 1 cup melted suet (about $\frac{1}{2}$ pound [$\frac{1}{4}$ kilo] raw suet)
- 3 tbs. cornmeal
- $\frac{1}{4}$ cup peanut butter
- 3 tbs. sugar
- $\frac{1}{4}$ cup cracked corn
- $\frac{1}{4}$ cup raisins



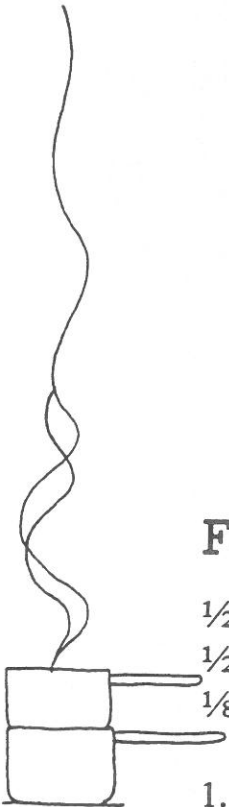
1. Melt the suet following the directions on pages 59-60.
2. After the suet has cooled the second time, add the other ingredients.
3. Pour into any container suggested for "Suet Cakes" (page 15), and place the mixture in the refrigerator to harden. Or use in a feeder, such as "Meal in a Cap," before it is firm.

Peanut Butter Meal

Mix together equal amounts of peanut butter and cornmeal—about 2 tablespoons of each should be enough for most feeders. The cornmeal keeps the peanut butter from being sticky and makes it safer for birds to eat.

Fat Stuff

- $\frac{1}{2}$ cup kitchen fat
- $\frac{1}{2}$ cup cornmeal
- $\frac{1}{8}$ cup flour
- 1 tbs. peanut butter
- $\frac{1}{2}$ cup cracked corn
- $\frac{1}{4}$ cup sunflower seeds



1. Place the fat in the top of a double boiler or small saucepan, and melt over hot water.
2. Remove the saucepan from the heat with a pot holder, and stir in the other ingredients, one at a time.
3. Use the mixture in a feeder, or pour it into foil dishes or other containers. Place the containers in the refrigerator until the mixture is firm.

Juice Can Bird House

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

Materials

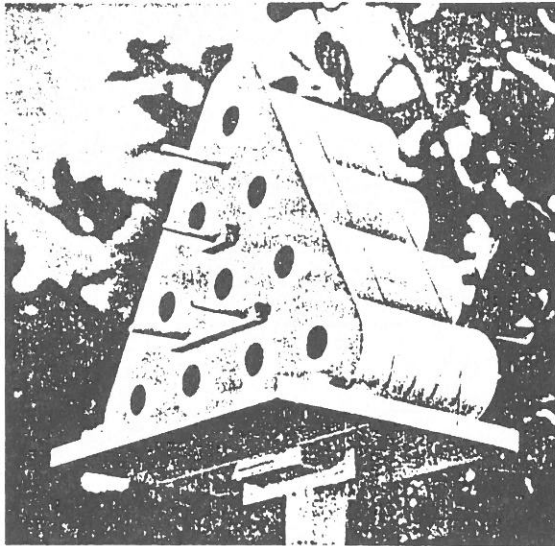
- Ten 1-quart juice cans
- One piece 1x12-inch lumber, 12 inches long
- One piece ¼-inch plywood, 12x12 inches
- Scraps of 1-inch lumber
- Four small dowel rods for perches
- Heavy-gauge wire
- Wood glue
- White paint

Tools

- Wire cutter
- Saber saw
- Keyhole saw
- Drill

Directions

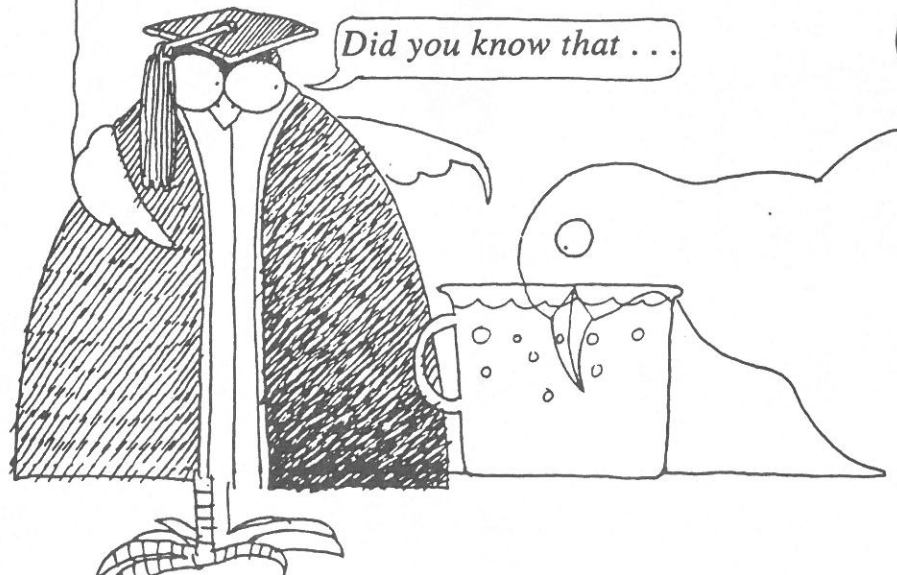
1. Stack the 10 cans in a pyramid on top of a 1x12 board and tie with wire.
2. Cut front triangle out of plywood.
3. Drill holes for birds. (1½ inches for chickadees; 2½ inches for martins.)
4. Glue on perch supports. Let dry.
5. Drill holes for perches and attach.
6. Paint birdhouse. Let dry.



Water

Don't forget that birds need water as well as food. Always try to keep a container of water handy for thirsty birds.

most birds drink by dipping their bills in water, then tipping their heads back to let the water run down their throats? But pigeons and doves drink while their bills are covered with water.



HOME, TWEET HOME

Take A Guess

Where do birds live? A) In nests made of twigs
B) In underground burrows C) In milk cartons

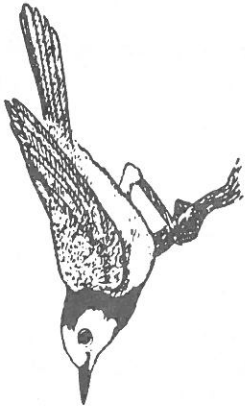
Everyone knows that birds build nests. So why should you build a house for a bird? One reason is that there often aren't enough trees or grasses in cities for all the birds to make their nests.

Birds all over the world are losing their homes and dying out. Certain birds are already extinct—gone forever, just like the dinosaurs. We need to protect the ones that are left.

You can help a bird family find a place to stay. And you don't need anything fancy, either—just an old milk carton.

Did You Know

- Many birds *migrate*—which means they travel great distances at different times of year: south to warmer weather in the winter, and back north during the summer.
- Some flocks of birds travel 1,800 miles or more! One bird, the Arctic Tern, makes a trip longer than the distance around the Earth!
- If it snows late in spring, after birds have come back north for the summer, they are often left in the cold with nowhere to go. So if you give birds a safe place to nest, they might lay eggs and raise their families right in your own backyard!



What You Can Do

Build a birdhouse. You can build one out of wood, buy a plastic one...or you can make one out of recycled material, like a milk carton.

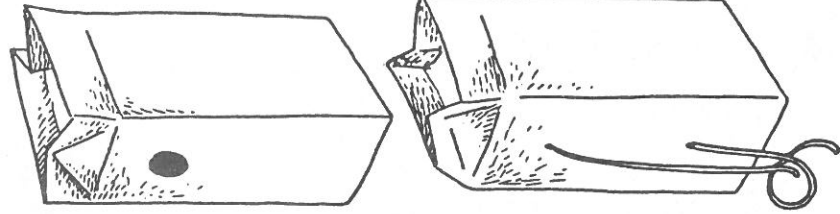
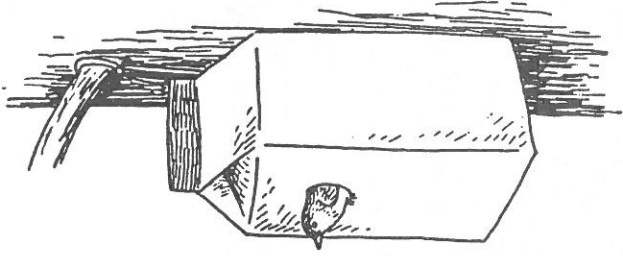
The Milk Carton Birdhouse

You'll need:

- One empty half-gallon cardboard milk carton
- A pair of scissors
- About two feet of wire—light enough to bend, strong enough to hold the weight of the birdhouse
- Two nails and a hammer
- Dried grass
- Some packing tape (waterproof)

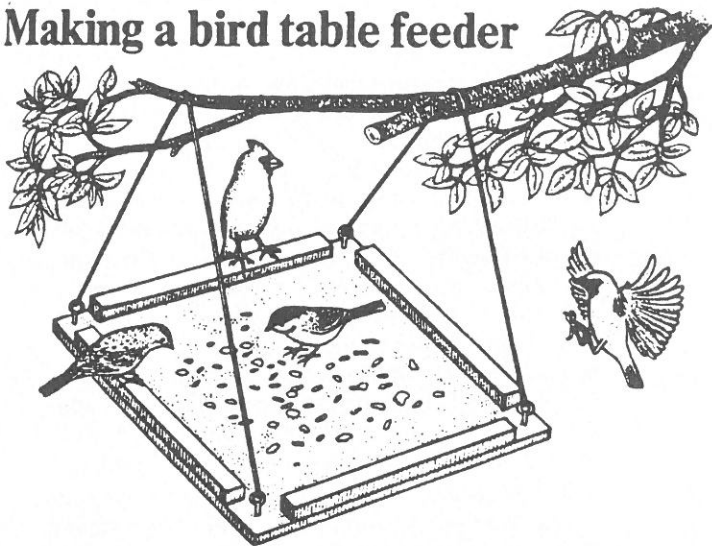
Instructions

- First, completely open up the top of the carton and rinse it out well.
- Take the scissors and cut a hole about the size of a doorknob in one side of the milk carton, a couple of inches below where the top folds. This will be the bird family's "door."
- On the other side of the carton, make two holes—one above the other—with a nail. The top hole should be about 1/3 of the way down from the top. The bottom hole should be 1/3 of the way up from the bottom.
- Now put the wire through the top nail hole, along the inside of the carton, and out the bottom hole.



- Make a bed for the birds by putting some of the dried grass on the carton bottom.
- Close the top of the carton again, and seal it tight with the packing tape.
- Go outside and find a pole or tree. (Try to find one that's not surrounded by other trees, poles, or buildings. Keep it close to home, so you can enjoy it!) Bang the nails in with the hammer, about a foot apart, one above the other.
- Hang the bird house on the nails by wrapping one end of the wire around one nail, and the other end on the other nail. Make sure it's good and tight, so it will stay up. You're done!

Making a bird table feeder



Why not make a bird table feeder for your backyard or windowsill? This is a good way to attract birds and you will be helping them to survive the winter.

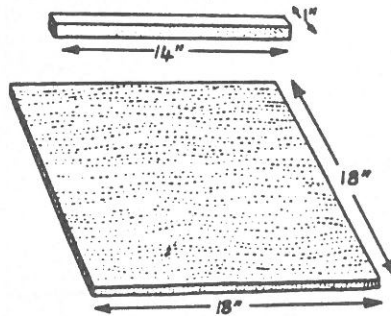
Suitable foods are sunflower seeds, thistle seeds, birdseed mixtures (sold in most supermarkets), breadcrumbs, cracked corn, peanuts, raisins, apples and suet (beef fat).

Feed the birds every day from October to April. There should be enough natural food for them in the summer, though some people feed the birds all year round. If you put out food for the birds, do it every day. Do not stop suddenly, especially if the weather is cold, because the birds will be counting on you for their food. It is also important to keep the bird table clean.

These pictures show you how to make a simple bird table feeder.

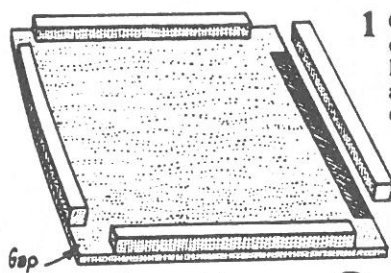
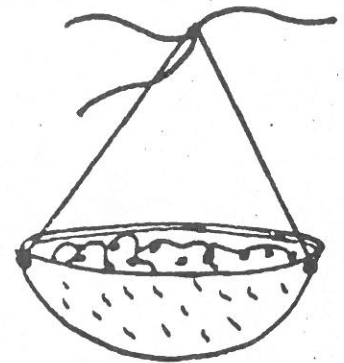
You will need:

1. A piece of $\frac{3}{4}$ "-thick plywood, 18" square.
2. 4 strips of softwood (like pine), 1" x 1", 14" long.
3. 8 screws and a screwdriver.
4. Glue.
5. A wood preservative (stain or varnish) and a paintbrush.
6. Nylon string.
7. 4 screw eyes.

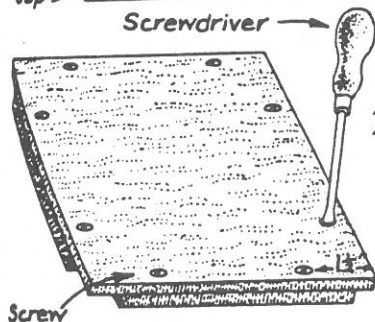


ORANGE PEEL BIRD FEEDERS

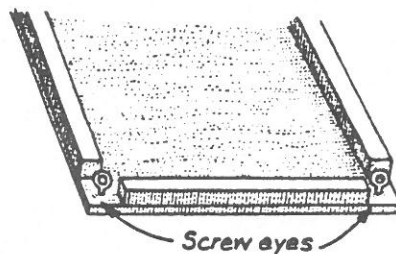
Use orange peels which are clean. Thread a large needle with string and put a knot in one end. Push the needle and string through the orange peel to make a hanger. Fill the orange peel with peanut butter and bread crumbs. Hang the feeders in trees. The birds will eat from them like crazy.



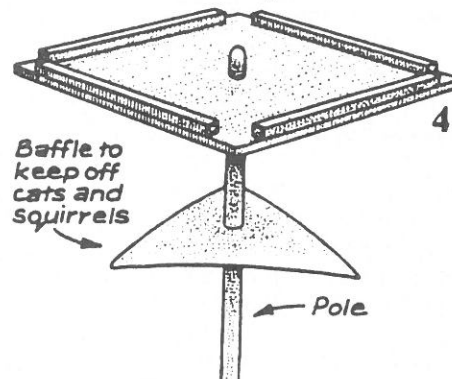
- 1 Glue the softwood strips onto the plywood square. Leave gaps at each corner, as shown, to let rainwater drain off.



- 2 Turn the plywood over, and screw the pieces of softwood down. Use two screws (on each side), 1 1/2" from the end of each piece. Paint the whole table (both sides) with varnish or stain and let it dry for at least 24 hours.



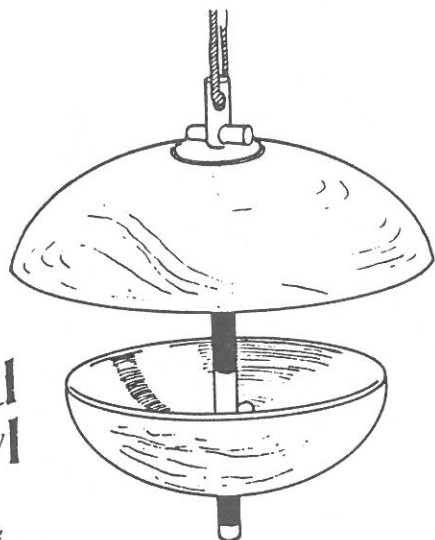
- 3 Screw one screw eye into each corner as shown. Tie the string tightly through the eyes on one side of the table. Hang the table over a branch and then tie the string to the other two screw eyes.



- 4 To use this feeder on your windowsill, you may have to make it narrower (perhaps 18" x 9") and attach it to a pair of brackets.

You can also put this feeder up on a pole if a branch is not handy.

Salad Bowl Bird Feeder



Two somewhat tired salad bowls of different sizes and a wooden dowel stick make a squirrel-proof, waterproof bird feeder. Because the top is rounded, the squirrels have difficulty with footing. The seed, held in the smaller upright salad bowl at the bottom, is protected and kept dry. Birds don't like painted feeders, so all you have to do is to cut a few dowels, drill a few holes, and put it together.

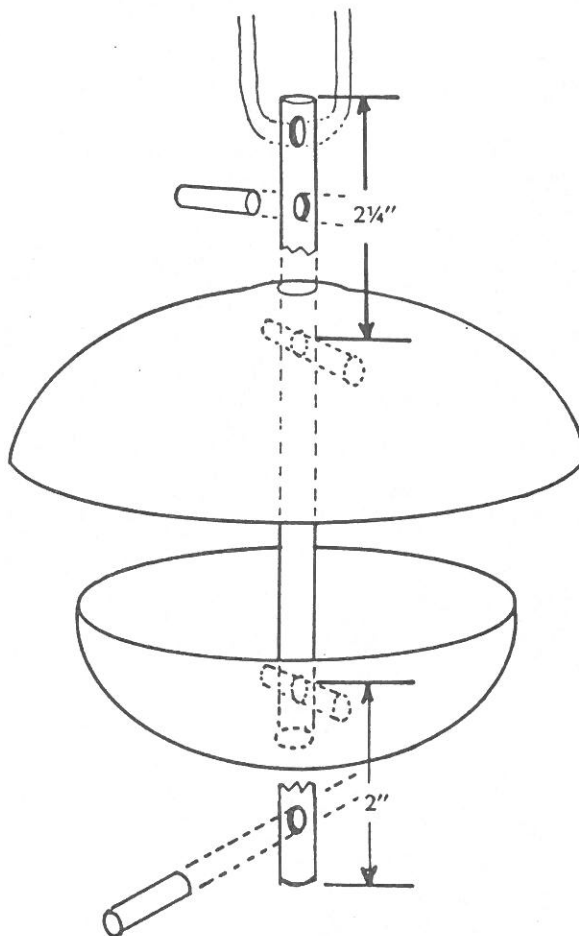
Materials

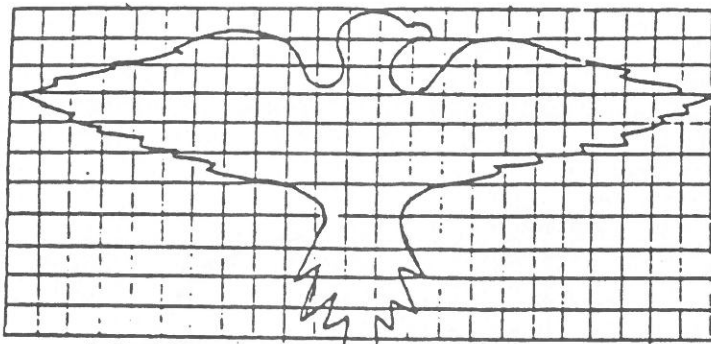
- 1 12-inch dowel, $\frac{3}{8}$ -inch diameter
- 4 2-inch pieces of dowel, $\frac{1}{4}$ -inch diameter
- # 220 sandpaper
- 2 salad bowls, 1 slightly larger than the other (my bowls had 9-inch and 10½-inch diameters)
- drill (if you don't own one, borrow a friend's)
- 1½ yards leather thong

Procedure

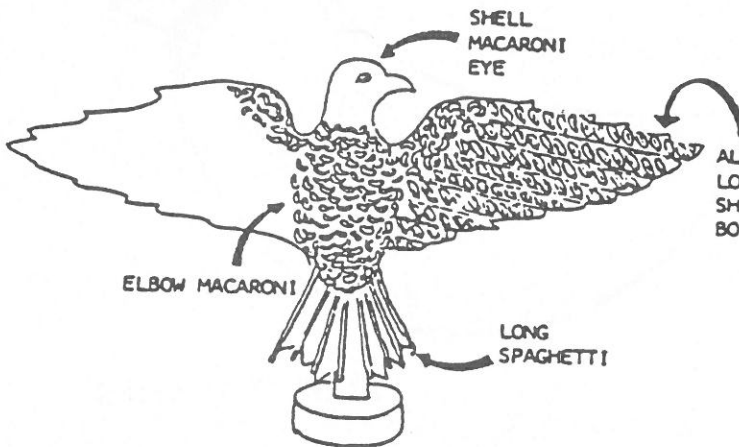
1. Cut dowels to size; sand edges.
2. Drill holes in the centers of the 2 salad bowls that are large enough for your $\frac{3}{8}$ -inch-diameter dowel to fit tightly in; check fit.
3. Drill $\frac{1}{4}$ -inch-diameter holes in the 12-inch dowel: 1 inch from the top, $2\frac{1}{4}$ inches from the top, and 2 inches from the bottom. Insert a small dowel through the bottom hole and another through the hole $2\frac{1}{4}$ inches from the top. Do not put a dowel through the very top hole.
4. Insert the larger salad bowl on top of the large dowel upside down. Push it down until it sits on the top small dowel. Mark line with a pencil where the salad bowl and larger dowel meet at the top. Remove the salad bowl and drill a $\frac{1}{4}$ -inch-diameter hole for another small dowel, above the pencil line, at a right angle to the hole previously drilled, moving up far enough to allow for the $\frac{1}{4}$ -inch-width of the small dowel. (Drilling the holes at right angles will eliminate the risk of weakening and splitting the dowel.)

5. Insert the smaller salad bowl on the bottom of the large dowel right side up. Push it up until it touches the small dowel at the bottom. Mark line with a pencil where the salad bowl and larger dowel meet at the bottom. Remove the salad bowl and drill a $\frac{1}{4}$ -inch-diameter hole for another small dowel, below the pencil line, at a right angle to the hole previously drilled, moving down far enough to allow for the $\frac{1}{4}$ -inch-width of the small dowel.
6. Assemble feeder. Put small bowl back in position and secure it at the bottom with small dowel. Put larger bowl back on the top of dowel, upside down, and secure it at the top with small dowel. Insert leather thong through top hole for hanging.
7. Insert an end of leather thong for hanging the feeder through the top hole in the large dowel. Draw the ends together and knot in a double knot at the top.





1 SQUARE = INCHES

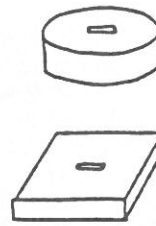


ALTERNATE ROWS OF LONG SPAGHETTI AND SHELL MACARONI ON BOTH WINGS

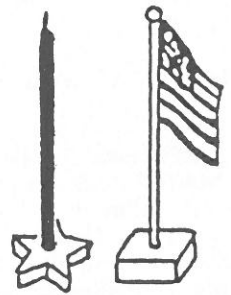
EAGLE CENTERPIECE

MATERIALS: 11" X 23" PIECE OF 1/4" PLYWOOD
ELBOW AND SHELL MACARONI
LONG THIN SPAGHETTI
WHITE GLUE
1 1/2" THICK WOOD FOR BASE
GOLD ENAMEL SPRAY PAINT

1. ENLARGE PATTERN ON PAPER TO " SQUARES. TRACE PATTERN ON 1/4" PLYWOOD AND CUT OUT.
2. GLUE ON MACARONI AND SPAGHETTI AS SHOWN. LEAVE HEAD BARE EXCEPT FOR EYE. ON TAIL, LET SPAGHETTI EXTEND BEYOND WOOD. APPLY SEVERAL LAYERS TO BODY AREA FOR DIMENSION. LET GLUE DRY THOROUGHLY (APPROX. 24 HOURS), THEN COVER THE OTHER SIDE IN THE SAME MANNER.
3. CUT BASE FROM WOOD. BASE CAN BE ROUND, OVAL, SQUARE, OR OTHER DESIRED SHAPE. CUT SLIT IN BASE FOR TAIL TO FIT INTO AS SHOWN.
4. WHEN GLUE IS THOROUGHLY DRY (AT LEAST 48 HOURS) SPRAY EAGLE AND BASE GOLD.



BASE IS CUT FROM WOOD. CUT SLIT TO HOLD EAGLE'S TAIL.



FLANK CENTERPIECE ON EACH SIDE WITH TAPER CANDLES II STAR HOLDERS, OR WITH CUB SCOUT FLAG SET.

RED, WHITE, AND BLUE CREPE PAPER RUNNERS COULD BE USED DOWN CENTER OF TABLE.

Pine Cone Owls

Materials:

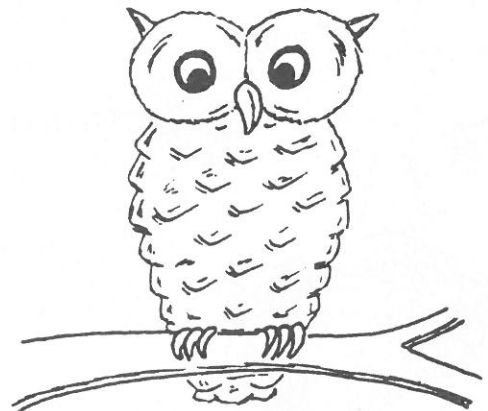
Body - Pine cone of medium size
Head - 2 sweet gum balls or 2 sycamore balls or 2 teasels.
Ears - Pits of prunes or plums
Nose " " "

Eyes - Use moveable 1/2" size.
Small slice of wood, wedge of a tree limb or another proper base.
Tacky glue or hot glue*

*If using hot glue be sure to supervise the boys.

For baby owls use smaller pine cones.

Glue owl head to the body. Attach the ears and nose. Glue eyes into place and glue to base.



CHRISTMAS CARDINALS

SIZE: About 3" x 4½".

MATERIALS (for about 24 birds): 1 roll Hallmark red high-gloss gift wrap; 1 pkg Hallmark red tissue paper; cardboard; black felt-tip marker; white craft glue or spray adhesive; tracing paper; carbon pencil; pencil; ruler; scissors; craft knife.

DIRECTIONS: 1. Trace bird pattern. With carbon paper transfer to cardboard as many birds as you wish to make. Cut out.

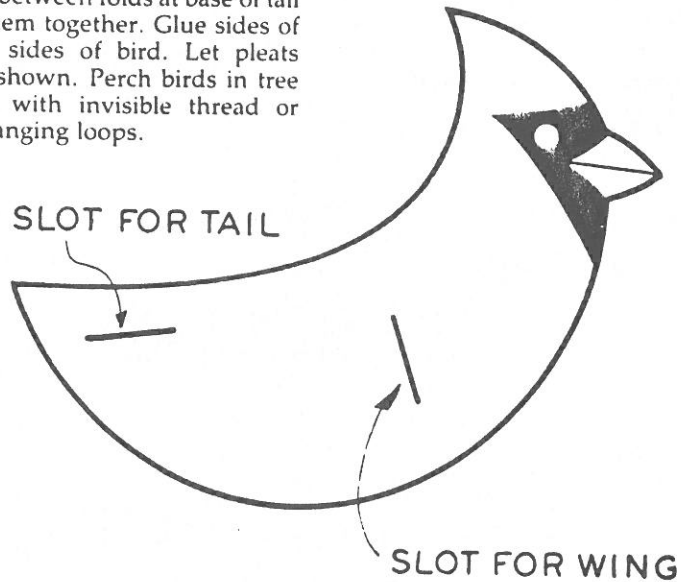
2. Using cardboard bird as a template, trace around it on back of red gift wrap. Then turn bird over and trace again. Cut out birds.

3. Glue red paper cutouts to both sides of each cardboard bird.

4. Following pattern, with marker color black mask and beak line on each side of birds, leaving circles for eyes.

5. From red tissue paper cut one wing piece 4½" x 6" and one tail piece 5" x 5½" for each bird. Starting at the narrower edge, fold each piece back and forth in ¼" to ⅜" accordion pleats.

6. With craft knife, make slots in bird for wings and tail, as shown on pattern. Insert wing and tail pieces half-way through slot; cover one end of accordion-folded pieces with paper if necessary. Fold tail halves up and glue adjacent sides together. Add glue between folds at base of tail to hold them together. Glue sides of wings to sides of bird. Let pleats open, as shown. Perch birds in tree or attach with invisible thread or fishline hanging loops.



Pecking bird

This little bird will peck for food at the touch of your finger.

Find a **large plain cork**, a **smaller plastic-topped cork** and a **matchbox**.

Paint them all with **poster paint** and a **brush**.

Push **three plastic toothpicks** into the large cork to make the bird's legs and neck. Make sure the toothpicks fit tightly.

Push the plastic-topped cork onto the neck to make the head.

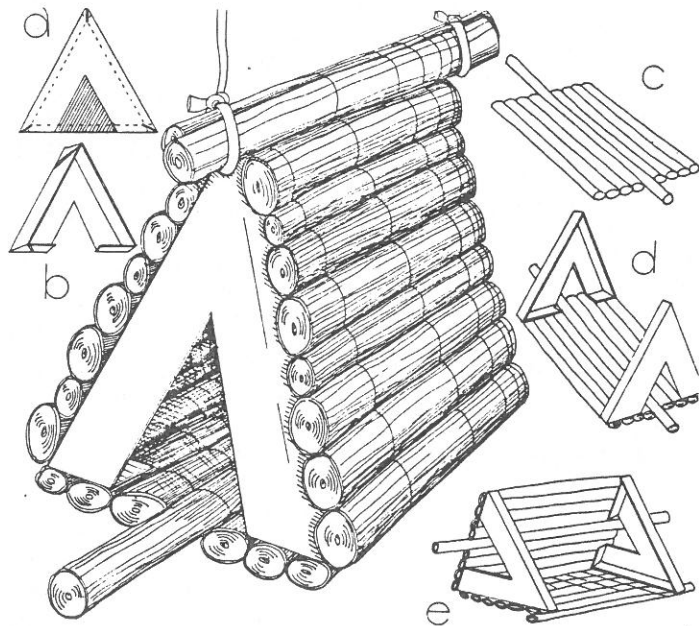
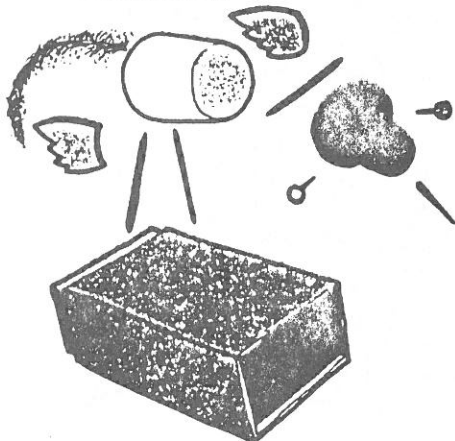
Add **half a toothpick** for the beak and **two map pins** for the eyes.

Find a **feather** for the tail. Make a hole for it with the other piece of toothpick.

Cut out wings from **felt or cardboard** and use **glue** to stick them to the body.

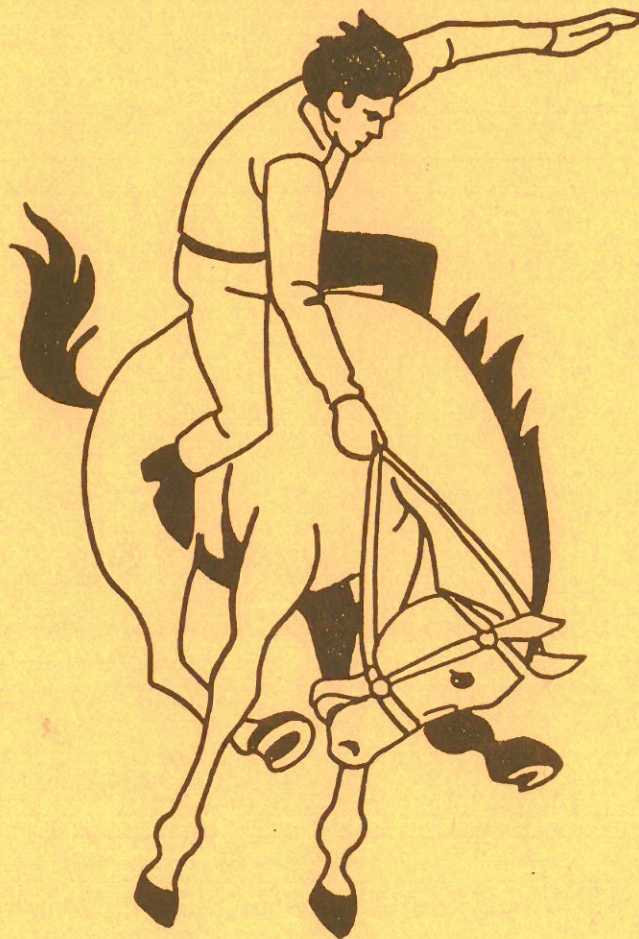
Turn the matchbox upside down and poke the bird's legs through the box and the drawer.

Push the drawer slightly to and fro, and watch the bird peck away.



WILD AND WOOLLY WEST

JULY



WESTERN BRAND BLUE & GOLD (an adaptation)

Akela Cowboy: (Wearing cowboy hat and guns--walk and stand as if for showdown)
Well fellers, back in the good old days, we waved our flags and meant what we said. (Pull six-shooter and look mean) 'Tis the same fer today. Our Blue & Gold Brands us all and yer gonna have some of that Scouting Spirit, Pardner!

Cubs enter bringing out large Western scene (cardboard or masonite) Dress like Cowboys.

Cub 1: Yes, sires! This here BLUE reminds us of the sky(point) across the prairie. It stands fer TRUTH, SPIRITUALITY, and STEADFAST LOYALTY.

Cub 2: (place TRUTH Mountain on scene) This here Mountain of TRUTH means we must always be HONEST.

Cub 3: (place SPIRITUALITY Cloud) This here Cloud represents SPIRITUALITY with a belief and faith in GOD and NATURE.

Cub 4: (place TRAIL representing STEADFAST LOYALTY) This here TRAIL represents our STEADFAST FAITH and LOYALTY to GOD, OUR country and our fellow men.

Cub 5: (place SUN representing the GOLD) This here GOLD stands fer warm SUN LIGHT, GOOD CHEER and HAPPINESS.

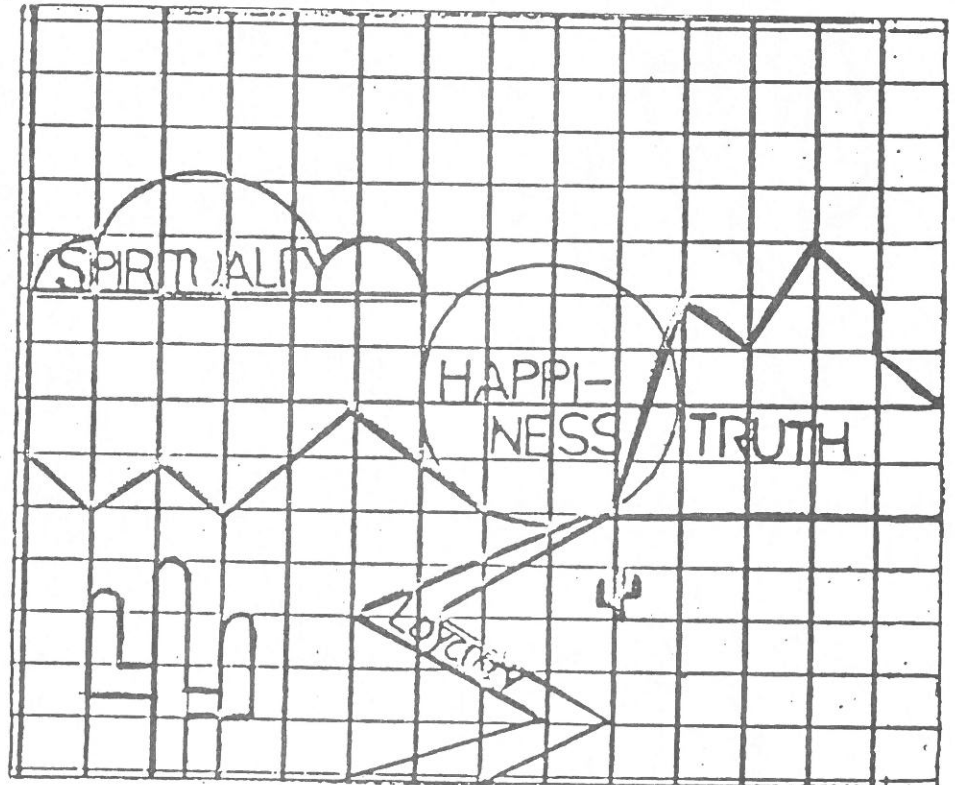
Cub 6: So as we cowpokes gather here together, let the meaning of these Blue or ALL & Gold Colors make us more mindful of our Cub Scout Ideals, the Cub Scout Promise and the Law of the Pack. Right, Pardner?!!

PROPS: 22" x28" Posterboard

Use VELCRO glued to the pieces.

OUTLINE: Cloud, Sun, Mountain +Trail.

Blue sky
Gold Sun
Purple Mountain
Tan Landscape
Green Cactus
White Trail

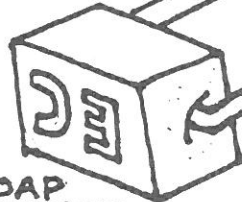


Eraser

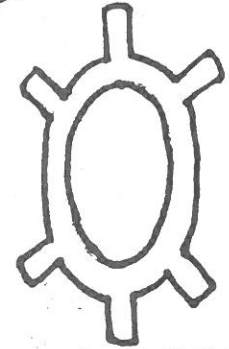


INK PAD

COAT HANGER WIRE



SOAP ERASER

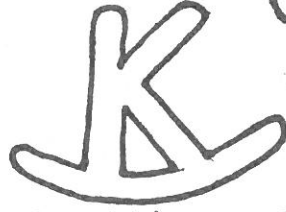


TERRAPIN

Brands



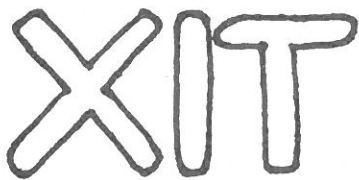
WALKING A



ROCKING K



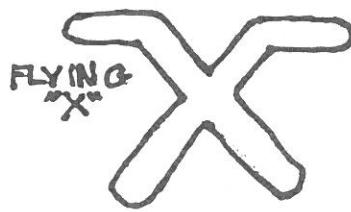
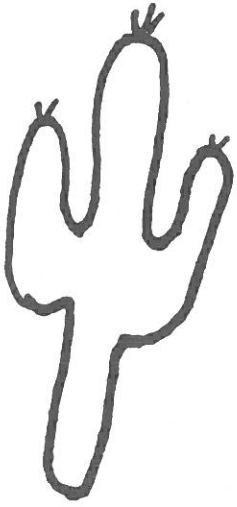
MATADOR'S FLYING V



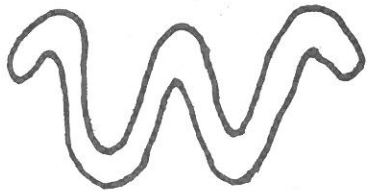
XIT



CRAZY K



FLYING X



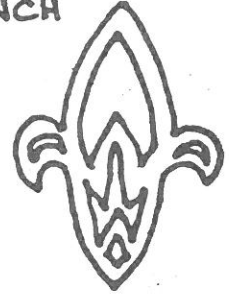
RUNNING "W" KING RANCH



WOLF



BEAR



WEBELOS

BOBCAT BRANDING CEREMONY

Proos: An artificial fire, (logs arranged like fire with an electric bulb in. Red tissue paper to look like a burning fire placed in logs, so it won't burn paper. An inked stamp pad and a stamp with B on or the Pack Number on. Plug in fire before ceremony starts and place stamp and pad so it looks like its in the fire. (A pen light with red cloth or tissue paper over end, and attached to the stamp.)

CUBMASTER OR AWARDS CHAIRMAN: Mavericks, You are about to carry the Bobcat Brand which represents the lowest rank of the greatest youth organization of the world. I am going to place this brand on your left hand. You will wear it visibly for 24 hours. Tomorrow night, when you wash it off, I want you to repeat the Cub Scout promise to yourself, so that you may carry in your heart the ideals that this brand represents.

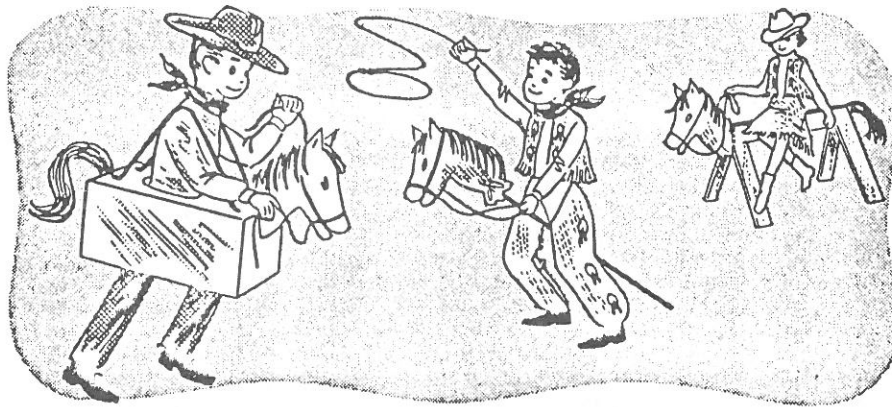
Will you boys please stand and repeat after me, The Cub Scout promise- I - _____ promise , to do my best, to do my duty to God and my country, to help other people, and to obey the Law of the Pack." As you are branded you may join your parents, standing in front of them.

Parents, we welcome you to Pack _____. Cubbing is a family affair, and as parents you also have certain responsibilities in cubbing. We expect you to attend the Pack Meetings and work with your son on his achievements, approving them only when they are completed. When called upon, we expect you to assist, along with other parents in various leadership roles, to cooperate with Den Leaders, Cubmaster and Pack Committeemen. Be active---Will you accept this responsibility?

As I call your name, come forward for your Bobcat card and badge, with your parent. Mom/Dad will you pin the badge on your sons shirt pocket upside down----yes, I said upside down. This is to remain so, until your son does one good deed to your satisfaction, then you may sew it on his shirt right side up.

Cubs give salute and they all return to their seats.





COWBOY SKITS

Song Title Stranger

(As the scene opens, three cowboys, RUSTY, BILL and PETE, are sitting dejectedly on the corral fence. Fence details can be painted on cartons.)

RUSTY: Look at that old sun goin' down — gives you a lonesome feelin'. I like mornin's better.

BILL: Boy, you're all mixed up! This is the best time of day when our work is all done and we're waitin' for supper.

PETE: Yup, Bill, I'm glad our work is done, but you have to admit evenin's aren't very exciting around here.

RUSTY (*shading his eyes and looking into distance*): Say, wait a minute, look off there across the prairie. See that cloud of dust. Somebody's comin' and I'd say he's in a big hurry. (*All shade their eyes and look off into the distance.*) Look's like we might have some excitement tonight after all.

(*Sound of a horse galloping is heard off stage and a loud "Whoa." An old, old cowboy enters carrying a guitar.*)

ALL 3 COWBOYS: Howdy, stranger, who are you and where are you headin' in such a hurry?

STRANGER: "I'm an Old Cowhand from the Rio Grande."

RUSTY: Oh I've heard fellows singin' about you!

BILL: And did you ride all the way from the Rio Grande?

STRANGER: Yup, from "The Streets of Laredo."

PETE: You still haven't said where you're headin'.

STRANGER: I'm ridin' to my "Home on the Range."

BILL (*in aside to Rusty and Pete*): Say, this guy talks funny — seems I've heard folks singin' about everything he says.

RUSTY (*turning to stranger*): Looks like you're awful anxious to get to your home on the range. What's the big rush?

STRANGER: So they'll "Bury Me Not on the Lone Prairie."

PETE: Gee, you're a cheerful guy to have around!

(*The sound of the dinner gong is heard off stage and a voice calling, "Come'n get your beans and franks."*)

BILL (*to stranger*): C'mon in and have some chow.

PETE (*laughing*): Yes, in other words, "Get Along Little Dogie."

STRANGER (*shaking head sadly*): No thanks, no indoor eatin' for me. "Don't Fence Me in." So long to you, "I'm Headin' for the Last Roundup." (*He exits slowly as he begins singing "The Last Roundup" in a mournful voice and strumming his guitar.*)

Cowboy Pantomime

(As the scene opens, several cowboys are seated around a campfire, singing the following lines to the tune of "Don't Fence Me In.")

Oh the life of a cowboy is the life for me, yippee-i-o-ki-a,
Riding my horse cross the wild prai-rie, yippee-i-o-ki-a.
Busy all day a-herdin', brandin', ropin',
Dead-tired at night, a sleepin' in the open,
The pay is low, the chow is poor, but I'm a cowboy,
Yippee-i-o-ki-a!

(As they sing, other cowboys saunter across the stage, some roping imaginary steers, others riding horses, still others lying down to sleep near the fire. As the song ends, all stand up and join in singing the last four lines of the song again.)

BLACKOUT SKITS

A group of cowboys are standing around, looking anxiously about them, and one says: "What can we do? We're surrounded! There are Indians in front of us, Indians to the right of us, Indians to the left of us, and in back of us, a might river! What can we do?"

The voice sings: "Row, row, row, your boat, gently down the stream."

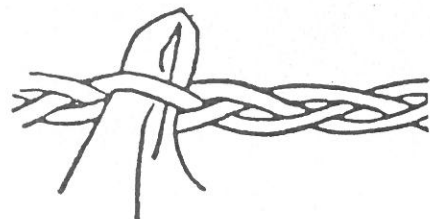
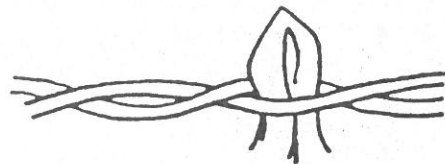
For another blackout, you might have a group of cowboys standing around 'n talking about expansion of the country westward. One says, "Yeah. We should head West and take all that land that's waiting for us! After all, what's to stop us?"

The voice sings: "One little, two little, three little Indians."

CLOTHESLINE WITHOUT CLOTHESPINS

You need: Two or three ropes, one longer than the others.

1. Lay ropes together as in picture.
2. Hold the ropes as if they were one rope and tie one end together with an overhand knot.
3. Now braid the ropes if you have three ropes. Twist them if you have two.
4. Finish with an overhand knot.
5. Attach clothesline to trees or posts with clove hitches or bowlines.
6. Hang things on the line by catching them between the twisted or braided



I'M A WORN OUT COVERED WAGON
(TUNE: CLEMENTINE)

I'm a worn out covered wagon
Many time my shape you've seen,
Rolling westward, ever westward,
On your television screen.

I'm the bad guy you've heard tell of,
Cattle rustler, robber bold,
And the good guy always gets me
That's the way the story's told.

I'm a cowboy on my pony
On an endless cattle drive,
Swallowing dust and crossing rivers,
It's a wonder I'm alive!

I'm a ghost town, long abandoned,
Everybody's gone away,
But I once was full of people,
Happy miners, rich and gay!

I'm the sheriff of the county
With a star upon my chest.
Oh I never shirk my duty
I'm the best shot in the west.

I'm a campfire and you'll see me
When the eve'n shadows fall.
Here the cowboys cook their supper
And a song's enjoyed by all.

I'm the television writer
Who ~~conducts~~ the western play,
But now something seems to tell me
I had best be on my way!

Now the people all weren't handsome
I am sorry to relate,
But they had the will and vision
That have made America great.

I can tell of ~~deeds~~ of bravery
Sacrifice and sorrow, too,
As the wagon trains moved westward.
Best of all -- my tales are true.

Mules

(Tune: Auld Lang Syne)

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



MONTANA SONG

My home's in Montana,
I wear a bandana,
My spurs are of silver,
My pony is gray,
When riding the ranges,
My luck never changes,
With foot in the stirrup,
I gallop away.

Where, oh where, are you tonight?
How can you leave me here all alone?
I searched the world over and thought I found true love
Then you met another and Pzzzz, you were gone.

RAGTIME COWBOY JOE

Oh how he sings ragtime music
To his pony as he swings
Back and forth in his saddle
On a horse, on a horse
What a funny meter
To lull of his repeater
How the run
When they see the fellow's gun.
Because the Western folks all know
He's a hi falootin' Rootin' Tootin'
Son of a gun from Arizona
He's some cowboy
Talk about your Cowboys
Ragtime Cowboy Joe.

Finest Pack of Cub Scouts

Tune: Yellow Rose of Texas



THE COWBOY'S SWEET BYE AND BYE
(TUNE: MY BONNIE)

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

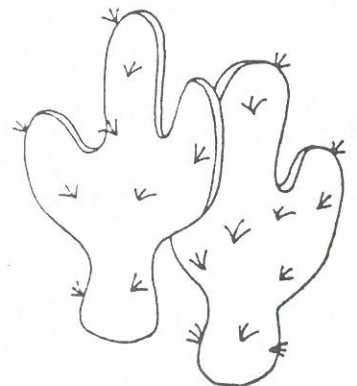
CHORUS: Roll on, roll on,
Roll on little dogies,
Roll on, roll on,
Roll on, roll on,
Roll on little dogies, roll on.

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

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

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

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



HOW THE SUN, MOON, STARS GOT INTO THE SKY

CHIEF: (stand with arms folded across chest and say "Ugh!"
SUN: (cover eyes with hands)
MOON: (frame face with hands and smile)
STARS: (blink rapidly)

Long, long ago the Indians had no fire and no light. They suffered much during the cold of winter and they had to eat their food uncooked. They also had to live in darkness because there was no light.

There was no SUN..., MOON...and STARS...in the sky. A great CHIEF...kept them locked up in a box. He took great pride in the thought that he alone had light. This great CHIEF...had a beautiful daughter of whom he was also proud. She was much beloved by all the Indians of the tribe.

In those days the raven had the powers of magic. He was a great friend of the Indians and the Indian CHIEF... He wondered how he might make life more comfortable for them.

One day he saw the daughter of the CHIEF...came down to the brook for a drink. He had an idea. He would put a magic spell on her. In time, a son was born to the daughter of the CHIEF... The old CHIEF...was delighted and as the boy grew, his grandfather became devoted to him. Anything he wanted he could have.

One day he asked the old CHIEF...for the box containing the STARS... Reluctantly the old CHIEF...gave it to him. The child played for a while by rolling the box around. Then he released the STARS...and flung them into the sky. The Indians were delighted. This was some light, though not quite enough.

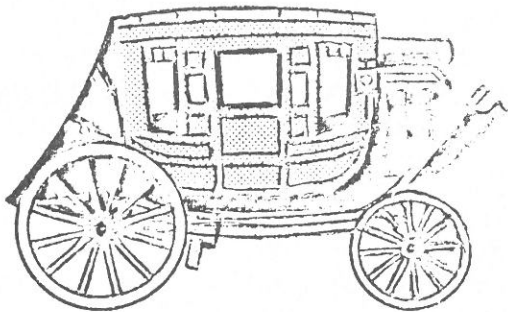
After a few days the child asked for the box containing the MOON... Again the old CHIEF...hesitated but finally the boy got what he wanted. Again, after playing awhile with the box, the boy released the MOON...and flung it into the sky. The tribesmen were overjoyed. But still there was not light enough, and the MOON...disappeared for long periods.

Finally the child asked for the box with the SUN... "No," said the old CHIEF... "I cannot give you that!" But the boy wept and pleaded. The old CHIEF...could not stand the tears, so he gave the box to him. As soon as he had a chance, the child released the SUN...and cast it into the sky.

The joy of the Indians knew no bounds. Here was light enough and heat as well. They ordered a feast of the SUN...and all the Indians celebrated it with great jubilation. And the old CHIEF...was happy. He had not known the SUN..., the MOON..., and the STARS...could mean so much for the comfort and happiness of his people. And for the first time, he too, enjoyed himself.

STAGECOACH

The players are seated in a circle. Each player is given the name of some part of a stagecoach - wheel, hub, axle, seat, door, harness, horses, brake, driver, passenger, baggage, spoke, step, etc. The den chief begins telling a story about a stagecoach, bringing in all the different parts. As each thing is mentioned, the player representing it gets up and runs around his chair. When the den chief shouts: "Stagecoach", all must find a new seat. But the den chief has quickly removed one chair so one of the boys is out of the game. This continues until only one is left.



STAGECOACH SPECIAL RELAY RACE: The Master of Ceremonies pulls in an express wagon filled with suitcases. He announces that the stagecoach will make its initial run in just a few minutes. Will all interested in making the trip kindly step forward and claim their luggage? There may be as many "teams" as there are pieces of luggage. About five players to each team is a good number. A line drawn on the floor, a few feet from the stage, or any other given spot, will be designated as the "depot". A second line at the opposite end of the room will be "home". Each piece of luggage should contain the same number of articles of clothing, although they need not be identical. A typical traveling outfit should consist of 2 petticoats, blouse and skirt, bright colored woolen or cotton knee socks, long scarf, large hat, earrings and other odd pieces of jewelry and an umbrella for the lady--odd pants and coat, very gay vest, spats, bow tie, hat and artificial flower for the buttonhole for the gentleman. When the whistle blows, the first couple in line rush to the "Depot", carrying the suitcase between them. Upon their arrival, they open the suitcase and start to don the appropriate clothing, in proper order; everything must go on! When both are dressed, he must close the suitcase, she, open the umbrella, and together must race, in their new attire, to the other end of the room. Once back, they must reverse the process, closing the umbrella, opening the suitcase, removing the clothing and repacking it in the suitcase. When everything is replaced they must close the suitcase and hand it to the next couple in line. If any player is caught omitting one of the articles, in any of the processes, they must "borrow" a similar article from the other team and all succeeding players on their team will have to wear both their own and the borrowed articles.

PONY EXPRESS

One player is blindfolded and stands in the center of the area as the Pony Express Rider. Another is selected to be Station Agent and has a list of cities or towns. Other players have been given names of one of the towns. The Station Agent calls out names such as: "I have a letter from Deadwood to Tombstone". Immediately the players with these names must rise and exchange seats. The Pony Express Rider tries to catch one of them or sit in his seat. If a player is caught or his chair is taken, he becomes the Pony Express Rider. Players may crawl, run, walk, dive or dodge to get by the Pony Express Rider, but they are not allowed to step outside the circle of chairs. If the rider has difficulty catching anyone, the Station Agent may call out several town names at once. Keep the game moving rapidly. The announcement of "General Delivery" causes a mad scramble because all players must change chairs.



Deep in the Heart of Texas

Cowpunchers: Whoopie!
Timid Ladies: Scream (falsetto)
Bucking Broncos: Gallop (slap hands on knees)
Six Shooter: Bang, bang!
Bandits: Steek 'em up!
Rattlesnakes: Hiss ominously
Cattle: Moo (not milk cow)
Ride 'em Cowboy: Ride 'em Cowboy! (all shout)



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

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

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

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

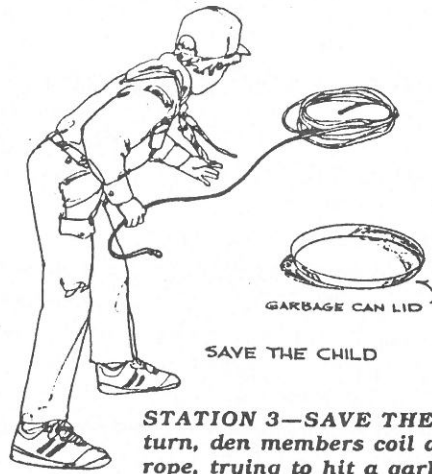
At this moment the TIMID LADIES sank their teeth into the BANDITS arms. The BANDITS let out a terrified yell that rang out over the range above the noise of the CATTLE and the stamping of the BUCKING BRONCOS. In an instant, the COWPUNCHERS were on their BUCKING BRONCOS, SIX SHOOTERS in hand, riding hard and fast in the direction of the BANDITS. They could hear the cries of the TIMID LADIES.

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

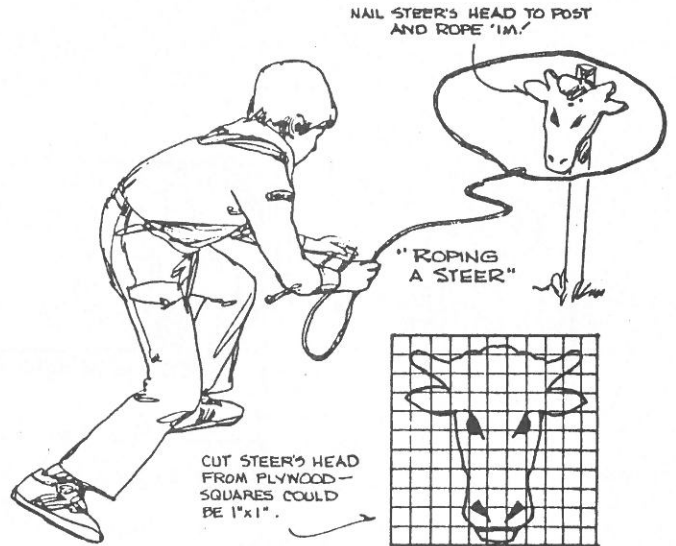
49ERS OBSTACLE COURSE

The following tests are set up as stations and manned by adults or den chiefs who give each boy a large gold nugget (painted rock or piece of wrapped candy) if he performs the test required.

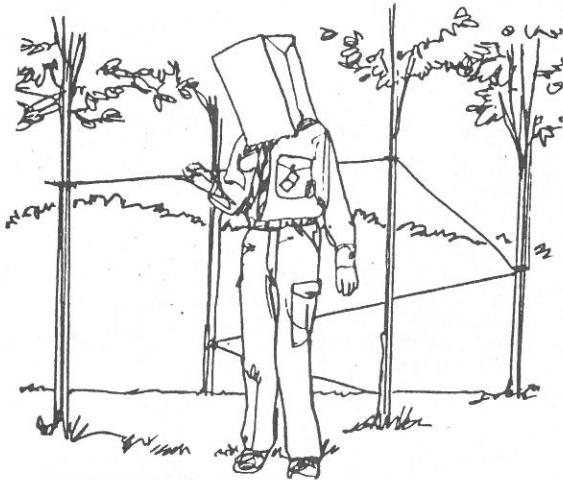
1. Climb Rope - Touch 8-foot mark.
2. Quicksand Bottom - Run over six tires, stepping in each.
3. Cross the Gulch - Swing across ladder, using hands.
4. Over the Cliff - Scale 5-foot plywood wall.
5. One push-up
6. One chin-up
7. Jump the Creek - Do a 6-foot running broad jump.
8. Dodge the Rattler - Dodge-spring 2 feet.
9. Tunnel Escape - Crawl under sticks or through cardboard boxes for 10 feet.



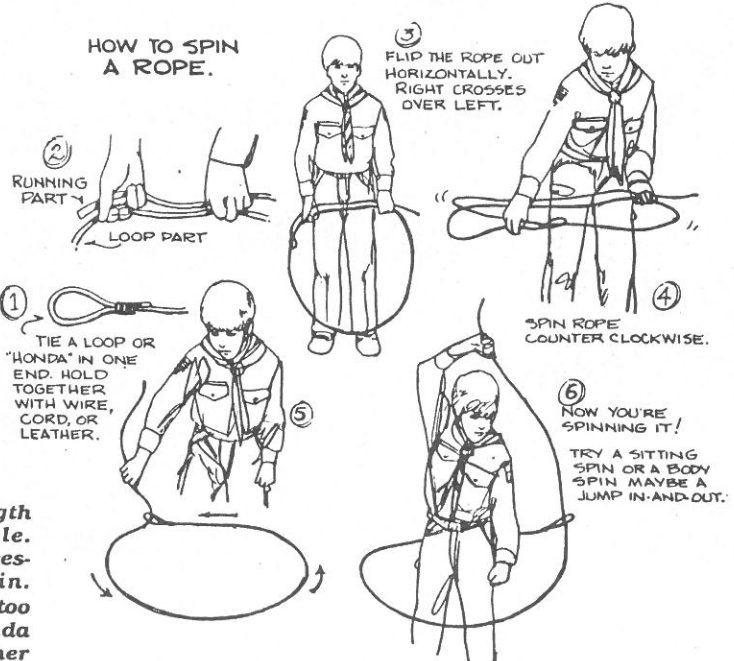
STATION 3—SAVE THE CHILD. In turn, den members coil and throw a rope, trying to hit a garbage can-lid target about 15 feet away.



STATION 6—ROPE THE BRONC. In turn, each boy lassoes steer head from a distance of about eight feet.



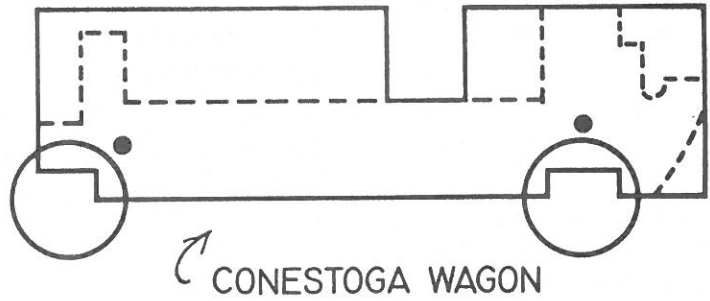
STATION 7—BLINDED BY DUST STORM. In turn, den members put a paper bag over their heads (or are blindfolded) and walk through "dust storm" to safety.



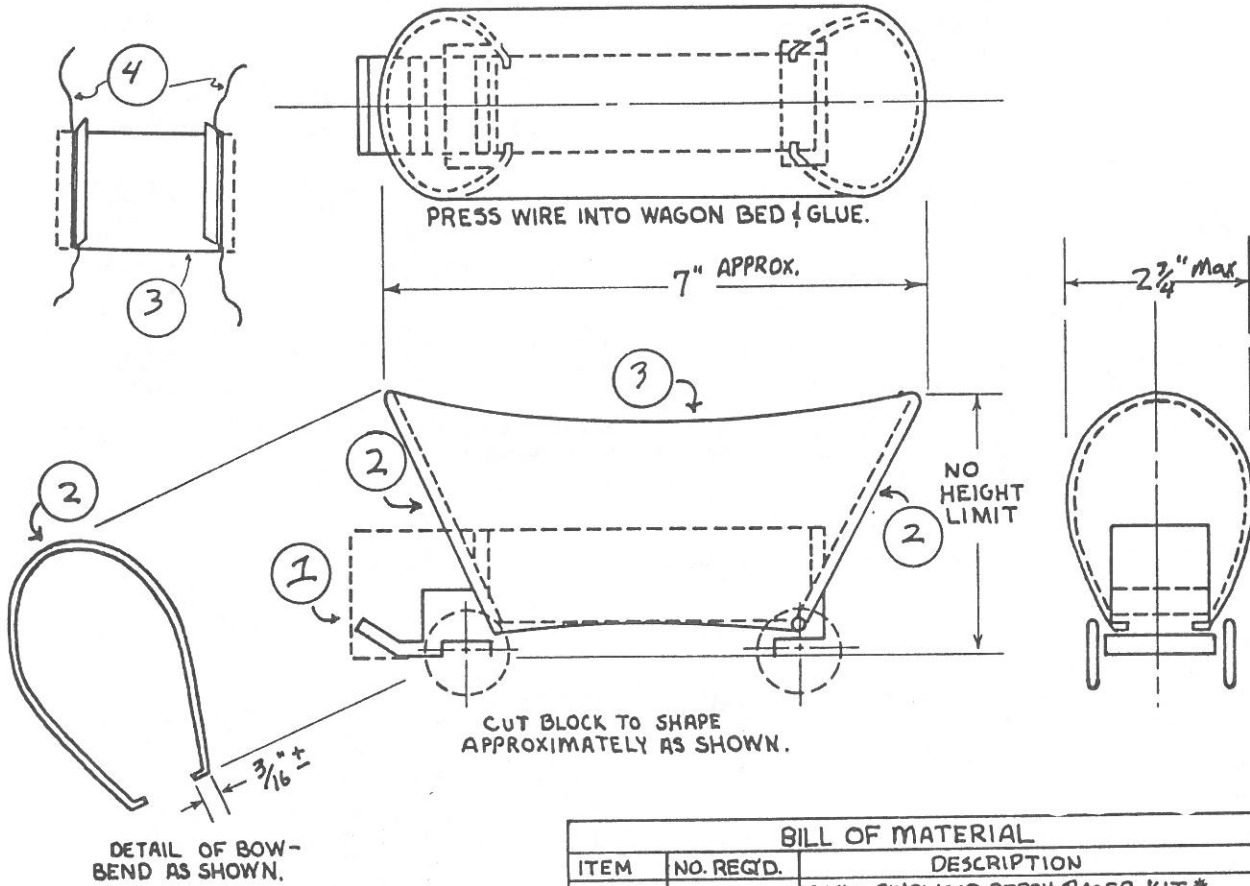
ROPE SPINNING. Use a 15-foot length of $\frac{1}{4}$ - or $\frac{3}{8}$ -inch rope, if available. Clothesline rope can be used, if necessary, but rope must be broken in. Brand-new rope just off a spool is too stiff for spinning. Fasten the honda loop with wire, strong cord, a leather thong, or strong tape.

CONESTOGA PINEWOOD DERBY

Turn the regular pinewood derby kit into a covered wagon. The only additional materials needed are a piece of heavy white fabric, approximately 6½-by-10 inches and two 10-inch pieces of coat hanger or other wire. See illustration for outline of wood block. When it is finished, make holes in wood and glue in wire. Cover wire frame with fabric, turning back edges and gluing fabric securely to wagon frame. Attach the wheels and you're ready to race. (Be sure to taken into consideration the extra weight of the wire and fabric. Standard derby weight still applies.)



DETAIL OF COVER:
 FOLD OVER ¼" AT EACH END.
 POSITION STRING IN FOLD.
 GLUE OR STITCH HEM OVER STRING.
 (DON'T GLUE THE STRING)
 USE THE DRAWSTRINGS TO
 PULL COVER TIGHT OVER BOWS.



BILL OF MATERIAL		
ITEM	NO. REQ'D.	DESCRIPTION
1	1	BASIC PINEWOOD DERBY RACER KIT *
2	2	PIECES WIRE (COAT HANGER) 10" LONG
3	1	PIECE UNBLEACHED MUSLIN 10" SQUARE
4	2	PIECES OF STRING, EACH 14" LONG
* NOTE SAVE THE CUTTINGS FROM THE WAGON BLOCK TO MAKE SIDEBORDS & CARGO FOR THE WAGON		

Clothespin Horse

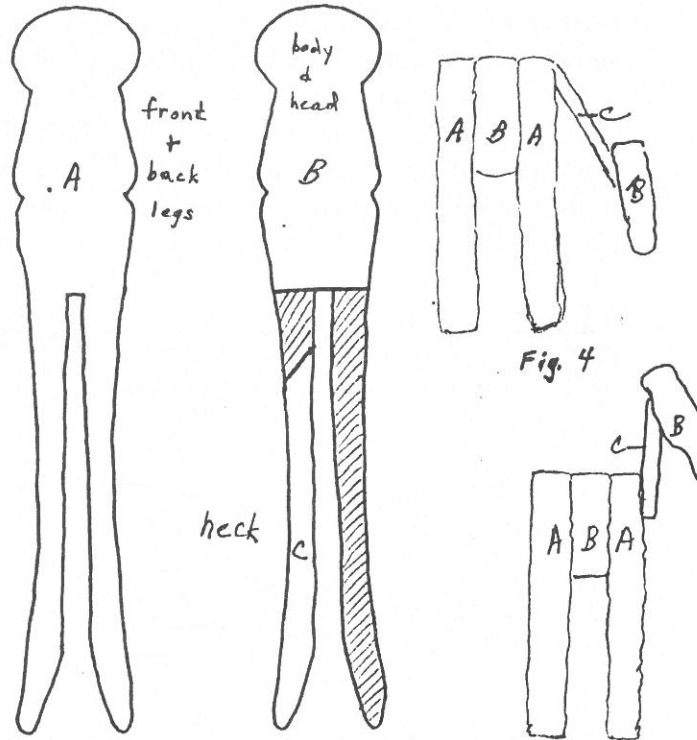
(FLAT CLOTHESPINS)

Finished Sizes:

- Large; 5" high x 3½" from nose to tail.
- Small; 3½" high x 2½" from nose to tail.

Materials Needed for One Horse:

- 4 flat clothespins (large or small)
- Brown fake fur
- Brown felt
- Yellow felt
- Fancy ribbon; ¾" wide for large, ½" wide for small
- Narrow braid for rein
- Brown stain or paint
- Acrylic paint; black



1. Assemble and glue as shown in Fig. 4.
2. Stain or paint complete body brown. Paint eyes and nose as shown on pattern sheet for Rocky on front flat side of head. Paint hooves black about ¼" up from bottom. Paint a white dot in the black eye.
3. Cut 2 ears from brown felt per pattern and glue one to each side of head at top.
4. Cut mane and tail per pattern pieces from brown fur. Glue in place with pointed end of mane toward front of face and pointed end of tail at top of back clothespins. Trim fur on tail very short halfway down and leave bottom half long.
5. Tie narrow braid around nose and loop to back of neck and tie again.
6. Cut saddle blanket per pattern from yellow felt. Use pattern indicated by broken lines for large flat clothespin horse. Small blanket is a separate pattern. Cut with pinking shears to make a fancy edge. Glue over back of horse making bottom edges even on each side.
7. Fold and glue fancy ribbon over saddle blanket. For large horse cut a piece about 6" long and 3" for the small horse. Turn under 1" at each end for large horse and glue to itself, leaving a loop which looks like a stirrup. Turn under about ¼" for stirrups on small horse.
8. Attach screw eye in back and tie a thin gold cord through it for hanging.

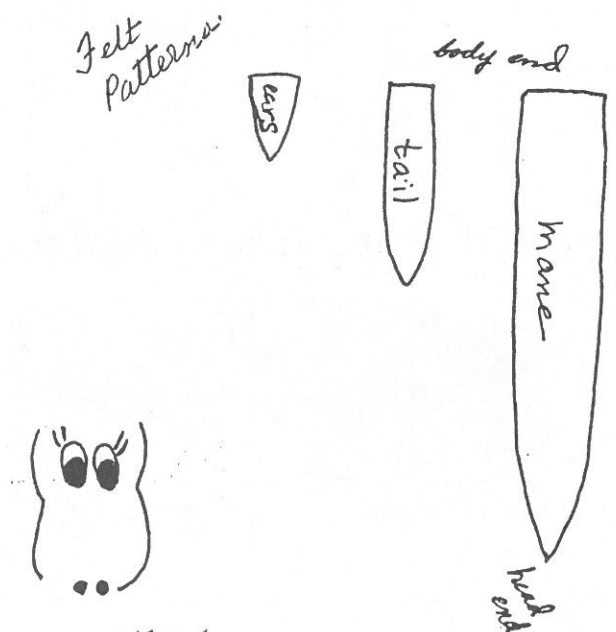
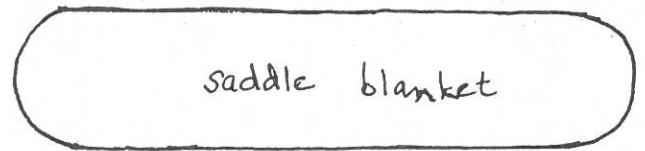


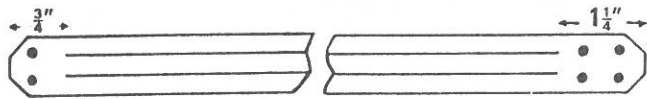
Fig 1

Getta Horse (Round Clothespins)

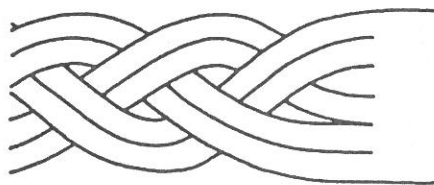
1. Cut the round clothespins in same way as the flat but the assembling is slightly different. Follow Fig. 1. in "Rocky" for body. Note that A in the middle of the back is upside down.
2. Paint eyes on side of head and nose on top.
3. Finish Horse as described for flat clothespins.

Braided Headband with Three Strands

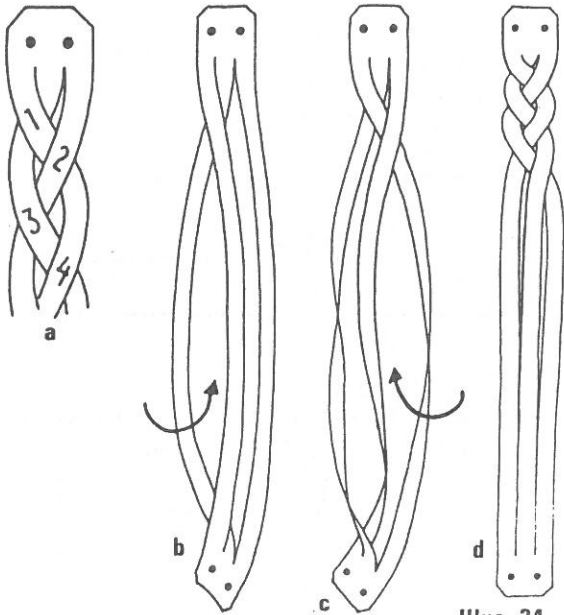
Cut two slits in a narrow, solid strap of leather with a knife or razor blade. The strap should be about 2" longer than your head measurement, depending upon how wide it is and how tight you braid. Make two holes in one end of the strap and four holes in the other with a single-hole punch, as described on page 54 (see Illus. 22). Braid with the three com-



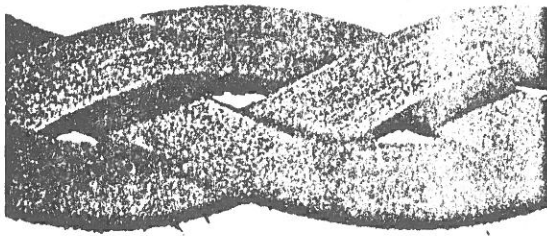
Illus. 22.



Illus. 23.

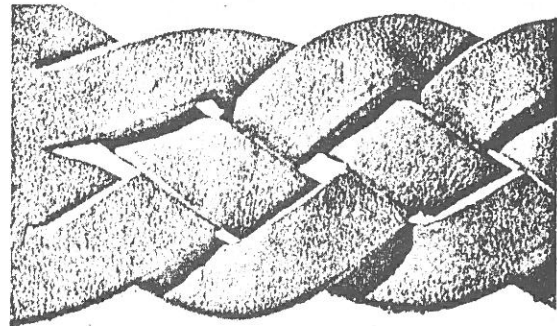


Illus. 24.



Illus. 26. Try your skill at making a three-strand braided bracelet to match your headband.

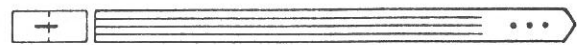
ponent strands (see Illus. 24a). (You can make a braided band or belt more flexible by separating the individual strands as in Illus. 22.) If you want to keep both ends of a band or belt intact, braid the following way: take the first strand (strand 1) and push it between the two other strands from the front towards the back (Illus. 24b). Then, push the second strand (2) through the two other strands towards the back (Illus. 24c), and so on. By every sixth move, you should be back to where you started. To end up with an even braid, you have to braid rather tightly, and smooth out the braiding after the last six moves.



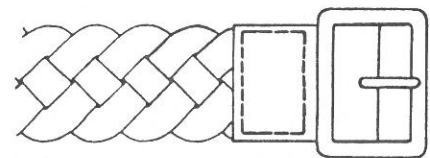
Illus. 27. A four-strand braid.

Braided Belt with Four Strands

To make this belt, you need leather and a buckle which you can buy at a sewing shop. First, measure your waist. To that measurement, add extra for the buckle—cut out the piece for the buckle double the finished length



Illus. 28.



Illus. 29.

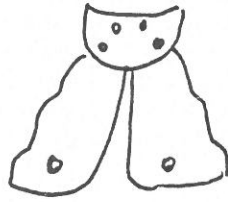
you want it (Illus. 28)—plus about 2" extra for the braiding. Cut the strap as shown in Illus. 28, making sure to add holes for the buckle, and a slit in the buckle piece. Braid as shown in Illus. 29. You must skive the ends of the braided belt before you sew them together with the buckle piece

COWBOY CHAPS TIE SLIDE

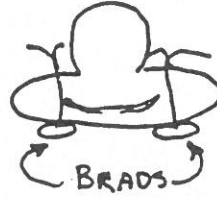
MATERIALS:

- Vinyl or scrap leather
- 6 - 3/4 " Brads
- Sharp Scissors

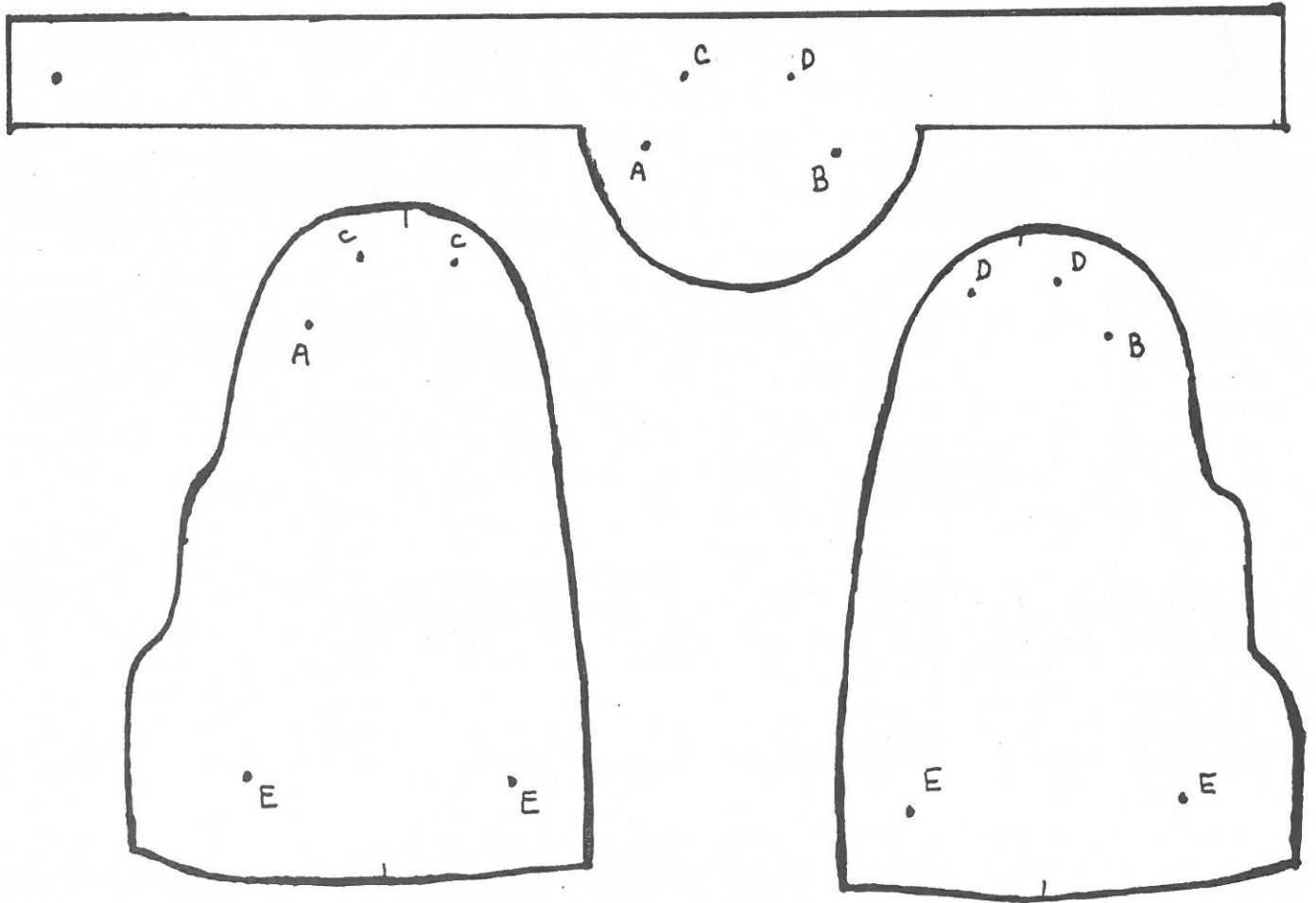
Cut pattern out with sharp scissors, make holes with scissor point or eyelet punch.
(DO NOT use paper hole punch - it makes the holes too large.)



FRONT VIEW



TOP VIEW



QUICKIE WESTERN COSTUMES



Next time your small fry say, "Let's play Cowboys and Indians," here's a quick and easy way to make surprisingly durable, leather-like outfits.

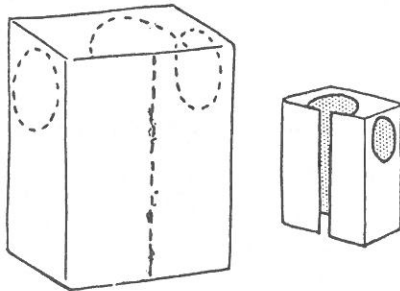
All you need is a supply of the largest grocery bags and some ordinary brown wrapping paper.

To obtain the leather-like appearance, crush and re crush the paper between the hands until it is softened and wrinkled as much as possible. Then spread out the paper and iron with a lukewarm iron. To decorate the finished garments, use crayons or a felt tip pen.

Vest

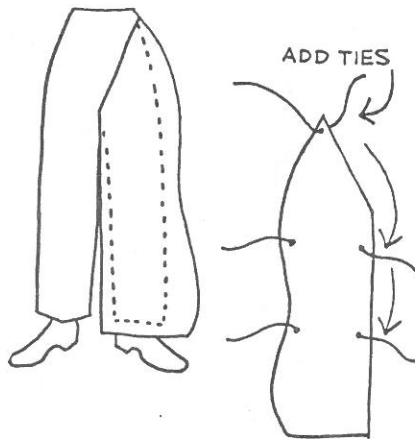
Use a large grocery bag for each vest. With the bottom of the bag at top for the shoulders, slit the grocery bag up the front; then cut openings for the neck and arms as shown by the dotted lines.

Now crush the bag, as described above and press with an iron. For an Indian outfit, simply add colorful designs. For a cowboy, cut fringe around the bottom of the vest and glue on paper circles with a bit of fringe added at the center. If you prefer, add some of the famous cattle brands with a felt tip pen.



Chaps

Cut each leg of the chaps from brown paper, tapering it at the top as shown. Be sure to make the chaps



wide enough at the thigh so they go $\frac{3}{4}$ of the distance around the leg.

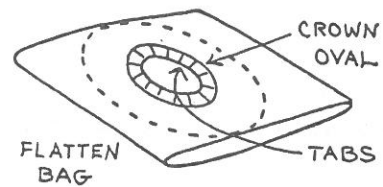
Crush and iron the paper as before. Staple tape or ribbon ties at the waist to attach to the belt. Also add ties, as pictured, to go around thighs and below the knees.

Add paper circles with fringe attached, as for the cowboy vest.

Cowboy Hat

You will need two brown paper bags for this hat. Use a bag that fits loosely over the child's head for the crown of the hat and a 10" x 16" bag for the brim.

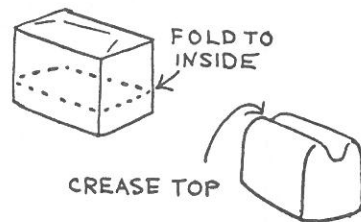
Fold in the top edge of the smaller bag to get the crown height desired. Invert the bag and push in the bot-



tom to give you the creased crown, as shown.

Next, cut off the bottom of the large bag. Flatten the bag, so you have two layers of paper about 16" square with the seam running down the center of underside. Brush glue between layers, press together, and let dry thoroughly.

Place crown in center; trace an oval around it. Draw a second oval about 5" from first. Cut out large oval; then cut out center, cutting tabs all

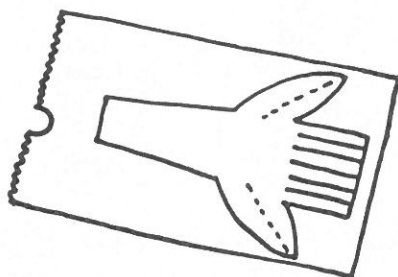


around, as shown. Fold up tabs and glue inside crown. Add a knotted cord for a hat band. Roll up the sides of the brim over a pencil.

PAPER BAG HOBBY HORSE

Materials:

Two large paper bags,
Newspaper or more paper bags
(for use as stuffing),
Several cardboard rolls,
String.



To make ears and mane:
Cut out one panel of a large bag
and copy the drawing of the ears and
mane shown above. Then cut out and
crease ears along the dotted lines.



Stuff another bag loosely with
wadded paper and twist shut.

Hold ears and
mane in the
position shown
and push twisted
end of bag into
the end of a
cardboard roll.

Shape the nose of the horse
by tying string tightly around it.
Use more string to make the reins.
Draw a face with crayons. Make
a long stick by first denting one
end of a cardboard tube and forcing
it into another until it's as long as
desired. (It's sturdy but won't hurt
if the child falls on it.)



A PAPER-BAG HORSE

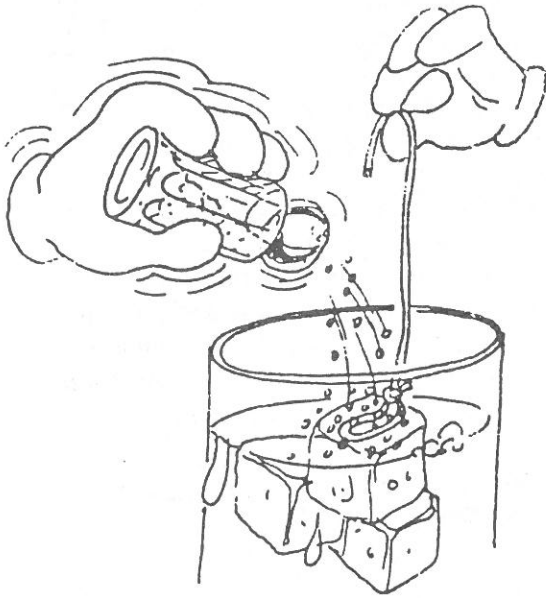
A long paper bag makes a very good horse face. Paint on a large mouth, nostrils and eyes, and add long pointed ears. Tie the mask on in back of your neck. To complete the costume for a party stunt, you might tie four paper bags onto your hands and feet and make a tail out of long strips of paper. The horse might be used as the key figure in a game of seeing who can keep from laughing at his antics for the longest time.



Lasso an Icecube

You will need:

Glass of water
Ice cubes
Cotton thread
Salt shaker on table

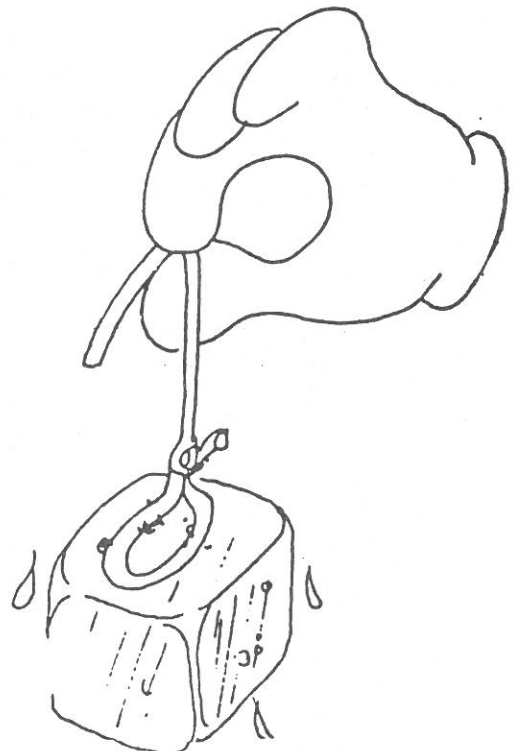


- 2 Simply lower the loop onto the exposed surface of an ice cube. Try to get it as flat as you can. Then, sprinkle salt on top of the cube & string. Wait a few seconds.

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



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



CAMPFIRE YARNS

AUGUST



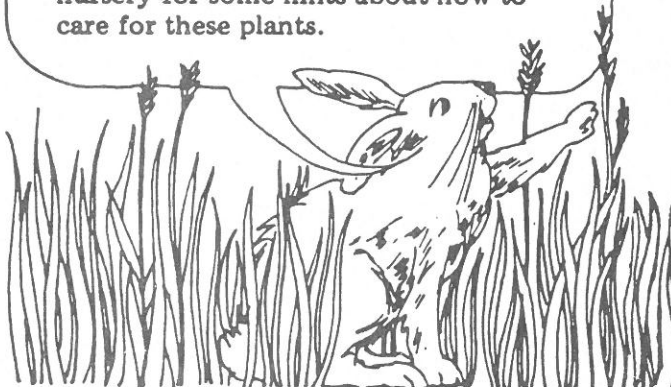


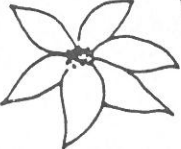



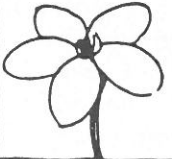








THE GREAT OUT DOORS

Flowers That Bloom on Time

Carolus Linnaeus was a Swedish naturalist who designed a flower clock. He knew that certain flowers open and close at different times during the day. And he knew that they were reliable timekeepers, following their schedules to within half an hour on a sunny day. These flower clocks were often found in nineteenth-century European formal gardens.

You could try planting one yourself. Or you could just plant one or two of the flowers to see how they do as timekeepers when they're in bloom. Take this book to a nursery with you, and see which of the flowers you can find seeds or seedlings for. Ask the person in the nursery for some hints about how to care for these plants.



<p>STAR-OF-BETHEHEM OPENS 11 A.M.</p> 	<p>PASSION FLOWER OPENS 12 NOON</p> 	<p>CHILD-ING PINK CLOSES 1 P.M.</p> 
<p>COMMON NIPPLEWORT CLOSES 10 A.M.</p> 	<p>THE FLOWER CLOCK</p>	<p>SCARLET PIMPERNEL CLOSES 2 P.M.</p> 
<p>PRICKLY SOW THISTLE CLOSES 9 A.M.</p> 		<p>HAWKBIT CLOSES 3 P.M.</p> 
<p>MOUSE-EAR HAWKWEED OPENS 8 A.M.</p> 		<p>SMALL BINDWEED CLOSES 4 P.M.</p> 
<p>AFRICAN MARIGOLD OPENS 7 A.M.</p> 		<p>WHITE WATER LILY CLOSES 5 P.M.</p> 
<p>SPOTTED CAT'S EAR OPENS 6 A.M.</p> 		<p>EVENING PRIMROSE OPENS 6 P.M.</p> 

KEEP AWAY!

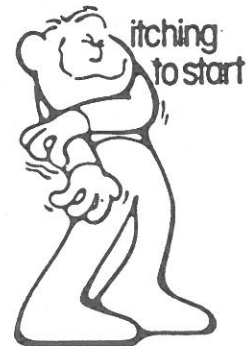
How many times have you idly picked a leaf or stem to chew or nibble upon? How many times have you seen young children put a seed or bulb in their mouth to bite it open or even chew on it? The summer months usually list at least one case of a child swallowing castor bean seeds. Dieffenbachia (common name "Dumb Cane") causes painful swelling of the membranes in the mouth, making speech difficult. Monkshood and Foxglove are described in English novels. A look at the list below may put your favorite on the blacklist. It is not necessary to banish these plants, but it is important to know what you are handling, as well as to have respect for the potential toxic effect of various parts of these plants.

POISONOUS IF EATEN

Bittersweet	Berries, juice
Bleeding Heart	Leaves, tubers
Burning Bush	Leaves
Castor Bean	Seeds'
Christmas Rose	Roots
Columbine	Berry
Cyclamen	Tuber
Delphinium	Leaves
Dogwood	Fruits
Deadly Nightshade	Berries
Elephant ear	All Parts
For O'clock	Roots, Seeds
Foxglove	Leaves
Holly	Berries
Horse Chestnut	Nuts, leaves
Huckleberry	Berries, leaves
Hydranges	Leaves
Iris	Underground Stem
Ivy (most kinds)	Leaves
Lapatis Plant	Stems, leaves
Jimson Weed	All parts
Lily of the Valley	All parts
Lupines	Seeds, leaves
May apple	Roots
Mock Orange	Fruit
Monkshood	All parts
Mountain Laurel	All parts
Milkweeds	Leaves, stems
Narcissus	Bulb
Oleander	All parts
Pinks	Seeds
Petate	Green tubers
Privet	Leaves, berries
Philodendron	Stems, leaves
Rhododendron	All parts
Rhubarb	Leaves
Sweet Pea	Stem
Tobacco	Foliage
Wild Black Cherry	Wilted leaves
Tulip	Bulb
Yews	Leaves, bark
	Seeds

POISONOUS TO TOUCH

Milkweeds	Milky sap
Nettles	Leaves
Poinsettia	Milky sap
Poison Ivy	All parts
Poison Oak	Leaves
Poison Sumac	Leaves
Primrose	Leaves, stems
Rubber plant	Milky sap
Thistle	Leaves



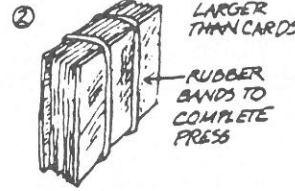
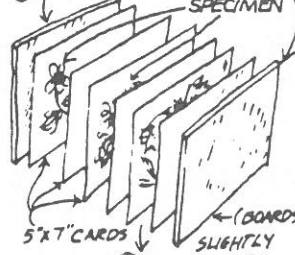
{ How to Make a Field I. D. Kit }

Materials needed: file cards, unlined, 5-by-7 inches; clear contact paper (hardware store); two rubber bands; mat board or rigid cardboard.

This field identification system was devised by Vincent Roth, director of the Southwest Research Station that the American Museum of Natural History maintains in Portal, Arizona. People journey from all over the world to study and do research there and this has proved to be a worthy, handy tool for beginners and professionals alike.

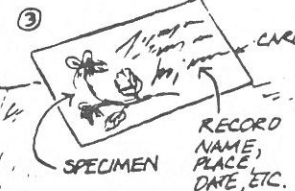
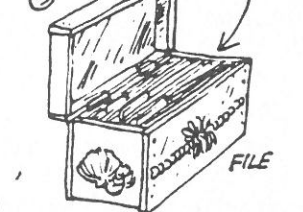
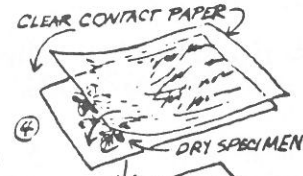
The kit is assembled as follows: (1) mat board, (2) approximately 50 file cards, (3) mat board, (4) rubber bands around all to keep secure and work as a press. Specimens collected are placed between cards allowing a blank card between two that enclose a specimen.

BOARD (ILLUSTRATION, TACK OR MAT)



Notations can be made on the specimen card at that time or soon after finishing the collecting and identifying. Allow time for the specimen to dry

thoroughly, and then cover it with clear contact paper. File the completed cards and add new clean ones to your minipress. This press may be conveniently carried in a pocket.



A SQUARE - OPENING CEREMONY

A SQUARE ... Is another of the good old words that's gone the way of love and modesty and patriotism ... Something to be snickered over or outright laughed at.

Well, you know, it used to be there was no higher compliment you could pay a man than to call him a "Square Shooter".

But today .. a SQUARE is a guy who volunteers when he doesn't have to - He's a guy who gets his kicks from trying to do a job better than anyone else - He's a boob who gets so lost in his work, he has to reminded to go home.

This "nut" we call a SQUARE ... gets all choked up when he hears children singing "My Country tis of Thee". He even believes in God and says so - in public!

Some of the new SQUARES are: John Glenn, Grissom, Shepherd, Carpenter, Cooper, Schirra and Young.

You know, John Glenn says he gets a funny feeling down inside when he sees the flag go by .. says he's proud he belonged to the Boy Scouts and the YMCA. How SQUARE can you get?

A SQUARE is a guy who lives within his means whether the Jones' do or not ... and he thinks Uncle Same should too ... and he tells his son, "It's more important to play fair than to win".

IMAGINE! A guy who thinks Christmas trees should be green .. and Christmas gifts should be hand picked? He believes in honoring Mother and Father ... and, "Do Unto Others" ... and that kind of stuff.

So ... will all you goony birds answering this description ... please stand up! You misfits in this brave new age - you dismally, disorganized, improperly apologetic ghosts of the past ... STAND UP AND BE COUNTED!

You SQUARES who dignify the human race ... you SQUARES who hold the thankless world in place.



NORTH STAR ADVANCEMENT CEREMONY

PERSONNEL--Cubmaster, the advancing Cub Scouts, and their parents

EQUIPMENT--Pinhole planetarium punched for the Big Dipper and North Star, flashlight

The lights are dimmed. CUBMASTER beams the flashlight through the pinhole planetarium at the ceiling or a wall, showing the Big Dipper and North Star.

CUBMASTER--For thousands of years, men have known that the North Star is fixed. Shepherds knew it before the time of Christ, and seamen have used the North Star and other heavenly bodies to guide their ships to port ever since they first dared leave the sight of land. Even today, the stars are important in navigation for ships, jet planes and spaceships.

Cub Scouts don't need the stars to find their way. But even so, we do have our own guiding stars to help us through life. There is your church, for instance. And your school. And Cub Scouting. In Cub Scouting, our navigational aids are the Promise and the Law of the Pack. They tell us how we should act and what we should do for ourselves and for others. The Promise and the Law of the Pack are just like the stars by which the seaman steers his ship.

Tonight we honor.....Cub Scouts who are navigating straight and true on the Cub Scout Trail. With their parents' help, they have advanced a rank and have shown that they live by the Promise and Law.

Call advancing boys and parents forward and give badges for presentation to their sons.

THE SHARP KNIFE CEREMONY (CLOSING)

PERSONNEL: Cubmaster
EQUIPMENT: Pocketknife

CUBMASTER: (Show pocketknife) "Cub Scouts, this is an ordinary pocket knife. Maybe you have one now. If you don't, you will probably want one when you get into Boy Scouting. It is a very useful little tool around camp. IF. Do you know what the IF is? IF you keep it clean and sharp. If you let it get dull and rusty, it's not only useless, it's dangerous, because it won't be able to do what you want it to do. It's very easy to cut yourself when you try to force a dull knife to cut something.

"The same idea applies to our bodies. If they're clean and sharp--if we're really fit, we won't become dull and rusty like a knife that hasn't been given good care. That's why we've been working this month on physical fitness. And that's why you should try to keep your body fit in the years ahead. Let's all follow the Cub Scout Motto to physical fitness. What is the Cub Scout Motto?"

PIONEER JOHNNYCAKE

- 3 cups cornmeal
- 1 cup flour
- 2 teaspoons baking soda
- 1 teaspoon salt
- 2 tablespoons molasses
- 3 cups buttermilk
- 2 well-beaten eggs

Sift together dry ingredients. Slowly stir in molasses and buttermilk and mix well. Add beaten eggs and beat hard for two minutes. Pour into shallow, well-greased pans and bake at 400° for 30 minutes.

BREAKFAST GRANOLA BARS

- 2 c. granola (make your own)
- 2 eggs - beaten
- 1/4 tsp. vanilla

Combine and pat onto a greased 8" square pan. Bake at 350° for 15 minutes. cut into bars. spread with Jam, honey or peanut butter.

♡ * ♡ * ♡ * ♡ * ♡ * ♡ * ♡ * ♡ * ♡
...TEACH YOUR CUBS THE PRINCIPLES
OF GOOD NUTRITION ... THE BEST WAY TO
START EVERY DAY IS WITH BREAKFAST !!

INSTANT FRUIT TURNOVERS

BREAKFAST QUICKEE

- 1 C. milk
- 1 egg
- 1/2 c. fresh fruit or chilled bottled fruit.

Blend in blender on low speed until smooth. Top with a sprinkle of nutmeg.

Little, crisp-fried turnovers, filled with fresh fruit and sprinkled with spiced sugar, are a quick treat. They're made from ready-to-use won ton skins, which have become readily available in the West. Look for the skins in the produce section or frozen food case at the market.

With this recipe you prepare as many—or as few—turnovers as you like. If you have a few skins left over after making traditional meat-filled won tons, this is a good way to use them up.

Fill and fry the turnovers just before serving. By themselves, they make a light snack any time. They also go well with a hot beverage or ice cream.

For the fruit filling, choose from strawberries, peeled peaches, apricots, or apples, or pitted cherries. For each won ton, cut large fruits in pieces that are about the size of half a large strawberry. Or use 1 large or 2 small cherries in each.

To fill each skin, roll a piece of fruit in sugar to coat, and place on a won ton skin. Wet your finger with water and lightly moisten all four edges of the skin. Fold in half diagonally, forming a triangle; then pinch edges together to seal. Place filled won tons on a tray lined with damp paper toweling. Cover won tons with clear plastic wrap while you fill remaining skins.

To fry won tons, pour about 2 inches of salad oil into a 4-quart pan and heat to 360° on a deep-fat frying thermometer. Fry 4 to 5 won tons at a time until evenly golden, about 1 to 2 minutes, turning each one once with a slotted spoon. Remove and drain on paper toweling. Keep the fried won tons in a warm oven until all are ready to serve.

For the sugar coating (enough for about 50 won tons), mix together 1/2 cup sugar, 1/2 teaspoon ground cinnamon, and 1/4 teaspoon ground nutmeg. Before serving, lightly sprinkle won tons with sugar; coat both sides. Save extra sugar for the next batch.

NAVAJO FRY BREAD

- 4 C. flour
- 2 tsp. salt
- 1 C. powdered milk
- 2 C. warm water
- 8 tsp. baking powder

Mix dry ingredients well, add warm water. Mix and knead until dough is soft but not sticky. Shape into balls - 2" in diameter.

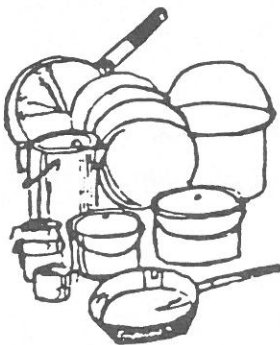
Flatten by hand into circles 1/4" thick. Fry in deep hot fat. Turn when brown. Serve with Jam, honey, butter etc. USE CAUTION WHEN COOKING WITH HOT OIL!

GERMAN PANCAKES

- 6 eggs
 - 1 C. milk
 - 1 C. flour
 - 1/2 C. sugar
 - 1 tsp. vanilla
 - 1/2 tsp. salt
 - 1 cube butter
- melt butter in an 11x13" pan in a 350° oven. Put eggs in blender and blend until bubbly. Add other ingredients - blend well. Remove melted butter from oven - pour mixture over the butter. Bake at 400° for 10 to 15 minutes. It rises high over the edge of the pan! Cut into squares and serve with powdered sugar and Jam or syrup.

FAMILY CAMPING
HELPFUL HINTS

1. Pack children's clothes in a bundle ready for the day - socks, underwear, shirt, pants - altogether. Wrap an elastic around the clothes to keep them together.
2. Let each child have their own bag for their clothes (a plastic garbage bag is good). They can pull out a bundle of clothes easily by themselves.
3. Use as much 'disposable' as you can: plates, cups, utensils. This helps mother have a little vacation.
4. Don't have a lot of money to get started? Look around your home, use what you have: Example, make bed rolls for sleeping bags.
5. Have a "practice" camp-out in your back yard. If you've forgotten something on your check list you can run to the house for it. Also, you'll see how your children will do.
6. The first ingredient of a successful outing is a good plan. Consideration should be made of time, destination, activities, food, personal equipment and organizing group tasks.
7. Take along an onion bag to hang your pots in after washing. It keeps them clean and up out of the way.
8. Take cheeses, crackers, jerky, fruit (dried), candy bars, etc. for lunches instead of stopping to cook a full meal.
9. Make a checklist of items your camping mode includes, then check it each time you leave home. Nobody is enough of an expert to think of everything. Among items most often forgotten: salt, matches, tool kit, flashlight, batteries, mantles, ample rope and cord.



10. Use big plastic lawn bags for camp garbage. Anchor with a rock and/or tie one corner to a tree. Smokey Bear will love you!
11. A small "toy" broom is perfect for camp use. Roll it up in the tent or tuck in a corner closet of the camper. It is small enough to get into tight corners.
12. If you're cooking over an open fire, coat the bottom of your pans with soap ahead of time, for ease in removing soot. This is an oldie but it really works.
13. A small police-type whistle can carry a long distance in the outdoors. Buy one for each member of your camping group - with strict instructions to blow it only if lost or in an emergency. Great for small kids.

ONE FINGER, ONE THUMB

(This is an action song and the parts of the body that is talked about should be shaken as the song is sung.)

One finger, one thumb, one hand, keep moving
One finger, one thumb, one hand, keep moving
One finger, one thumb, one hand, keep moving
And we'll all be happy and gay.

2. One finger, one thumb, one hand, two hands
3. One Arm
4. Two arms
5. One leg
6. Two legs
7. Stand-up - Sit down

HAIL, HAIL, THE GANG'S ALL HERE

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

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

WE'RE HERE FOR FUN

tune: Auld Lang Syne

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

HOW PECULIAR

(Tune: Battle Hymn of the Republic)

When one sly snake slid up the slide, The other sly snake slid down,
When one sly snake slid up the slide, The other sly snake slid down,
When one sly snake slid up the slide, The other sly snake slid down,
When one sly snake slid up the slide, The other sly snake slid down.

Chorus: Glory, glory, how peculiar

Glory, glory, how peculiar

Glory, glory, how peculiar

When one sly snake slid up the slide, The other sly snake slid down.

When one dumb duck dropped dead in the ditch, The other dumb duck dropped dead ...

When one black bug bled blue-black blood, The other black bug bled blue ...

A spider spied a spider on another spider's back, A spider spied a spider ... 048

SOUP, SOUP

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

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

Meat! Meat! Bring on the meat
Fresh and juicy cow meat,
Ham and pickled pigs' feet,
Lamp chops and pork chops too,
Any kind of meat will do.

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

HEY LOOK ME OVER

Hey, look me over,
Lend me an ear.
I'm in my uniform,
A cub Scout up to here
No sad face for me folks,
I'm happy all the time
Cause I've got Mom and Dad with me
to make this old pack shine.
And so I'm bustin' my buttons,
Proud as I can be,
The fellows on the corner,
Now they envy me!
So come on you guys and join a pack,
Don't be an old sad sack.

MAKE NEW FRIENDS

Make new friends, but keep the old;
Those are silver, these are gold.
New-made friendships, like new wine,
Age will mellow and refine.
Friendships that have stood the test...
Time and change... are surely best;
Brows may wrinkle, hair grow gray;
Friendship never knows decay.
For 'mid old friends, tried and true,
Once more we reach, and youth renew.
But old friends must their place supply;
Cherish friendships in your breast...
New is good, but old is best;
Make new friends, but keep the old;
Those are silver, these are gold.

FOUND A PEANUT (Tune: "Clementine")

Found a peanut, found a peanut, found a peanut, just now.
Just now I found a peanut, found a peanut just now.
It was rotten, it was rotten, it was rotten just now.
Just now it was rotten, it was rotten just now.

Continue in similar manner with:
Ate it anyway
Got sick (or a stomach ache)
Called the doctor
Had surgery
Died anyway
Went to Heaven
Forgot my teddy bear
Went after it
Back in Heaven
Kicked an angel
Went the other way (or shoveling coal)
Found a peanut
It was rotten
Threw it away.



DO YOUR EARS HANG LOW (HIGH)?

Do your ears hang low?
Do they wobble to and fro?
Can you tie them in a knot?
Can you tie them in a bow?
Can you throw them over your shoulder like a continental solid?
Do your ears hang low?

Do your ears hang high?
Do they reach up to the sky?
Do they droop when they're wet?
Do they stiffen when they dry?
Can you semaphore your neighbor with a minimum of labor?
Do your ears hang high?

Storytelling

LET ME TELL you the one about. . . . Did you ever hear the story about how I walked to school seven miles in the snow? Stories. You hear them from your parents, teachers, and friends. For centuries stories have been passed from generation to generation. Through stories you can learn about your family's history. Or you see how others have different experiences and values.

One Iowa woman told this story about her family in Iowa in the 1870s. Catherine Ann McCollum was a small girl when her family lived on a farm seven miles from Clarinda, Iowa. The stories she remembered present a picture of how evenings were spent in Iowa and capture the warmth her family shared.



We led the simple life; there was no other. . . . A lumber wagon was our only [way to travel], there was nothing to go to, and little money for any attraction there might have been. So we had to make our own entertainment. . . .

[Iowa winters were very cold]. . . . We were certainly comfortable while in bed, for we slept with a feather bed under us and another over us, with plenty of comforters, some of which were woolen throughout. One of three very large quilts covered the bed, piled high with the big feather

ticks. There was the Queen's Fancy quilt, the Grape, and the Rose-in-the-Pattypan, all of which were very pretty and had been beautifully quilted by mother. . . .

Refreshments of some sort were always provided in the evening. . . . While eating apples, we sometimes told our fortunes from the seeds, using rhyme:

- One, he loves.
- Two, she loves.
- Three, they both love.
- Four, he tarries.
- Five, he courts.
- Six, they marry.



Sewing carpet rags was the children's usual occupation. . . . I made a good many balls. . . . My two brothers earned many a nickel at this job. The woolen mittens and long woolen stockings for the entire family were knitted by my mother largely during those winter evenings, and then, too, there was the never ending patching of trousers and darning of hose. . . . While carpet rags were being sewed and other work went on, we might ask riddles, and no matter how old they were or how often we heard them, they never lost their interest for us.

We always began with: "What makes a cow look over the hill?" "Because she can't see through it."

Then would follow: "What walks in the water with its head down?" "The nails in a horse's shoe when he walks through the water."

"What goes 'round the house and 'round the house, and peeps in at every little hole?" "The sun."

"What's of no use to you and yet you can't go

without it?" "Your shadow."

Father always asked this one:
*Twelve pears hanging high,
Twelve men came riding by,
Each man took a pear
And left eleven hanging there.*

"Eachman" was a man's name!

And this was mother's favorite:
*Within a fountain crystal clear
A golden apple doth appear,
No doors there are to this stronghold,
Yet thieves break in and steal the gold.*

An egg.

Other favorites:
*A man rode over London Bridge,
And yet he walked.
He was accompanied by a dog named Yettie.*

These riddles were asked over and over again, night after night, without ever becoming wearisome. Sometimes we tried to invent new ones, but they were very poor as compared to the old. . . .

Questions

1. What are some of the stories told in your family?
2. What are some of the jokes or riddles told in your family?
3. What impact do you think television has on storytelling in families? Explain.

EXTRA: Write down or record on a cassette tape a story that you have heard or make up your own story.

WHITE HOUSE GHOSTS

In nearly every town in America there are at least a few houses which claim the reputation of being haunted, but the most well-known haunted house of all is the White House in Washington, D. C. According to "official government records" the ghosts of at least eight well-known people have been seen in various rooms of the White House, and there are many reports of mysterious and unaccountable rapping noises, creaks, and groans.

The oldest White House ghost is Abigail Adams, wife of the second president, John Adams, who is occasionally seen floating in and out of the East Room where she used to hang laundry to dry. And Dolley Madison's ghost is supposed to return each year to look at the roses she planted in the garden. Both Andrew Jackson and Thomas Jefferson

occasionally haunt the White House and sometimes Jefferson has been heard playing his violin.

But the most famous White House ghost is Abraham Lincoln. He has frequently been seen standing in his room, gazing out the window. Even Eleanor Roosevelt claimed to have once met Lincoln's ghost. And there is a legend that you can hear Abraham Lincoln's ghost pacing the floor the night before some terrible calamity occurs.

However not all White House ghosts are presidents or their wives. The original owner of the land the White House is built on is sometimes heard (but never seen) announcing himself to guests, and there is a ghostly janitor who is seen wandering through the halls of the mansion dusting the woodwork.

There's been an Accident

Four boys secretly leave the camp fire and station themselves approximately 25 yards away in each of the four corners surrounding the camp fire. Another boy lies down somewhere within the camp fire circle.

A fifth boy walks into the camp fire circle and sees the casualty lying on the ground. He rushes over to see what's wrong, and calls out :

"There's been an accident."

This echo is taken up by the boys hidden around the camp fire circle, one at a time. The boy at the scene of the accident looks round anxiously for help and shouts out into the darkness :

"Quick, get an ambulance."

This echo is also repeated by the four hidden boys in turn. The boy at the scene of the accident then shouts :

"Hurry, he's going."

First echo :

"He's going."

Second echo :

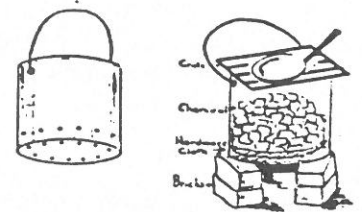
"He's going."

Third echo :

"He's going."

Fourth echo :

"He's gone."



HOMEMADE CHARCOAL BURNER

Start with a No. 10 can, or paint can, and punch a row of holes on the bottom and side. Fold a strip of hardware cloth over and over and set inside to fill the bottom third of the can. Set can on bricks. Put in charcoal, light and add a grate.

Peanuts

The scene is a court and the king is hearing various cases.

King : "Bring in the next prisoner and state his name and charge."

The guard enters with the prisoner.

Guard : "The prisoner's name is Jacob and his crime is throwing peanuts over the cliff."

King : "What? Throwing peanuts over the cliff. Throw this man to the man-eating ants."

The guard and prisoner exit, the prisoner shouting in fright at his fate.

King : "Next."

Second guard: "This man is Jack and his crime is also throwing peanuts over the cliff."

King : "This is terrible. Throw him to the lead-booted caterpillars."

The second guard exits with a similarly frightened prisoner and noises of the man being thrown into the pit are made.

King : "This is all too much for one day, but bring in the next one."

A man staggers in. He is crying and wailing and all his clothes are torn. The king says :

"How dare you appear in front of me like this. What's your name?"

The Man : "Please sir, my name is Peanuts." He falls to the ground.

A DRINK AT BEDTIME

The equipment required : a billy can, three to four mugs, a pair of socks.

The billy can is placed in the centre of the circle with mugs alongside. A Scout enters, dips a mug into the billy can, drinks the contents and walks off saying "Oh, what super coffee."

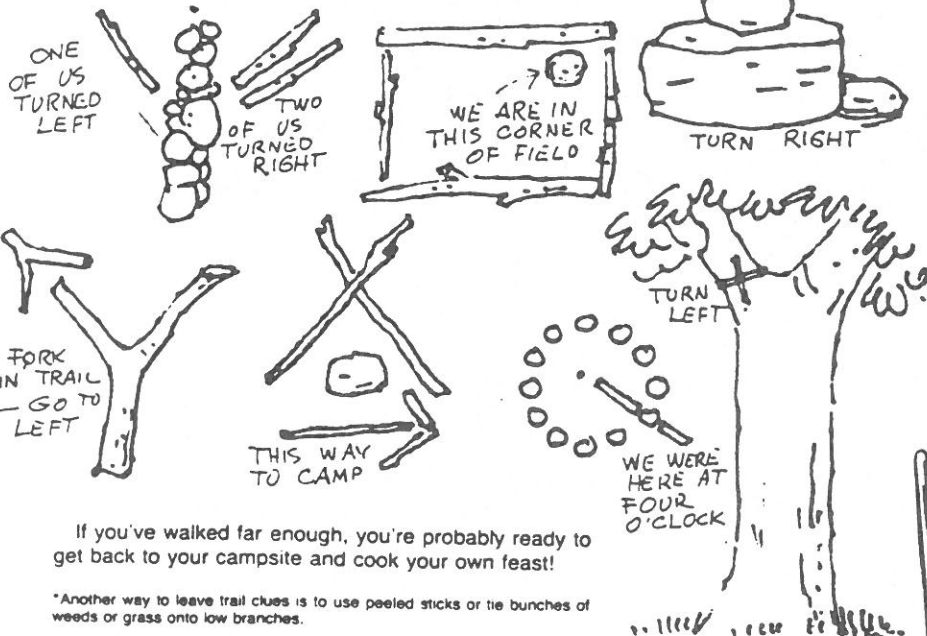
The second Scout enters and dips the mug into the billy can, drinks the contents and walks off saying "Cor, what great tea."

The third Scout enters, dips the mug into the billy can, drinks the contents and walks off saying "Say, what lovely cocoa."

The fourth Scout enters, takes the socks out of the billy can and rings them out, inspecting them to make sure they have got nice and clean.

BLAZE A TRAIL

Divide into two groups, the hares and the hounds, and play a hunting game. Give the hares a head start to mark their trail using stones or forked sticks as pointers.* See how long it takes the hounds to find where the hares are hiding. You could also play "Hansel and Gretel" and leave a trail of breadcrumbs and popcorn—the birds will enjoy feasting on the leftovers.



Here's a handy camping tip: Convert a wire hanger—the kind with a cardboard cover across the bottom—into a paper-towel or toilet-paper dispenser. Pull the cardboard from the hanger, insert the roll of paper, then reattach the cardboard to the hanger.

Here is what you can do to help develop our forest resources:

1. Be careful with matches and fire.
2. If you see a woods fire tell someone about it at once.
3. Plant a tree.
4. Talk to your parents. Urge them to harvest trees carefully.

SMOKEY



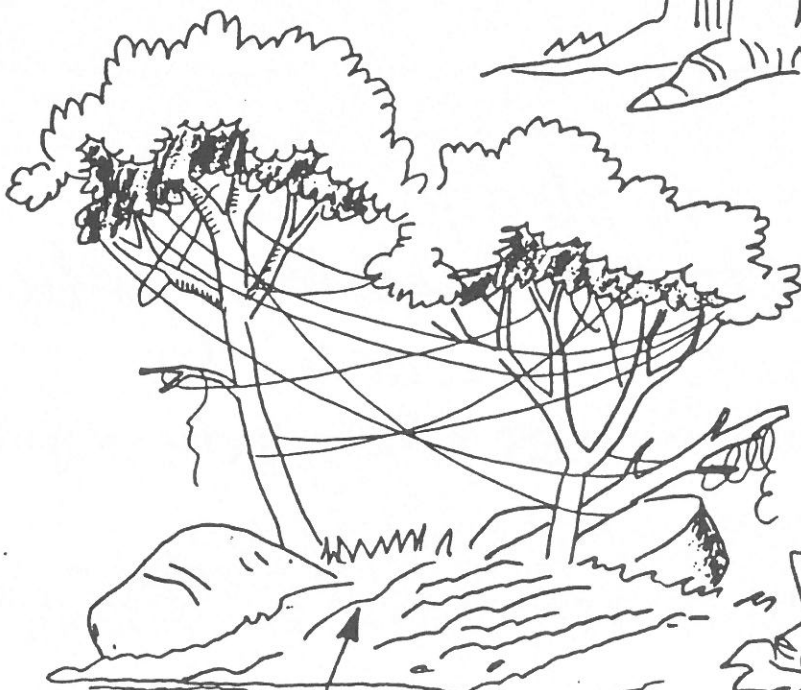
WILDLIFE IDENTIFICATION



DITCH RABBITS LAY THESE STUBBY GLASS OR CYLINDRICAL ALUMINUM EGGS ALONGSIDE ROADS AND TRAILS.



STYROFOAM BEETLES LEAVE THEIR CAST-OFF SHELLS AROUND CAMP AND PICNIC AREAS.



SYNTHETIC SPIDERS WEAVE ORNATE AND ARTISTIC WEBS OF MONOFILAMENT FISHLINE AT STREAMSIDE



YOU WILL SELDOM SEE THESE FOREST CREATURES FOR THEY ARE SHY AND FEARFUL OF DETECTION - BUT THEY LEAVE UNMISTAKABLE SIGNS.

ELK PRACTICE ATTACKING SIGNBOARDS TO SHARPEN ANTLEERS, LEAVING NEAT HOLES OF .22 TO .30 CALIBER.

BEAVER CHEW TREES TO CLEAN TEETH MAKING MARKS MUCH LIKE THOSE OF AXE AND CHAIN SAWS

PLASTIC WRAP BIRDS INGENUOUSLY ROOF THEIR NESTS WITH A COVERING OF CLEAR PLASTIC



LITTER RATS SHARE THE FRUITS OF URBAN PROGRESS WITH THEIR COUNTRY COUSINS.

FIRST AID FOR A TREE
(From Boys' Life - 1978)

Storm winds may break tree branches. Heavy ice can snap the branches. Animals, people, and insects often hurt the bark. When these things happen, germs can get inside the tree. The tree can rot and die.

You can give first aid to a tree. Ask mom and dad to help.

Cut off (prune) the broken or dying branches.

Keep your tools sharp. Before each cut, wipe the blades with alcohol, turpentine, or kerosene to kill the germs. After you have finished pruning, paint the cut with special tree paint, sealing compound, or pruning compound. Regular paint will not protect the cut.

“I give my pledge as an American to save and faithfully to defend from waste the natural resources of my country - its soil and minerals, its forests, waters and wildlife”



FOREST FIRES

Life is short. Forest animals don't need us to make it shorter. Their lives are in our hands. When the trees and grass grow dry as tinder, don't be the one to leave burning embers at the campground.

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

It takes no more than one fool to start a fire. It often takes an army of cool heads to put one out. Man is responsible for 58% of all forest fires, and about one-third of that number are set on purpose. People who use the woods for recreation are responsible for one-third of all forest fires each year. So learn how to use fires safely or stay at home.

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

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

Three kinds of fire can destroy the forest:

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

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

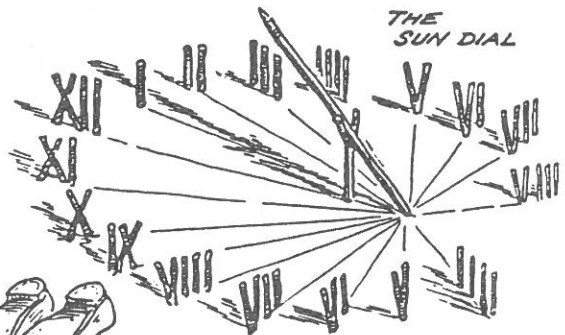
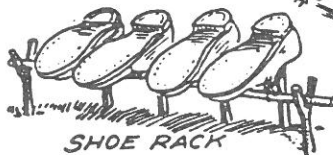
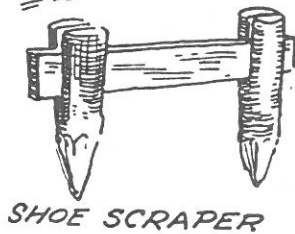
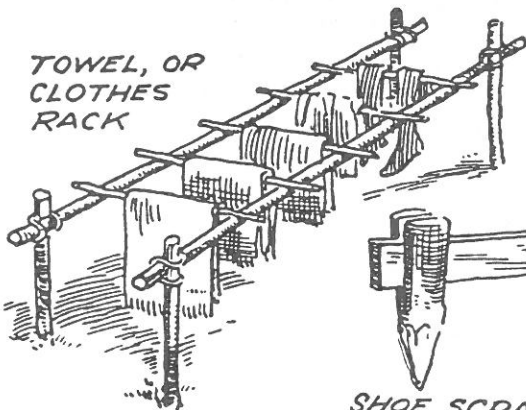
CROWN FIRE moves faster than most people can run. These often start as surface fires and are blown by winds into the tree crowns. Fir forests are especially vulnerable. The needles and cones catch fire easily and quickly. A grove of trees 'topping out' in this way is doomed.

A fire has to be fed or it dies. If you want to kill one fast, cut off its supplies: 1. HEAT 2. FUEL 3. AIR. The main elements which influence the spread of fire are fuel (such as dry grass, dead leaves, brush, small trees, logs, top soil) weather (wind, moisture, and temperature) and slope.

CAMPING & CONSERVATION TECHNIQUES

Quality Characteristics of Commonly Burned Woods

Species	Easy to Split	Ease of Starting	Heavy Smoke	Sparks	Coaling Qualities
Apple		poor	no	few	excellent
Ash	yes	fair	no	few	good
Beech	no	poor	no	few	good
Birch (white)	yes	good	no	moderate	good
Cherry	yes	poor	no	few	excellent
Cedar	yes	excellent	yes	many	poor
Elm	no	fair	medium	very few	good
Hemlock	yes	good	medium	many	poor
Hickory	yes	fair	no	moderate	excellent
Locusts (black)	no	poor	no	very few	excellent
Maple (sugar)	yes	poor	no	few	excellent
Oak (red)	yes	poor	no	few	excellent
Pine (white)	yes	excellent	medium	moderate	poor
Spruce (Norway)	no	good	yes	moderate	poor
Willow	yes	fair	no	few	poor
Fir (Douglas)	no	good	medium	many	good
Pine (Pinon)	no	good	no	none	excellent
Cottonwood	yes	good	no	few	poor



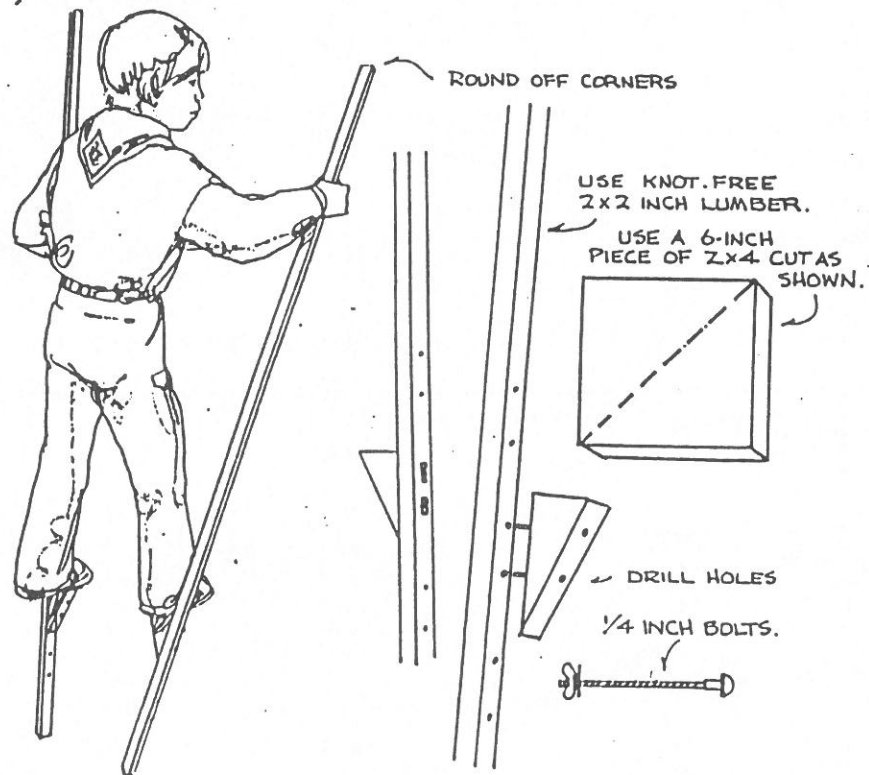
Stilts

Our version of "stilts" uses 4x4 blocks of wood approx. 8 inches high.

With a hole drilled about 3 inches from the top of the block

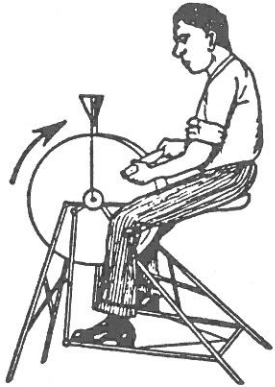
Run hay baler twine or light weight rope through the hole making a loop long enough for the Cub to hold on to while standing on top of the blocks.

After everyone gets their "stilts" put together, divide the den into two teams; have relays using the stilts, rolling hoops, and sack races.



ADJUSTABLE STILTS. Have parents make as shown. Stilt-walking is excellent practice for balance and agility.

SHARPENING KNIVES



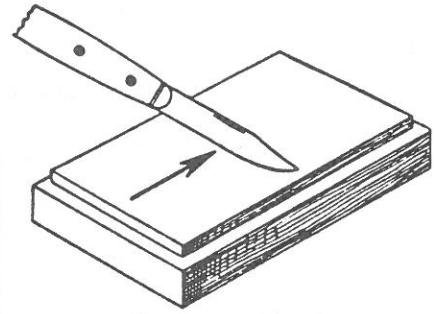
① GRIND ON WATER STONE.



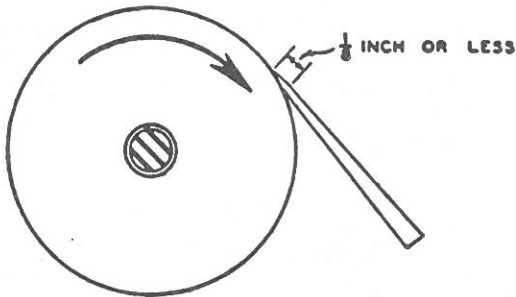
WHEN NICKED



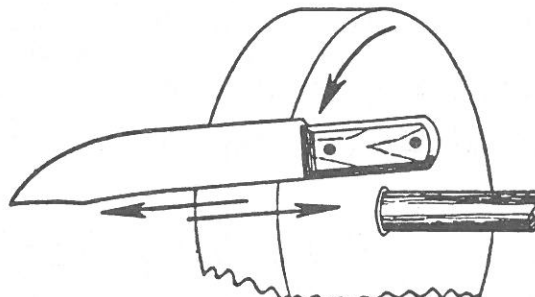
② OR VERY DULL.



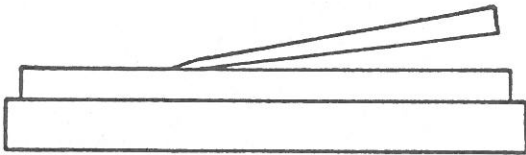
③ WHET ON OILSTONE WHEN SLIGHTLY DULL AND AFTER GRINDING.



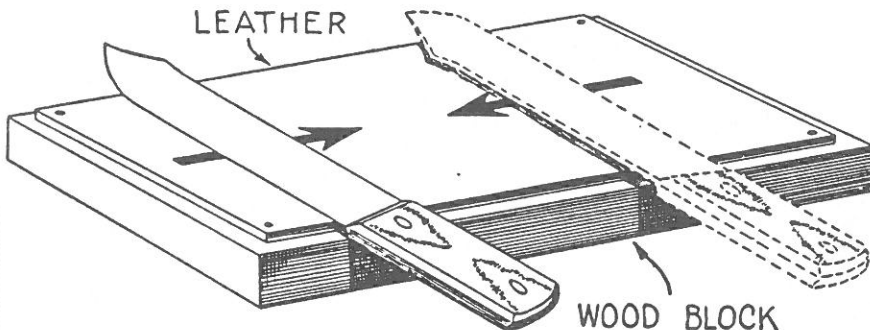
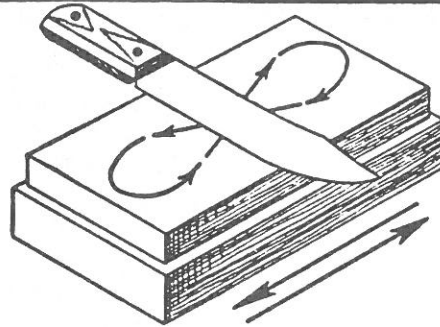
④ GRIND A CONVEX OR STRAIGHT BEVEL ON BOTH SIDES, GRINDER TURNING TOWARD CUTTING EDGE.



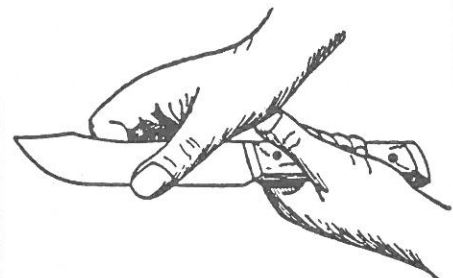
MOVE BLADE BACK AND FORTH ACROSS FACE OF STONE.



⑤ WHET WITH CIRCULAR OR BACK AND FORTH MOTION. USE ENTIRE SURFACE OF STONE.



⑥ FOR A KEEN EDGE STROP ON LEATHER.



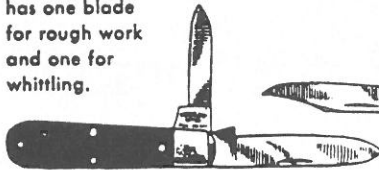
⑦ WHEN SHARP EDGE FEELS SMOOTH AND KEEN UNDER THUMB TEST.

Whittling

Whittling is an art that has been practiced for many centuries. Many fine carvings have been made with just a pocketknife.

There are four prerequisites for good whittling: 1. A good two- or three-bladed pocketknife with a handle about 3½ inches long. It should have one large, strong blade and one or two smaller blades. 2. An oil stone or whetstone for sharpening the knife. 3. The right kind of wood for whittling. White pine, basswood, cottonwood, cedar, poplar, and willow are the best, for they all have straight grains. 4. Some idea in your head as to what you want to make.

The Barlow knife has one blade for rough work and one for whittling.

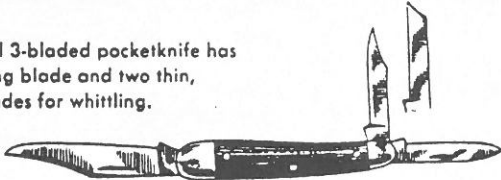


A strong spring is usually the mark of a good knife.

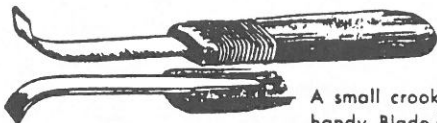
Barlow-type pocketknife



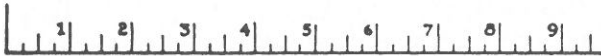
The ideal 3-bladed pocketknife has one strong blade and two thin, small blades for whittling.



A small ridged knife is good because the blade does not have a tendency to close.



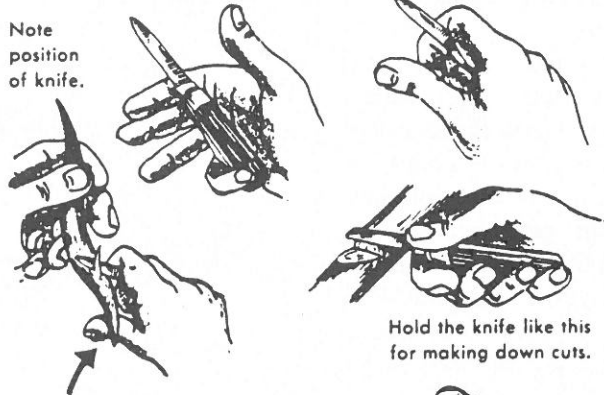
A small crooked knife is also handy. Blade is set into handle and then wrapped with twine.



Here are a few rules to keep in mind when whittling: 1. Always keep your knife blade sharp and clean. 2. When you finish whittling, always close up your knife and put it in your pocket. 3. Never try to whittle hardwood or woods that contain resins. 4. Don't use your knife to open cans, scrape metal, or pry things open or apart, or you will ruin the blade.

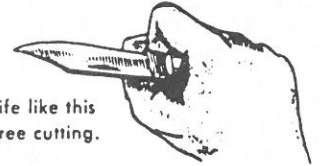
This is the correct way to hold a pocketknife for ordinary whittling. You get better leverage by holding knife part way up on the blade.

Note position of knife.



Always steady your hand with your thumb.

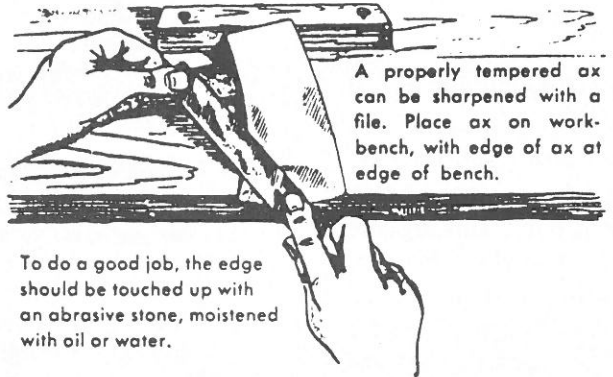
Hold the knife like this for rough, free cutting.



The old, reliable Boy Scout knife

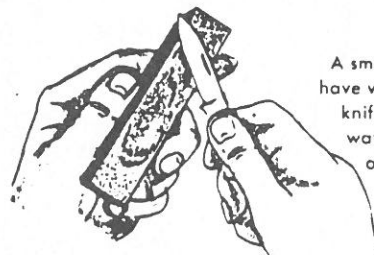


Don't lay your knife down when you are finished with it. Always close it up and put it in your pocket.



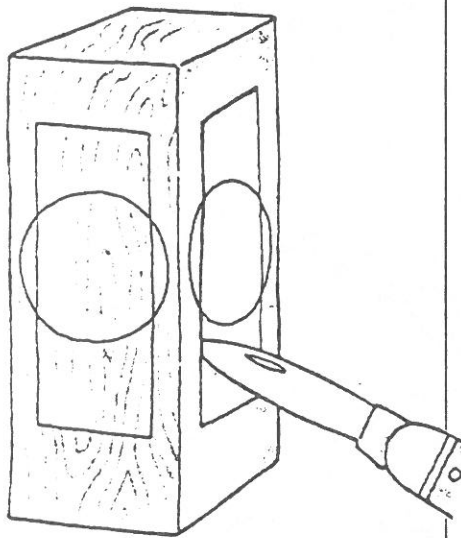
A properly tempered ax can be sharpened with a file. Place ax on workbench, with edge of ax at edge of bench.

To do a good job, the edge should be touched up with an abrasive stone, moistened with oil or water.

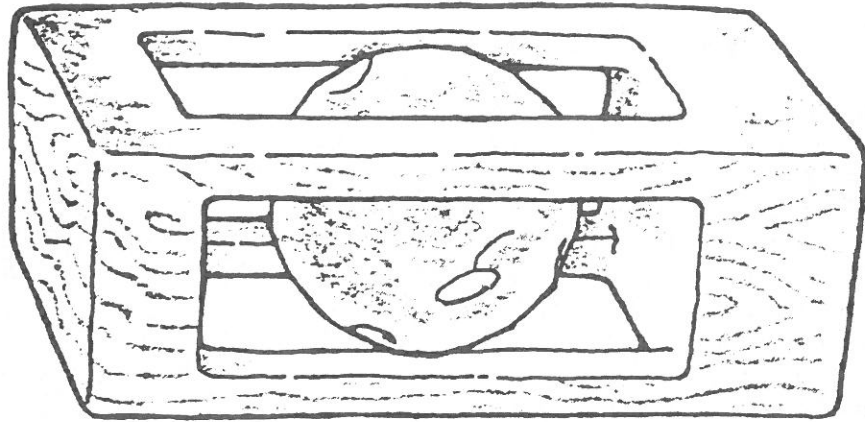


A small whetstone is handy to have with you for sharpening a knife, since you always have water and seldom oil (for an oilstone). Fine emery cloth placed on a flat surface may also be used in the same manner.

One of the classic American whittlings is a ball-in-a-cage, both carved together from a single piece of wood. It takes quite a lot of practice to carve a ball-in-a-cage, but the idea is simple. Start with a square block of wood (balsa is best if this is your first try) and mark out the outline of a cage on four sides. On each of the same four sides in the same relative position, draw a circle indicating the ball, but draw the ball slightly wider than the inside width of the cage bars. Begin



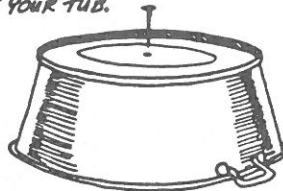
whittling away the wood on all sides between the cage and the ball. So the wood doesn't split or chip further than you want, make "stop cuts" frequently by sinking the blade into the wood along the outline, and cutting with the knife point around the outline. Finish the ball-in-a-cage by squaring up the edges of the cage and rounding out the ball. Be careful not to trim too much away or else the ball might fall out.



HOW TO MAKE A GUTBUCKET

YOU NEED A WASHTUB, SOME HEAVY STRING, AND A STICK ABOUT THE SIZE OF A BROOM HANDLE.

WITH A BIG NAIL OR DRILL MAKE A HOLE IN THE CENTER OF THE BOTTOM OF YOUR TUB.

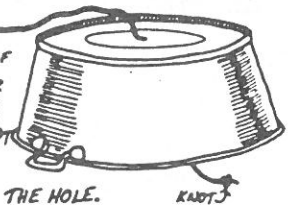


SAW OR CARVE NOTCHES IN THE ENDS OF THE STICK.



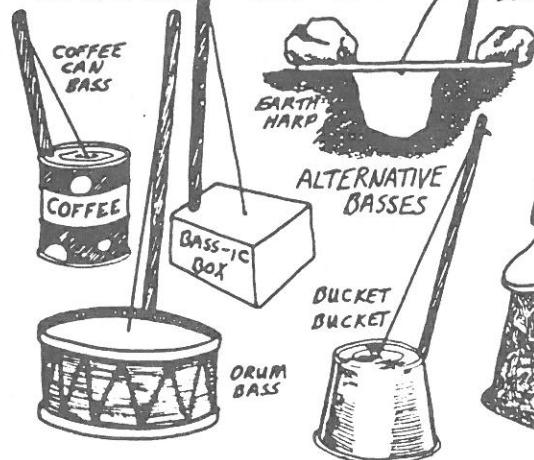
AT ONE END (THE TOP) YOU CAN DRILL A HOLE INSTEAD OF THE NOTCH. LACE THE STRING OR WIRE THROUGH THE HOLE IN THE TUB. TIE A KNOT OR TIE THE STRING TO SOME OBJECT

(PIECE OF WOOD OR WASHER) SO IT WON'T PULL THROUGH THE HOLE.



SET THE NOTCHED END OF THE STICK ON THE TUB RIM. TIE THE STRING THROUGH THE NOTCH OR HOLE AT THE TOP END OF THE STICK.

THIS INSTRUMENT IS ABSOLUTELY WORTHLESS UNLESS YOU PLAY IT SO PLAY!

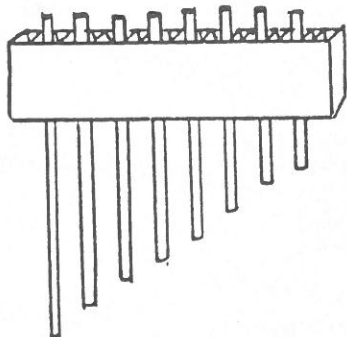


SODA STRAW PIPE ORGAN

For this clever instrument you'll need:

Corrugated Cardboard (with large corrugations), 1 1/2-by-8 inches

8 straws



1. Cut the straws in the following lengths in inches—8 1/2, 7 3/4, 7, 6 3/4, 6, 5 1/4, 4 1/2, and 4 1/4.
2. Push the straws between the corrugations of the cardboard, beginning about 1 1/2 inches from one end and leaving four empty corrugations between each straw.
3. Flatten the top ends of the straws and cut off the corners. Blow across tops of straws for different tones.

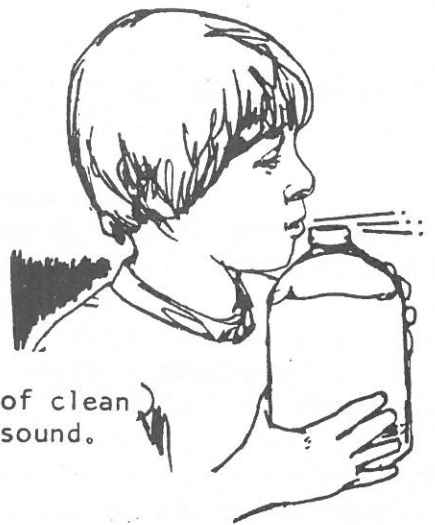
Soda Straw Harmonica

Cut a strip of corrugated cardboard with large corrugations, 8" long and 1 1/2" wide. Cut 8 straws into the following lengths - one of each length. 8 1/2" - 7 3/4" - 7" - 6 3/4" - 6" - 5 1/4" - 4 1/2" - 4 1/4". Push these straws between the corrugations of the cardboard beginning about 1 1/2" from one end and leaving four empty corrugations between straws. The shorter the vibrations, the higher the pitch. To play, blow over the straws.

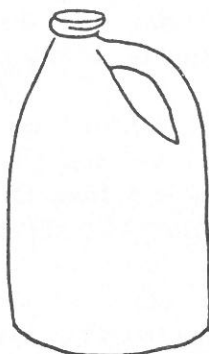


KAZOO

Cover a comb with a piece of tissue paper or waxed paper. Place mouth against the paper and hum a tune through the paper and comb.



Blow across top of clean jug for 'oompa' sound.



JUG BAND. The original jug bands of three generations ago used real crockery jugs, but any large jug or bottle with a thin neck and mouth will do. (Plastic is safer than glass.) The larger the jug, the lower its note. It is played by blowing across the opening with bottom lip pressed against the neck. Make up a band with a couple of jugs and the homemade instruments in Cub Scout Band Elective 8, Bear Cub Scout Book.

Hummer

Cut a circle of wax paper 2" larger all around than the top of a foil pie pan. Place the circle on top of the pan and press excess paper down over the sides of the pan. Tape the paper onto the bottom of the pan at two opposite points only.

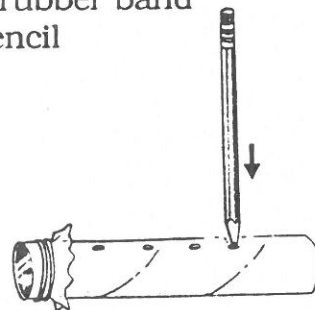


Hummer Horn What you'll need...

- Waxed paper, cut into 4 1/2-inch square
- 1 paper towel tube
- 1 rubber band
- Pencil



1 For the Hummer Horn, place the waxed paper over one end of the paper towel tube. Fasten the waxed paper to the tube with a rubber band.



2 With a pencil, poke holes in the tube for finger holes. To play, put your mouth next to the open end of the tube. Hum into the tube while you cover and uncover the finger holes.

MAKE A WOODS WHISTLE

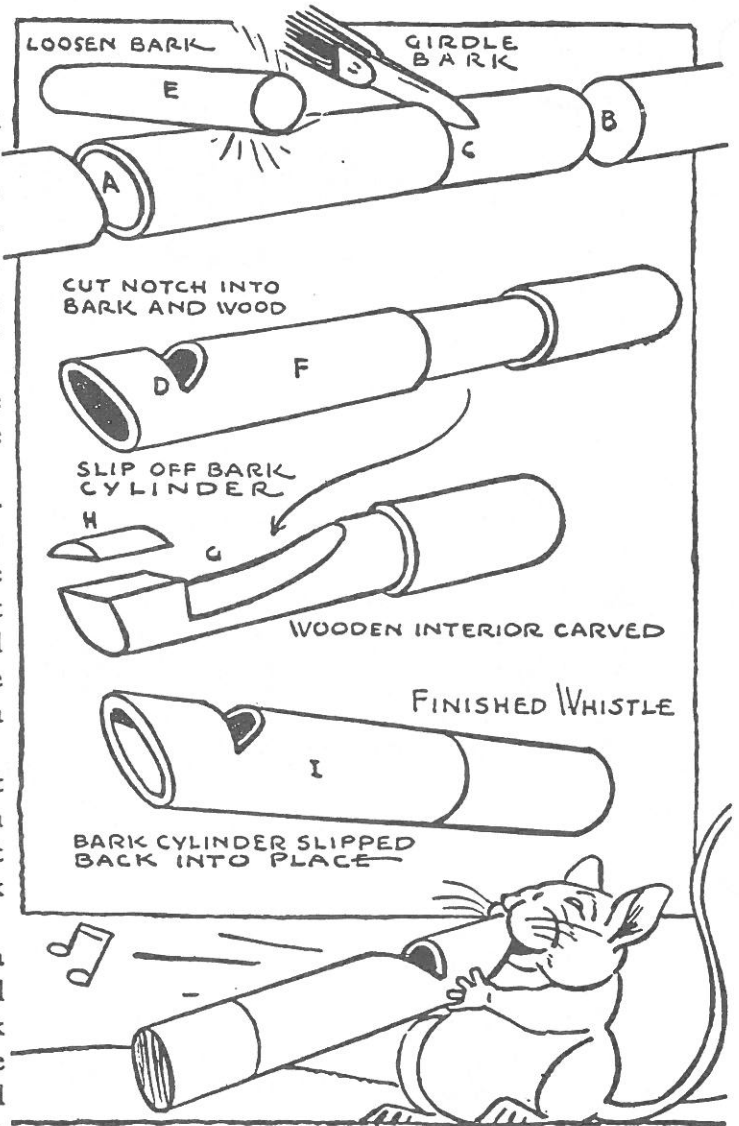
BOYS and girls of a generation ago did not have movies, radio, and all the complicated entertainment of our present day. Their pleasures were derived from simpler things. In those days, children especially enjoyed noise-makers, and whistles were very popular sound-producing instruments. However, instead of going to the store and buying whistles, boys and girls made their own. There were few children of yesterday who could not make a whistle from a tree branch or twig.

Whistle making is a backyard stunt for early spring, when the sap is rising in the trees, for it is then that twigs and branches are most easily utilized.

To make a whistle, cut a branch, preferably of willow or basswood. (A) Slice it diagonally through on one side and (B) straight through on the other. (C) About an inch from the squarely cut end, girdle the bark. Next cut a notch (D) about an inch from the diagonal end. (E) Then gently pound bark all around the twig from the girdling to the diagonal end, to separate the bark from the wood. Be careful, however, not to crack open the bark.

When pounded enough, the bark can be twisted so that it slides off like a cylinder (F). The exposed wood core is then whittled around the notch (G) and a small sliver (H) is cut from the upper end. The bark cylinder (I) is then slipped back on the wood core, and the whistle is ready to make some noise.

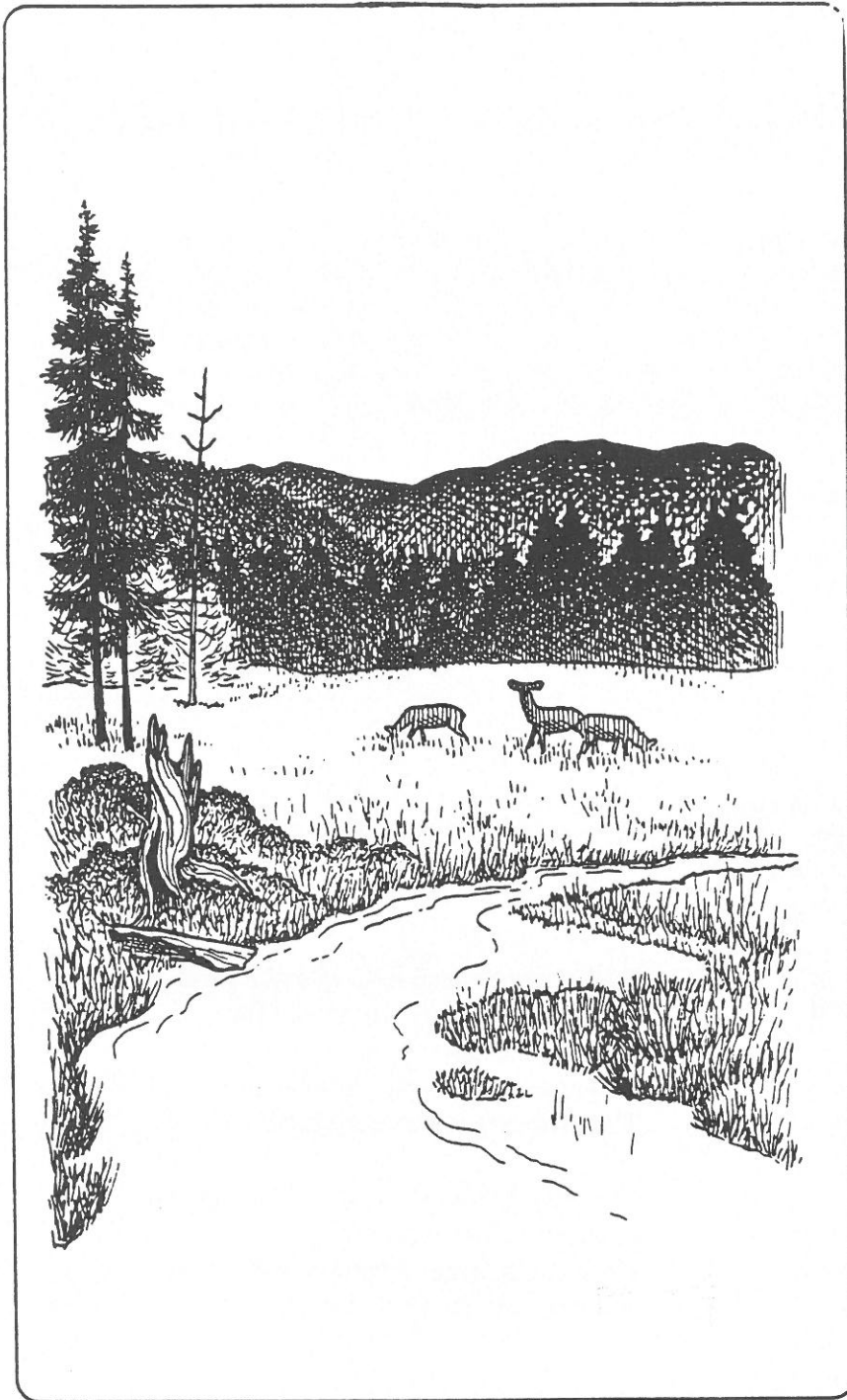
Whistles both large and small can be made in this way with a great variety of toots. A good sharp pocketknife is the only tool needed, and in addition perhaps a stick for pounding the bark loose. The pressure of rising sap in the spring tends to loosen the bark even before the pounding is done. Smaller twigs and branches with smooth bark are preferred in whistle making. Indians also made whistles from turkey and eagle wing bones, as well as from clay.



AMERICAN FOLKLORE

SEPTEMBER





LITTLE THINGS

LITTLE DROPS of water,
Little grains of sand,
Make a mighty ocean
And the pleasant land.

Little deeds of kindness,
Little words of love,
Make this world an Eden
Like the world above.

Julia A. F. Carney

JOLLY GREEN APPLAUSE: Stretch tall, puff out chest and say
"ho-ho-ho"

TONTO APPLAUSE: Leader shouts "Where does Tonto take his
trash?" The audience yells in reply:
"To da dump, to da dump, to da dump,
dump, dump" to the rhythm of a running
horse in a sing song fashion, while
clapping hands on thighs.

FIAPJACK APPLAUSE (Paul Bunyan): Pretend to pry a spatula under
a pancake, then throw it high
in the air and nod your head 3
times up and down as if
watching the pancake flip;
then catch it on the spatula.

Family Tree Opening

Each one of us is one of nature's miracles - a
natural resource. Together we make up
families, whether large or small. This poem is
one person's thoughts about "The Family
Tree."

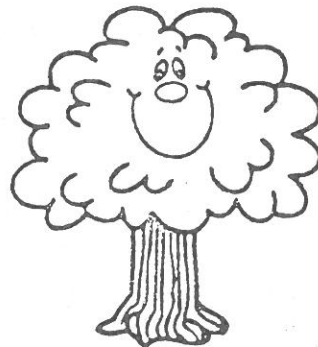
There's one thing in God's nature world
That means a lot to me
It symbolizes much of life —
It is a lovely tree!

And so a tree appears to me
The gem of God's creation
As it portrays our families
Which constitute a nation.

(This poem could be presented by five Cub
Scouts, each reading a verse that has been
printed on the back of a cardboard cut-out of a
tree that has been painted or just read slowly
and clearly by a pack leader, or perhaps a
parent.)

With roots so deep in God's rich earth
It's trunk, the body strong and firm,
Like parents anywhere —
To guide, control, direct, sustain
The offspring which they bear.

The branches which like children spread
In every known direction —
Until the fruitage of their growth
Has reached its full perfection.



WEBELOS INDUCTION CEREMONY
(Four Winds)

Props: Four candles, Webelos neckerchief slide, Webelos colors and Webelos book.

Cubmaster: Tonight, we have Cub Scouts, who are now ten years old and are ready to join our Webelos den. Will the den chiefs please escort the following Cub Scouts to the awards table (name Cub Scouts). (After boys are in place, turn out the lights. The Webelos Scouts then light their candles on the four sides of the room.)
Do I hear the North wind?

Webelos Scout: I am the North wind. People say I am cold, but to you I will always bring the warmest of winds because you have been a true blue Cub Scout while in Pack _____ and have lived up to the Law of the Pack.

Cubmaster: Do I hear the South wind?

Webelos Scout: I am the South wind. I wish you good Scouting. Over hill and dale I have carried stories of you and your Cub Scout experiences. As a Cub Scout you have been happy, game and fair -- a credit to your pack.

Cubmaster: Do I hear the East wind?

Webelos Scout: I am the East wind. I wish you well. I have spread the story of Bobcats, Wolves and Bears in Cub Scouting with Pack _____ and how you lived up to the Cub Scout Promise.

Cubmaster: Do I hear the West wind?

Webelos Scout: I am the West wind. I would like everyone to know that these Cub Scouts going into Webelos did not walk the trail of Cub Scouting alone. Each had the wonderful help of his parents. Please help your Cub Scouts go and grow.

Cubmaster: What are all the winds saying?

Webelos Scouts: (All winds in unison) We will be with you forever. We wish you the best of luck in Webelos.

Cubmaster: Will the parents of these Cub Scouts please come forward and join their boys. Will the Webelos den leader, _____, please come forward and explain the purpose of the Webelos den and award these new Webelos Scouts their colors and books.

CLOSING

NARRATOR: We are America today! As we look back down the road Americans have traveled, we see that many of their dreams have come true. We see the towns they built, the bridges they crossed, the mountains they climbed. We feel the hardships they endured. We see places where they hammered off the rough edges of their dreams so we would have a better life today.

The pioneers worked out a way of life, a life of personal freedom that held hope for tomorrow. They made history yesterday - but it is up to us to make it today! This is our land. Here men and women of the past lived and worked and died serving great ideals. These ideals were freedom and democracy and justice.

None of us here tonight can fail to carry his part of this great dream to his children and to his children's children. Our land is rich, not only in material goods, but in history - in living legends of people who left their mark on America. Our own past speaks to us, and as we listen we hear the voice of the past saying, "Hear me, now." America was built by courage, endurance and faith. What was built was good. If you build the same way, the future will also be good.

Please join me in singing "Taps."

CLOSING - Sing "God Bless America"; then, while the audience hums "America," narrator reads last stanza as a prayer.

PROMISE CLOSING: - Tonight we have honored some of America's pioneers -- the people who have done so much for our nation over the past 200 years. Some were pioneers who settled the country. Some were statesmen and scientists. All of them lived by a code -- the kind of code that is the Cub Scout Promise. They did their duty to God and their country, and they helped other people. Their example should inspire all of us to be pioneers in today's world by sticking by the Cub Scout Promise. Let us now repeat the Promise as a reminder of our pledge to God, our Nation, and to other people. (Leads Promise.)
Now let's close by joining in singing "America, the Beautiful."



JOHNNY APPLESEED

If there is any name that you associate with apples, it is most probably Johnny Appleseed. Some people think that Johnny Appleseed is only a legend, but he really did exist. When America was just a young country, Johnny Appleseed was born in a part of Massachusetts which was then the frontier. His real name was John Chapman. It is said that as an infant he would scream and yell until his parents let him play with a branch of an apple tree full of blossoms. In any case, John Chapman grew up to be a nurseryman, quite knowledgeable about herbs and flowers, but most of all very much devoted to growing apples.

John Chapman would collect the seeds from cider presses so he could grow apple tree seedlings to sell. Although he started the business to earn money, Chapman soon began giving his apple trees to the settlers and pioneers heading west, or trading them for food and other necessities.

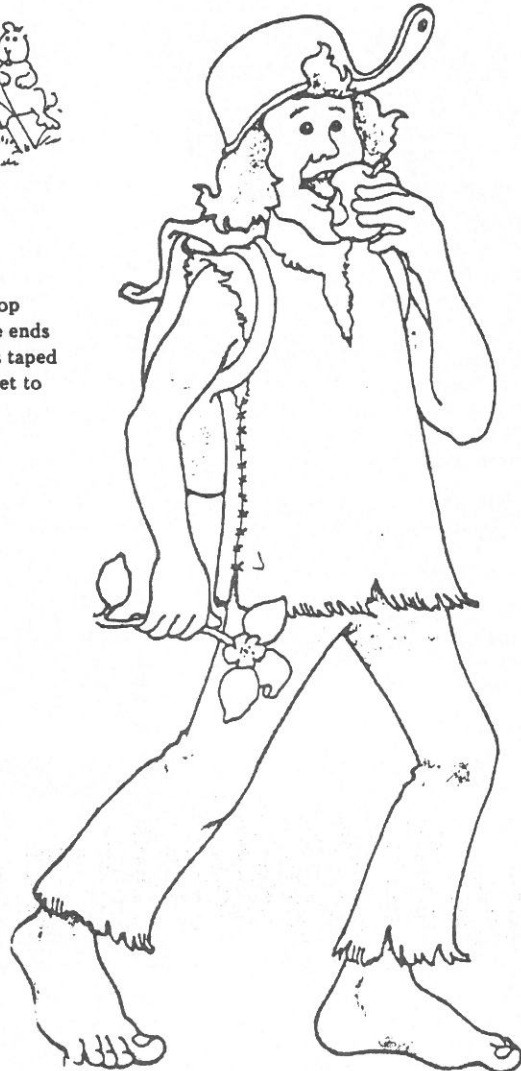
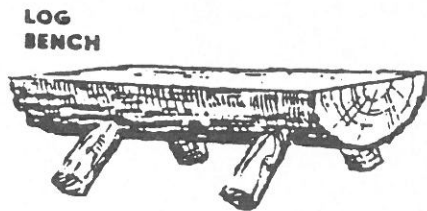
As a young man, Chapman went west to Ohio. The country was just being settled, and the only roads to travel were Indian trails. Most pioneers traveled by horse or wagon, but John Chapman walked barefoot leading a packhorse loaded down with sacks of apple seeds. Along the way he stopped at settlements and planted apple tree nurseries. With help from the settlers, he would clear spots in the forest, plant apple trees, and nurture the seedlings until they were trees. Then he would move on to the next settlement. To the people who knew him, and even to those who had only just heard of him, John Chapman was known as Johnny Appleseed.

For nearly fifty years John Chapman traveled about midwestern America planting his apple seeds. A gentle and religious man, he loved nature and preferred to live out-of-doors with the animals and Indians. Indeed, Johnny Appleseed was so tenderhearted that he couldn't prune the branch of an apple tree, since he believed it caused the tree great pain. As much as he was known for his goodness, generosity, cheerfulness, and his respectful relationship with the wilderness and the Indian people, Johnny Appleseed became a legend for the clothes he wore. For a hat, Johnny Appleseed wore a long-handled pot; for a shirt, he cut two armholes in a coffee sack; his pants were ragged and his feet were bare.

Throughout his years of traveling, Johnny Appleseed would often return to the settlements he had once visited to renew friendships and admire the grown apple trees he had helped to plant. The spirit and dedication of John Chapman has become a legend, so that today every apple tree in America is a tribute to Johnny Appleseed and America's love for apples.



Make your own teepee! Tie four poles together at the top with sturdy string (broom handles work well). Stick the ends into the ground. Then cover the frame with newspapers taped together. Paint the outside, if you wish. And don't forget to leave a flap that opens for a door!



John Henry was a black railroad worker who apparently died around 1873 during the construction of the Big Bend Tunnel in West Virginia on the C & O railroad.

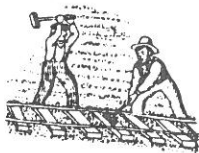


JOHN HENRY

Railroad Ballad

1. When John Hen-ry was a lit-tle ba-by,—
 Sit-tin' on his dad-dy's knee, He picked up a
 ham-mer and a lit-tle piece of steel, said, "This
 ham-mer's gon-na be the death of me, Lawd, Lawd,
 This ham-mer's gon-na be the death of me."

2. Well, the Captain said to John Henry,
 "Gonna bring that steam drill 'round,
 Gonna bring that steam drill out on the job,
 Gonna whop that steel on down, Lawd, Lawd,
 Gonna whop that steel on down."
3. John Henry told his captain,
 Said, "A man ain't nothin' but a man,
 But before I'd let that steam drill beat me down,
 I'd die with this hammer in my hand, Lawd, Lawd,
 I'd die with this hammer in my hand."
4. Well, the man that invented the steam drill,
 He thought he was mighty fine,
 But John Henry drove his fifteen feet,
 And the steam drill only made nine, Lawd, Lawd,
 The steam drill only made nine.
5. John Henry was hammerin' on the mountain,
 And his hammer was strikin' fire,
 He drove so hard that he broke his poor old heart,
 And he laid down his hammer and he died, Lawd, Lawd,
 He laid down his hammer and he died.
6. They took John Henry to the graveyard,
 And they buried him in the sand,
 And ev'ry locomotive that comes roarin' by
 Says, "There lies a steel drivin' man," Lawd, Lawd,
 "There lies a steel drivin' man."



THE BATTLE OF NEW ORLEANS

In 1814 we took a little trip
 Along with Colonel Jackson down the mighty Mississippi.
 We took a little bacon and we took a little beans,
 And we caught the bloody British in a town in New Orleans.

Chorus

We fired our guns and the British kept a-comin,
 There wasn't near as many as there was a while ago.
 We fired once more and they began a-runnin,
 From down the Mississippi to the Gulf of Mexico.

We looked down the river and we see'd the British come —
 There must have been a hundred of 'em beatin' on the drum.
 They stepped so high and they made the bugles ring;
 We stood beside our cotton fields and didn't say a thing.

Old Hickory said we could take 'em by surprise.
 If we didn't fire our muskets till we looked them in the eyes.
 We held our fire till we see'd their faces well;
 Then we opened up our Squirrel Guns
 And really gave 'em — Well,

They ran through the briars and they ran through the brambles.
 And they ran through bushes where a rabbit couldn't go.
 They ran so fast that the hounds couldn't catch 'em.
 From down the Mississippi to the Gulf of Mexico.

We fired our cannon till the barrel melted down.
 So we grabbed an alligator and we fought another round.
 We filled his head with cannon balls
 And powdered his behind
 And when we touched the powder off
 The 'gator lost his mind.

(Repeat chorus, then repeat verse 4)

SWEET BETSY FROM PIKE

Pioneer Song, 1849

1. Did you ev-er hear of sweet Bet-sy from Pike,
 Who crossed the wide prai-ries with her hus-band, Ike,
 With two yoke of cat-tle and one spot-ted hog, A—
 tall Shang-hai roos-ter and an old yel-ler dog?
 Sing—too-ral-i, oo-ral-i, oo-ral-i ay,
 Sing—too-ral-i, oo-ral-i, oo-ral-i ay.

2. The alkali* desert was burning and bare,
 And Ike cried in fear, "We are lost, I declare!
 My dear old Pike County, I'll go back to you."
 Said Betsy, "You'll go by yourself, if you do."
 Chorus

3. They swam the wide rivers and crossed the tall penks,
 They camped on the prairie for weeks upon weeks,
 They fought off the Indians with musket and ball,
 And reached California in spite of it all.
 Chorus

* mineral salt



CLEMENTINE

In a cavern, in a canyon,
Excavating for a mine,
Dwelt a miner, forty-niner,
And his daughter, Clementine.

Chorus

Oh my darling, oh my darling, oh my darling Clementine!
Thou art lost and gone forever; dreadful sorry, Clementine.

Light she was, and like a fairy,
And her shoes were number nine,
Herring boxes without topses,
Sandals were for Clementine.

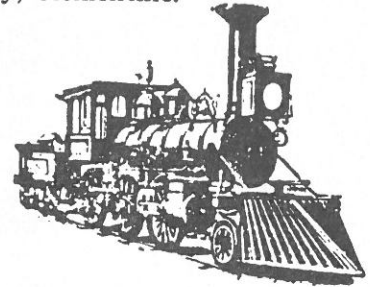
Chorus

Drove she ducklings to the water,
Ev'ry morning just at nine,
Hit her foot against a splinter,
Fell into the foaming brine.

Chorus

Saw her lips above the water,
Blowing bubbles mighty fine,
But alas! I was no swimmer,
So I lost my Clementine.

Chorus



I'VE BEEN WORKIN' ON THE RAILROAD

Railroad Work Song

I've been work-in' on the rail-road, All the live-long day,
I've been work-in' on the rail-road, Just to pass the time a-
way, Don't you hear the whis-tle blow-in', Rise up so early in the
morn'; Don't you hear the cap-tain shout-ing, "Di-nah, blow your
horn!" Di-nah, won't you blow, Di-nah, won't you blow,
Di-nah, won't you blow your horn, — Di-nah, won't you blow,
Di-nah, won't you blow, Di-nah, won't you blow your horn!
Some-one's in the kit-chen with Di-nah, Some-one's in the
Kit-chen, I know, — Some-one's in the Kit-chen with Di-nah,
Strum-min' on the old ban-jo And sing-in', Fee, Fi,
Fid-dlee-i-o, Fee, Fi, Fid-dlee-i-o, — Fee, Fi,
Fid-dlee-i-o, Strum-min' on the old ban-jo.



THE OLD CHISHOLM TRAIL

Cowboy Song

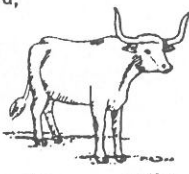
1. Oh, come a-long boys and lis-ten to my tale, I'll—
tell you of my trou-bles on the old Chis-holm Trail,
Sing-in' Ki-yi yip-pi yip-pi yay, yip-pi
yay! Sing-in' Ki-yi yip-pi yip-pi yay.

2. I started on the trail on June twenty-third,
With a drove of Texas cattle, 2000 in the herd,
Chorus

3. I'm up in the mornin' before daylight,
And before I sleep, the moon shines bright,
Chorus

4. Oh, it's bacon and beans 'most every day,
I'd as soon be a-eatin' prairie hay,
Chorus

5. My feet are in the stirrups and my rope is on the side,
Show me a hoss that I can't ride,
Chorus



* Optional chords for guitar: Key of E (E, B*)

The year 1825 marked the beginning of the railroad era in the US. The Gold Rush in 1849 spurred its development and in 1869 the rails stretched from the Atlantic to the Pacific when the Union Pacific and Central Pacific Railroads were joined at Promontory, Utah.

Setting and props: Collect a lot of fishing equipment - tacklebox rod and reel, plugs, spinners, waders, net, creel.

Characters : Bill, Bill's dad, and several other men.

The plot : As the scene opens, the men are gathered around the fishing equipment, talking about a fishing trip they are planning. They pick up the different pieces of equipment and try them. Two of them argue about the merits of bait casting against fly fishing. The more elaborate the better.



Finally, Bill's dad says, "I think I'll take my son, Bill, along on this trip. He doesn't know what fishing is all about.

One of the men answers: "Yes, it will be lots of fun for Bill. He'll have the time of his life! You've got all the equipment you need. That's what it takes to catch the big ones--the right kind of tackle!"

Surprise ending: Bill enters, barefooted, wearing old jeans, a beat up straw hat, and carrying a big string of big fish. (Cardboard ones). He says, "Did I hear someone mention my name?"

SAMUEL LANGHORNE

CLEMENS,

'MARK TWAIN'



Tom Sawyer is filled with a very special kind of wonder. It is the miracle of a world filled with the promise of adventure, a boundless world overflowing with the wondrous joy of living.

On one level, Tom Sawyer stands as a marvelous re-creation of a time when our country was young and innocent, of the 1840's, when young Sam Clemens (later to gain fame under the name of "Mark Twain") played and adventured, much like Tom, in a small town on the Mississippi. Living from 1835 to 1910, Clemens became America's most popular author of the time, interpreting the growing nation to itself and to the world in his many books.

On a deeper level, Tom Sawyer represents an unsurpassed evocation of youth and innocence itself. Written with a warmth and wit no other author has matched, abounding in delightful high jinks and unpredictable turns of plot, this most popular of Mark Twain's works seems destined to endure.

How Kate Shelley Crossed the Bridge

Oh, but the night was wild and dark, and the wind blew fierce and high!
Oh, but the lightning flashed and shot across the inky sky!
While the hurtling thunder cracked and rolled, till down the black clouds came,
And earth seemed nothing at all to sight, but water, wind and flame.

Kate Shelley stands at her cottage door, and peers out into the night,
For she sees, slow creeping through the storm, the pilot engine's light,
And it must cross the trestle-bridge above the swollen creek:
It stops -- it runs -- then down it drops, with one long, fearsome shriek.

"Kate, stay!" the wailing mother cries; but the young soul rose up high--
"Nay, mother, I must try to help, though I should fail or die."
She finds the wreck, but cannot save, yet from the deep below,
A man shouts up two frightened words. She answers him: "I know."

The train! The train! The swift express! the crowded Western train!
How shall she quickest reach the wires? By Boone the hope is vain;
But to Moingona's but a mile, and yet so wild and drear,
To brave it through the stormy night the stoutest heart might fear.

Torn by the undergrowth, and drenched, the wind and rain defied,
She reached the raging Des Moines, and the bridge that spans its tide,
A bridge not built for human tread, but "Oh!" her spirit cries --
A bridge of full four hundred feet, nothing but rails and ties.

No plank the daring steps to hold, and if a step should miss,
Down fifty feet below her rolls the watery abyss.
So on her hands and knees she creeps, fighting the wind and rain,
Staining the timbers with her blood, yet heeding not the pain.

Then on and on she bravely sped! Thick darkness round her lay,
Save when the vivid lightning made a still more dreadful day;
Yet raging stream, and roaring wind, and fiercely beating rain
Delayed her not; one thought had she -- to save the coming train.

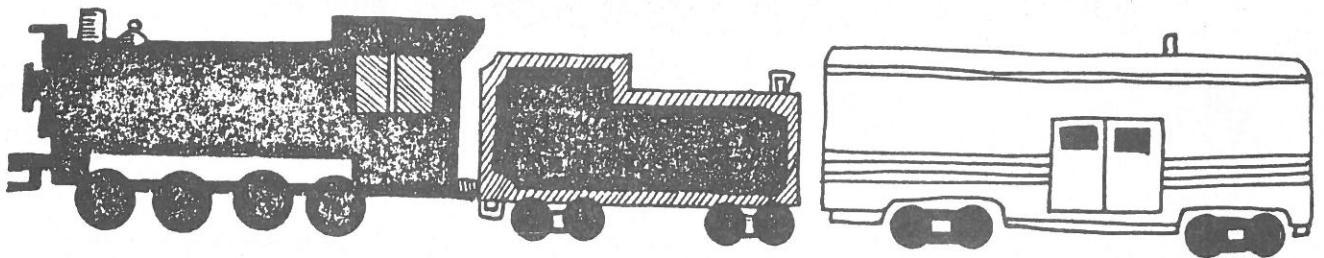
At length the bridge is fairly crossed. Bleeding and out of breath,
She yet had half a mile to run -- a fearful race with Death:
O'er fallen trees, o're rocks, through creeks, until -- O blessed sight!
She sees the wayside station house, and its one glimmering light.

Then all forespent, with failing strength, she pushes wide the door;
With gleaming eyes and parted lips, she stands upon the floor;
"The trestle's down! The engine's wrecked! Oh, stop the coming train!"
The man springs to the saving wires -- she has not come in vain.

Then tenderly they comfort her. They ask, "How did you come?"
And hearing, lift their hearts and hats, and are a moment dumb.
No soul, among them would have dared the passage dark and wild,
Ah! But God's angels had a charge to keep this noble child.

O brave Kate Shelley! Though hard toil thy daily portion be,
Mothers with happy pride now name their daughters after thee;
And every child that hears thy tale shares in thy noble strain,
And dares that perilous pass with thee, to save the coming train.

The above poem was written by Mary A. Barr and is one of the oldest poems
written about the exploits of Kate Shelley.



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 the rock and left a trail of blazing blue. One piece of rock killed the panther, 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.")

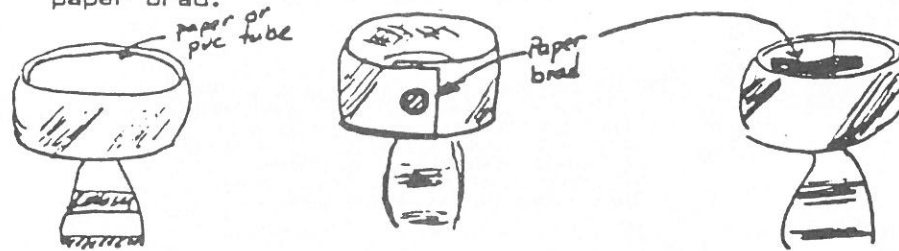
THE END



Neckerchief Slides

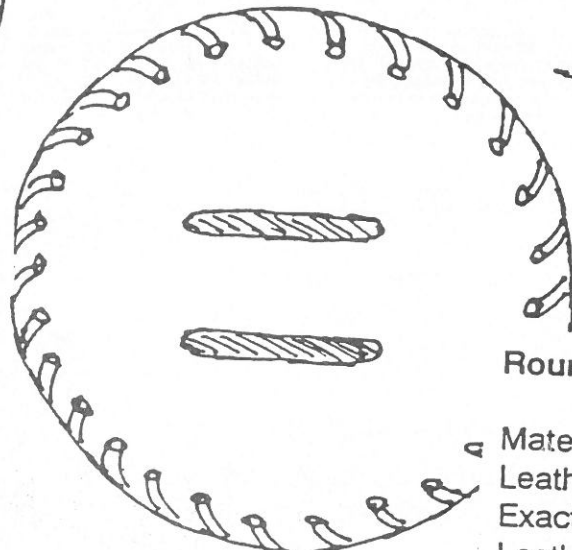
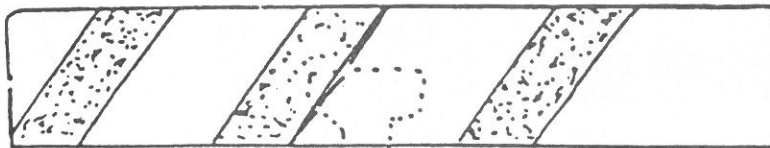
COON SKIN CAP TIE SLIDE

Materials: Scrap tan Fake Fur , Black Marker, white Glue, 3/4" x 4" cardboard strip - or 3/4" long piece of 1/2" P.V.C. pipe (or other tube) or a paper brad.



1. Cut fake fur into a 1" x 4" strip as shown. Tail may be cut from a separate piece (dotted lines), or may be cut one piece with the strip.
2. Color (with black marker) the fur as shown. Stripes on the "cap" should be lighter than on the tail.
3. Glue card board strip into a tube, or use tubing
 - A. Glue tail to tube.
 - B. Glue strip around the tube with the seam to the back, trim any excess

OR
3. Form a circle from the piece of fur (tail & strip must be one piece) and use the white glue to make a seam) Reinforce this joint by inserting the paper brad. (c)



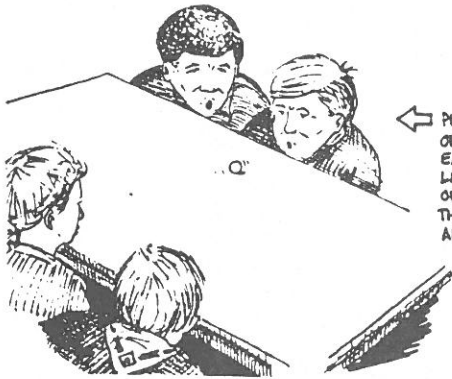
Rounder Tie Slide

- Materials:
- Leather Rounder or piece
 - Exacto knife
 - Leather punch and mallet
 - Lacing
 - Stamps (optional)

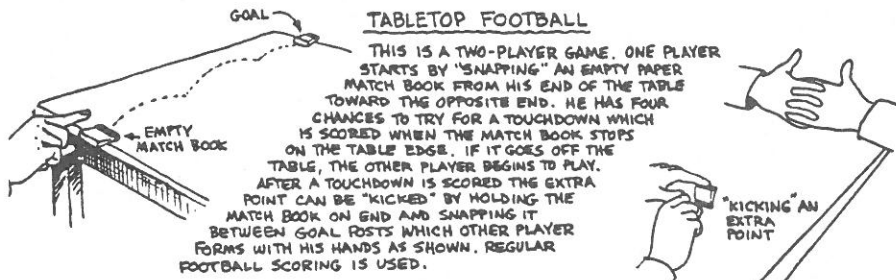
If you have a piece, wet leather and cut out a 3 1/2" circle. Keep leather wet, cut out 1 3/4" slots as shown and punch lacing holes around edge. Decorate

TABLETOP GAMES

★ YOU'LL NEED AN ALUMINUM PIE PLATE, A TEASPOON, A WOODEN CLOTHESPIN, AND A MARBLE TO PLAY THIS GAME. PLACE SPOON ACROSS CLOTHESPIN WITH MARBLE RESTING IN THE SPOON'S BOWL. STRIKE DOWN ON THE SPOON HANDLE TO CATAPULT THE MARBLE TOWARD THE PIE PLATE. GIVE THREE TRIES TO EACH PLAYER AND KEEP SCORE.



← PLAY "WINDSTORM" WITH TEAMS. AN EQUAL NUMBER OF PLAYERS TAKE PLACES AT OPPOSITE SIDES OF A TABLE. EACH PLAYER KNEELS SO THAT HIS FACE IS AT TABLETOP LEVEL. A PING-PONG BALL IS PLACED AT THE CENTER OF THE TABLE. PLAYERS TRY TO BLOW THE BALL OFF THE OPPOSITE EDGE. TOUCHING THE BALL IS NOT ALLOWED. THIS IS A FAST AND FUNNY GAME!



TABLETOP FOOTBALL

THIS IS A TWO-PLAYER GAME. ONE PLAYER STARTS BY "SNAPPING" AN EMPTY PAPER MATCH BOOK FROM HIS END OF THE TABLE TOWARD THE OPPOSITE END. HE HAS FOUR CHANCES TO TRY FOR A TOUCHDOWN WHICH IS SCORED WHEN THE MATCH BOOK STOPS ON THE TABLE EDGE. IF IT GOES OFF THE TABLE, THE OTHER PLAYER BEGINS TO PLAY. AFTER A TOUCHDOWN IS SCORED THE EXTRA POINT CAN BE "KICKED" BY HOLDING THE MATCH BOOK ON END AND SNAPPING IT BETWEEN GOAL POSTS WHICH OTHER PLAYER FORMS WITH HIS HANDS AS SHOWN. REGULAR FOOTBALL SCORING IS USED.

GAMES OF SKILL

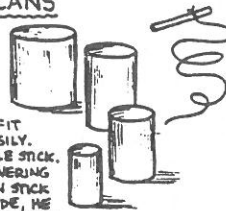
MAKE A GO-ZIN-TA



MAKE A PADDLE OF 1/4" PLYWOOD. IT IS 4 1/2" WIDE BY 24" LONG. THE HANDLE SECTION IS 10" LONG AND 2" WIDE. CUT 3 HOLES, 3" WIDE, IN THE WIDE END OF THE PADDLE. SPACE THE HOLES 1 1/2" APART. ATTACH AN OLD TENNIS BALL TO A CORD 4 FEET LONG. FASTEN THE END OF THE CORD TO THE END OF THE PADDLE AS SHOWN. THE OBJECT OF THE GAME IS TO CATCH THE BALL IN ONE OF THE HOLES.

NEST THE CANS

YOU'LL NEED FOUR EMPTY CANS OF DIFFERENT SIZES, A POPSICLE STICK (WITH ENDS CUT SQUARE), AND STRING. THE CANS MUST FIT ONE INSIDE THE OTHER EASILY. TIE STRING TO THE POPSICLE STICK. PLAYER HOLDS STRING, LOWERING STICK INTO CAN, AND WHEN STICK HAS BECOME WEDGED INSIDE, HE LIFTS THE CAN AND PLACES IT IN THE NEXT LARGEST ONE. TIME HOW LONG IT TAKES EACH PLAYER TO NEST ALL THE CANS.



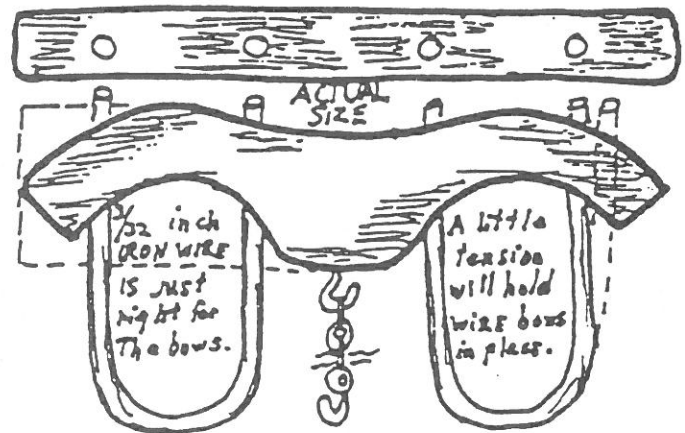
OX YOKE TIE SLIDE

Materials Needed: Block of wood, 3/32" iron wire, small screw eye and chain and hook.

Instructions: Almost any kind of wood will do. Trace outline on wood and drill holes before whittling.

Paint with reddish brown water color and white lettering. Finish with clear lacquer.

To hold the slide on tie, have a 4 1/2" piece of wire to weave tie through.



NAMES OF MOUNTAIN RANGES

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

FIND THESE HIDDEN WORDS IN THE ABOVE PUZZLE:

adirondack	allegHENy
appalachian	bighorn
bitterroot	black
blackhills	blue
blueridge	cascaDE
catskill	davis
greatsmokey	green
ouachita	ozark
rocky	sanjuan
santiago	sierranevada
wasatch	windrIVER

BUILDING A LOG CABIN (A Word Search Puzzle)

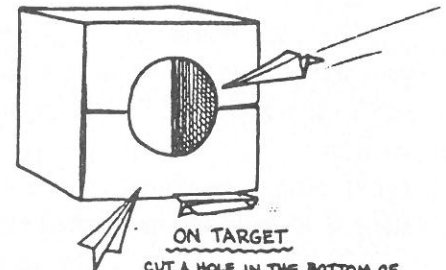
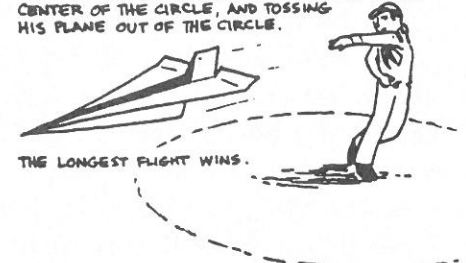
Many PIONEERS lived in log CABINS. NEIGHBORS helped in the houseraising because the job was too large for a single FAMILY. Logs had NOTCHES at each end to hold them close together. Women and children put CHINKING (clay, mud, or moss) into open spaces between the LOGS. There was a CLAPBOARD roof and a PUNCHEON floor. Boys WHITTLED wooden PINS for nails. The log CHIMNEY was lined with CLAY and the HEARTH was made of STONE. Mother kept a FIRE burning for cooking, warmth, and light. WINDOW openings were covered with animal SKIN or greased PAPER. Door HINGES were made of LEATHER.

PAPER AIRPLANES

FLY FOR DISTANCE

DO THIS ONE OUT OF DOORS. MARK A CIRCLE ON THE GROUND TWELVE FEET WIDE. EACH PLAYER MAKES HIS OWN AIRPLANE USING A SHEET OF PAPER MEASURING 8 1/2" x 11".

EACH PLAYER TAKES HIS TURN STANDING IN THE CENTER OF THE CIRCLE, AND TOSsing HIS PLANE OUT OF THE CIRCLE.



CUT A HOLE IN THE BOTTOM OF A CARDBOARD CARTON AS SHOWN. EACH PLAYER MAKES THREE PAPER PLANES OF HIS OWN DESIGN. IN TURN, EACH PLAYER TOSSES HIS PLANES AT THE HOLE FROM TEN FEET AWAY. SCORE A POINT FOR EVERY PLANE SAILING THROUGH THE HOLE.

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

HORSESHOES

In buggy and wagon days the game of horseshoes was played everywhere by men and boys, usually with actual shoes off the hoof. In this automobile age, shoes are made and sold especially for the game, with lighter ones for children and ladies.

Four shoes are needed along with two pieces of iron pipe 2 to 3 feet long for stakes. Drive the stakes into the ground 40 feet apart, leaning slightly toward each other and sticking 12 inches above the ground. In the regulation game each stake is in the center of a box six feet square. The box is formed with 2 by 4's sunk in the ground. In pitching shoes, a player may not step over the forward edge of his box, or a foul line drawn 3 feet in front of the stake if there is no box. The foul line may be advanced for children.

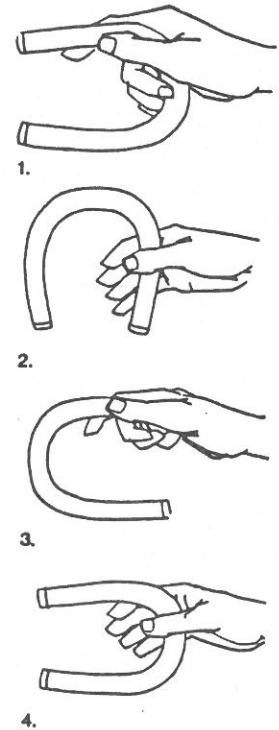
To pitch a shoe, grip it with your thumb on top, fingers holding the calk underneath. Swing the shoe back, then forward as you step out onto your left foot at the foul line. As you release the shoe give it a little twist—just enough to make it turn once in flight. The first player pitches both of his shoes before the other player pitches his. If a player steps over the foul line, the shoe thrown does not count for score and is removed.

The shoe that lands nearest to the stake counts one point. (In regulation play a shoe must be not more than 6 inches from the stake in order to count.) If a shoe lands around the stake so that a straight line between its heel calks does not touch the stake, it counts as a ringer for a score of 3. If either player rings the stake or comes closest to it with both of his shoes, he gets the combined score. In case of a tie—each player having a ringer or two ringers, or nearest shoes an equal distance from the stake, there is no score. Only one player may score in each inning.

After the first inning, the players pitch back toward the other stake. When a foursome plays partners, one player of each team stays at either stake. The side that wins a point pitches first in the next inning.

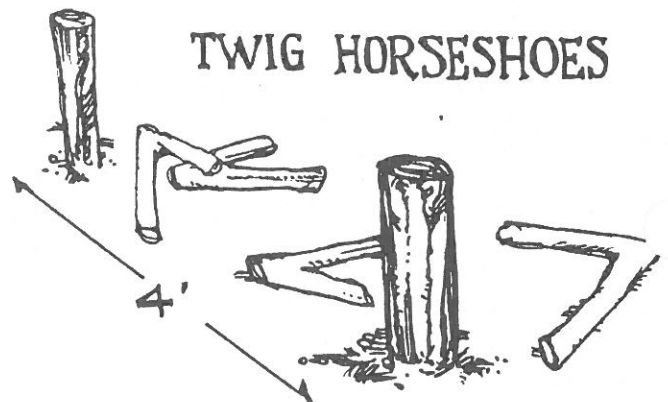
Game for beginners is 21 points, but this may be increased gradually to the official score which is 50 points.

One word of caution: A shoe can be a dangerous weapon if thrown carelessly or when small children are playing nearby. All players but the one pitching should stand well to the side.



There are several ways to hold a horseshoe when playing this game. Some shown here, with No. 4 considered to be the standard grip. When very young children are playing, lightweight pony-size horseshoes may be used. If you are right-handed, begin your pitch by bringing your shoe-holding hand well behind your body. Then, with knees slightly bent, step forward on your left foot. At the same time swing your right arm forward in the motion you make when pitching a ball underhand. As your pitching hand reaches shoulder level, turn your hand so that the wrist is facing up, bringing the horseshoe parallel to the ground. Release it at this point.

TWIG HORSESHOES. Use two straight twigs for pegs and four forked ones for horseshoes. Paint horseshoes red and green. Put pegs in ground four feet apart with two inches above-ground. Each player pitches his two horseshoes at peg. Ringer counts three points, leaner two points. If there are no ringers or leaners, shoe nearest peg counts one point. Game is 21 points.



MARBLE TOURNAMENT



A marble tournament could be a highlight of one of your summer pack activities. If the tourney is to be the feature of a pack event, both den and pack championships could be scheduled for that day. Or, den champions could be chosen during the preceding month and play for the pack title at the full pack meeting.

The rules given on this page are those used in the National Marble Tournament.

THE RING

Scratch a 10-foot circle on a smooth, level area of bare ground. All play is within this ring.

With the center of the ring as the point of intersection, scratch two lines at right angles to form a cross. Place one marble on the center and three on each of the four branches of the cross, each marble 3 inches from the next.

The lag line is a straight line drawn tangent to the ring and touching it at one point. The pitch line is a straight line drawn tangent to the ring, directly opposite and parallel to the lag line.

THE MARBLES

Playing marbles must be round and made of glass. The standard size is $\frac{5}{8}$ inch in diameter. A little leeway is permitted.

Shooters must be round and made of any substance except metal (most are glass). They must be between $\frac{1}{2}$ and $\frac{3}{4}$ inch in diameter.

HOW TO PLAY

From two to six boys may play at a time. They must first "lag" to see who shoots first. To lag, players stand toeing the pitch line or knuckling down upon it and toss or shoot their shooters toward the lag line across the ring. The player

whose shooter stops nearest the lag line, on either side, wins the lag.

Players must lag before each game. The player who wins the lag shoots first, and others follow in the order as their shooters were closest.

To start the game, each player in turn knuckles down just outside the ring line, at any point he chooses, and shoots into the ring, trying to knock one or more marbles out of it. A player who knocks a marble out shoots again, provided that his shooter stays inside the ring. If the shooter goes outside, the player has completed his turn, even if he has knocked a playing marble out.

After a miss, the player picks up his shooter, wherever it lies. On his next turn, he may shoot from any point on the ring line.

When all marbles have been knocked out of the ring, the player scoring the highest number is the winner. If more than two boys are playing, and two have tied for the highest number, they play a new game to break the tie.

REGULATIONS

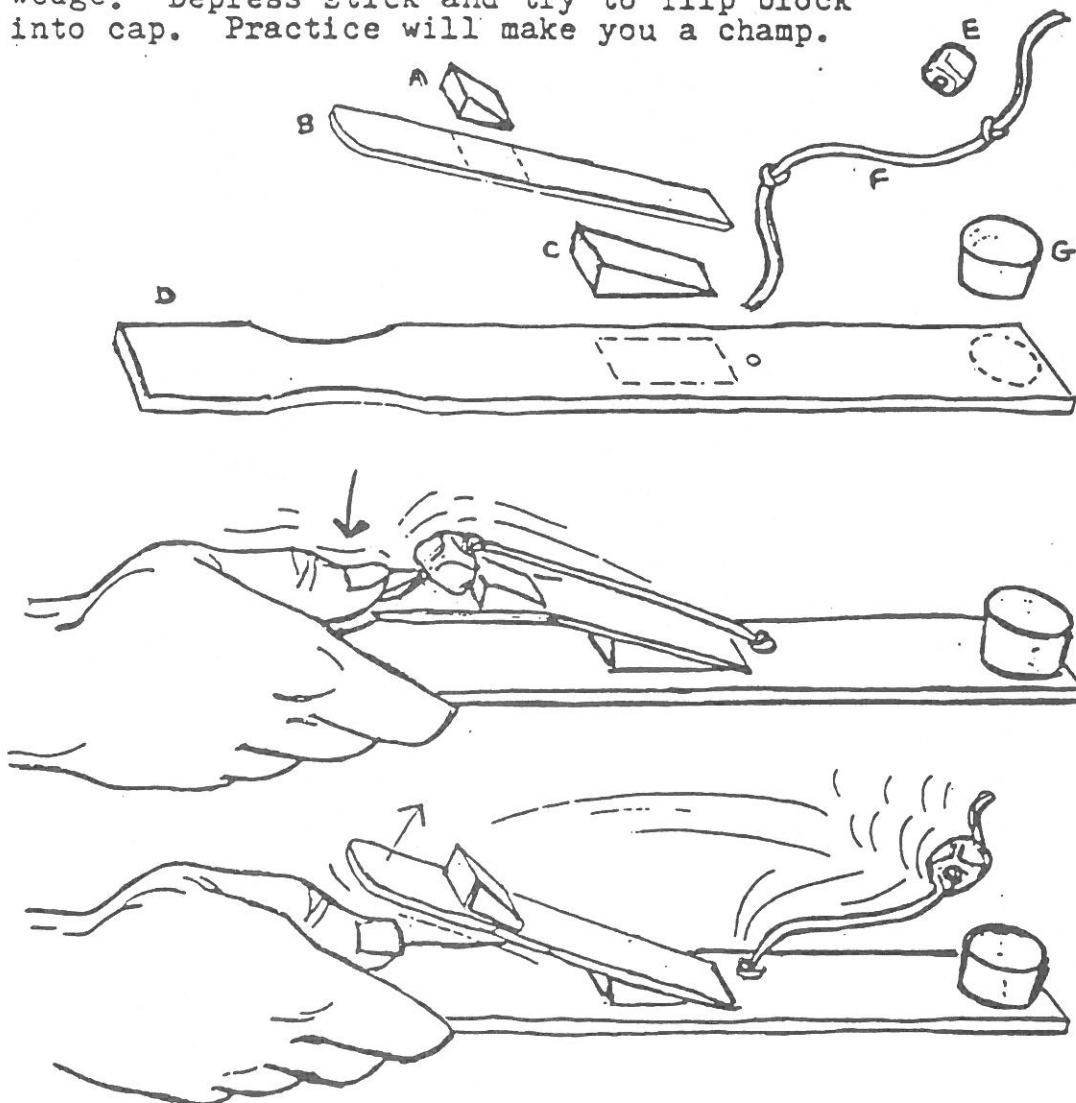
- All shots, except the lag, must be made in knuckles down position. This means that one knuckle must be in contact with the ground until the shooter leaves the hand. Knuckling down is permitted but not required for the lag.
- When a shooter slips from a player's hand, if the player calls "slips" and the referee is convinced that it was a slip, and if the shooter has not traveled more than 10 inches, the referee may permit the player to shoot again.
- A player may not lift his hand forward (hunch) until the shooter has left the hand.
- A player must not change shooters during a game. He must use the shooter used in the lag for each game. He may change for a new game.
- In tournament play, all play is "for fair" and all marbles are returned to their owners.

FLIP STICK

For your flip stick you'll need: A - short wedge 3/4" wide; B - tongue depressor or popsicle stick; C - long wedge 3/4" wide; D - paint stirrer; E - block (or bead) 1/2" square; F - string 9" long; G - plastic cap from a spray can.

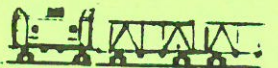
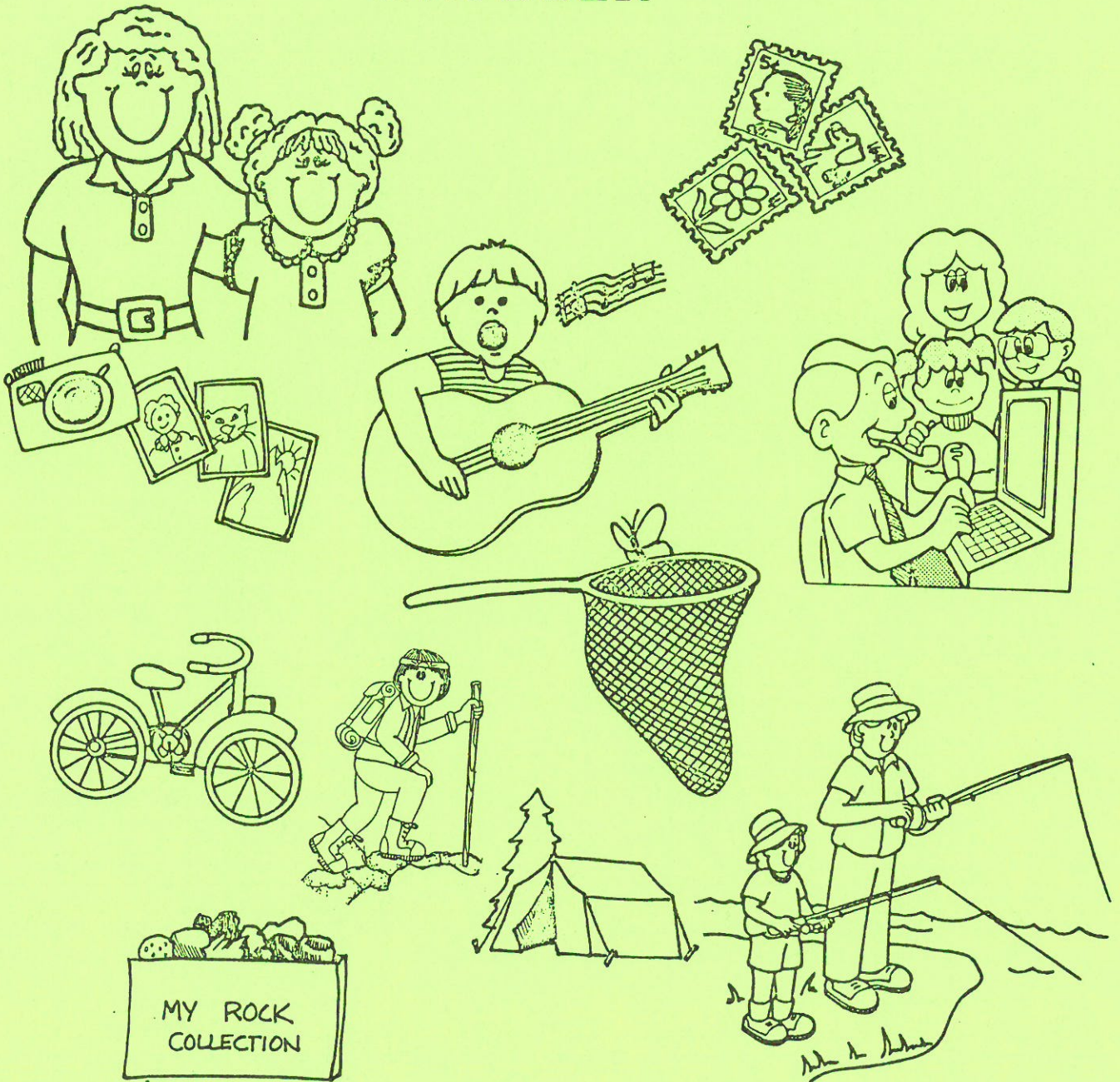
Drill a hole 5" from the end of the paint stirrer. Glue the long wedge 1/2" from the hole. Glue tongue depressor to top of long wedge. Insert string into hole and knot on bottom side of paint stirrer 2" from string end. Make knot on other side of stirrer too. Knot string 4" from it's top end. Drill hole through center of block and pull string through. Knot string again to lock block in position. Stretch string on tongue depressor to find correct place for small wedge. Glue wedge in place. Find plastic cap's place the same way. Glue or tack cap in position.

Place block on tongue depressor behind small wedge. Depress stick and try to flip block into cap. Practice will make you a champ.



FAMILY HOBBIES

OCTOBER



Discover Your Own Family Folklife

Discovering You

The following activities are adapted from "Folklore in the Classroom," produced by the Indiana Historical Bureau, State of Indiana, and the Indiana Historical Society, and "4-H Folkpatterns," produced by 4-H Youth Programs, Cooperative Extension Service, and the Michigan State University Museum.



To discover your own family folklife, fill out the exercises on the next five pages. (Or you can photocopy them and then fill in your answers.) You can make a scrapbook by adding newspaper clippings, photographs, and recipes. Have fun!



1. Name, address, age:

2. Where I was born (city, county, state, country):



3. My nicknames:
(a) Now, among my friends:
(b) Now, among my family:
(c) When I was younger:

4. What I do for good luck:

5. The last joke I heard and/or told someone was:



6. How birthdays are celebrated at home:

7. The first song that I remember my grandmother, grandfather, mother, father, or other family member singing to me:



8. Who taught me to (cook, quilt, sew, fish, hunt, or make some craft) and how long it took:

9. Jump-rope rhymes or other games I remember:

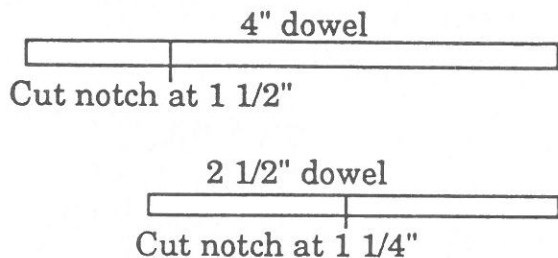


10. How we celebrate the Fourth of July and/or Thanksgiving at home:

KITE TIE SLIDE

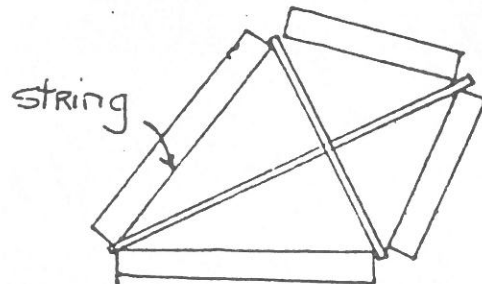
Materials Needed: 1/16" dowels (one 4" long and one 2 1/2" long), heavy crochet thread, tissue paper or bright fabric, glue.

Instructions: Cut a notch in both dowels at measurements shown below.



Notch the end of each dowel. All of the notches can be easily made with a very small file. Glue the dowels together at the center notches. Allow the glue to dry completely before adding string to the outside notches. Put a drop of glue in each notch and put string around frame.

Cut fabric or tissue 1/4" larger than the outside shape of the kite. Front can be decorated at this time. Trim corners to a 90 degree angle cut. Make sure all decorations and frame glue is dry before assembling your kite slide.



Lap the 1/4" edges over the string on frame and glue into place. Add a small colorful tail if desired. To do this, take a piece of string and tie around very small pieces of fabric or yarn and glue to bottom back of the kite. Epoxy the plastic pipe to the back where the dowels cross. Allow to dry before use.

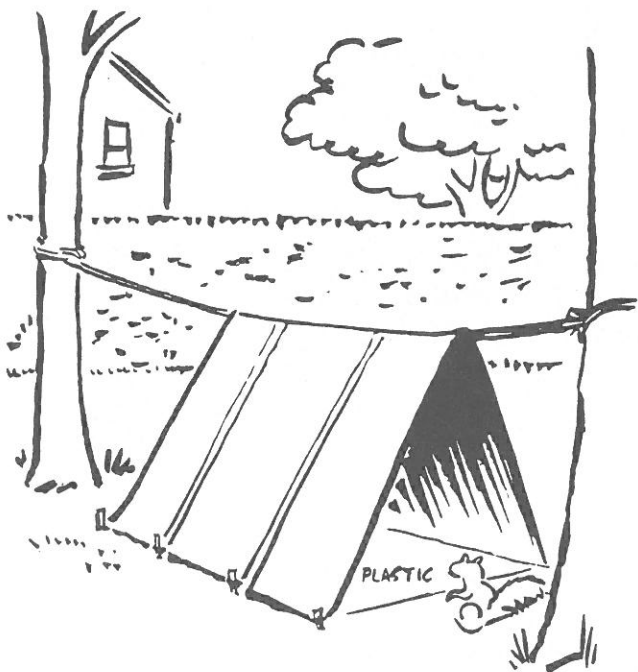
BACKYARD CAMPING

The Boy Scouts of America does not permit camping by dens or packs for 8- and 9-year-old Cub Scouts. There are two reasons for this: First, many boys of this age are not ready for it; and second, exposure to camping at such an early age may dull a boy's anticipation for the real rugged camping done by Boy Scouts.

For 10-year-old Webelos Scouts, one or two overnight camping trips (with fathers or substitute fathers) are permitted, because boys are more ready and because their appetites will be whetted for the adventure ahead in Boy Scouting.

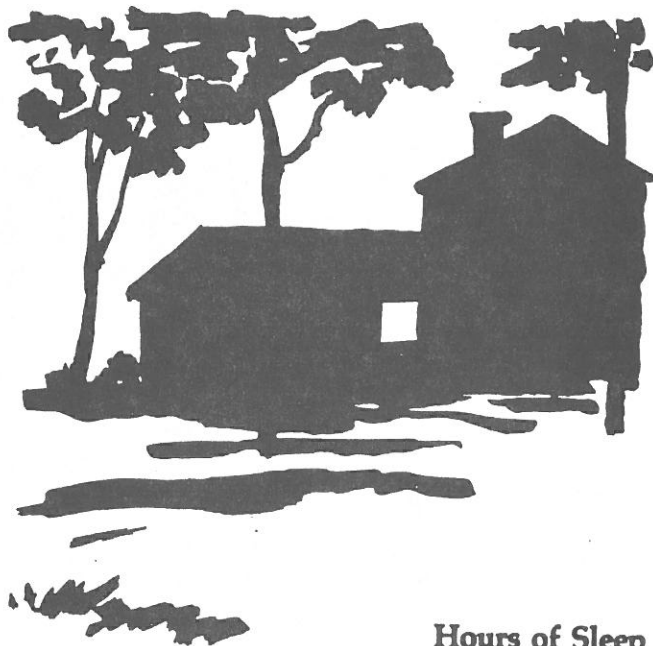
However, the BSA actively encourages backyard camping and family camping by the younger Cub Scouts. The reason is that a boy is not likely to run into problems beyond his depth when his family is with him or close by.

Backyard camping is simply sleeping out with a buddy or two, either under the stars or in homemade tents. The boys may try to cook their meals outdoors, too, but mom had better be ready with emergency chow. It's almost certain they'll want it.



Backyard Tent.—A tent is a big plus for backyard campers, although they can do without it if necessary because shelter is so close by. It might be the family tent, dad's old pup tent, a tarp, or even an old living-room rug. You and your son can make a simple but serviceable tent out of almost any heavy material. Unbleached muslin is good and inexpensive. When it's completed (including dyeing or decorating) take it to a dry cleaner for waterproofing or buy a nonflammable waterproofing mixture and do it yourself.

You can make tent poles and a ridgepole, or the tent can be set up over a clothesline or fence as shown.



Hours of Sleep

Nature needs five;
Custom takes seven;
Laziness takes nine;
And wickedness eleven.

SUGGESTIONS for summertime activities include;

District Day Camp
Pack Hike
Family Picnic
Ice Cream Social
Pack Swim
Pack Family Campout
Cubmobile Derby

Here are a few other suggestions for family activities.

PUTTING ADVENTURE IN A VACATION

An ordinary vacation can be transformed into a grand adventure by making it a 100 percent family affair, including the planning and the making of decisions. Perhaps each evening before the children go to bed the family can hold a "council of war" to decide what is to be done the next day. Another splendid vacation idea is to follow out a certain theme—perhaps it will be the "Birth of Our Nation," and the family will visit some of the historic New England spots that played such an important part during the early days of our country. Perhaps the family will have an "authors' vacation," and during the trip they will keep their eyes open for little side trips which will take them to the homes of famous authors, living and dead.



A FAMILY HIKE

It is a lot of fun to go for a drive, but it is even more fun to take a hike. During such an afternoon hike the family might even start a collection. They might keep their eyes open for beautiful stones, shells, or four-leaf clovers. They might decide on an object, and the member of the family seeing such an object first gets a point. For instance, they might decide upon birds. The first member of the family to see a bird gets a point. The next thing might be a flower, and the first person seeing a flower gets a point. This combines the hike with a game, in addition to including a very worthwhile experience in observation and nature lore.

A FAMILY PICNIC

Picnics are always fun. It is even more fun when brother and sister have a chance to help decide where the family is going, and what the lunch is going to include. Let brother and sister be the guides, too. This means that they must learn to read a road map and must watch for route signs along the way. Sister will have many ideas on what the lunch should include and will also be able to give mother a real hand in preparing it. Brother will probably have a lot of ideas on that subject, too. The thing to remember is that this should be made an experience and an adventure for the whole family, everybody having a part in all decisions.

A MYSTERY TRIP

This time dad and mother decide where the family is going on a picnic and keep it as a secret and surprise for sister and brother, or perhaps it won't even be a picnic but some other special treat or adventure. The main thing is to keep the destination a secret until brother and sister can guess what is going to happen.

VISITING A DAIRY OR BAKERY

Boys like these two experiences because an ice-cream plant or dairy usually gives visitors a slice of ice cream, and the bakeries also give a sample of their wares. This could be an individual or a den affair.



OPENING CEREMONY

CUBMASTER: There are many ways for having fun on wheels. There is the pinewood derby, bicycle rodeo, cubmobile, and etc. As we have fun we must also remember to have good sportsmanship. Now I will ask 13 boys to come forward to help me give you a reminder.

- S - Smile, even if you hurt inside.
- P - Pardon those parents who may show poor manners.
- O - Ooze with enthusiasm for your car and fellow den members.
- R - Respect the feelings of other Cub Scouts.
- T - Try your best and (next letter) be
- S - Satisfied with yourself.
- M - Master the art of self-control.
- A - Anger has no place in our meeting.
- N - Notice that only one car can win.
- S - Success in "Doing your Best" will be present for every Cub Scout.
- H - Hush those words of bragging.
- I - Insert your "Congratulations" to the winner.
- P - Play the "derby game" for FUN.

(Boys hold up letters while Cubmaster explains each one.)
CUBMASTER: Let us remember the word sportsmanship

"WELCOME"

Arrangement:

7 Cub Scouts hold large colored cardboard cutouts of balloons which have the letters WELCOME on them. As each boy says his lines, he turns over his balloon to reveal the letter.

1st Boy: Welcome to each and everyone.

2nd Boy: We're going to have lots of fun.

3rd Boy: Let's now officially open our meeting.

4th Boy: We give to you a friendly greeting.

5th Boy: Our displays today you will enjoy.

6th Boy: There's something here for every adult and boy.

7th Boy: Now we ask that you please stand, as we sing a song about our land.

(Lead audience in "America the Beautiful".)

'CUB SCOUT BASEBALL' ADVANCEMENT CEREMONY. Lay out a small baseball diamond on the floor or ground in front of the audience, with perhaps 15 feet between bases. If you have new Bobcats joining the pack, start by calling them forward with their parents to the "on-deck circle." Welcome them to the pack and point out that they are just getting started on the Cub Scout trail, which leads around the bases to home.

For Wolf badges and arrow points, call Cub Scouts and their parents to first base. Speak briefly about the 12 achievements (or arrow points) they have passed with the help of their parents to make it to first. Do the same at second base for boys who have earned the Bear badge and arrow points. Third base represents the Webelos badge and Webelos activity badges and home the Arrow of Light. Make the appropriate awards, if you have any, for these bases.

Finally, if you have Webelos Scouts ready to graduate into troops, note that Boy Scouting is another ball game. Congratulate the graduates on their success in Cub Scouting and have their new Scoutmasters (or other representatives of the troops) on hand to welcome them into Boy Scouting.

Comparisons

As wet as a fish—as dry as a bone;
 As live as a bird—as dead as a stone;
 As plump as a partridge—as poor as a rat;
 As strong as a horse—as weak as a cat;
 As hard as a flint—as soft as a mole;
 As white as a lily—as black as a coal;
 As plain as a staff—as rough as a bear;
 As light as a drum—as free as the air;
 As heavy as lead—as light as a feather;
 As steady as time—uncertain as weather;
 As hot as an oven—as cold as a frog;
 As gay as a lark—as sick as a dog;
 As savage as tigers—as mild as a dove;
 As stiff as a poker—as limp as a glove;
 As blind as a bat—as deaf as a post;
 As cool as a cucumber—as warm as toast;
 As flat as a flounder—as round as a ball;
 As blunt as a hammer—as sharp as an awl;
 As brittle as glass—as tough as gristle;
 As neat as a pin—as clean as a whistle;
 As red as a rose—as square as a box;
 As bold as a thief—as sly as a fox.

FAMILY FUN CLOSING

Have each boy read his part while holding an item that would be used in each of the summer activities. Narrator is also a Cub Scout.

NARRATOR: What would have happened if our Cubmaster and Den Leaders had decided they didn't want any Cub Scouting this summer; (read only those of the following that apply to your pack--add activities that you did that are not listed).

1st CUB: We wouldn't have had our Softball League.

2nd CUB: Day Camp would have been just a dream.

3rd CUB: Our families would have missed the fun of our picnic.

4rd CUB. We wouldn't have met with other packs for the Olympics.

5th CUB. The fathers probably would not have gone camping with us at the Webelos overnighiter.

6th CUB. We wouldn't have marched in our city's Fourth of July parade.

NARRATOR. As you can see it would have been a pretty dull summer if they had decided to take the summer off. Let's give a big cheer for our leaders and parents who have cared enough to give us Cub Scouting during the summer.

AUDIENCE PARTICIPATION

HALLOWEEN AUDIENCE PARTICIPATION

This should produce lots of action and hilarity. One player stands in the center of a circle of chairs and is the narrator. The others are seated in a circle, and each one is assigned one of the sound words listed below. More than one player can be given the same sound. The narrator reads the story. As each player hears his word mentioned, he stands up quickly, makes the appropriate sound, turns around in a circle and sits down. When the word "House" is mentioned, all players must change places. The narrator also scrambles for a chair and the player left without a seat becomes the narrator.

THE SOUNDS:

WHISTLED (blow out with whistling sound)
CREAKED ("creak, creak")
CLATTERED (clap hands sharply 3 times)
MOAN (low, long moan)
BOING ("boing, boing")
SQUEAKED (high squeak)
WHIRRED (blow out, making lips vibrate)
GHOST (high, falsetto moan)

THE DESERTED HOUSE

This is the story of a poor, deserted **HOUSE**. It was a sad **HOUSE** indeed. Its windows were broken, the floors sagged and part of the roof had fallen in. When the wind **WHISTLED** around the eaves, all its timbers **CREAKED**, the shutters **CLATTERED** against the walls, and the chimney gave out a low **MOAN**. Down in the cellar, the mice **SQUEAKED** and an old, rusty piece of sheet metal trembled with a loud **BOING**. Up in the attic, the bat's wings **WHIRRED** as they flew around in shadowy circles.

One Halloween, a **GHOST** visited the **HOUSE**, thinking it might be a suitable place to live. He floated in through one of the broken windows. It **CREAKED**, the shutters **CLATTERED**, the chimney **MOANED**, the metal **BOINGED**, the mice **SQUEAKED** and the bat's **WHIRRED**.

This is too much, even for a **GHOST**. "I'm getting out of here," he said firmly. So the **GHOST** left the **HOUSE** and never came back.

And to this day, when the wind **WHISTLES** around the eaves, you can hear the sounds of **MOAN**, **BOING**, **CREAK**, **WHIR**, **CLATTER**, and **SQUEAK** coming from that poor deserted **HOUSE**.

COMMUNITY BUS SKIT

This is a pantomime skit with no narration. It is important that the boys use very exaggerated actions.

Actors: Bus Driver, Lady carrying a birdcage, Man carrying gift boxes, Man carrying groceries, Confused and clumsy man, den leader, and any number of Cub Scouts. (Omit any parts to fit to number in your den)

Setting: Chairs are set up to simulate seats on a bus. Chair at front is for driver.

Action: Bus driver smiles when first person gets on. He goes through motions of opening and closing bus door each time.

Lady carrying birdcage, purse, and wearing large hat gets on. She extends birdcage for driver to hold as she looks through her purse for money. She bends her head, pushing her hat brim in driver's face.

Driver looks very unhappy. He takes money, hands back birdcage.

Lady walks to take seat on bus.

Driver goes through motions of driving to next stop. He shifts gears, steps on gas, stops by putting foot on brake, and opens door for next passenger.

Man carrying gift boxes piled up to his nose, boards. He drops boxes on driver while trying to get money out of pocket. He tries to pick up the boxes and drops them again.

Driver raises his arms to protect himself against falling boxes, then tries to help pick them up. He pantomimes a few unpleasant words.

Man takes seat directly behind driver, as driver continues to hand him boxes.

At next stop, men carrying 2 large sacks of groceries boards. While trying to get fare out of his pocket he spills some groceries on floor. He hands both sacks to driver while he picks up apples and oranges. He returns them to sack, pays fare, pushes hat back on head, and finds seat.

Driver goes through all motions of proceeding to the next stop. He is grumbling and looks unhappy.

Clumsy man, carrying a rake, hoe, and a shovel runs in front of bus, trying to flag it down. Bus stops. He boards, staggers around, fumbling for fare, drops tools on driver. He drops money on floor and gets down on hands and knees to search for the coins. Finally puts fare in box and fumbles back to find a seat.

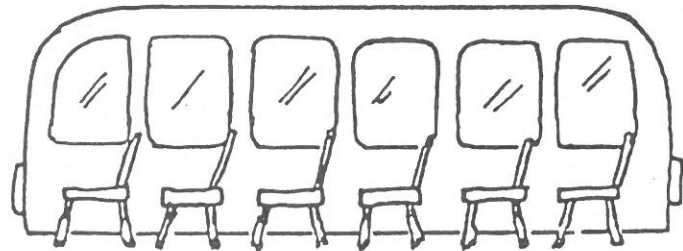
Driver goes through motions of proceeding to next stop. Everyone gets off bus.

Waiting at this stop are a den leader and Cub Scouts. They board bus, each pays fare without incident, take their seats quietly.

Bus proceeds to next stop and all get off, thanking bus driver as they leave.

The bus driver faints.

BUS - CARDBOARD CUT-OUT



A GOOD SPORT
CLOSING THOUGHT

A good sport plays hard and tries to win, but he never wishes to win so much that he is unhappy when he loses. A good sport seeks to win only by fair and lawful means according to the rules of the game. A good sport takes pleasure in the game right to the end even though he is not winning: for the purpose of the game is not merely to win, but to find joy and strength in trying.

TO MY GROWN UP SON

My hands were busy through the day.
I didn't have much time to play.
The little games you asked me to.
I didn't have much time for you.

I'd wash your clothes, I'd sew and cook.
But when you'd bring your picture book,
And ask me please to share your fun,
I'd say; "A little later, son."

I'd tuck you in all safe at night.
And hear your prayers, turn out the light,
Then tiptoe softly to the door...
I wish I'd stayed a minute more.

For life is short, the years rush past...
A little boy grows up so fast.
No longer is he at your side.
His precious secrets to confide.

The picture books are put away,
There are no longer games to play.
No good-night kiss, no prayers to hear...
That all belongs to yesteryear.

My hands, once busy, now are still.
The days are long and hard to fill.
I wish I could go back and do
The little things you asked me to.

RE-AFFIRMATION CEREMONY

This ceremony is used to annually re-affirm each parent's and boy's understanding and beliefs in the ideals of the Cub Scout program.

CUBMASTER: Families of Pack _____, we are gathered together to re-affirm you as members of the Pack and a part of the Cub Scout program.

Will the following boys and their parents please come forward. May I ask our Den Leaders and members of the Pack Committee remain in your seats as witnesses to this re-affirmation ceremony. (Read the names)

Is there anyone who can show just cause why these boys and their parents should not continue as a part of this Pack family?

(PERSON IN AUDIENCE): I wonder if the parents know what they are committing themselves to, as well as "their son."

CUBMASTER: Parents, you are once again agreeing to support your child in the Cub Scout program.

Please repeat after me:

"AS A PARENT OF A CUB SCOUT
I WILL HELP MY BOY LIVE UP TO THE CUB SCOUT PROMISE AND
OBEY THE LAW OF THE PACK.
I WILL WORK WITH MY BOY ON HIS ACHIEVEMENTS AND PROJECTS.
I WILL ATTEND THE PACK MEETING AND HELP AS NEEDED TO MAKE THE PACK GO."

And now will all of our Cub Scouts step forward and repeat after me?

"I, (their name), TAKE YOU PACK _____, TO BE MY LOYAL CUB SCOUT FAMILY, TO WORK WITH AND PLAY FOR WITH THE NEXT THREE YEARS. FOR MY BOBCAT AND WOLF, FOR MY BEAR AND MY WEBELOS, IN GOOD TIMES AND BAD, SUNSHINE AND RAIN, IN DEN MEETINGS AND PACK MEETINGS UNTIL MY GRADUATION DAY."

Do you Pack _____, accept these boys and their parents once again as members of our family?

WITNESSES: Yes we do!

CUBMASTER: And then by the power vested in me as Cubmaster of this Pack and as a loyal and faithful representative of Boy Scouts of America, I am once again proud to re-affirm you boys and parents as members of the Pack and of the Cub Scout Program.

I hope that you will remember always what it is that you have pledged to do and will do your best at doing it. CONGRATULATIONS! (Give the Cub Scout handshake to all re-affirmants)



AMERICA THE BEAUTIFUL

Katharine Lee Bates, 1893

Samuel A. Ward, 1882

AMERICA

My country! 'tis of thee,
 Sweet land of liberty,
 Of thee I sing;
 Land where my fathers died,
 Land of the pilgrims' pride,
 From ev'ry mountain side
 Let freedom ring.

Our fathers' God, to Thee,
 Author of Liberty,
 To Thee we sing;
 Long may our land be bright
 With freedom's holy light;
 Protect us by Thy might,
 Great God, our King.

—Rev. Samuel F. Smith

CALLIOPE SONG

(Divide the group into four or five parts; begin with first and bring other in one at a time.)

- 1st: um-pah-pah
- 2nd: um-sss-sss
- 3rd: um-peep-peep
- 4th: um-tweedle-tweedle
- 5th: sings melody of "Daisy, Daisy" or "The More We Get Together"

DAY IS DONE, GONE THE SUN,
 FROM THE LAKE, FROM THE HILLS, FROM THE SKY;
 ALL IS WELL, SAFELY REST,
 GOD IS NIGH.

APPLAUSE STUNTS

Applause stunts are a great way to recognize a person or a den for some accomplishment. Before you start, be sure everyone knows and understands what the applause stunt is and how to do it. Applause stunts can be used not only as recognition, but they can help liven up any meeting. They give the audience a chance to move around and let off steam.

Picnics:

KETCHUP Make a fist of one hand. With the other hand pound on the thumb side, as though you are trying to get ketchup out of the bottle.

BANANA CHEER: How, How, How (Banana Peel) squish, squish, squish
(Squirt banana at audience)

FRUIT SALAD: Have large watermelon, spit out seeds; then have cantelope, spit out seeds; then have cherry
(finger in cheek - 1 small pop)

BEE APPLAUSE: Put arms straight out and pretend to fly, while saying: "Buzz, buzz"

Family activities:

MARBLES: Hold hand up close to the side of your face and pretend to shoot marbles while bedding over slightly

BICYCLE: "Pump, pump, pump"

BOW AND ARROW: Make motion as if shooting an arrow and say "Zing..., zing..., zing...." Pretend to release an arrow each time you say Zing.

FISH 1: Pretend to hold fish by its tail with one hand and with the other plug your nose and say "Pheweee!!!"

FISH 2: Suck in cheeks, form an O with your mouth, moving it like a fish does without a sound.

FROG YELL: (Jump 3 times) (Stomp 3 times) Say "Rivit, rivit, rivit"

GO CART: Move hands in down hill motion and shout "Swoosh Zoom"

GOLF: Shout "fore" and then pretend to hit the ball, putting hand to forehead to see where it went.

FATHER - SON CAKE BAKE

One of the most popular fund raising ideas widely used by packs is the Father-Son Cake Bake. Cakes are baked by the Cub and his dad and are then auctioned off to the highest bidder. This pack meeting is one of the most popular with the Cubs. Before cakes are auctioned, they are judged and prizes are awarded. Rather than auction the cakes some packs charge an entry fee and Cubs draw for the cakes they will take home.

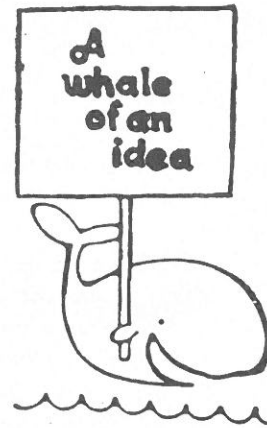
RULES FOR FATHER-SON CAKE BAKE:

1. Cakes must be baked by Cub and another male. (If there is no father in the family, then an uncle, older brother, or neighbor may help). Cake mixes may be used.
2. NO FEMALE assistance allowed in any respect.
3. Entire creation must be eatable, including all decorations.
4. All cakes must have a title to be shown as part of the cake decoration or on a card attached to the cake. Cakes will be registered and numbers issued for judging purposes.
5. All cakes must be on a give-away tray.
6. All cakes will be auctioned at the Pack meeting with proceeds going to the pack.
7. Cakes will be judged (By outside guests) and prizes awarded in the following categories:
 - (1) Judges Choice (Grand Prize Winner)
 - (2) Most Original Creation - 1st, 2nd, and 3rd, Place
 - (3) Most Appropriately Named Cake - 1st, 2nd, and 3rd Place
 - (4) Biggest Cake
 - (5) Tallest Cake

NOTE: This is one pack meeting where the Cubs need to sit with their families. The Cake Bake may be based on a theme, or don't use a theme and let each Cub do his own creative thing.



ADOPT-A-GRANDPARENT PROGRAM



Rest homes and senior citizen centers are filled with lonely people; so if you have one of these in your area, you will have more than enough names for your project. Help fill their needs by assigning each Cub Scout in your den to visit one special individual on a regular basis. The ideal situation would be to involve the boys who also need this relationship.

The purpose of this program is to provide an opportunity for togetherness - time for them, the boys and the elderly, to do things with each other.

In association with older people, the Cubs can -

1. Share philosophies and experiences.
2. Discuss current local and national events.
3. Watch television and play records or games.
4. Sew (yes! Sew.)
5. Help with home canning.
6. Help them take walks.
7. Help them do simple gardening such as watering or trimming.
8. Look through family albums.
9. On special occasions, such as Christmas or Valentine's Day, help decorate the room or home.
10. Encourage the elderly to invite friends over to visit, prepare refreshments.
11. On birthdays, plan and host small parties.
12. Keep them informed of all Church and community activities they might want to attend. Arrange for transportation and assistance where needed.
13. Invite them to your den and pack meetings. If attendance program is done by the pack, make sure the grandparents are included in the attendance count.

If the elderly have poor eyesight, here are other suggestions.

1. Read to them.
2. Do simple hand-mending.
3. Write letters that they dictate.
4. Dust, vacuum, and wipe off finger marks.

Now and then drop by unexpectedly for a short visit and bring a thoughtful gift, the kind that cost nothing but means much to a lonely person; a bouquet from your garden, a piece of homemade pie, a start from one of your houseplants, autumn leaves, a smile or a warm handshake.



Going Fishing—Players sit around a table. Each person cuts out 10 paper fish. Then give each person a soda straw. Put a large bowl in the center of the table. Then take turns: Each person sucks through his straw to try to lift one of his fish and put it into the bowl. If he drops the fish on the table, he loses that turn. The first person to get all 10 fish in the bowl wins.

Musical Mixers

Have sets of cards with song titles on them. As people arrive, distribute the cards with instructions for everyone to find others with the same song title. When the singing groups are formed, they are to get acquainted and rehearse their songs. Call on each group to perform.

= SPORTS QUIZ =

1. WHAT BASEBALL PLAYER HOLDS THE RECORD FOR MOST CAREER HOME RUNS? (Henry Aaron)
2. A "PUCK" IS USED IN WHICH OF THE FOLLOWING SPORTS: a. RUGBY, b. HOCKEY, c. SKIN DIVING? (Hockey)
3. TRUE OR FALSE: THERE ARE NO GOAL LINES IN TENNIS. (True)
4. FRAN TARKENTON IS QUARTERBACK FOR THE: a. DALLAS COWBOYS, b. PITTSBURGH STEELERS, c. MINN. VIKINGS. (Vikings)
5. TRUE OR FALSE: THERE ARE SIX PLAYERS ON A BASKETBALL TEAM. (False)
6. IN WHAT SPORT WOULD YOU FIND A "FAIRWAY"? (Golf)
7. TRUE OR FALSE: BOWLING BALLS ARE MADE OF WOOD. (False)
8. A FOUL SHOT IS DONE IN: a. HUNTING, b. BASKETBALL, c. POOL. (Basketball)
9. WHEN THE FOOTBALL OFFICIAL STRETCHES BOTH HANDS ABOVE HIS HEAD, HE SIGNALS: a. TIME OUT, b. PENALTY, c. SCORE. (Score)

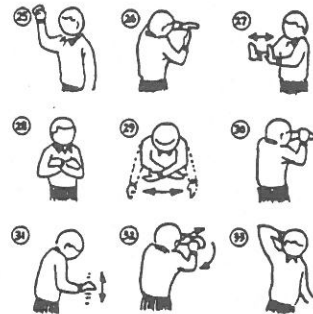
FOOTBALL



BASEBALL



BASKETBALL

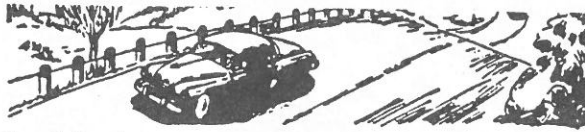


ANSWERS

- | | |
|--|---|
| 1. OFFSIDE | 16. FIRST DOWN |
| 2. ILLEGAL PROCEDURE | 17. ROUGHING THE KICKER |
| 3. ILLEGAL MOTION | 18. STRIKE |
| 4. INCOMPLETE PASS - PENALTY DECLINED - NO PLAY - NO SCORE | 19. BALL |
| 5. ILLEGAL SHIFT | 20. OUT |
| 6. ILLEGAL RETURN | 21. SAFE |
| 7. DELAY OF GAME | 22. TIME OUT |
| 8. TOUCHDOWN OR FIELD GOAL | 23. TIME IN |
| 9. CLIPPING | 24a. FAIR BALL (POINTS TOWARD OUTFIELD) |
| 10. ILLEGAL USE OF HANDS (HOLDING) | 24b. FOUL BALL (POINTS TOWARD INFIELD) |
| 11. ILLEGAL FORWARD PASS | 25. PERSONAL FOUL |
| 12. TIME OUT | 26. TECHNICAL FOUL |
| 13. PASS INTERFERENCE | 27. PUSHING - CHARGING |
| 14. INELIGIBLE RECEIVER DOWNFIELD | 28. ILLEGAL USE OF HANDS |
| 15. START THE CLOCK | 29. CANCEL SCORE |
| | 30. HOLDING |
| | 31. ILLEGAL DRIBBLE |
| | 32. TRAVELING |
| | 33. PLAYER CONTROL FOUL |

APPLE PEEL GAME. Of course, every Halloween party has an apple contest, but here is one that is a little different. Divide the group into teams of four. Give to Number 1 in each group an apple and a safety-type peeler. Number 1 peels the apple as quickly as he can and passes it to Number 2, who carves the letter "H" on it. Number 3 cores the apple and Number 4 eats the apple. The quartet that finishes first wins.

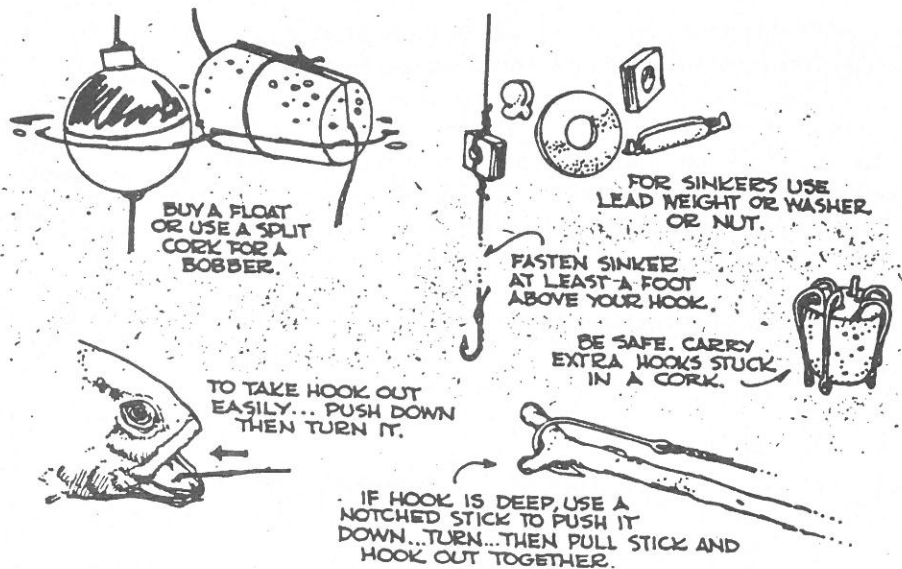
Travel Quiz



How many of the following questions can you answer? They are about certain places in the United States.

1. What is the southernmost city in the United States?
2. What is the only active volcano in continental United States?
3. In what place in our country are automobiles forbidden?
4. Where is the Garden of the Gods?
5. Where does the Mississippi River have its start?
6. What is the oldest city in the United States?
7. Where is the Betsy Ross house?
8. In what state is New Salem, where Abraham Lincoln once lived?
9. In what state are both the highest and lowest spots in our country?
10. In what state is Grand Canyon?

Travel Quiz Answers : 1. Key West, Florida; 2. Lassen Volcano, in California; 3. Mackinac Island, Michigan; 4. Colorado Springs, Colorado; 5. Itasca Park in northern Minnesota; 6. Saint Augustine, Florida; 7. Philadelphia, Pennsylvania; 8. Illinois; 9. In California (Death Valley, lowest-Mount Whitney, highest); 10. Arizona.



BEGINNER'S FISHING GEAR. First-time fishermen, either fathers or sons, don't need fancy gear. A three-foot long leader, some ordinary string, two or three No. 6 and No. 8 hooks, a cork for a bobber, and a metal washer for a sinker will be adequate. If the angler feels the need of a pole to get his line out farther, he may find a six- or seven-foot length of cane or willow along the streambank. Much better gear, may of course, be purchased from your Scout distributor or sporting goods store.

Checkerboard Slide

"It's your move," this slide seems to say. It is sure to get attention, because checkers is a game almost everyone plays.

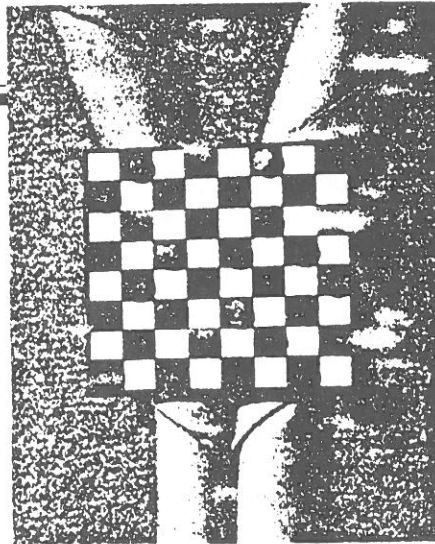
- Use a coping saw to cut a piece of wood the same size as the checkerboard shown here. A piece of scrap paneling is just right.

- Sand the edges of the board smooth.

- Cut out the checkerboard on this page and glue it to the wood. Squeeze out any bubbles and excess glue with your finger.

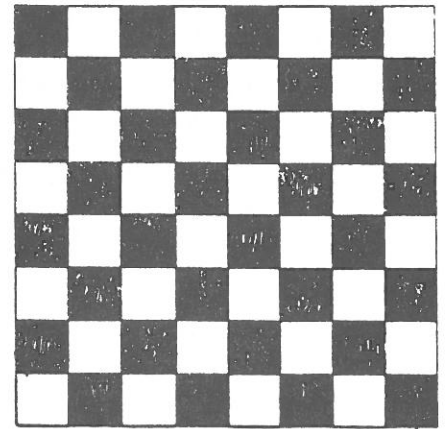
- Make "checkers" from a $\frac{1}{8}$ -in. wood dowel. You won't need much dowel; a piece a few inches long is enough. Saw off checkers about $\frac{1}{16}$ -in. thick.

- After sanding, paint the checkers red or black. Use enamel or acrylic paint and a small artists' or hobby paintbrush.



- Glue a sheetmetal, leather, or wooden loop to the back. Then glue the checkers in place on the board.

- Protect the whole slide with a coat of clear plastic spray. ♣



A Simple Camp Chair

Make this simple camp chair out of a couple pieces of scrap wood and some old remnants of canvas or carpet.

Cut and assemble the pieces of wood as shown in the illustrations and tack or nail the carpet to the top edge of each piece of wood. These may then be painted, stained, or otherwise decorated.

They make great stools for use in a patrol den or at troop meetings as well as on camping trips where you'd rather not have to sit on the ground. Position one in front of a tree and you'll even have a handy backrest.

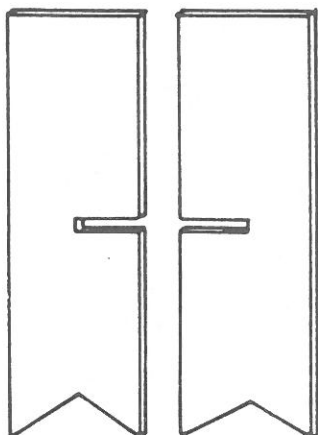


Figure 1

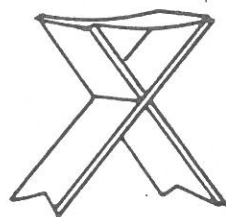
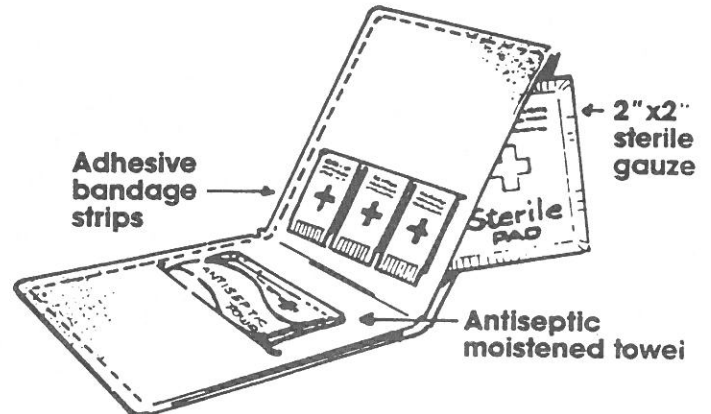


Figure 2

Wallet First Aid Kit



Make a first aid kit for your wallet. Here's what you need:

- Two or three adhesive bandage strips.
- One 2" x 2" sterile gauze.
- Soap leaves (see directions below), or an antiseptic moistened towel.

If you also carry a clean handkerchief at all times, you'll have a simple basic first aid kit.

A Basketball Net Slide

Here's a slide for real basketball buffs. It has a backboard, hoop, net, and ball. Trace the backboard outline onto a piece of wood about $\frac{1}{8}$ " thick, such as scrap paneling. Cut it out and sand off rough edges.

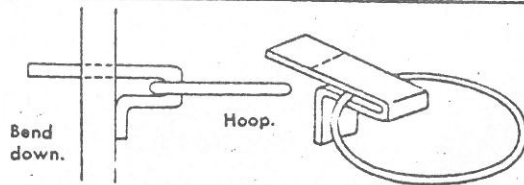
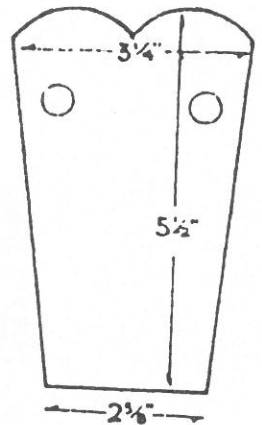
Make the hoop with wire, wrapped around a one-inch diameter rod. To attach the hoop to the backboard, bend a small piece of sheet metal so it fits through a slot in the backboard. Bend it over on the other side (see illustration). Use epoxy or modeling glue to hold the hoop and metal strip in place.

Make the net from plastic mesh (the type used to cover turkeys and

other poultry products is perfect). Cut a piece the size of the pattern. Sew or glue the two edges together as shown.

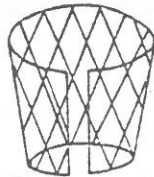
Carve the basketball out of pine and make it a little smaller than the hoop (you might find a small wooden ball among decorative turnings in a lumber store). Paint the ball orange and add lines with a marking pen. Attach the net to the hoop with thread and glue.

Paint the hoop orange, the backboard white, and the net gray-white. Glue the ball in place and glue a sheet-metal loop to the back of the backboard to form a slide.

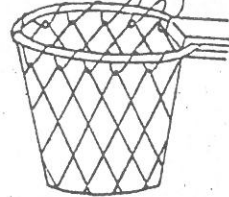


Side view: metal strip goes through slot in backboard and is bent down.

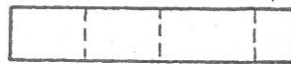
Metal strip and hoop.



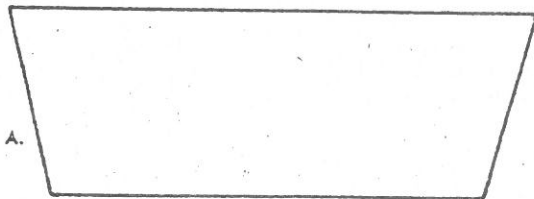
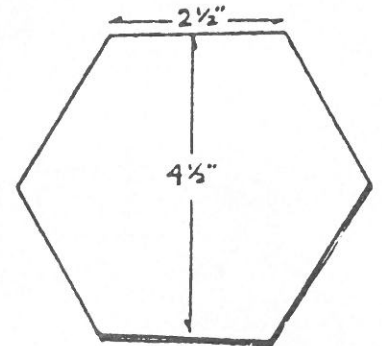
Connect two sides of net.



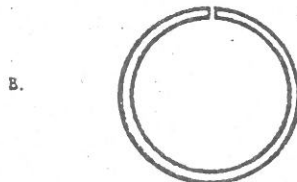
Sew net to hoop.



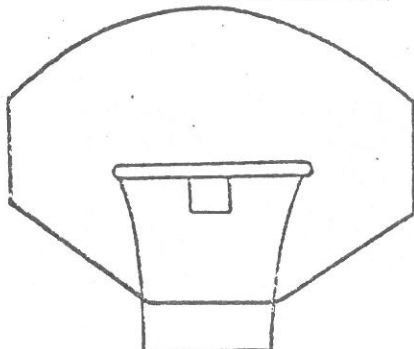
Actual size of metal strip.



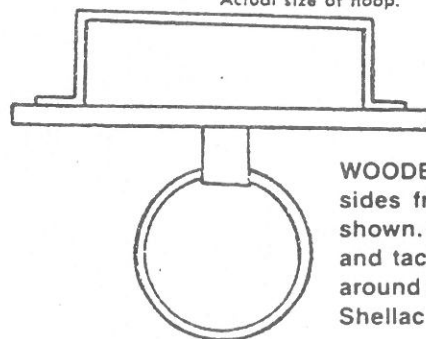
Actual size of mesh. Attach side A to side B.



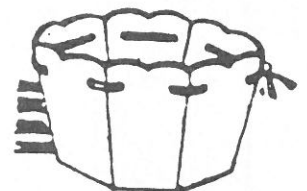
Actual size of hoop.



Actual size of backboard.



Backboard top view (actual size).



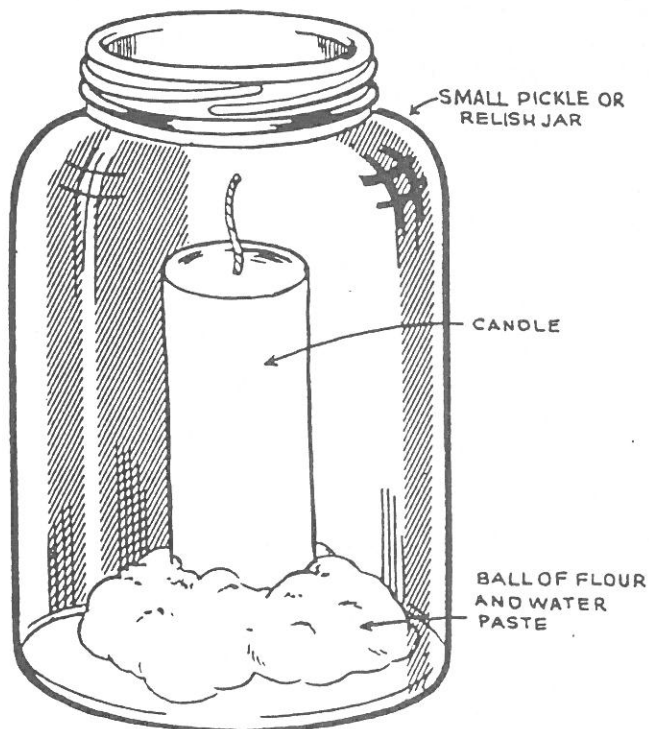
WOODEN BASKET. Cut bottom from $\frac{1}{4}$ -inch pine and six sides from $\frac{3}{8}$ -inch scrap. Drill holes in side pieces as shown. Start small nails in the bottom of each side piece and tack them to the bottom. Thread 30-inch shoelace around the top as shown. Then pound nails in securely. Shellac or paint.

Hurricane Lamp Are Easily Made



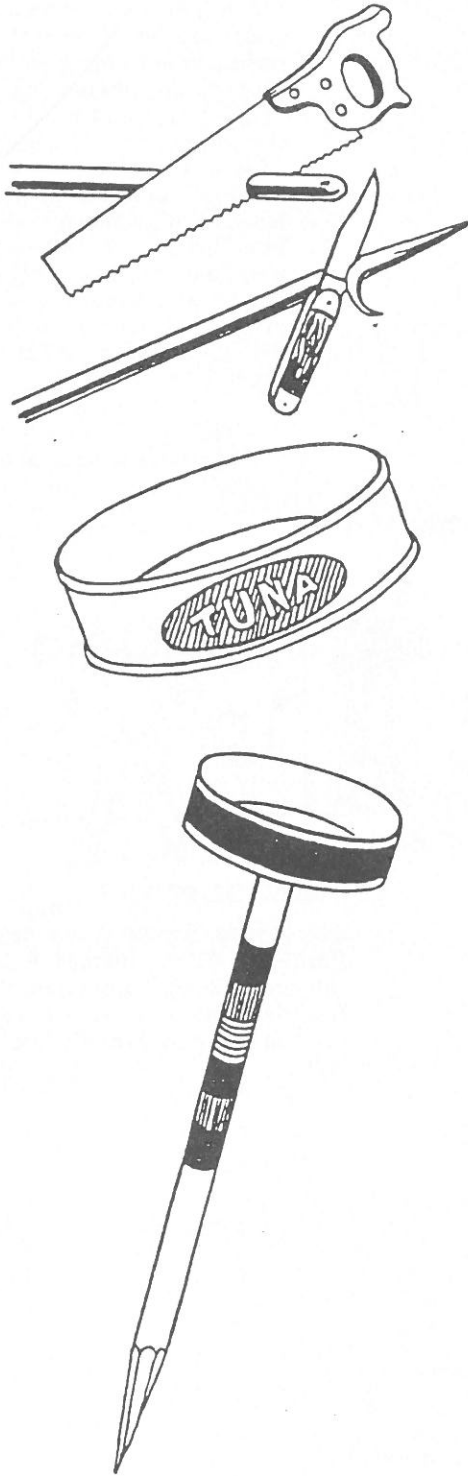
YOU WILL NEED

- A saw
- A candle
- A sharp knife
- A $\frac{1}{2}$ cup of flour
- A hammer and a nail
- A broomstick or long stick of wood
- A tuna fish can (a No. 1 flat can)
- A medium-sized screw and a screw driver
- A small jar that fits inside the tuna fish can



1.

Mix a half cup of flour with water to make a thick paste. Drop the ball of paste into the bottom of a small jar and set a candle in it. Allow the paste to dry thoroughly.



2.

Saw off the top of a broomstick to make a flat-top surface. Then, with a sharp knife whittle the other end of the stick to a point.

3.

Ask your mother for a flat tuna fish can open at one end. With a hammer, pound down any rough edge along the top of the can.

4.

Use a hammer and a nail to punch a hole in the bottom center of the can and then screw the can to the top of the broomstick.

5.

Paint and decorate the lamp holder. You can paint a narrow band of color around the rim of the candle jar if you want the jar to match the holder.

6.

Punch the holder into the ground and set the candle jar in the holder. This simple-to-make hurricane lamp gives a friendly light for nighttime picnics and back-yard gatherings.

EARN A WOLF ARROW POINT CREDIT

in Handicraft, Elective 3, by making a hurricane lamp and holder to be used out-of-doors at night.

The Unexpected Guest

The scene is a hotel in a mountain resort.
The first guest arrives :

"I understand you have the finest hotel around."

The manager replies :

"Absolutely."

The second guest says :

"With good food?"

The manager :

"Absolutely."

The third guest :

"And excellent drink?"

The manager :

"Absolutely."

And so on until all the available cast are used up. The first guest :

"But what about entertainment?"

The Manager :

"We have the most extraordinary echo in the world."

First guest :

"Let me try. Hey there!"

Echo :

"Hey there."

The second guest :

"I'll have a go. Hallo!"

Echo :

"Hallo."

The third guest :

"How about a drink?"

Echo :

"I'll be right down."

TELEPHONE TROUBLE. Two Cub Scouts stand about 20 feet apart, each holding one end of a rope representing a telephone line. One makes dialing motions and the other says, "R-r-r-ing" and picks up the phone. The first boy says, "Hi, Bruce, what are you doing?" but the second boy indicates he can't hear clearly. So the first boy says, "We seem to have trouble on the line. Would a leader please come up and hold it?" The boys again try to talk, but there's still trouble on the line. Continue this until two or three adults are holding the line. Finally, the trouble is cleared up and the first boy says, "What are you doing, Bruce?"

"I've been fishing," Bruce says.

"Catching anything?"

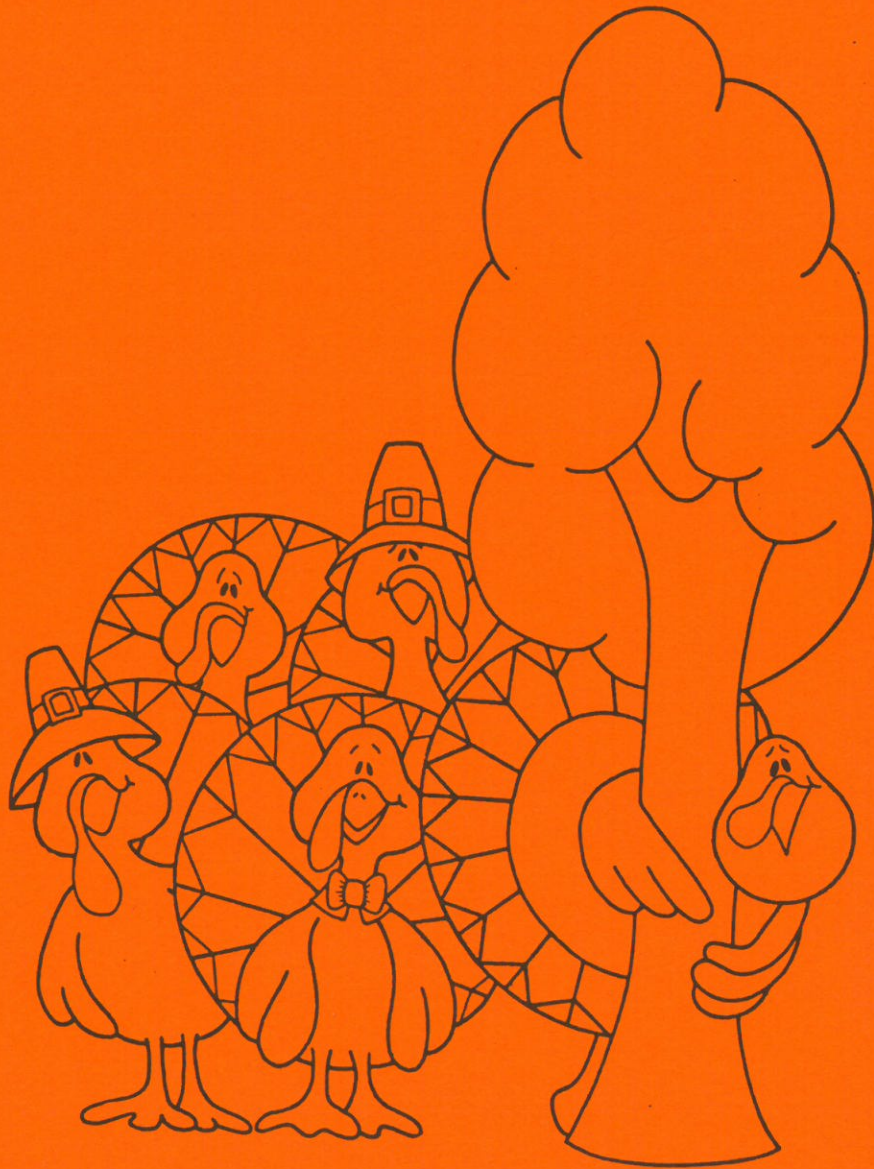
"Yep, three suckers so far."



COMEDY BASEBALL Drape a sheet over a rope. Behind it is a boy with a flashlight. As the pitcher, batter, and catcher make appropriate motions, the flashlight beam is moved across the sheet in crazy patterns representing the ball.

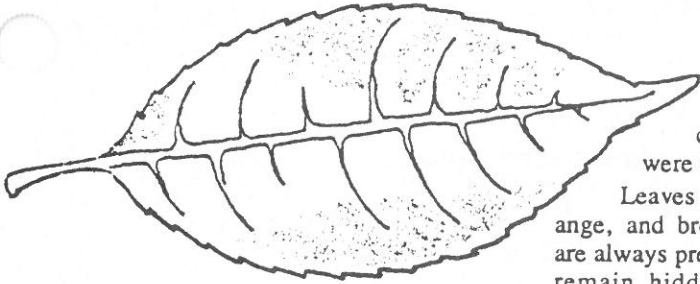


TURKEY DAY NOVEMBER





WHY LEAVES CHANGE COLOR



Have you ever wondered why the leaves on trees turn from green to shades of red, yellow, and brown each fall? Why the colors are better some years than others? Or even why leaves are green in the first place? Once each year during the fall season the trees of many regions in America, and especially of New England, produce a spectacular color show that signals the death of the leaves and a dormant winter period for the tree.

Trees, like all living things, need food and energy to live and grow. Leaves are a tree's food factories. Water and minerals are supplied to the leaves through the tree's root system and through a series of veins that go up the tree trunk, out the branches, and into each leaf. All leaves contain a green pigment called chlorophyll, which has the ability to absorb energy from sunlight and turn the water and minerals into a starch food for the tree.

Leaf food

During the summer months when there are long days and warm temperatures, the leaves are busy making food, but as the days of sunlight grow shorter and the weather becomes cooler, the leaf-factories begin to slow down until the process of making food stops completely. The green chlorophyll is no longer needed and slowly disappears from the leaves. The reds, yellows, and browns of fall foliage

appear. Where do the colors come from? They were there all the time.

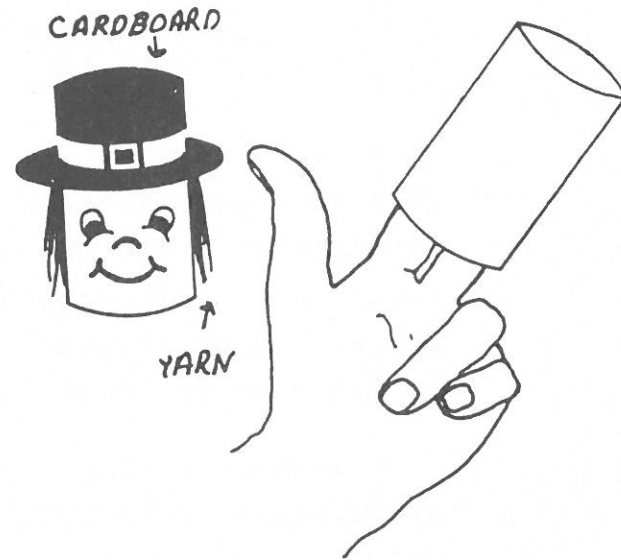
Leaves contain yellow, orange, and brown pigments that are always present in the leaf but remain hidden by the strong chlorophyll green in summer. The colors appear only when the green chlorophyll fades.

As the leaves turn color, the tree pulls any remaining food out of them, storing it to survive during the winter months. The red shades of some fall leaves appear when the sugar produced by the leaves gets trapped in them rather than returning to the tree. The sugar dissolves in the sap of the leaf and turns it red, orange, or purple. Some leaves have no color pigments except for the chlorophyll and just turn a dull shade of brown before drying up.

Subtle shedding

Trees called evergreens—such as pines and spruces—don't drop all their needle-like leaves during the fall but shed some of them continuously throughout the year. They grow back new "leaves" during the warmer months. Evergreens, as their name implies, appear green all year round. In very warm climates, many broad-leaved trees drop only some of their leaves at a time and also appear green all year round.

The intensity of the fall colors varies from year to year depending on fall weather conditions. With frosty weather, the colors may not be as varied. Cloudy, rainy weather produces dull shades of red. Warm, humid conditions produce brightly colored but speckled leaves. Dry, sunny, fall weather produces the most spectacular colors of all.



CODE OF ETHICS FOR VOLUNTEERS

As a volunteer, I realize that I am subject to a code of ethics similar to that which binds the professionals in the field in which I work. Like them, I assume certain responsibilities and expect to account for what I do in terms of what I am expected to do. I will keep confidential matters confidential.

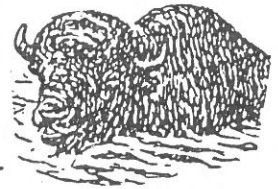
I promise to take to my work an attitude of open-mindedness; to be willing to be trained for it; to bring to it interest and attention. I realize that I may have assets that my co-workers may not have and that I should use them to enrich the project at which we are working together. I realize also that I may lack assets that my co-workers have, but I will not let this make me feel inadequate, but will endeavor to assist in developing good teamwork.

I plan to find out how I can best serve the activity for which I have volunteered and to offer as much as I am sure I can give, but no more. I realize that I must live up to my promises and, therefore, will be careful that my agreement is so simple and clear that it cannot be misunderstood. I believe that my attitude toward volunteer work should be professional, believe that I have an obligation to my work, to those who direct it, to my colleagues, to those for whom it is done, and to the public.

Being eager to contribute all that I can to human betterment, I accept this code of ethics for the volunteer as my code to be followed carefully and cheerfully.



THE PILGRIMS ARE BUFFALOED



This skit is easy to do. It requires little rehearsal. A narrator reads the verses, very slowly, while actors pantomime the action (next to each verse.) Actors should use exaggerated movements. Marks over words indicate syllables to be accented. As few as eight Cub Scouts can be used. A narrator, five Indians, and two Pilgrims - you may wish to use an adult as the narrator.

By the shores of the Sock-it-to-me
By the shining Plymouth Rock,
A tribe of Indians gathered-
From all around the block.

A group of Indians
enter and sit in a
circle.

They had an invitation
From the Pilgrims to a dinner
For what they called "Thanksgiving,"
It was sure to be a winner!

One brings out an
oversized invitation
which they pass
around.

The Pilgrims came to talk to them
Because of what they heard
Seems the Indians would not attend
Unless they gave their word.

Pilgrims enter and sit
down with Indians

"Give our word for what?" the Pilgrims
asked,
The peacepipe passed around
For when we come, an Indian said,
Free parking will be found.

A Pilgrim & Indian
make motion of talking.
Peacepipe is passed
round.

"Not only that," another said
Whose manner was ambitious
"Assure us that, when we don't tip,
The waitress won't get vicious."

An Indian stands, hands
on hip, as verse is read.
Then, he sits down again.

"Another thing," a third one said,
"I think we must impress,
That when we pay you for this meal
We'll use 'Indian Express.'"

Another Indian stands
during the verse and
holds up a credit card.
Then, sits down again.

"And for the entertainment," said
Another, "I will bring
My tom-tom here. For rock n roll
Is simply not our thing!"

An Indian stands, with
his tom-tom, while verse
is read. Afterwards he
plays a few beats, sits.

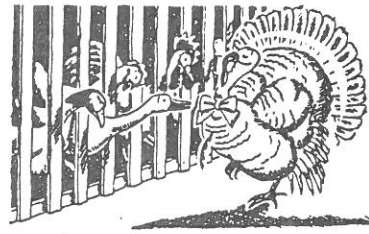
The chief now stood and said his
piece
I think before you go.
We don't care what other food you have
But we want buffalo.

Indian stands solemnly
and authoritatively.
He stays standing.

The Pilgrims were just staggered at
The Indians demands.
But as they left, they all agreed
And vig'rously shook hands.

The Pilgrim trudges
back, lugging a large
bag, obviously heavy.
He gets slower and
slower as he goes.

Turkey in the Straw



Lively



1. As I was a - rid - in' down the road, With a
2. Went out to milk and I did - n't know how, I



tired team and a hea - vy load, I cracked my whip and the
milked the goat in - stead of the cow. A mon - key sit - tin' on a

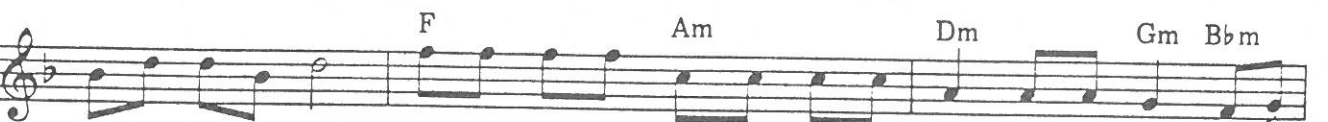


lead - er sprung; I says day - day to the wa - gon tongue.
pile of straw A - wink - in' at his moth - er - in - law.

Chorus



Tur - key in the straw, (whistle) tur - key in the hay,



(whistle) Roll 'em up and twist 'em up a high tuck - a - haw, And



hit 'em up a tune called Tur - key in the Straw.

3. Met Mr. Catfish comin' down stream,
Says Mr. Catfish, "What do you mean?"
Caught Mr. Catfish by the snout
And turned Mr. Catfish wrong side out.
Chorus

5. As I came down the new cut road,
Met Mr. Bullfrog, met Miss Toad,
And every time Miss Toad would sing
Ole Bullfrog cut a pigeon wing.
Chorus

4. Came to the river and I couldn't get across,
Paid five dollars for an old blind hoss,
Wouldn't go ahead, nor he wouldn't stand still,
So he went up and down like an old saw mill.
Chorus

6. Oh, I jumped in the seat, and I gave a little shout,
The horses run away, broke the wagon all about,
Sugar in the gourd and honey in the horn,
I never was so happy since the hour I was born.
Chorus

THE PILGRIMS ARE BUFFALOED (Continued)

They sent a Pilgrim way out West
To find a buffalo
Over hill and dale 'n' mountain stream
This noble man did go.

And when he found the buffalo
He dragged it back out East
Over hill 'n' dale 'n' mountain stream
To have him for the feast.

When Thursday came, the Indians
Arrived but, when they knocked,
The Pilgrims all were laid out flat,
The Indians were shocked.

The one man raised his head and said,
In a voice so thin and jerky,
"I hate to disappoint you guys
There's no buffalo-just turkey."

"No buffalo!" the Indians said,
"You'll have to tell us why.
We have to have our buffalo!
We thought that you would try!"

At this, the Pilgrims all sprang up,
For anger made them strong,
The Indians couldn't understand
What possibly went wrong.

"To cook a buffalo's the same
As turkey, an Indian said
But they stood there as a Pilgrim very
Calmly shook his head.

"Oh! no," he said, "they're not the
same."
His voice got loud and slow,
"Have you ever tried," the Pilgrim
cried
TO STUFF A BUFFALO?

A Pilgrim trudges across
the stage.

Pilgrim trudges back,
lugging a heavy bag. He
gets slower and slower as
he goes.

Pilgrims drag on stage
and collapse. Indians
come over and express
shock.

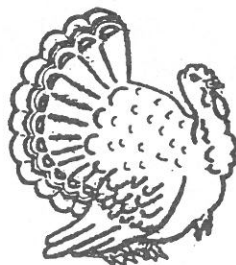
One Pilgrim raises his
head and one arm, as if
speaking to the Indians.

Indians look at each
other in disbelief. Then
they stare sternly at the
Indians.

The Pilgrims jump up,
obviously angry. The
Indians look at each
other, shrugging.

Indian pantomimes the
words to Pilgrims. A
Pilgrim steps forward,
shaking his head from
side to side.

Pilgrim drags heavy
bag on stage and sets
it in front of Indians.



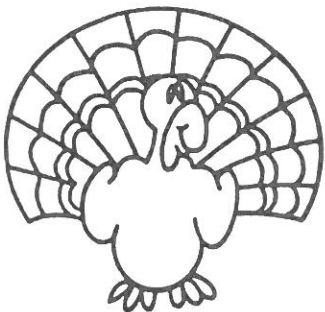
A BOASTFUL ROASTFULL

Turkey 1: I'm the best little turkey on the Arnett farm,
And I've got wit and I've got charm.
Mr. Arnett loves me the most, you see —
So he'll never make a Thanksgiving dinner out of me!

Turkeys: Now you just wait until you get tall —
After the winter, spring, summer and fall.
Then Mr. Arnett will come after you
And we will all bid you adieu.
By then your feathers will be long;
Those skinny legs so fat and strong;
That belly of yours will be plump and round;
We'll see it sagging to the ground;
Those wings you flap into the air
Will soon be sturdy and not so bare;
And by your gobble we all will know
You'll be the next one of us to go.

Turkey 1: Why do you worry about me so?
It will be awhile before I grow
Into the robust toms and hens
That strut around here in Mr. Arnett's pens.

Mrs. Arnett: Now what's all this fuss about.
That seems to stop when I come out?
There's plenty of corn for you to eat.
I'll scatter it here around your feet.
I'll fatten you up from beak to tail
So none of you will be small and frail.
I'll show my husband your legs don't wobble
As you strut around with your gobble, gobble, gobble.



Turkey 1: All of the seasons here quickly passed by —
And off the ground I fly so high.
My body is tiny, but trim and sturdy
And like I've said, "I'm the best little birdie!"
Mr. Arnett likes me most of all,
Even though I'm a little bit small.
I eat a lot and don't gain any weight
So I'll never end up on a Thanksgiving plate.

Turkeys: You think that you are quite a fellow
'Cause your body is tiny and your feathers bright yellow;
You tilt your head as if to say,
"Please step aside and clear the way,
For I'm the greatest in the Arnett pens
Of all you turkeys and gobbling hens."

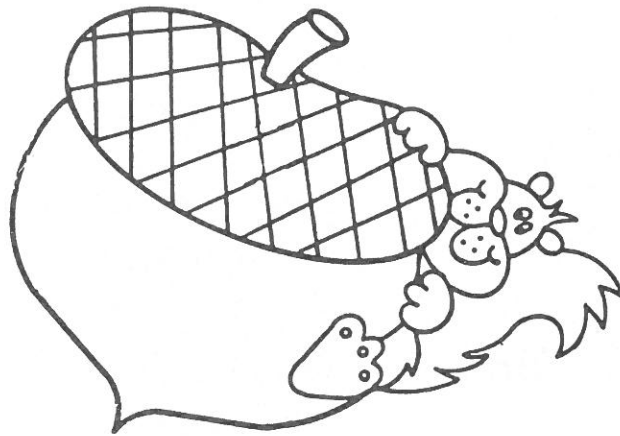
Mr. Arnett: Now I've heard you turkeys for quite awhile
Complain and brag about your style.
And I've heard that one of you turkeys here
Seems to have nothing at all to fear.
So I've chosen the turkey who likes to boast
To be the one that I want for my Thanksgiving roast.



Thanksgiving:

#1: What do you get when you cross
a turkey with apples?

#2: An apple gobbler.



THE HUMOR OF THE FIRST AMERICANS
(or, What Kept the Pilgrims Grim)

MILES: Did you know that a man named Nathaniel Getty used to raise birds with unusual feathers for the Indians to make their costumes from?

ETHAN: No, but those must have been very unusual birds
Mr.s

Getty raised.

MILES: They sure were. In fact, the Indians named their fanciest costumes after his birds. Haven't you ever heard about the 'Getty's Bird Headdress'?

MILES: Did you know the Pilgrims were the originators of disco?

ETHAN: Oh, come on, I'm not buying that one.

MILES: Of course, they did! You've heard of Plymouth Rock haven't you?

MILES: The Pilgrims were really afraid of rain when they were sailing to American in the spring of 1620.

ETHAN: Why did they worry? I thought ships could sail in rainstorms.

MILES: Yes, but the Pilgrims believed that April showers sink Mayflowers.

MILES: Did you know that the first settlers were named after the food they ate?

ETHAN: What?

MILES: Yeah, they always ate pastry and corn-on-the-cob.

ETHAN: You mean they were called pastry corns?

MILES: No, they were called pie and ears!

THANKSGIVING DINNER ON GRANDPA'S FARM

(Sound Effects Stunt)

The audience responds to key words in the story read by the narrator with the following:

MRS. DAVIS: All women say: "My goodness, no. Thank you."
MR. DAVIS: All men rub stomachs and say: "No thanks, I'm stuffed!"
DANNY: All children say: "Yes ma'am, please."

The Davis family had gone to the country to have Thanksgiving dinner at Grandpa's farm. This had become a family tradition which everyone looked forward to. Grandma and Grandpa had a large garden where they raised all sorts of vegetables. They also raised cows, pigs, sheep, chickens, and turkeys. When Thanksgiving time came, they picked the fattest turkey to be roasted.

This particular day, the Davises sat down at the table with Grandma and Grandpa. The table was covered with all kinds of good food - big brown roasted turkey right in the middle, with dressing, cranberry sauce, mashed potatoes and gravy, sweet potatoes, green beans, green peas, corn, hot biscuits with honey - and in the kitchen were two kinds of pie.

After thanking God for their blessings, everyone filled their plates and began to eat. Grandma said: "Would you like more turkey, DANNY ...?" He had a big appetite for a nine-year-old boy. Grandpa offered to pass the corn to MRS. DAVIS ... There was still lots of food on the table, but everyone was getting full. That is, almost everyone. "Would you like more potatoes and gravy, DANNY ...?" "I don't see how that boy can eat so much" said his mother. "It's a wonder that he doesn't get fat!" said his grandma. "He runs around so much, he needs all that food for energy" said his father.

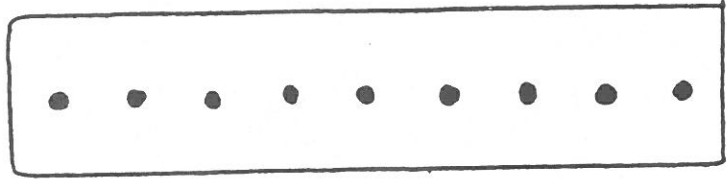
Finally it was time for dessert. Grandma brought the two kinds of pie from the kitchen and cut them into wedges. She gave a big piece of pumpkin pie to MR. DAVIS ... She gave a small piece of mince pie to MRS. DAVIS ... She gave a piece of each kind to DANNY ... who ate them both very quickly.

When the Davis family got ready to go back home to the city, Grandma said: "We have a lot of pie left over. Why don't you take some home." she said to MRS. DAVIS ... But when she said "Would you like to take home some pie, DANNY ..."; he wrapped several pieces and put them in the car.

That night, at home, his mother said: "Do you want a piece of pie before you go to bed, DANNY ...?" He ate a large piece of pumpkin pie, and then went to bed. During the night his mother heard moaning and groaning coming from his room. She went in to see what was the matter. At first she thought he might be having nightmares, but then he awakened, rubbed his stomach. "I'll bet you ate too much today!" she said. "Would you like some Alka Seltzer, DANNY?..."

BRAIN EXERCISER*

Start with 4 orange pegs in the 4 left holes and 4 white pegs in the 4 right holes. Center hole left empty. Try to swap ends with the colors. You can move forward one hole only or can jump forward over one peg (any color), but never move backwards. If you succeed in 4 tries or less, you're a person of exceptional intelligence.



* Some places this is called "Traffic Jam"

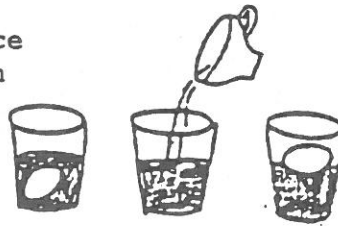
Toothpick Push.

This should be used as a relay race. First players are given toothpicks and peanuts. Peanuts are to be pushed to the goal and return, the toothpicks acting as pushers. They then give up both toothpicks and peanuts to the next players. They are usually glad enough to give them up.

Potatoes or lemons may be used instead of peanuts.

Floating Eggs

Measure 1/4 cup salt into a dish and set it aside. Tell the audience that it's 'inner-tube powder' which will make an egg float. Half fill a glass with water. Place an egg in it. It sinks. Take out the egg and stir the 'inner-tube powder' into the glass. Place the egg in it again and it will float.



THANKSGIVING MENU IN RUSSIA: Explain that a friend of yours spent last Thanksgiving in the land of the Soviets. Tell them that he brought home a menu of the dinner served on Turkey Day. Decipher the menu and translate to English.

NEUM (menu)	KIPPENMUP (pumpkin pie)
NILPAEPEP (pineapple)	IBEARSCREEN (cranberries)
SIOLVE (olives)	EPSPLA (apples)
TOTTOWPEASEES (sweet potatoes)	KRYUTE (turkey)
CIIPMEEN (mince pie)	NRASISI (raisins)
RYELEC (celery)	MARCE (cream)
DESIGNRS (dressing)	KOMESS (smokes)
PREEMTPINS (peppermints)	OEFCFE (coffee)
SEOAGNR (oranges)	

A - to - Z MAZE

Beginning with the letter A at START, trace the alphabet in a continuous line through the diagram to that you end at Z at FINISH. You must go through the alphabet in consecutive order without skipping letters, and you will have to complete the alphabet more than once to reach FINISH. When you reach A continue by starting the alphabet over again. Move in any direction - up, down, right, left, or diagonally - but move only to adjacent or adjoining letters. Do not skip over any letters.

START



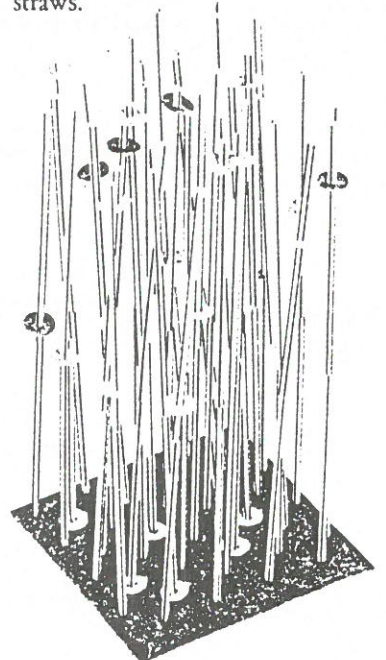
FINISH

Drop the Disc

● 2 to 4 ● Eight to twelve

ACTION: Players try to push down the colored discs from the tops of their straws to the bottoms with a pointer made from a straw. Each player is assigned all the discs of one color, and on signal, all contestants take their pointers and try to move a disc down. The first player to push a disc to the cardboard base wins the round. The game continues for nine rounds, and the player to win the most rounds also wins the game. Should a player touch a disc with his hand or bend a straw, he automatically loses the round.

CONSTRUCTION: Thirty-six holes are punched in an eight-inch-square piece of cardboard to accommodate the straws. The discs, nine of each color cut from colored construction paper, must fit tightly around the straws.

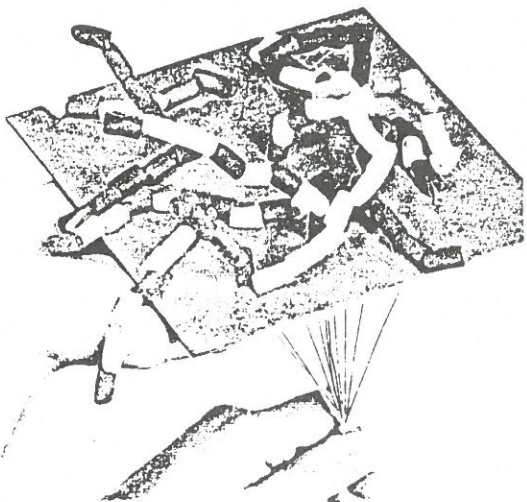


Balance Board

● 2 to 8 ● Seven to twelve

ACTION: Each player, in turn, pulls on all the strings beneath the board—trying to make the macaroni stand up. After three rounds, the player who gets the most strands of macaroni to stand up away from the board wins.

CONSTRUCTION: Lengths of string, beaded with from four to ten pieces of macaroni, are drawn through holes in a piece of cardboard. The strings are tied together in a knot three inches below the board.



Squirrel and Nut.

Children are seated in a circle, with their heads down and their eyes closed. It is in the middle and is holding a marble. He walks around quietly, and just as quietly drops this marble into some one's lap. All eyes are supposed to be closed, but peeking is justified if a player thinks that the marble has been dropped in his lap. If he is right and finds it there, he immediately jumps up and chases It who is running around the room and trying to get to the chair that was just vacated. If It succeeds in getting there before he is tagged, the one who holds the marble and who lost his chair is the new It, and he in turn drops the marble into some one's lap, and when that some one chases him, tries to get to his chair without being tagged. If he is tagged, he is It again, and must drop the marble into a lap, and continue this until he is able to reach a chair without being tagged.

GLUE HINTS

For economy, buy white glue in quart size and pour into small containers for the boys to use. Elmers white glue is good for most projects.

Scotch Contact Cement is good for bonding rubber or plastic to wood. It has an anti-stiff ingredient.

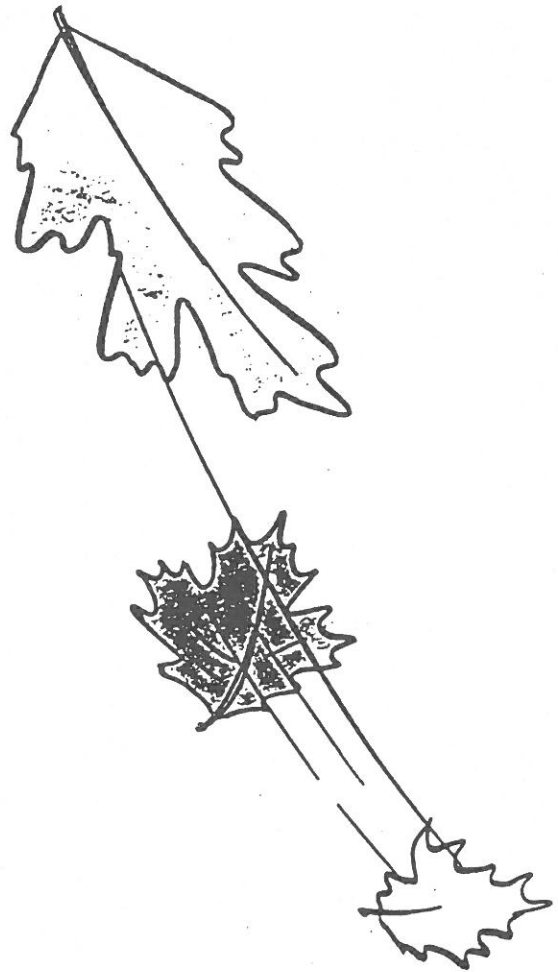
For plastic bottles and milk cartons, the best glue is clear silicone, usually available at hardware stores.

"Tacky" white glue is best for use on styrofoam and foam. It is worth the extra cost, and a little goes a long way.

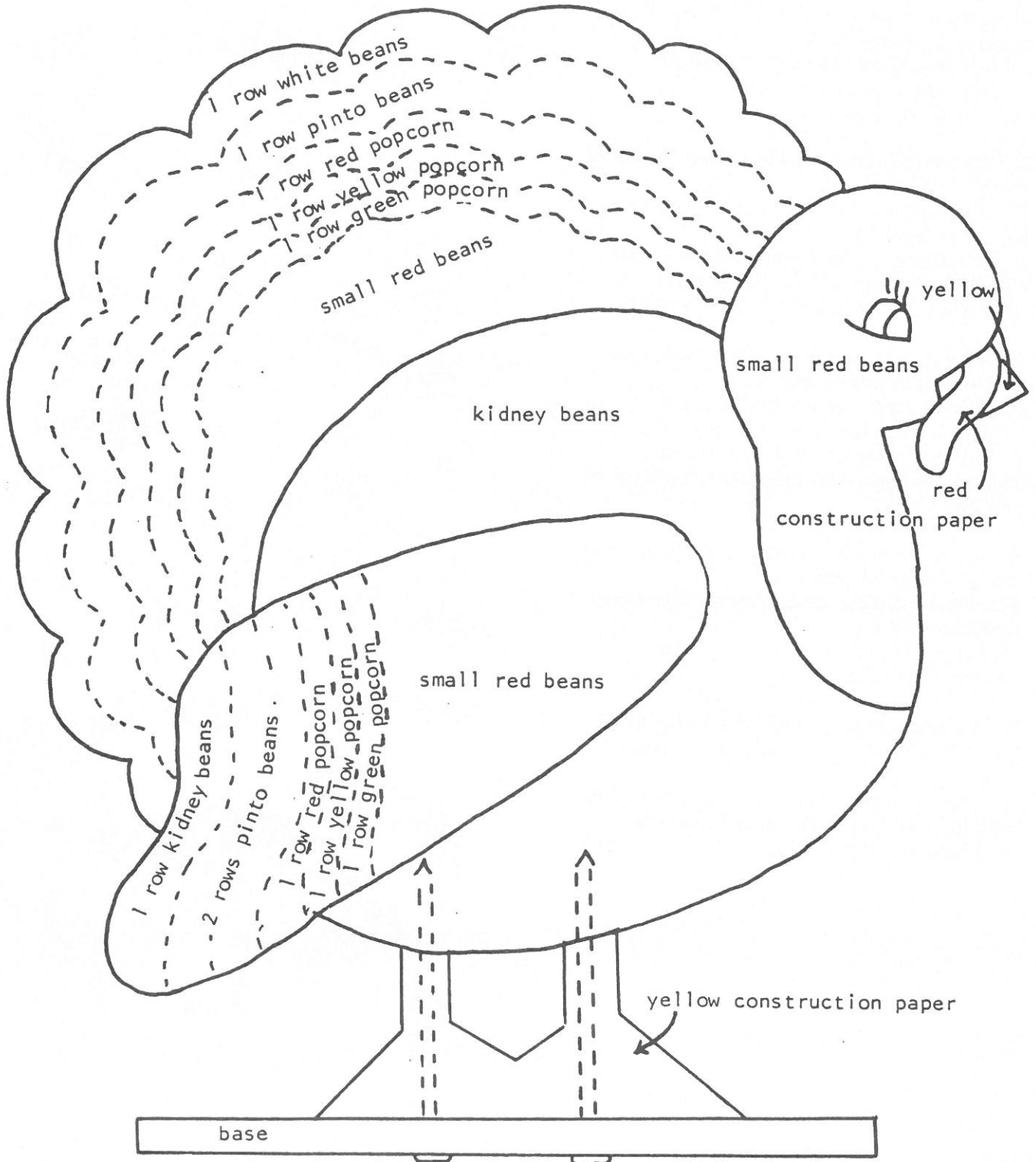
Wheat paste (wallpaper paste) is good for papier mache.

Heavy duty glue: Mix cornstarch with regular white glue until mixture is as thick as desired.

Egg white makes a good adhesive to glue the paper for kites because it is strong and almost weightless.



Seed Craft



Boomerang drum

As this drum moves away from you, the rubber band inside it stores up the energy needed to drive it back again.

1. Roll up a strip of **stiff paper** 40 inches by 6 inches into a cylinder about 4 inches in diameter. Fix the seam with **cellophane tape**. Stand the cylinder on a piece of **stiff cardboard** about 12 inches by 6 inches.

2. Draw around the cylinder with a **pencil**. Use **scissors** to cut out the circle. Cut another circle in the same way.

3. Tape one of **four paper clips** to a **3 inch-long rubber band** as shown. Hook another paper clip through the one fixed to the rubber band.

4. Mold a lump of **plasticine** around the second clip. With the point of the scissors, make a small hole in the middle of each cardboard circle.

5. Push one end of the rubber band through the hole in one cardboard circle.

6. Thread a paper clip through the end of the rubber band and tape it to the circle.

7. Tape the circle to the end of the cylinder. Pull the spare end of the rubber band through the cylinder.

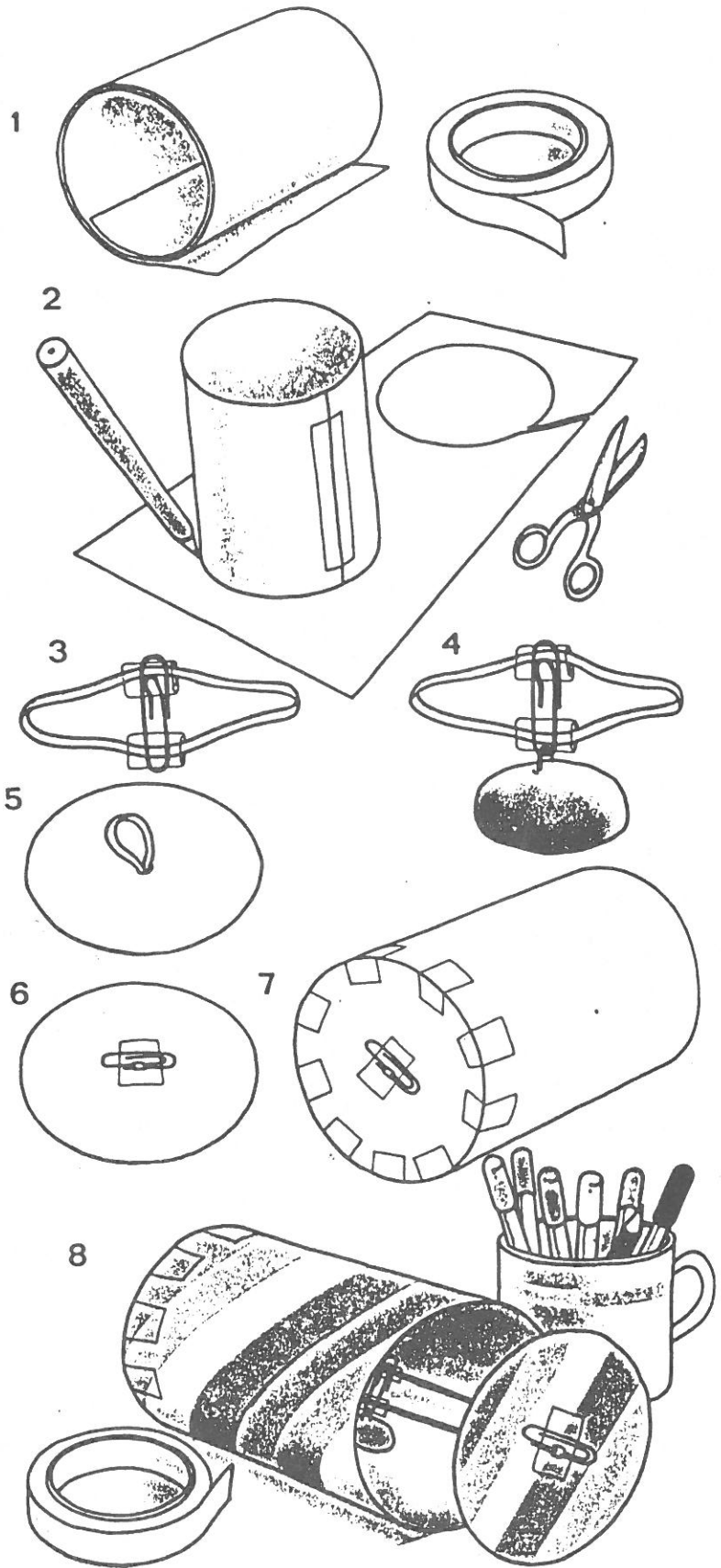
8. Push it through the hole in the other circle and tape it to the cardboard.

Position the circle on the end of the cylinder and tape it into place.

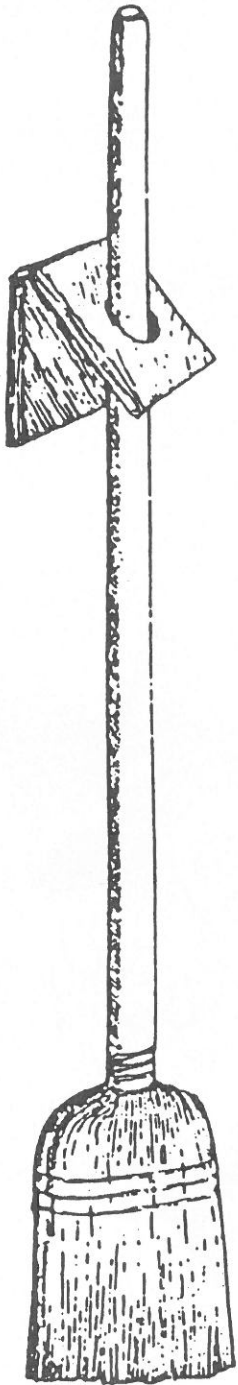
Decorate the drum with **colored pencils or felt-tipped pens** if you like.

Put the drum on the floor and roll it away from you. When it stops it will begin to roll back toward you.

You can wind up your drum so that it rolls along by itself if you turn it around and around in your hands for a few seconds.



The Magic Broom Holder



MATERIALS

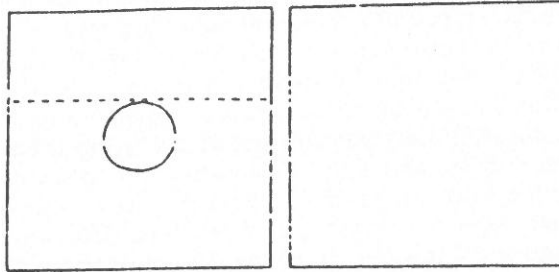
Two $\frac{1}{4}$ " plywood squares, 3" x 3". One of the squares has a 1" hole drilled in the center of it. Scrap cloth or leather (old blue jeans work well). One $\frac{5}{8}$ " screw. - Glue. Sandpaper - 120 grit. Waxed paper.

TOOLS

Scissors

INSTRUCTIONS

1. Cut out a small piece of fabric 3" x 4".
2. Put a piece of waxed paper on the work table to protect its surface and keep the project from becoming glued to it.
3. Put glue on one side of the square without the hole. Put glue on the top part of the square with the hole.

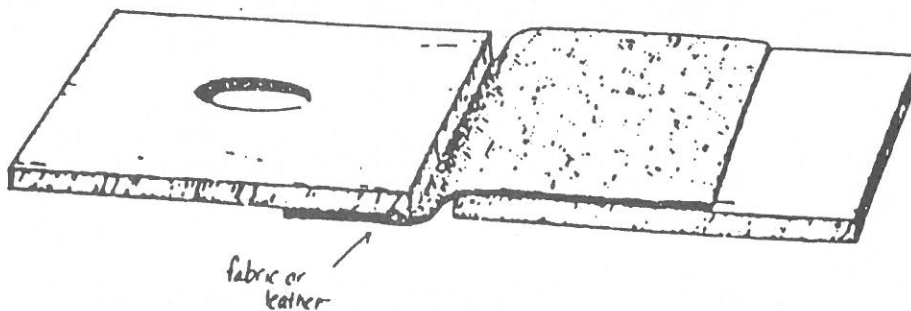


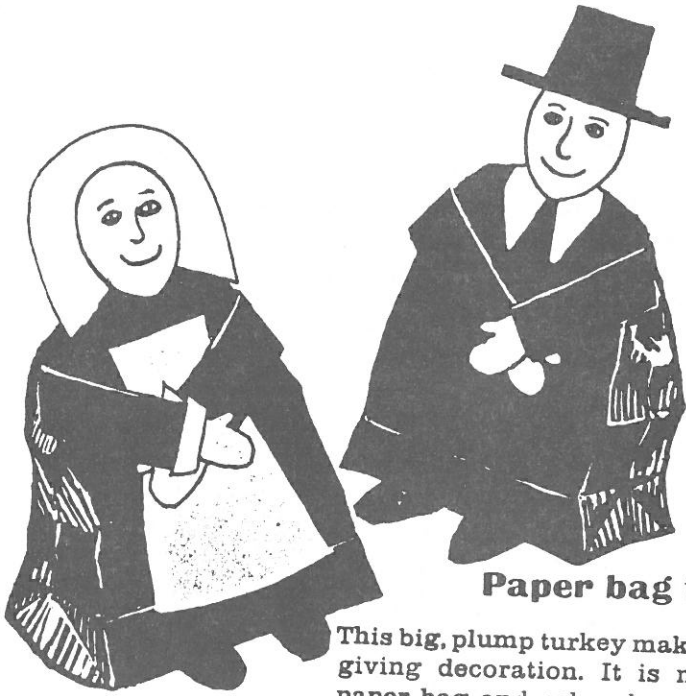
4. Lay the square without the hole on the waxed paper, glued side up. Now place the fabric over this square, and put the square with the hole next to it, glued side down. Push on the fabric and squared to make sure they bond well. Put something heavy over the project and let it dry for four hours.
5. After the broom holder has dried it is ready to be hung with the $\frac{5}{8}$ " screw.

COMMENTS

Although this is a simple project, it requires careful attention to line up the two squares so that they make a good hinge. Don't spare the glue.

The boys will love this after it is hung up.



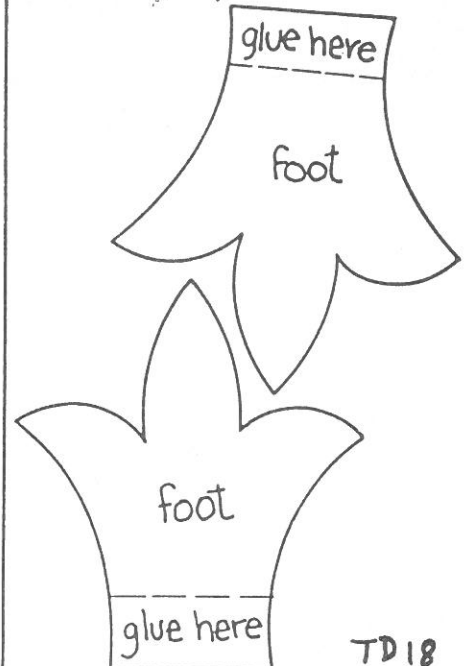
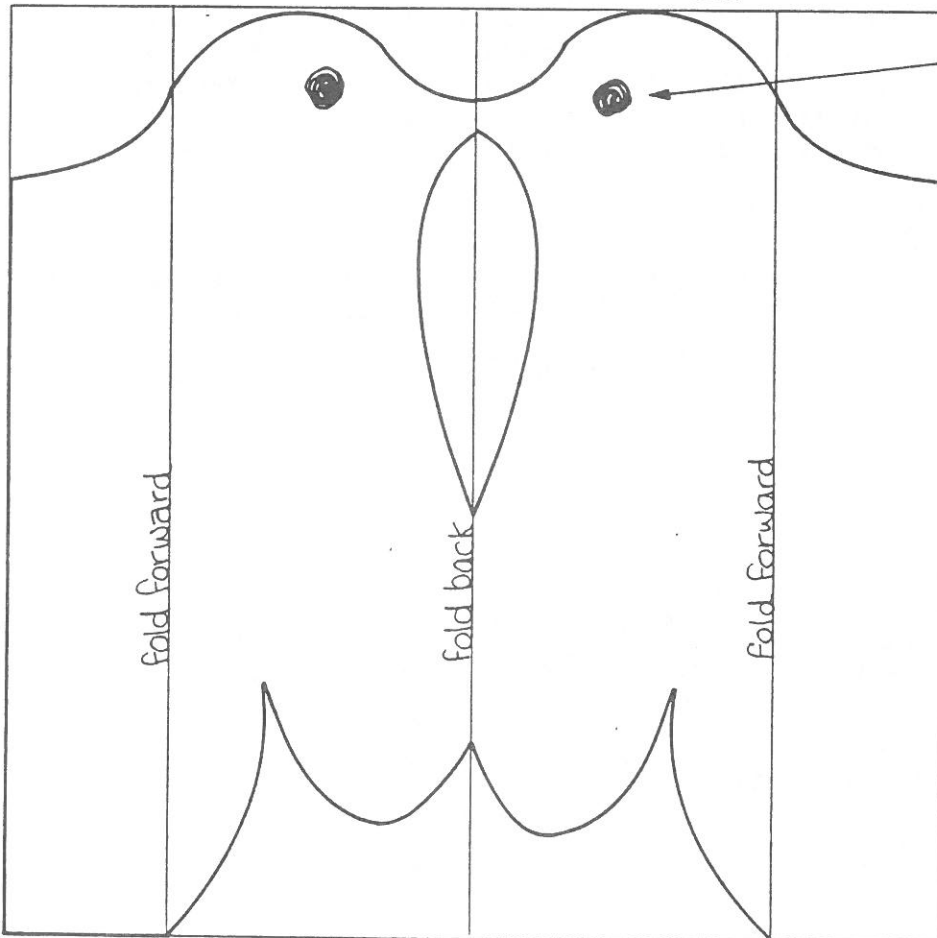


Paper-Bag Pilgrims

Paint a small paper bag black. Stuff the bag with paper. Fold and glue the top. Head, arms, feet, and clothing are cut from construction paper and glued in place.

Paper bag turkey

This big, plump turkey makes a colorful Thanksgiving decoration. It is made from a brown paper bag and colored construction paper. Using the biggest bag you can find, stuff it with crumpled newspapers, tie it closed with a string, and fan out the top. Cut 7 or 8 fringed feathers from colored construction paper and glue them to the top of the bag. Following the pattern below, cut out and fold the turkey's head. Glue the two flaps to the bottom of the bag. Then cut out and glue the feet in place. Use poster paint to make the eyes and feathers.



Turkey Centerpiece

To amuse your guests, set this goody-filled turkey in the center of your Thanksgiving table.

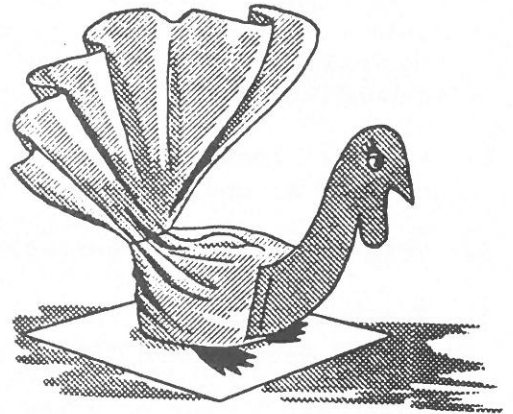
For this surprisingly quick centerpiece, first fill a mixing bowl with your choice of goodies. The bowl should measure about 4" high and 7" across. Set the bowl in the center of a 31" length of crepe paper; then gather the ends of the paper together at one side of the bowl and tie securely, as shown.

Fan out the ends of the paper to form a tail. Next, cut a piece of crepe paper 6" x 21" in a contrasting color. Cut points along one long

side; then gather the other side together and tie with string. Glue this smaller fantail to the front of the large tail. Arrange with your fingers; then trim off where needed to secure the desired shape.

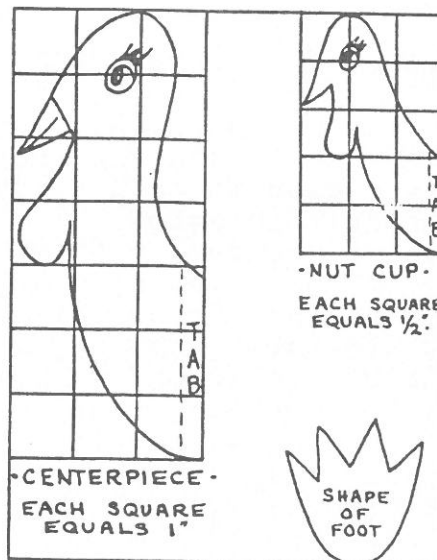
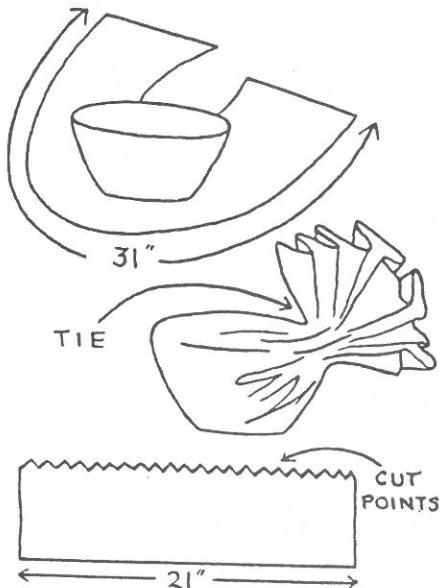
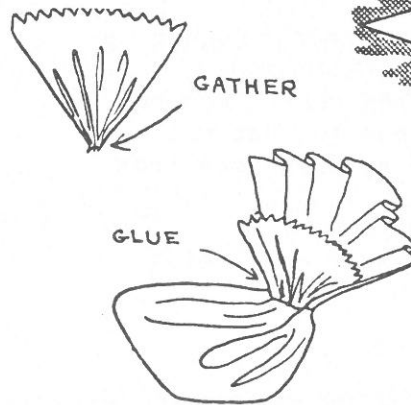
Following the graph drawing, cut a head from colored construction paper. Also cut feet. Cut a beak and eyes from light colored paper, pencil details and glue onto the head. Fold tab on the head and glue head to body. Glue feet to the underside.

Pin a fluffy bow at the front of the tail to add color and dress up your turkey.



Turkey Nut Cups
Using a filled nut cup as a base, make miniature turkeys for favors to accompany the centerpiece.

Wrap the cup with a 10" square of crepe paper in the same way as you wrapped the bowl. Arrange and trim the tail. Draw and cut out a head as shown in the graph drawing, and glue in place. Then add the feet; glue the turkey to a 2½" cardboard square. Print your guests' names on the squares in lieu of place cards.



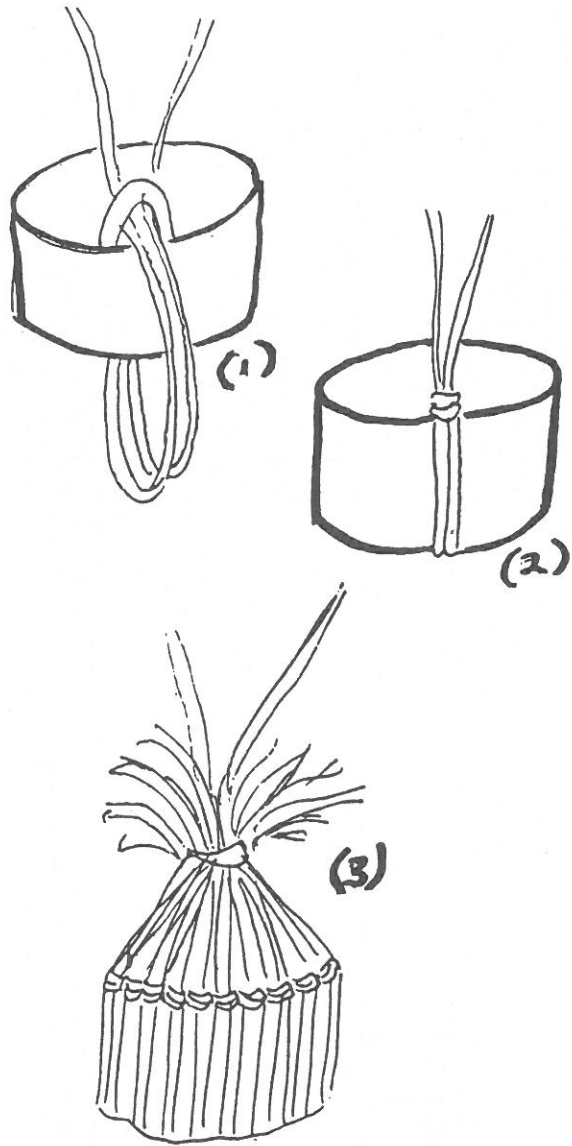
STOCKING CAP KEY CHAINS

Need: Strip of plastic 5/8" x 4"
(Can be cut from milk carton,
notebook cover, etc)

Yarn - 20 pieces 8" long
2 pieces 12" long

tape and scissors

1. Tape strip of plastic into circle about 1" in diameter.
2. Fold yarn strip in half, put loop up through center of circle and put ends of yarn through the loop. (see #1)
3. Pull tight. (See #2) Continue all way around using the two long strips at opposite sides. You may need more or fewer strips of yarn depending on thickness of yarn.
4. Pull all loose ends to the top and tie a piece of yarn around tightly to form "pom pom." (3)
5. Trim and shape pom pom with scissors.
6. Tie knot with long pieces at base of pom pom (where tied together) and again higher up.
7. These can be put on a key chain, looped over car rear view mirror, put on coat pull tab, used for mod earrings, as Christmas tree ornaments, whatever.
8. Size can be changed to suit your needs.



THE SCOUTER

You haven't much in worldly goods,
Yet you're richer than you know,
For you've chosen to be a Scouter,
And your spirit is aglow.
You're just a Scouter, nothing more,
But you mold the lives of boys,
You teach them how to do their best,
And you share their many joys.
They practice skills and follow laws,
And learn to do things right.
You watch them grow from boys to men,
And it makes it all worthwhile,
When they turn to you and say, "Gee, Thanks,"
And on their face is a golden smile.

Quill pen

It is much more fun to write with this kind of pen than an ordinary ballpoint pen.

Goose feathers make the best quill pens, but you could use hen feathers instead. Ask the butcher to give you a perfect feather.

The base of the shaft (the bit that goes down the middle) should be undamaged.

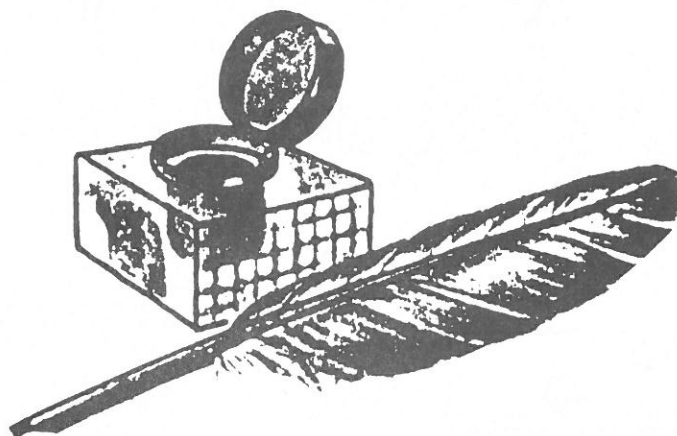
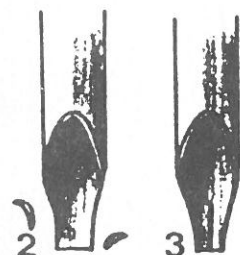
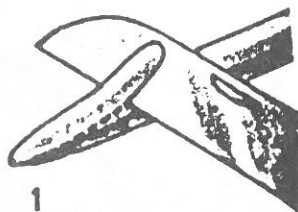
Use a kitchen knife to scrape off the tiny fluffy bits on the shaft of the feather.

Now ask an adult to help you cut and whittle the shaft on a chopping board.

1. Use a penknife to cut a slice at an angle, through the shaft to the tip.

2. Whittle the tip of the shaft into a neat point.

3. Make a cut into the tip of the pen.



Writing

To use your quill pen, dip the point in some ink. Wipe off any excess ink.

Always begin to write by making a short sideways stroke on the paper, and then a down stroke. This gets the ink flowing.

Berry Ink

Ingredients

½ cup ripe berries (blueberries, cherries, blackberries, strawberries, elderberries or raspberries are all fine)

½ tsp. salt

½ tsp. vinegar

Utensils

measuring cup and spoons

strainer

bowl

wooden spoon

small jar with tight-fitting lid (a baby-food jar is fine)

1. Fill the strainer with the berries and hold it over a bowl. Using the rounded back of a wooden spoon, crush the berries against the strainer so that the berry juice strains into the bowl, Fig. 3. Keep adding berries until most of their juice has been strained out and only pulp is left. Throw the pulp away.

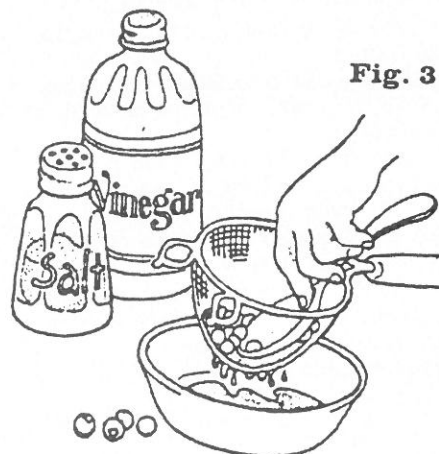


Fig. 3

2. Add the salt and vinegar to the berry juice and stir well. If the berry ink is too thick, add a tablespoon or two of water, but don't add too much or the ink might get too pale.

Store the ink in a small jar with a tight-fitting lid. Make only a small amount of berry ink at a time, and keep the ink jar closed when it isn't being used. (Without special chemical ingredients, the ink may turn to jelly after a while but you should not try eating it.)

Acorn

THIS NECKERCHIEF SLIDE is easy to carve and uses the natural grain of the wood for a realistic look. It's also quick to complete, because there's no need for detailed painting.

You'll need:

- ¾-by-1¾-by-3-inch block of butternut wood, pine or basswood.
- 1½-by-1-inch block of soft wood for the loop.
- coping or band saw.
- sharp knife, wood glue, sandpaper, varnish and floor wax.

1. Draw the acorn pattern on the face of the large block of wood, as shown in figure 1. Butternut wood has an attractive natural grain, but soft woods like pine and basswood also work well. After tracing the pattern, cut off the excess wood with a coping or band saw.

2. Cut out the loop in your second block of wood (figure 3). Attach it to the back of the acorn block with wood glue; clamp the loop in place to let dry overnight. By doing this step now, you will have something to hold onto while whittling.

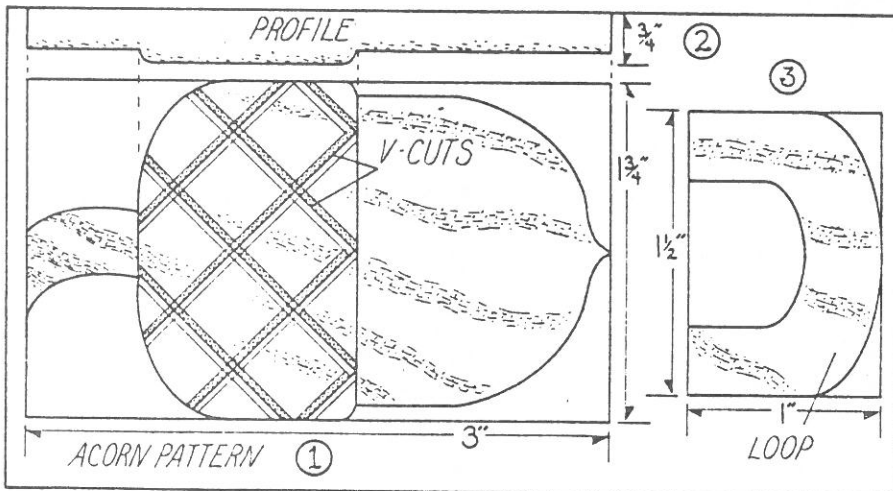
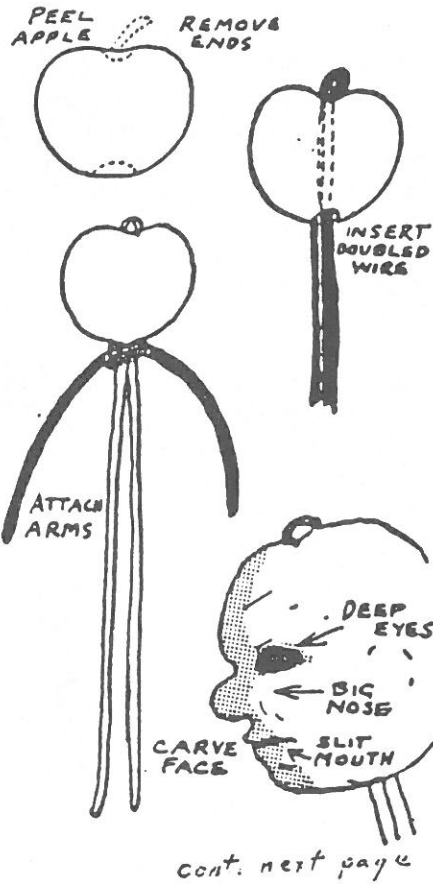
3. With a sharp knife, whittle the profile of the acorn as shown in figure 2. Round off the nut, shell and stem of the acorn. Next, take your knife and make small "V" cuts in the shell to simulate an acorn shell's rough texture.

4. Using medium sandpaper, sand the entire acorn smooth. Finish it off with a fine sandpaper.

5. Give your carving a good coat of satin-finish, polyurethane varnish and let it dry. Sand it smooth again and give it one more coat of varnish. When this coat has dried, rub off the shine with steel wool and give the acorn a coat of paste floor wax. Buff it well with a soft cloth for a smooth, shiny finish, and you're done.

Easy as acorns. ♣

Apple Dolls



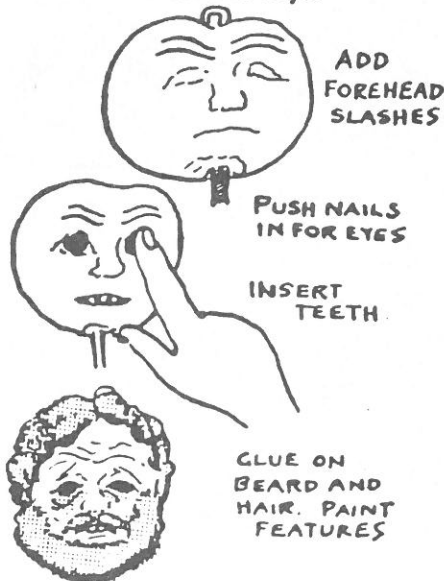
HEAD AND FIGURE: Peel apple carefully. Try to avoid making ridges, for every one will show when the fruit has dried. Remove stem and blossom ends.

Bend a 24" piece of coat hanger wire in half. Push both ends down through the stem end of the apple, bringing wires out at the bottom to form body and legs. The loop will fit into the stem depression and hold the apple securely. With spool wire, fasten a 10" length of firm wire to the body for arms.

Character heads, carved from apples and allowed to dry, have an extraordinarily lifelike quality, suggesting the wrinkled, but charming faces of rustic personalities. Boys will enjoy the carving and can make a venerable pirate or Rip Van Winkle by attaching the head to a long-necked bottle. Little girls may prefer to fashion dolls with wire bodies and dress them in scrap fabric to create a quaint pioneer couple.

Select firm, green or Russet apples and be sure they have no soft spots or discoloration.

CARVING: Apples shrink considerably while drying, so features should be exaggerated. Carve a well-rounded forehead, deep holes for eyes and a large nose. Cut a small, deep slit for mouth. Add a few extra slashes to the forehead for character lines. Submerge apple in lemon juice for about 5 minutes to bleach skin color. Hang up in a dry place for at least three weeks, or over a radiator or warm stove for several days.



FEATURES AND HAIR: For eyes, push small, round-headed nails, pepper seeds or pearl tapioca into openings for eyes. Every other day, while the fruit is drying, push eyes a little farther into face. The apple will shrink around the eyes to resemble eyelids.

When the apple is dry, place grains of rice, cake decorations or miniature false teeth into the mouth. Before painting features with tempera color, pinch fruit lightly to determine whether it is dry. It should be entirely without moisture. Dab cake coloring or dry rouge on cheeks.

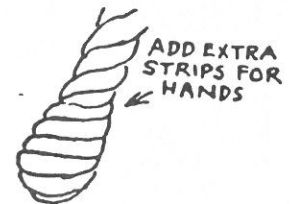
For hair, glue yarn, fur, cotton batting or embroidery floss to head (and around face if the doll is to have whiskers). Trim to desired length after glue is dry.

BODY: Wrap strips of crepe paper or material around upper 4" of body wire, then separate legs and wrap them one at a time. Pad body and legs with additional strips if you wish a sturdier look. Bend arms and legs into position.

HANDS: Wrap with extra strips at arm ends. Glue or stitch the finger of a child's glove over end of each arm and paint lines for fingers. Hands can also be modeled in clay, whittled from wood, or made from papier mache or felt.

FEET: Make heavy, flat-bottomed feet from clay, soap, plaster or papier mache. Apply glue to leg wires and push into feet.

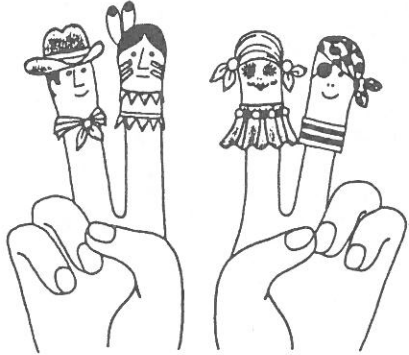
CLOTHES: We dressed our Paul Bunyan doll in pants, plaid sweater and knitted cap made from old socks. Apple Granny wears a skirt, cape and cap made from a child's dress.



Peanut-shell Puppets

- 2 to 6
- Four to eight
- Peanuts;
- items for decorating

Children cut peanut shells in half so that they fit over their forefingers. Then, using bits of cloth, toothpicks, or beads, they decorate the outside of the shells to look like pirates, cow-

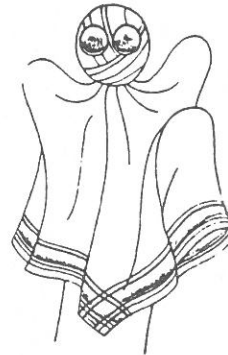


boys, or other characters. Young children will need help in doing this. To put on a play, two or three children may portray different characters, or one child may fit shells on more than one finger of his hand and have a one-man show.

Handkerchief Puppets

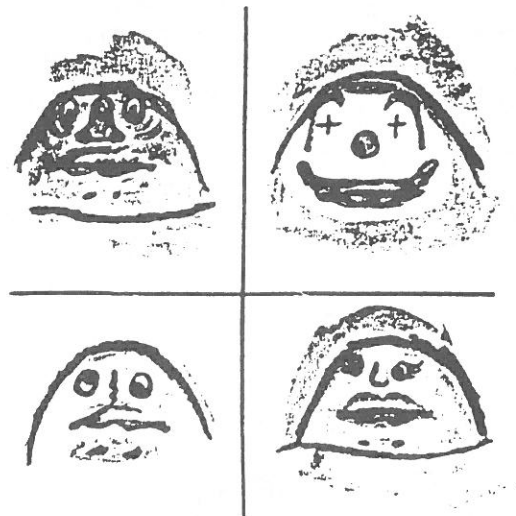
- 2 to 6
- Four to eight
- Kerchiefs;
- thumbtacks

A knot is tied in the corner of a large colorful scarf or kerchief. The child places his forefinger in the knot, making it the head of his puppet.



A child's hand directs the movements of this ghostly puppet, quickly made with a kerchief and two thumbtacks.

He then wraps the kerchief around his hand, with part of it fastened around the thumb and part around the middle finger. These two fingers become the arms of the puppet. Two large colored thumbtacks may be placed in the knot, to represent the puppet's eyes. This type of puppet permits a child to use his hand freely.



chin puppets

TONS OF FUN! SEE WHAT A FUNNY FACE YOU CAN BE UPSIDE DOWN!

EYEBROW PENCIL • ROUGE OR LIPSTICK • PAPER BAG LARGE ENOUGH TO FIT OVER YOUR HEAD • SMALL MIRROR

Draw face on your chin and mouth. Cover rest of head with a bag. Punch small peep holes in it so you can see yourself. Wrinkle your chin, stick out your tongue, puff out your cheeks. Make the funniest faces you can.

TO HELP OTHER PEOPLE

DECEMBER



SERVICE PROJECTS

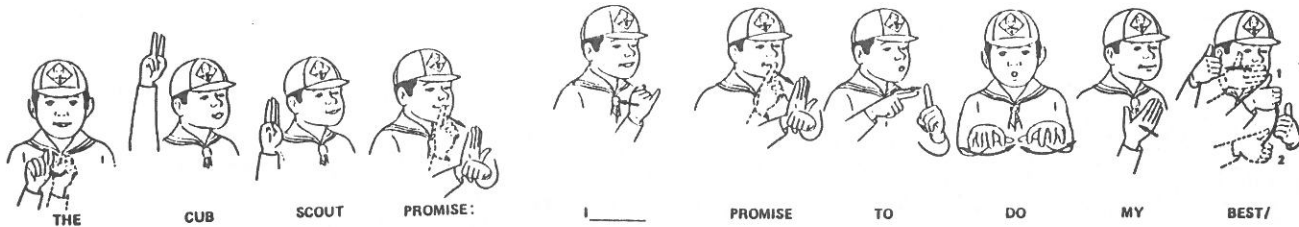
Service, best exemplified by the Good Turn has long been a tradition in Scouting. Good citizenship is best taught by service in action.

To get the most Cub Scouting has to offer, boys should have opportunities to take part in den and pack service projects. This is one of the best ways to show boys that helping other people is not only beneficial to others; but is fun and rewarding for themselves, as well.

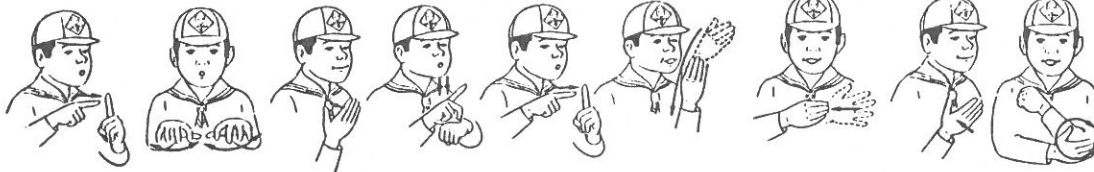
Some suggestions:

- spring clean up. Adopt a person with a handicap or an elderly person in the neighborhood. Mow the yard, wash windows and screens, run errands. This could be a year-round project including snow clearing, leaf raking.
- paint and clean-up project at building and grounds of chartered organization. Paint oil drums or heavy fiber drums with metal lids and use as litter containers.
- adopt a stream. Clean debris and litter from a section of a nearby stream. Or adopt a park. Clean it up; paint benches, make minor repairs, plant shrubbery, etc.
- take part in a community tree planting project. Plant trees or shrubs for erosion control or for beautification.
- start a pack tradition by having an annual tree-planting event by Webelos Scouts to celebrate their 10th birthday.
- keep neighborhood fire hydrants clear of snow. Shovel snow from driveway of chartered organization or a friend in the neighborhood.
- collect paper, glass or aluminum for recycling. Explain to boys that recycling of old waste saves energy because it usually takes less energy to recycle than to use raw materials.
- have a leaf-raking party. Rake leaves for the chartered organization or at the home of a friend in the neighborhood. Rake into one big pile, roll and jump in them, and then put them in plastic bags or on a compost pile.
- collect clothing for the Goodwill-Goodturn
- collect clothing, appliances, games, etc. for the Salvation Army.
- collect food at Easter, Thanksgiving, Christmas for the needy. Try the scavenger hunt idea--it gets the whole community involved.
- collect Toys for Tots, hospitals.
- collect magazines for hospitals, VA, county homes, nursing homes. Puzzles and other books are also appreciated.
- make gifts and decorations for sick, elderly or shut-ins.
- do service to Civil Defense groups, Red Cross, Etc.
- participate in walk-a-thons
- hold carnivals for dystrophy
- perform at hospitals, nursing homes or just visit and talk to people.
- sing at Christmas or other holidays
- Halloween collection for United Way
- do activities to help the chartered organization
- offer services to area churches, schools, etc.
- sell scout show tickets to promote Scouting
- teach bike safety in the community--hold a bike rodeo
- make community signs such as get out to vote, Memorial Day parades, (non-partial subjects only!)
- get your boys out to help others--it's a valuable lesson.





THE CUB SCOUT PROMISE: I PROMISE TO DO MY BEST/



TO DO MY DUTY TO GOD AND MY COUNTRY



TO HELP OTHER



PEOPLE AND TO



OBEY THE LAW



OF THE PACK

TOUCH

Blind people throughout the world can read and write by using the braille system. It was invented in 1824 by a blind Frenchman, Louis Braille.

Braille is a system of raised dots for touch reading and writing. The system is based on an arrangement of six dots. Each such arrangement is called a braille cell.

- 1 • • 4
- 2 • • 5
- 3 • • 6

To aid in identifying the positions of the dots in each braille cell, Louis Braille numbered the dot positions 1-2-3 downward on the left, and 4-5-6 downward on the right.

••	••	••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••	••	••
a	b	c	d	e	f	g	h	i	j
1	2	3	4	5	6	7	8	9	0

LINE 1, consisting of the first 10 letters of the alphabet is formed with dots 1,2,4,5 of the braille cell. These symbols also make the numbers.

••	••	••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••	••	••
k	l	m	n	o	p	q	r	s	t

LINE 2 adds dot 3 to each of the characters of line 1.

••	••	••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••	••	••
u	v	x	y	z	and	for	of	the	with

LINE 3 adds dots 3 and 6 to each of the characters of line 1.

••	••	••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••	••	••
ch	gh	sh	th	wh	ed	er	ou	ow	w

LINE 4 adds dot 6 to each of the characters of line 1.

••	••	••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••	••	••
••	••	••	••	••	••	••	••	••	••
.	:	:	.	en	!	()	"/?	in	"

LINE 5 uses dots 2,3,5,6. These are mostly punctuation characters.

ADOPT AN ANIMAL

Elephants, camels, giraffes, penguins, snakes, flamingos, alligators and people—all in the same place. Only at the zoo!

Zoos have always been a place we could go to see lots of different kinds of animals. But today, zoos are doing something else that is very important. They are working to help keep some types of animals alive. Many zoos have an “adopt an animal” program. It’s for grown-ups and kids alike.

Did You Know

- Every week, about 20 kinds of plants and animals become extinct—they disappear from the Earth forever! It’s a good thing plenty of people are starting to take action.
- Even many of our favorite animals are threatened, like the



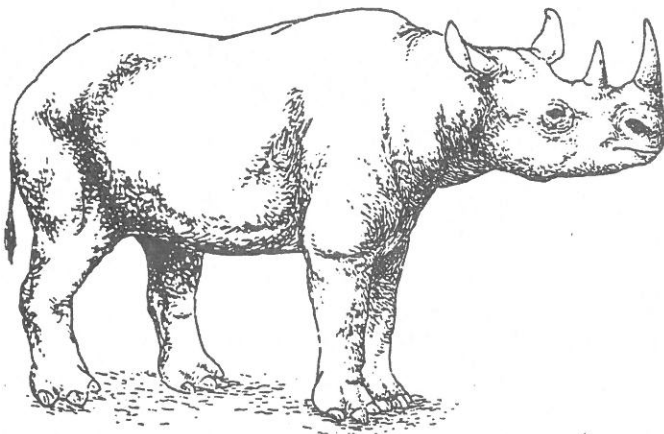
panda bear, the rhinoceros, and the African elephant.

- In some zoos, people are trying to save animals by **creating** areas that look and feel like the animals’ real homes.
- At the San Diego Zoo, for example, tigers and Malayan sun bears live in special places that look just like the Asian rainforests they come from.
- In these more natural zoo areas, many rare types of animals—like jaguars and bald eagles—are even able to raise families. That’s good news.
- Building special areas and raising babies takes a lot of money. One way zoos are raising this money is through “animal-adoption” programs.

What You Can Do

- “Adopt” an animal. As a “parent,” you usually get a fact sheet and photo of your animal (and maybe stickers or pins).
- Most zoos let kids pick what kind of animal they want to “adopt,” depending on how much money is donated. Then the money kids send in goes to taking care of that animal.

- It’s not cheap—“adoptions” usually start at \$25—but maybe you can get an adult to help you. Or share it with a bunch of friends or your whole class at school.



Food for thought: I DON'T HAVE TIME

365 days per year
24 hours per day

8760 hour per year
-2920 hours sleeping per year (8 hours per night)

5840 waking hours
-1095 eating hours (1 hour per meal, 3 times a day)
-2470 hrs at work (8 hrs per day, 5 days/week + travel)

2275 leisure hours
- 200 hours in Cub Scouting*

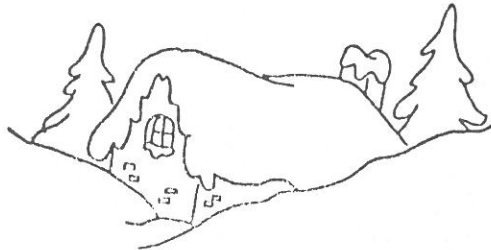
2075 hours left over for:
Shopping Church Driving
Reading Bowling Sports
Vacations Movies Golf

*TIME IN CUB SCOUTING:

Den Leaders:	2 hours weekly x 52	104 hours
	3 hrs mon. Roundtable + travel	36 hours
	2 hrs mon. committee mtg.	24 hours
	2 hrs mon. Pack mtg.	24 hours
	1 hr mon prep for Pack mtg.	12 hours
	<u>TOTAL</u>	<u>200 hours</u>

Cub Master:	2 hrs mon committee mtg.	24 hours
	1 hr prep time	12 hours
	2 hrs Pack Meeting	24 hours
	1 hr prep time	12 hours
	3 hrs mon. Roundtable (includes travel time)	36 hours
	<u>TOTAL</u>	<u>108 hours per year</u>

TRY CUB SCOUTING...WE THINK YOU'LL LIKE IT!



HOP 4

Christmas Opening Ceremony

Each boy is asked in advance to bring an ornament for the pack Christmas tree to be donated afterwards to a needy family or adopted grandparent. Ornaments are placed on tree as the boys arrive.

Cubmaster asks everyone to be seated. Suddenly an angel appears and says: "It's a beautiful tree, but something is missing. What could it be?" Someone says: "It's the star!" The angel agrees and explains that he brought a star from Heaven to place at the top of the tree. As he puts the star in place, he explains: "The star was a signal for the Wise Men to start on their journey many years ago, and it guided them along the way. Let this star signal the start of our pack meeting tonight, and guide us in the Spirit of Scouting." Angel disappears.

Cubmaster leads the Pledge of Allegiance.

Christmas Advancement Ceremony

Personnel: Cubmaster, three Cub Scouts dressed as Charlie Brown, Snoopy, and Woodstock.

Cubmaster: I am pleased to announce that we have some very special guests this evening to help present our advancement awards. We have Mr. Charlie Brown with his friends, Snoopy and Woodstock. (The three enter, each carrying a sack.)

Charlie has our well-earned, well-deserved advancement awards. Will Bobcat _____ (name) please come forward with his parents? Congratulations on earning the Bobcat rank. (Continue in similar manner with other ranks, as Charlie hands out awards.)

Now Snoopy has a special treat for us all. (Snoopy hands out Christmas neckerchief slides from Santa to all boys and uniformed adults.)

Last, but not least, Woodstock has a gift that we can all work on before next pack meeting. (Woodstock passes out gift wrapped pinewood derby car kits to boys, to be completed for the race at January pack meeting.)

Thanks for coming Charlie, Snoopy, and Woodstock. Have a safe trip home. (The three exit.)

CHRISTMAS TREE ADVANCEMENT CEREMONY

All advancement awards are placed in Christmas wrappings and hung on the tree. Also in each package is a Christmas tree light bulb with the Cub Scout's first name lettered on with a felt pin. Use pink bulbs for Bobcat; red for Wolf; green for Bear; gold for Gold Arrow Points; orange for Webelos activity badges; and a multicolored or special bulb for Arrow of Light.

Boys being given awards are called forward with their parents and take their package from the tree. Their parents pin on their new award, and the boys then screw in their bulbs, which remain on the tree for the rest of the meeting. Afterward, let the boys have them to take home.

CLOSING CEREMONY
(Interpretation of the Cub Scout Promise)

Arrangements: 6 Cub Scouts hold cards, on which are printed parts of the Cub Scout promise as shown below. Each Cub holds up his card in turn and reads the explanation given below.

I, _____ PROMISE	A promise is a solemn vow, where your good reputation is at stake.
TO DO MY BEST	Your best is giving all you've got when you have something to do and working on it with all your heart and with all the strength and devotion you have.
TO DO MY DUTY	To do the job, to meet the responsibilities; to do what must be done, not just half-way, but completely and fully so that you're proud of your work.
TO GOD AND MY COUNTRY	First, duty to God. Fulfill your religious responsibilities and uphold your religious beliefs. Second, duty to country. I know you've been told how lucky you are to live in a free country and I hope you are aware of what freedom means. You should try to be a good citizen.
TO HELP OTHER PEOPLE	To help....It doesn't say how much. It could mean saving a life or changing a tire or carrying a bag of groceries. To help other people...not just your own family. The best time to help is when you have to go out of your way to do it.
TO OBEY THE LAW OF THE PACK	So that we will all remember just what this law includes, will you please stand and repeat it with me?

(Cubs lead audience in saying the Law of the Pack, giving Cub Scout sign)

Christmas Closing Thought

God gave us memories so that we might have roses in December. May the happy times we've had during the past year and the spirit of this holiday season remain with us through the coming year. Good night.

CANDLE LIGHT CLOSING

Equipment needed: 13 Cubs (if you have less, pick your favorites from below)
6 Blue Candles (use muffin cups to protect hands)
6 Yellow Candles, 1 White Candle

One candle is lit. Each Cub lights his own as he recites his piece.
All lights are out except the one candle.

1. Cub Scouting is a Boy. He is somewhere between 8 and 11 years old. He is just an average boy - energetic, inquisitive, noisy and eager to explore the world around him.
2. Cub Scouting is Parents who love this boy - and care about him. They want him to grow up to be a well-rounded individual who can live and work in an atmosphere of harmony and cooperation.
3. Cub Scouting is a Den Leader who opens her home and her heart to this boy and 5, 6 or 7 others like him so they may learn to do things in a group rather than individually and learn to share the limelight with others.
4. Cub Scouting is a Den Chief - a Boy Scout or Explorer who works into his busy schedule a time for the younger boy so he may encourage him to stay on the Scouting trail for many years.
5. Cub Scouting is a Cubmaster who gives of his spare time, and some times much more, to provide a program that will bring Cub Scouting to this boy.
6. Cub Scouting is a Committee made up of interested parents who back up the Cubmaster and who serve willingly to carry out pack goals.
7. Cub Scouting is a Nationwide Organization, a little brother program to Boy Scouting, provided by the Boy Scouts of America for the 8, 9 and 10 year old.
8. Cub Scouting is Fun for the boy, his parents and his leaders.
9. Cub Scouting is Fellowship with the boy in your class at school, your neighbor, and other people you might never meet except through Cub Scouting.
10. Cub Scouting is Citizenship - teaching the young boy respect for God and country. He learns his moral obligation to himself and his fellow men.
11. Cub Scouting is a challenge to all who become involved - a challenge to live up to high ideals, bring forth creative ideas, express yourself. It is also a challenge to learn to accept the ideas of others who may not agree with you and learn to compromise and work out differences.
12. Cub Scouting is Achieving by boys and parents as they work together on advancement in the boy's book. Leaders achieve as they carry out the den and pack programs successfully.
13. As you can see Cub Scouting is many things - each one important and shining forth in its own way. If we keep all these lights burning brightly in our Pack, our radiance will be seen by many people. This is Cub Scouting.

(Pause - then lights on: Boys blow out candles and go to their seats.)

WINTER SPARKLER - Audience Participation Stunt

Divide audience into 5 groups, assign each group one of the following responses:

WINTER: stand, shiver, rub arms and say "brrrrrrr".

CUBMASTER: stand and give the Chinese cheer, "Phooey, phooey, phooey".

SLEIGH: stand and say, "Jingle, jingle, jingle".

DEN LEADER: stand, shake finger and say, "Now boys!".

HORSE: stand and say, "Clip-clop, clip-clop, clip-clop".

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

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



"When he comes in out of the cold, his glasses lose the picture."

THE GIFT OF GOOD WILL

As the curtain opens, a group of eight Cub Scouts are gathered around, wrapping Christmas gifts. Each Cub is wrapping a gift. The Den Chief enters.

DEN CHIEF: Hey guys, let me see what each one of you is wrapping.

1st CUB: Gloves for my dad.

2nd CUB: An owl placque for my mom.

3rd CUB: Oreo cookies for my little brother, so maybe he will stop eating mine.

4th CUB: A doll for my sister.

5th CUB: Wind chimes for my mom.

6th CUB: Ink pens for my big brother. Then maybe mine will quit disappearing.

7th CUB: A lamp for my mom.

8th CUB: A lacy handkerchief for my grandma. She likes to wave good-bye with them.

DEN CHIEF: Hey, you guys are really giving GOOD WILL. (laughs)

ALL CUBS: We hope so. Aren't we supposed to do that year round?

DEN CHIEF: Yes, but let me show you something that's quite unusual. (He takes a large piece of poster board and marking pen. He calls on each Cub in order to name the gift he is wrapping, and he writes the first letter on the board ...G for gloves, etc.. The result spells out Good Will, which he holds up for the audience to see).

1st CUB: Hey, that's all right! We're giving GOOD WILL separately together! (Looks at Den Chief) Figure that one out!!



Santa Knows About Rudolph's Nose

Characters: Santa Claus, 6 elves (wearing hats); Rudolph (wearing horns).

Scene: Santa sitting in an easy chair by fireplace reading newspaper. It is Christmas eve.



1st Elf: (rushing in) Oh Santa, come here. Bad news I must tell. Rudolph's nose is all frozen. He can't smell a thing.

2nd Elf: (running in) Hey Santa, listen here while sad news I tell you. Poor Rudolph's nose is cold and it's turning all blue.

3rd Elf: (hurrying in) Oh Santa, I've come to tell you of Rudolph's plight. He has a cold in his nose that has put out his light.

4th Elf: (rushing in) Santa Oh, Santa! I'm so sorry to tell. Rudolph's nose is all warm and he doesn't feel well.

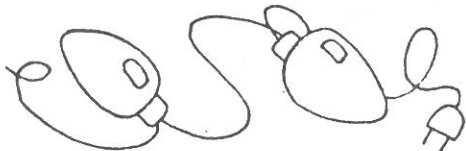
5th Elf: (running in) There's something I must say, but I'd rather not. You see, poor Rudolph has a nose that's very hot.

6th Elf: (rushing in) Santa, please come. See Rudolph's burned nose. It's all black like charcoal not red like a rose!

(enter Rudolph)

Santa: (While Rudolph hangs his head) No! Don't say anything, but please let me guess. Your friends were all lying, so you've come to confess, I knew all the time that it was only a plot. For how could your nose be both cold and hot!

Rudolph: Well you see, Santa Claus, I was feeling quite low, and decided on our trip I didn't want to go. But now I've learned a lesson. The truth is always best. It could have saved me from this embarrassing mess!



The Box

Scene; Santa enters leading a big shabby box on stage by the hand.

Santa: I'll leave you here on the street. Maybe someone will take you home this year.

Box: I hope so. I'll get busy right away trying to make someone take me.

(1st Cub Scout enters)

Box: Please will you take me home as a Christmas present?

1st: My mother would yell at me if I brought home a junky thing like you with me. (exits)

(2nd Cub Scout enters)

Box: Please will you take me home as a Christmas present?

2nd: Nah, I want a new baseball bat (exits)

(3rd Cub Scout enters)

Box: Please will you take me home as a Christmas present?

3rd: Are you trying to be funny? I won't take home a dirty thing like you. (exits)

(4th Cub Scout enters)

Box: Please will you take me home as a Christmas present?

4th: Of course not! I don't pick up stray things on the street. (exits)

(5th Cub Scout enters)

Box: Please will you take me home as a Christmas present?

5th: Kids want presents that are new. (exits)

(Enter Santa)

Santa: Well, I see you didn't get anyone to take you again this year.

Box: I haven't given up hope, someday someone will take me.

Santa: You know, I've been hauling you back and forth for so long that I've even forgotten what you are.

Box: I'm not sure either, but when God packed me up nearly 2,000 years ago, he called me "Peace on Earth."

TAPS

Day is done,	Fading light
Gone the sun,	Dims the sight,
From the lake,	And a star
From the hills,	Gems the sky,
From the sky;	Gleaming bright;
All is well, safely rest,	From afar, drawing nigh,
God is nigh.	Falls the night.

Do A Good Turn
(Tune: Are You Sleeping?)

Do a good turn,
Do a good turn,
Do your best,
Do your best,
Do a kindly favor
Be friendly to your neighbors
Cheerful Cubs
Cheerful Cubs

Tommy The Cub Scout
(Tune: Frosty the Snowman)

Tommy the Cub Scout
Was a very happy boy:
With a uniform of blue and gold
And a den that gave him joy.
Tommy the Cub Scout
Earned his badges one by one
He did his best and he met
the test:
A good citizen he's become.

He helps out other people when
he sees they need a lot.
He does his chores around the
house and feeds his dog named
Spot.

Tommy the Cub Scout
Does his duty willingly
Someday he'll join a Boy Scout
troop,
And a fine man he will be.

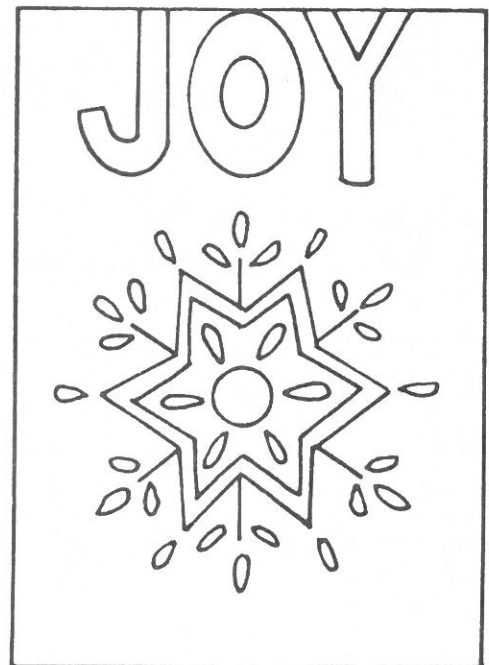
TAPS FOR CUBS

As we close,
Each Cub knows,
What it means
To be fair,
To be true;
To be proud of the gold
And the blue.

Meetings through,
Don't be blue,
Meeting 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.

Day is done,
For our son.
From a Cub
To a Scout
To a man.
He will grow, if we help,
And we can.



CUB SCOUTING WORD SEARCH

How many different Cub Scouting words can you find in this puzzle? Look up, down, diagonally, backwards, across - every direction!

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

ACHIEVEMENT
 ACTIVITY BADGE
 AKELA
 ARROW OF LIGHT
 BEAR
 BICYCLE SAFETY
 BOBCAT
 BOY SCOUT
 BSA

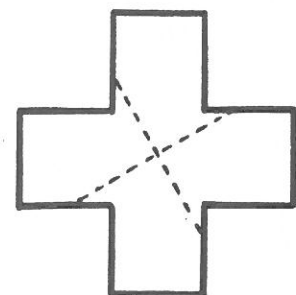
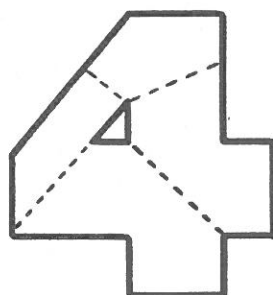
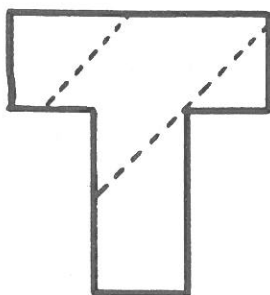
BLUE AND GOLD
 CODE
 CUBMASTER
 CUB SCOUT
 CONSERVATION
 DAY CAMP
 DEN
 DENNER
 DEN CHIEF

ELECTIVE
 FLAG
 GOOD TURN
 GRADUATION
 HIKES
 LEARN TO SWIM
 PACK
 WEBELOS
 WOLF

WHILE CUB SCOUTS GATHER

Have several piles of puzzle parts around room. As Cub Scouts arrive give them opportunity to try putting them together.

Make each puzzle 6" high and cut apart on the lines shown.



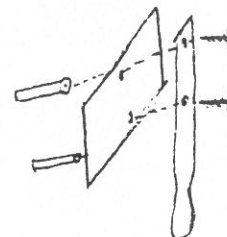
H A N D H E L D P I N G P O N G

Materials for each boy;

- 1 paint stir stick
- 1, 6" x 9" board
- 2, 3" x 3/8" dowell's
- 2, wood screws
- yarn
- 1 ping pong ball

Supplies:

- Screw drivers
- Scissors
- Sand paper
- wood pieces
- Markers
- Bar of soap



METHOD:

1. Pass out sand paper, wood pieces and 6 x 9 board. Have boys wrap sand paper around scrap wood and carefully sand the edges of their board and the top of the dowell (the top has no hole).
2. Put a screw in one hole in the handle then into hole in board. If necessary screw it in until the point comes through. Line up the dowell hole and screw together holding dowell against the board. If the boy's put the board between their knees and hold the dowell with one hand and the screwdriver with the other they can push together while screwing. Before it gets tight they should start the second screw and dowell so they will be sure to line up right. They may need help with the last few turns.

BEFORE STARTING THE SCREWS RUB THEM ACROSS THE BAR OF SOAP, it will make them go in much more easily.

Finish second screw. Take time now to put names on boards. Have them put first, last, den name and home pack number.

3. Tie a piece of yarn around one post then tie to the other, be carefull not to put presure on the dowells. It should be just tight enough to stay put.
4. Pass out balls and have boys put names on them.

PLAY; Keep in mind the size of playing surface. Bounce ball on one side, over "net" to other side and back. It takes carefull control and close watching. The board can be moved to ball if it bounces to far away. After some practice perhaps they would like to have a contest. Spread them out so they have room to move to the ball, on a signal all should start play and see who can go the longest. When a ball drops encourage boy to pick it up and try again.

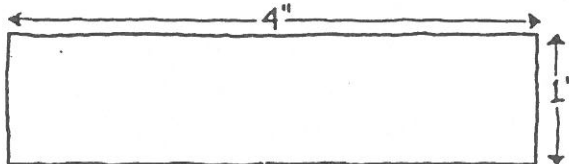
The Wobbly Cube

Kim Hick is more of an artist than a mathematician, but he mixes both in his work, which is making stained-glass windows and mirrored shapes with intricate ins and outs of angles. Through his art he makes math that's terrific to look at.

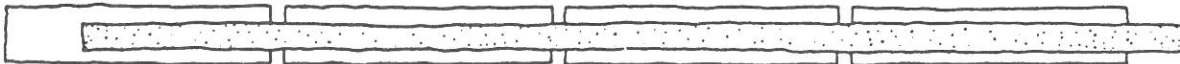
In his work Kim Hick often makes cardboard models of shapes he wants to explore. The exploration is a lot like playing with mathematical figures, and that's how he invented the "wobbly cube," a shape that can lie flat, pop up, and take several shapes in between.

Try making one for yourself.

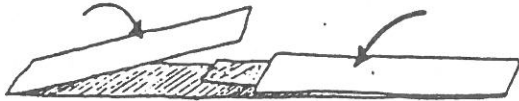
1. Cut 24 strips of cardboard 1 inch by 4 inches (or $2\frac{1}{2}$ centimeters by 10 centimeters).



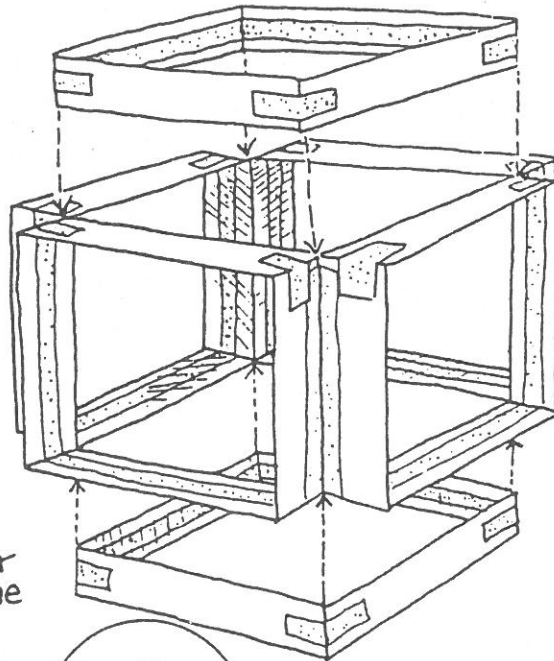
2. Lay 4 strips in a line, each separated by about the thickness of the cardboard. Run a long piece of tape over them, letting the tape overhang as shown.



3. Fold over the end with the tape overhang as in the drawing. Then fold over the other end. Press down firmly so the tape will stick.



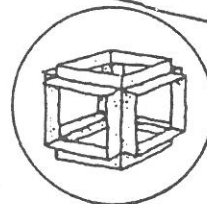
4. Open your "rectangle ring" and reinforce it by taping each hinge on the outside. (The best way to reinforce a hinge is to have the tape on both sides, directly opposite each other and touching in that little crack between the pieces.) Then make five more rectangle rings with the rest of the strips. You should have six rings when you're done.



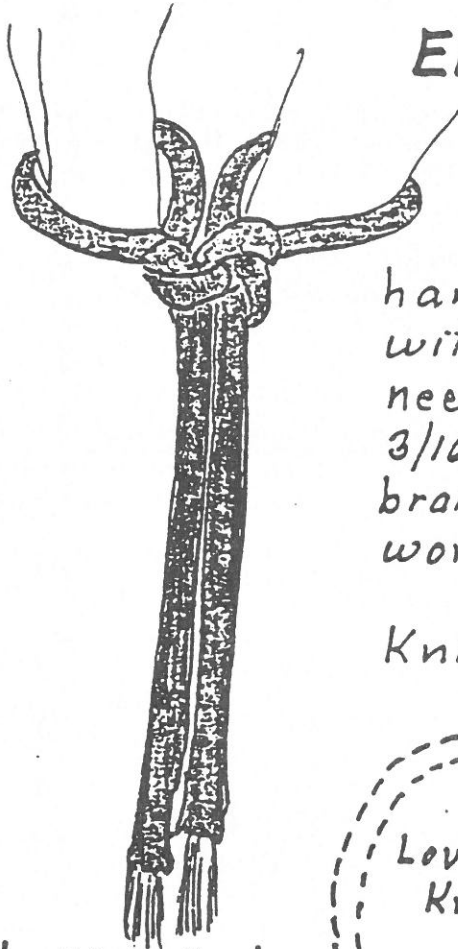
5. Tape four rings together from outside as shown. Then complete your wobbly cube by adding a ring to the top and one to the bottom.

Hint: There's always a way to hold the wobbly cube so the pieces you're taping will lie flat.

When you have finished, explore the different shapes it can fold into.



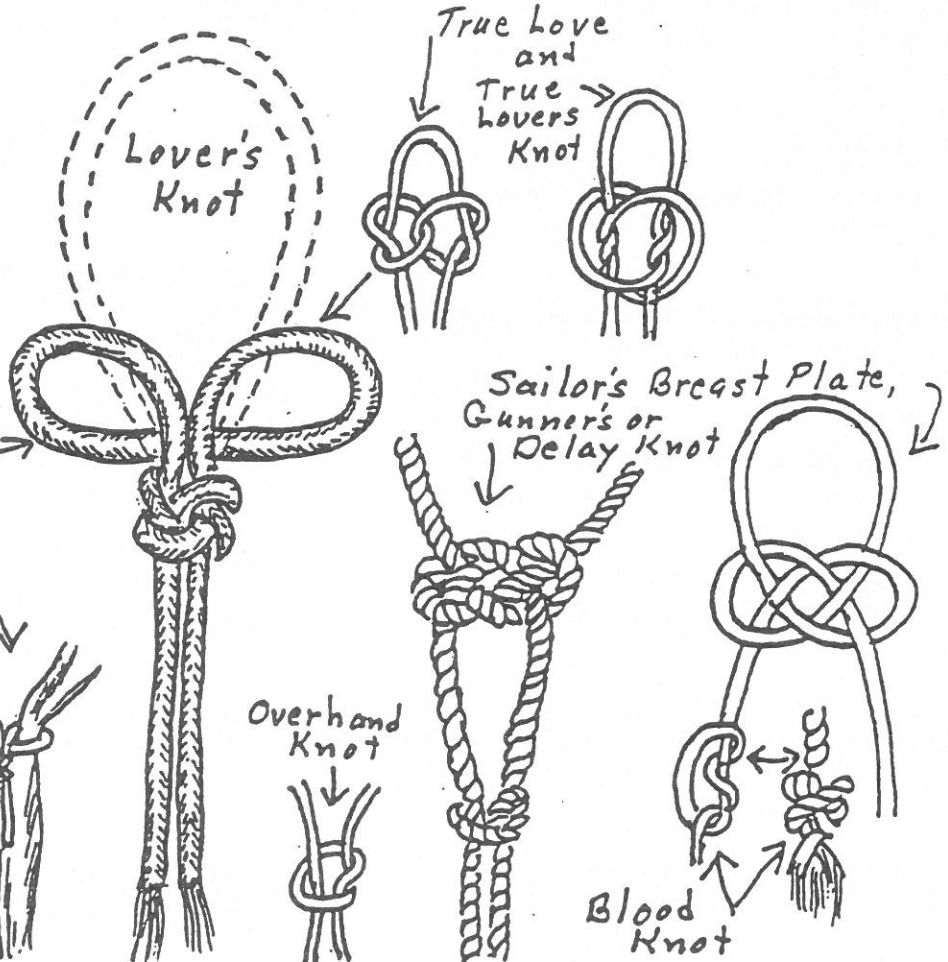
EMERGENCY SLIDE



This idea may come in handy when you find yourself without a tie slide. All you need is a 12" piece of 1/8" or 3/16" cord, either twisted or braided. Nylon parachute cord works very nicely. This will also show your knot tying ability.

Lovers Knot

Drawing shows how it is twisted to take the 2 ends of the neckerchief



(or any knot at end that will prevent raveling, especially with twisted cord)

STAINED GLASS

Stained glass windows are found in many churches and are made from lead-encased glass.

Cub Scouts can make their own stained glass that is beautiful and inexpensive. Glue and food coloring mixed together and applied to glass will give the appearance of expensive stained glass.

Helpful Hints

1. Glue mixture is made from Elmer's white glue with food coloring added to achieve the desired color.
2. Baby food jars are excellent for storing mixed glue. If stored glue mixture becomes too thick, add a few drops of water until the desired consistency is reached.
3. Glue mixture colors will dry darker than they appear when wet.
4. When applying glue mixture, brush as smoothly as possible. Two light, thin coats are better than a heavy coat.
5. If two colors touch, allow the first color to dry before applying the second.
6. To brighten or darken a color, add additional coats of the glue mixture.
7. When applying the glue mixture to plastic, metal tabs, mirror, foil pans or tinfoil, a plain coat of Elmer's glue must be applied over the design and allowed to dry before using the colored glue mixture.
8. To transfer patterns to mirror, cover the back of the pattern with white crayon. Place the pattern on top of the mirror and trace around the pattern with a ballpoint pen. When pattern is removed, a wax tracing will remain.

9. Metal tabs must be flattened before applying any glue. The glue tends to puddle in the middle if the tab is still curved.
10. The colored glue mixture may be used as paint for styrofoam.

Color Chart for Blending Colors

Desired Color	Drops of food coloring			
	<u>Red</u>	<u>Yellow</u>	<u>Green</u>	<u>Blue</u>
Orange	1	3		
Coral	3	1		
Lime green		3	1	
Chartreuse		12	1	
Aqua			2	4
Turquoise			1	3
Orchid	5			1
Purple	3			1
Violet	1			2
Toast	3	4	1	

STAINED GLASS CANDLE

Materials

Baby food jar
Colored glue mixture
Pattern
Food warmer candle
Tape
Brush

1. Tape pattern to inside of baby food jar.
2. Paint over pattern with desired glue mixture. Brush it on as evenly as possible.
3. If two colors in pattern touch, let the first dry before applying the second color.
4. After glue mixture has dried, place a food warmer candle in the jar and light.

Macaroni Camel

MATERIALS:

One plastic egg stocking container
 Spaghetti, elbow macaroni and small shell macaroni
 Lightweight cardboard
 2 pieces of typing paper
 A short piece of string
 Gold paint
 Pink, blue, dark yellow and purple paint
 Acrylic gloss medium (Mod Podge)

HEAD: Use the pattern to cut the head from lightweight cardboard. Cover both sides of the head with elbow macaroni. Glue the pieces in a random pattern. Glue short pieces of spaghetti ($\frac{1}{2}$ " to $\frac{3}{4}$ ") to the upper head as indicated in Fig. 1. Use small shells to form the neck piece and halter, adding them to both sides of the head. Glue a shell, open side out, in place for each eye. Also glue shells to the edges of the head so that the neck piece and halter go all around the head.

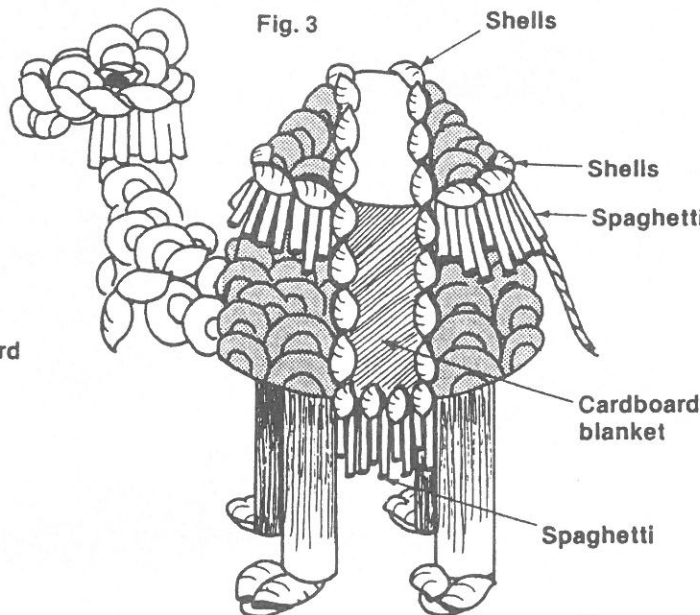
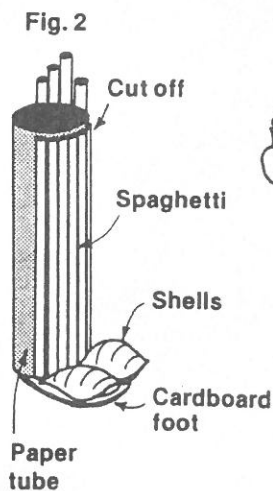
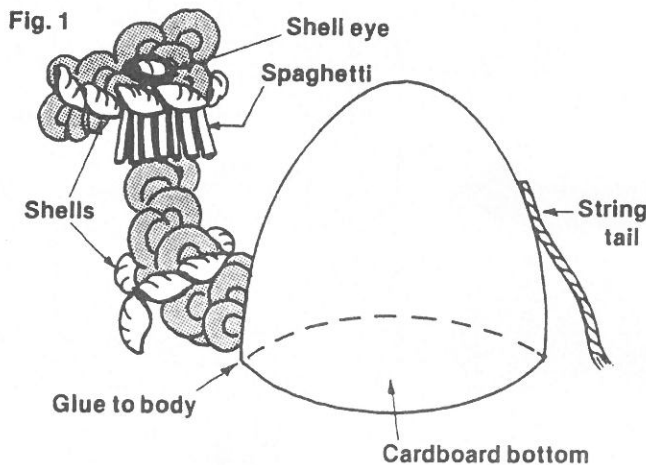
BODY: For the body, use the larger part of the plastic stocking egg. Glue the open end of this part to a piece of lightweight cardboard. When the glue is dry, trim the cardboard close to the stocking egg. For the tail, glue a 2" long piece of string to the back end as shown. Glue the edge of the head to the other end of the body, propping or taping as necessary to hold until dry.

LEGS: For the legs, cut both sheets of typing paper in half, lengthwise. Wrap each cut piece of paper around a pencil, taping the end to hold. Slip the paper tube off the pencil and cut it $2\frac{1}{2}$ " long. Glue spaghetti pieces around each paper tube, trimming the ends with scissors (Fig. 2). (Trim the spaghetti after it is glued in place.) Cut four feet from lightweight cardboard and glue one foot to the bottom of each leg. Glue two shells to each foot. When dry, glue the legs to the cardboard bottom of the body.

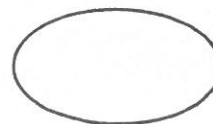
BODY TRIM: Cut two blanket sections from lightweight cardboard, using the pattern. Glue short broken pieces of spaghetti ($\frac{1}{2}$ " to $\frac{3}{4}$ ") to one of the short ends of each of the blankets. Curve the other short ends of the blankets with your fingers and glue the curved ends to the body (Fig. 3). Glue shells to the lower edge and side edges of the cardboard blankets. Continue adding the shells up across the top of the camel to join the blanket on the other side.

Cover the camel with elbow macaroni glued in a random pattern. Glue short pieces of spaghetti around the middle of the camel as shown. Glue shells around the camel, covering the upper ends of the spaghetti. Glue a row of elbows to the blankets. Add three shells to each blanket, glued on top of the row of elbows. Glue four or five short pieces of spaghetti to the end of the string to form the tail.

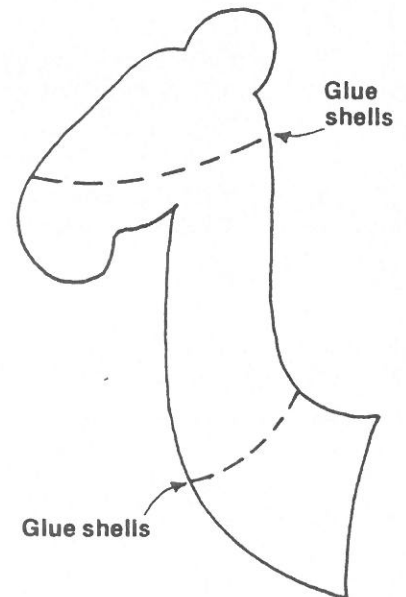
PAINTING: The spaghetti pieces are fragile before they are painted and so the camel must be handled very carefully while it is being painted. Applying a coat of mod podge before painting will make the spaghetti less likely to break. When the gloss medium is dry, paint the head, legs, tail and lower body dark yellow. Paint the part of the camel above the row of shells pink, forming the upper blanket. The side blanket is painted purple. The fringe and the shell on the front of the neck piece are painted red. Paint the pupil of the eye black. Paint the three shells on each side blanket gold. All the other shells on the head, body and blankets are painted blue. When the paint is dry, coat the camel with mod podge.



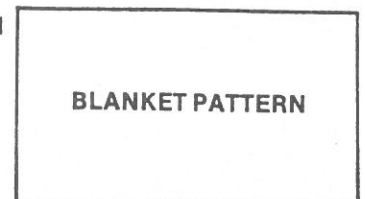
FOOT PATTERN



HEAD PATTERN



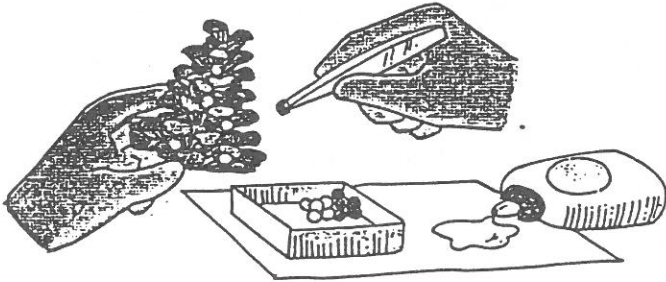
BLANKET PATTERN



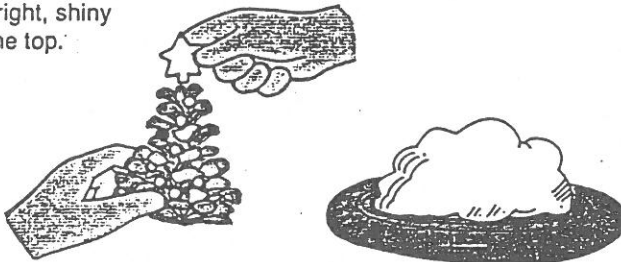
PINE-CONE CHRISTMAS TREE

Here's what you do:

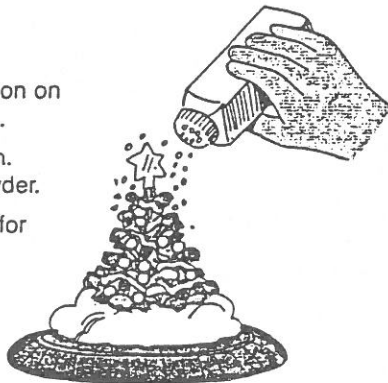
- 1 Decorate the pine cone. Use beads, sequins, red hots, or silver dragees. If you like, use them all. Glue them in place. (Note: Use a tweezer—it will make the job easier.)



- 2 Weave a few strands of silver foil through the petals.
- 3 Glue a bright, shiny star on the top.

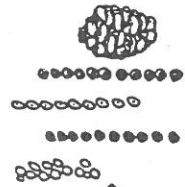


- 4 Put a mound of snowy, white cotton on a silver doily or a red paper plate.
- 5 Place the pine cone on the cotton. Sprinkle it lightly with talcum powder.
- 6 Stand it on a shelf or small table for everyone to admire!



Here's what you need:

Pine cone
 Beads
 Sequins
 Red hots
 Dragees
 Silver foil



Gold or silver star



Glue

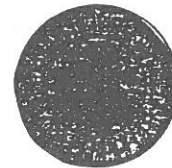


Talcum powder



Tweezer

Cotton



Silver doily or red paper plate

CINNAMON DOUGH

smells nice, but inedible

MATERIALS:

- 2 cups flour
- 1 cup salt
- 5 t. cinnamon

$\frac{3}{4}$ to 1 cup warm water
bowl
cookie sheets

bread board
plastic wrap

PROCESS:

1. mix flour, salt, and cinnamon in bowl
2. make a well in center
3. pour in water
4. mix with hands until dough forms a ball

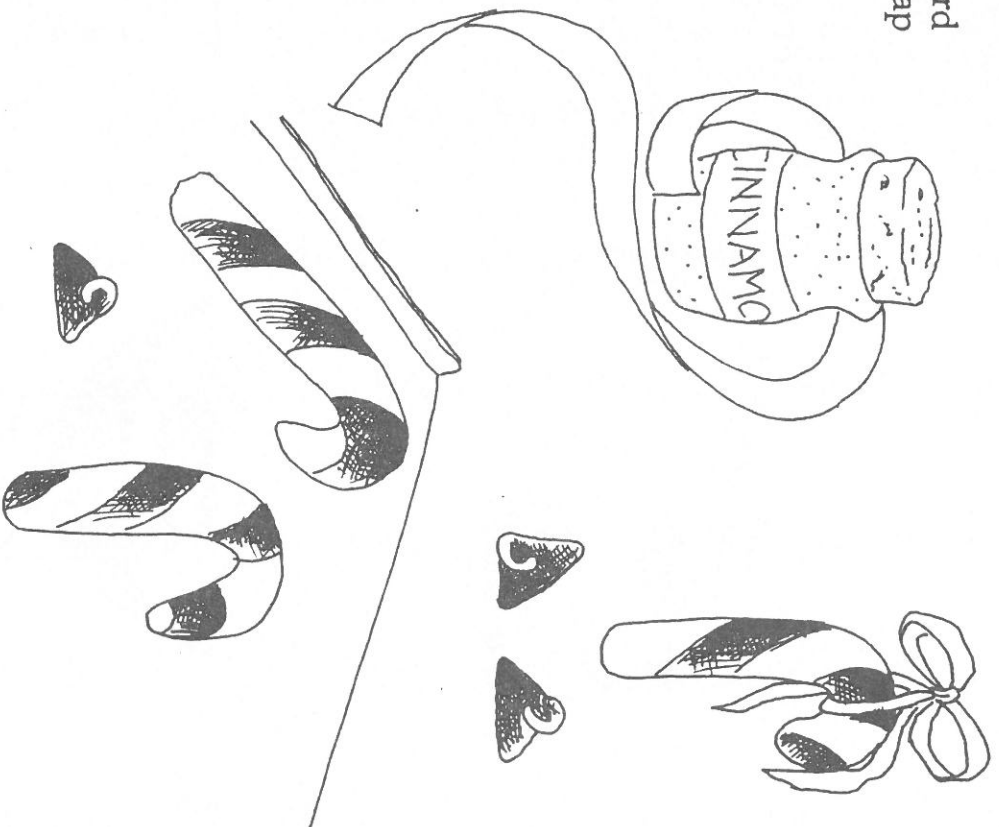
hint: more flour or water may be added so dough is neither crumbly nor sticky

5. knead on lightly floured board until smooth and satiny, about 5 minutes
6. wrap in plastic and refrigerate 20 minutes before using
7. use as any clay

8. bake 350° 1 hour, until hard
- note:* excellent for cookie cutter ornaments rolled $\frac{3}{4}$ " thick

VARIATIONS:

1. sandpaper and varnish when cool
2. when working, pieces may be added by dipping them in water or brushing piece with water and pressing on work
3. work on a cookie sheet for easy clean-up
4. other ideas —
 - use garlic press for hair
 - thread ribbon through to hang
 - trace patterns and cut
 - make candy cane shapes, peppermint balls, or chocolate kisses
 - use dough candies to decorate wreaths



COFFEE DOUGH

delicate golden color

MATERIALS:

- | | | |
|-----------------------|-------------|--------------|
| 2 cups flour | varnish | plastic wrap |
| 1 cup salt | cup | foil-lined |
| ¼ cup instant coffee | bowl | cookie sheet |
| ¾ to 1 cup warm water | bread board | |

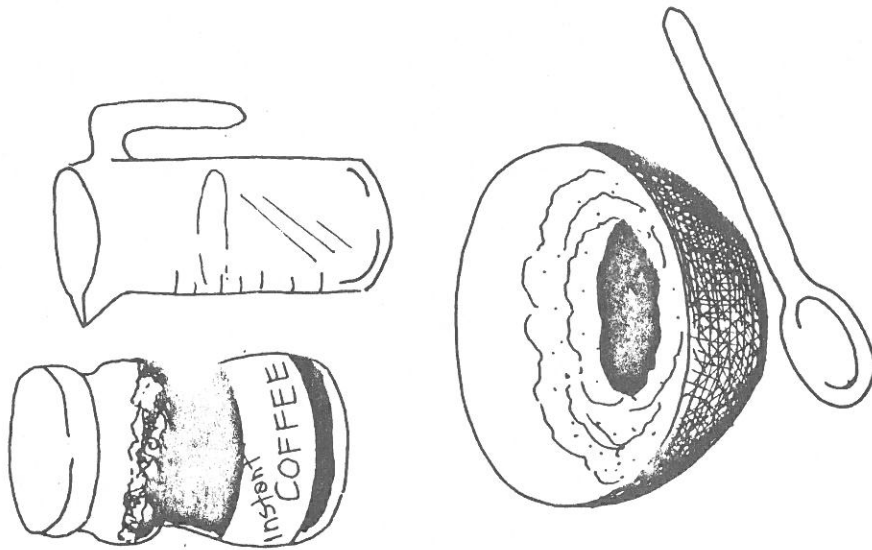
PROCESS:

1. mix flour and salt together in bowl
 2. make a well in the center
 3. add coffee to water in cup and stir
 4. pour coffee-water into flour-salt well, stirring
 5. form a ball
- note:* add more flour or water if necessary
6. knead until smooth on lightly floured board, about 5 minutes
 7. wrap in plastic and refrigerate until ready to use
 8. model as with any clay
 9. bake 325° for 1½ hours, until hard, on foil-lined cookie sheet

10. varnish cooled project to seal

HINTS:

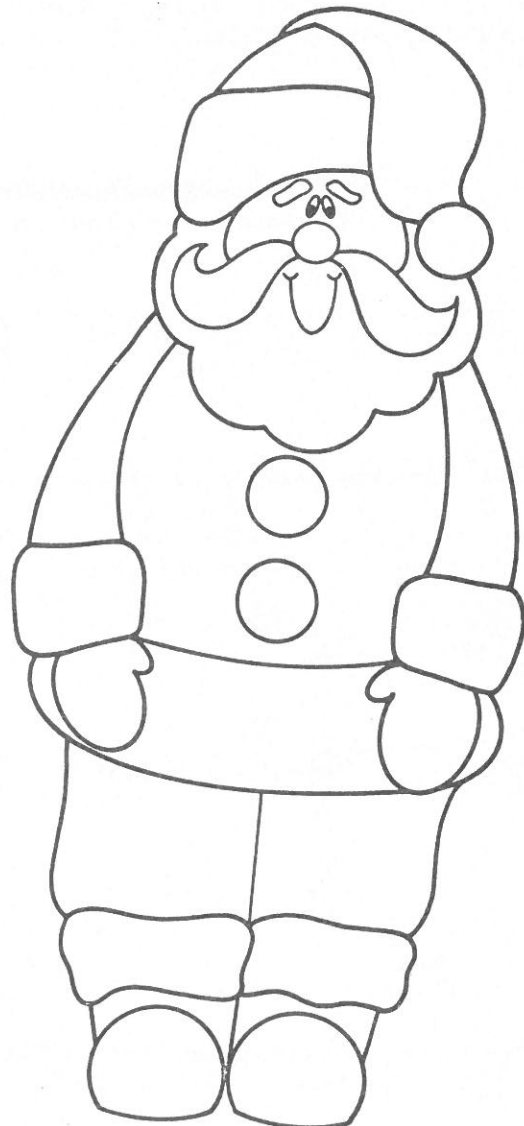
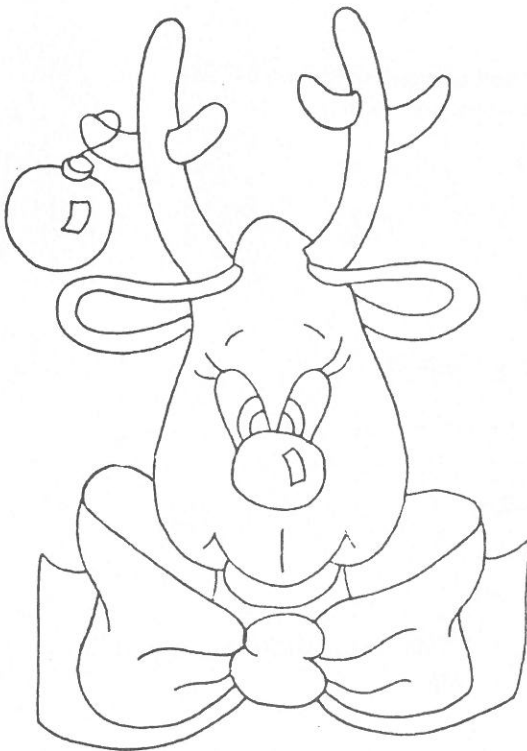
1. dough is delicate golden color
2. work on foil-lined cookie sheets
3. roll dough ½" thick for success
4. enough dough for one 8-inch flat project or several small projects



SUGAR COOKIES

½ Cup Shortening
creamed with
1 Cup Sugar
½ Tsp. Lemon Rind, grated
½ Tsp. Salt
2 Tsp. Nutmeg
Add 2 beaten Eggs
To above mixture add
2 Cups sifted Flour
½ Tsp. Soda Mix well
Chill for an hour Roll
thin Cut into ♡ shapes
Bake 8 minutes at
400° Decorate

To decorate, make
frosting as follows
Mix 2 egg whites with
2 cups Powdered Sugar
2 Tsp. Hot Water
6 Drops Peppermint
flavoring
♡ ♡ ♡ ♡ ♡ ♡ ♡
With a clean water-
color brush paint
designs on Cookies ♡ ♡
Sprinkle with colored
Sugar or chocolate shot ♡



CLOVE POMANDERS

Choose firm whole apples or thin skinned oranges to stud with cloves, roll in spice and tie with ribbons. Pomanders last for years and can be restored to their original fragrance by washing with warm water and rolling again in spice. To stud six or eight fruits, you will need $\frac{1}{2}$ pound long stemmed cloves. Wear a bandaid to protect your thumb while inserting cloves in close rows until each fruit is completely covered. It will take from 30 minutes to an hour for each--be sure to finish it within a single day. After studding, roll in this spice bath (makes enough for 6-8).

$\frac{1}{4}$ cup ground cinnamon
 $\frac{1}{2}$ cup ground cloves

$\frac{1}{4}$ cup ground nutmeg and allspice
 $\frac{1}{4}$ teaspoon ground ginger
 $\frac{1}{2}$ cup orris root.

Let pomanders remain in spice in an open bowl in a warm dry place for at least a week and turn them daily. After a week's curing and drying you may tie them with velvet ribbons, but allow another week or more before boxing as a gift.

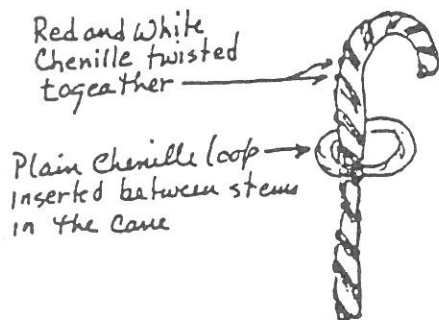
CLOTHESPIN ORNAMENTS. Use spring-clip clothespins. Paint as desired and add construction paper pieces.



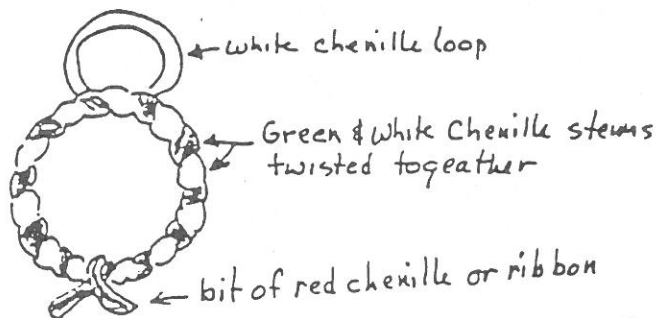
CANDY CANE

MATERIALS: Red and white pipe cleaners (chenille stems)

Twist red and white chenille stems together. Crook to make cane. Use one pipe cleaner for loop which is slipped between other two in middle.



OR



Be sure to check your craft stores. They have small wood cut outs that can be painted and a small piece of leather to make the loop to be glued on the back.

Also check the Christmas decorations in stores you might be able to find one that you could attach a pipe cleaner to or a leather strip and make a slide very fast.

Also check for refrigerator magnets you can pop the magnet off and use a leather strip formed in a loop glued to the back. Save the magnets for other craft projects.