

WIDE RANGE OF SCOUTING

POW WOW

1993



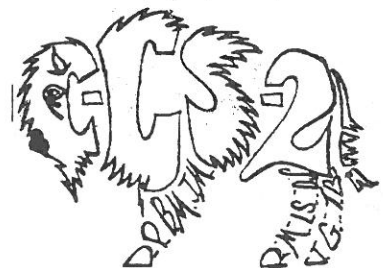
GREAT RIVERS COUNCIL



The Wide Range of Scouting Pow Wow would not have become a reality with out some wonderful people giving of their time and their talents. I want to thank the staff of volunteers for all the help and support they provided.

I would also like to take this opportunity to thank several very special people, my son, Blake, for all of his time and help with the Pow Wow book, Angela Paddon for the wonderful art work and designs, and Diane Cook for all her help with facilities and registration, and to Mike Dimond for all that he did to make this day possible.

Alan Ryan



1993 POW WOW STAFF LISTING

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BASIC WHITTLE CHIP
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YOU, THE LEADER

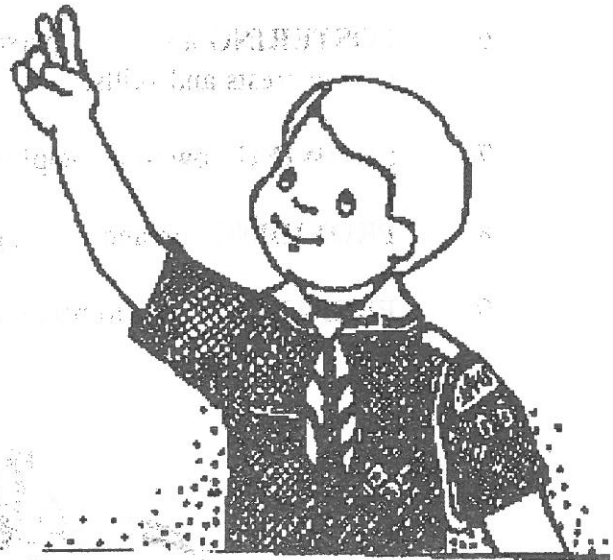
Cub Scout leader development is a continuous learning process. There is a basic training program designed for every leadership position in Cub Scouting. All of these programs provide information to enable the new leader to get started quickly in their various responsibilities. The Pow Wow program is supplemental to Cub Scout Leader Basic Training.

Unfortunately, there is no way that leaders can accumulate all the information and ideas they need to do an effective job in a few hours of training. For this reason, leaders should understand that they have a responsibility for continuing self development. Those who accept and follow this concept will be more successful in providing a quality program for boys.

All leaders should read and understand their leader's handbook. This book is the best written and most comprehensive of all the current Cub Scout literature. It should be a part of your library. Besides the leader book, a leader should attend monthly roundtable meetings, workshops, and other training opportunities.

If you are reading this book, you probably have attended one of the best development opportunity for leaders--POW WOW. You, as a leader, should make good use of all resources available. Read the SCOUTING and BOY'S LIFE magazines and keep updated on program changes. The program helps, published both separately and in a condensed version as a centerfold to the SCOUTING magazine, is a good place to search for ideas.

Get to know your district and council leaders, as well as the leadership of other successful Units. Copying is the best form of flattery, and is a good thing if you have someone worth emulating. Talk to these leaders in similar leadership positions and share your experiences with them. You might find a way of resolving problems together, giving deeper insight to one's own performance and learning new ideas. There are many people in your local pack, district, and council who are ready and willing to help others provide the best program possible for the boys. Boys are special--they are the most important part of the Cub Scout program.



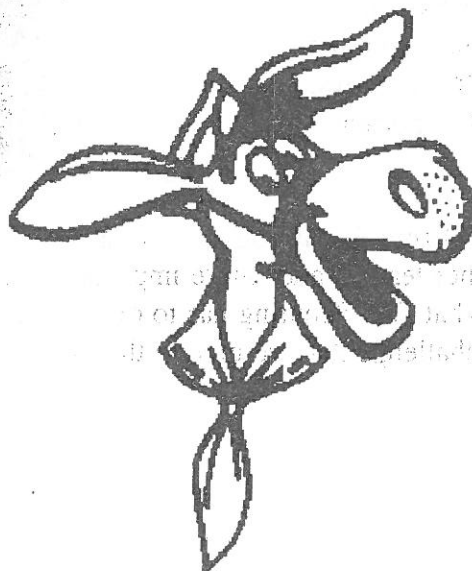
Maintain your enthusiasm. You will find that if you are enthusiastic about your leadership role and your program, it will effect other leaders and, more importantly, prospective leaders. Know what your program is about, and what Cub Scouting has to offer. Cub Scout Leaders are expected to **“DO YOU BEST”**, the same challenge that we give to the boys.

PURPOSES OF CUB SCOUTING

For more than 50 years, the Boy Scouts of America has helped younger boys through Cub Scouting Program. Cub Scouting is more than just a preparation for Boy Scouting, it's the start of character development and citizenship training. Oh, and the most important purpose of Cub Scouting is to have FUN. If you as a leader can instill the ideals spelled out in the Cub Scout Promise, the Law of the Pack and the Cub Scout Motto, and have a program that is fun, you will have a successful program.

The nine purposes of Cub Scouting are:

1. **INFLUENCING** the development of character and encouraging spiritual growth.
2. **DEVELOPING** habits and attitudes of good citizenship.
3. **ENCOURAGING** good sportsmanship and pride in growing strong in mind and body.
4. **IMPROVING** understanding within the family.
5. **STRENGTHENING** the ability to get along with other boys and respect other people.
6. **FOSTERING** a sense of personal achievement by developing new interests and skills.
7. **SHOWING** how to be helpful and do one's best.
8. **PROVIDING** fun and exciting new things to do.
9. **PREPARING** them to become Boy Scouts.



I AM A DEN LEADER

I am a den leader.

I own a hot glue gun, a ring toss game, and American flag, and a 12 passenger van.

I know all about tour permits, permission slips, and registration forms.

I save bits of string, scraps of lumber, old tin cans, and a whole garage full of newspapers.

I get excited over paper sack kites that really fly, boys who remember to bring their books, and first aid kits that finally sell.

I laugh at "Boy's Life" jokes, cheer for my den kickball teams, sing Frankenstein songs at pack meetings, and once wept with a Cub who found out his parents were getting a divorce.

I have bribed new cubs through the Bobcat trail, herded unruly boys along library tours, puffed by way up steep hills, and panicked when I looked down the other side.

I have threatened to quit more than once.

My patch says I am "trained," but I still have a lot to learn from district and council leaders, cub masters, den leaders, and especially my boys. And I still have one more lesson to teach: I will not give up, especially on any of my boys.

So I am still a den leader.

I like to think there is a special place in heaven reserved for den leaders. Surely they would have a need for bird feeders and barometers and someone who could love a dirty-faced Cub Scout.

I hope when I die there's a hot glue gun plugged in and waiting

For I am a den leader.



SURVIVAL FOR DEN LEADERS--TIPS YOU MIGHT WANT TO TRY

1. Get together with the boys mother and make each boy a "tool box" in it-glue, scissors, pencil, paint brush, ruler, markers--anything else you might use on a regular basis. This sure does make craft projects move smoothly--instead of boys reaching and grabbing for scissors or paint brushes.
2. Spray a coffee can a light color. Let the boys decorate it with indelible markers. This is the "treat can." It is sent home with the boy that is to bring treats to the next meeting. It is a reminder as well as a nice container for the treats.
Making up a calendar with treat assignments for the whole year can also be helpful for busy families to remember who's turn it is to provide treats.
3. Have each boy provide a large can of pre sweetened KoolAid at the beginning of the year to be used for the meetings. You can have it made up and ready to serve at the meetings. This should be enough to carry you through the year. You may also want to have each boy bring a plain plastic cup that can be decorated with indelible markers, dishwasher safe, and can be left for use throughout the den year.
4. If you anticipate needed materials for crafts that can be scrounged- e.g. coffee cans, send a want list home with each boy so the parents can be saving the needed items.
5. Don't be afraid of involving your parents in projects. Ask and you may be surprised at the extra help you can get.
6. Don't try to do the projects for the boys-and don't limit their imaginations. Show them an example of what they are to do and let them create their own designs. You will be amazed at their creativity.



DEN DOODLES

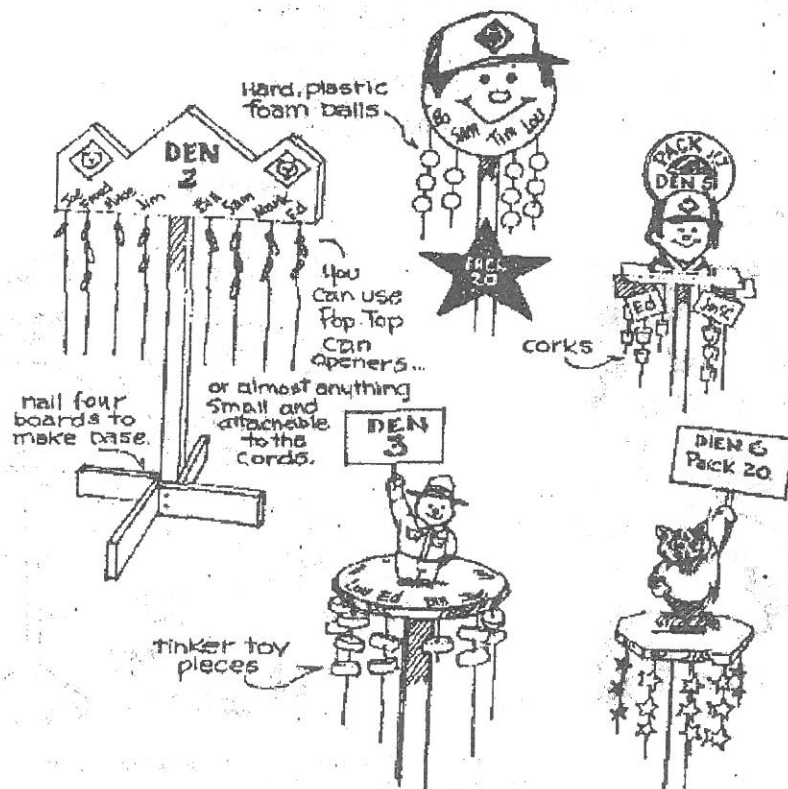
Cubs began making den doodles during the middle Thirties, and before long most packs had them. They were spools, leather thongs, broomsticks or hoe handles, and scrap wood. They were used as records for advancement, just as they are today.

A den doodle is a brag board, or totem. It is a way to pull a den of boys together into one common place. It can be a colorful decoration for the den meeting place. Everyone can show off his rewards.

The doodle is always used for positive reinforcement. Any job, no matter how small, deserves a pat on the back. The den doodle is the perfect place to reinforce the positive efforts of all boys. Keep in mind that once the boys have earned a recognition bead they should not be taken away. It can also help with discipline by rewarding good behavior. A den doodle can be part of your opening activities.

The doodle can be as simple or as elaborate as you want. Each one is distinctive and has the den's number, a place for each boy's name, and a cord for each boy's awards. Be sure to keep the den doodle itself at your level of expertise. Better to have a great looking simple den doodle than a half done elaborate one. Don't be afraid to let the boys make the den doodle as part of a den project. Pride in ownership is a wonderful thing.

The doodle should have a base of some kind. On the base you will hand or tie string. Each string will belong to one boy and it will be up to him to earn the rewards to decorate the string. At the end of the year (or if a boy moves away) he should get his string to take home and hand somewhere. If you are the den leader for the next year of scouting, start a new string, even if you use the same doodle.



DEN DOODLE REWARDS

Once a den doodle has been built, how you offer the beads and trinkets is up to you. Below are some suggestions:

1. Designate a certain color bead to reward a certain task. At the opening of every meeting, pass out beads to each boy and let them decorate their doodle as part of your gathering activity.

yellow bead-coming to meeting in uniform

red bead-brought book to meeting with something to be signed off

blue bead-special recognition (anything you want; such as helping clean up after a meeting, or letting someone go before him)

gold bead-for being denner

white bead-field trip (hand these out at your next meeting to prevent loss)

navy bead-pack meeting attendance with family member

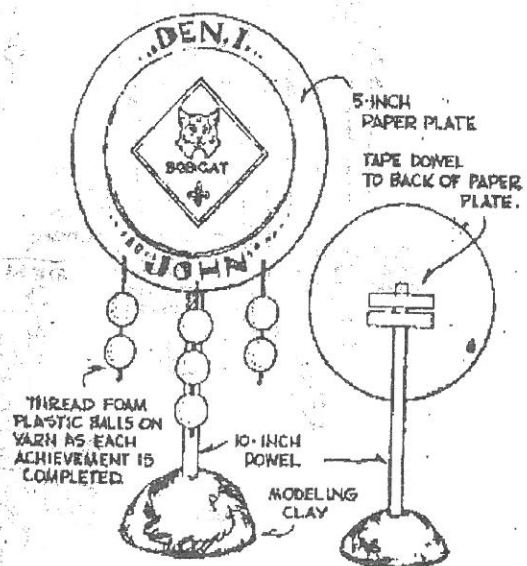
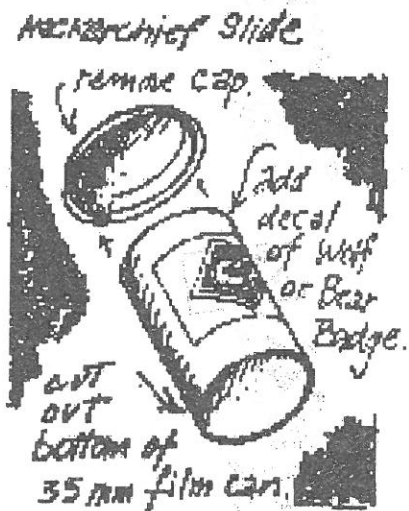
2. You can use trinkets, feathers, bells--anything to call attention to or remind the boys of some accomplishment or something they have learned or experienced. (Stripe a white bead with black stripes for visiting the police station, Make small book marks to represent trip to the library) Your imagination is the only limit. The crazier the item, the more the boys will love it.

3. What kind of beads do I get? Where can I find beads? Pony beads are sold in craft areas in many stores. You may also find beads around the house you didn't even consider:

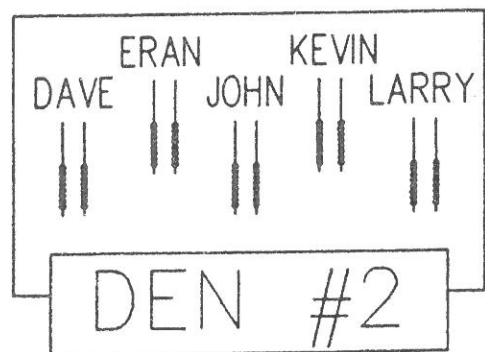
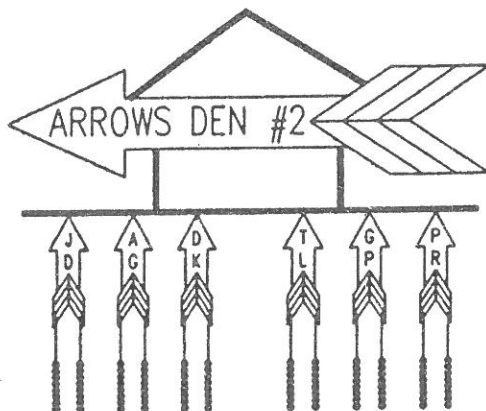
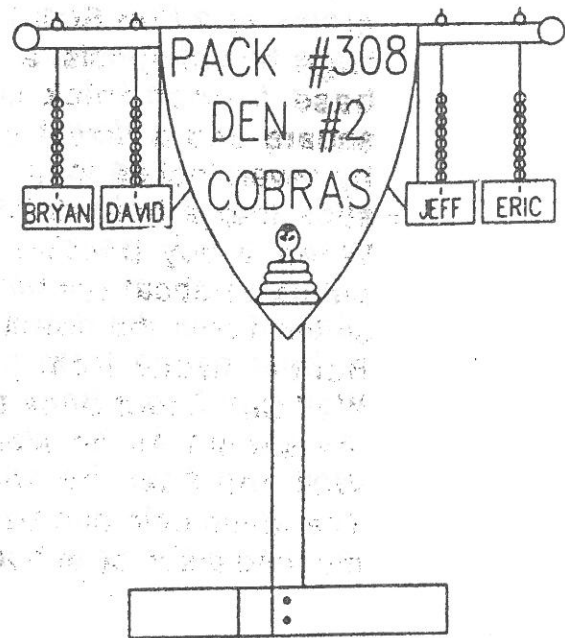
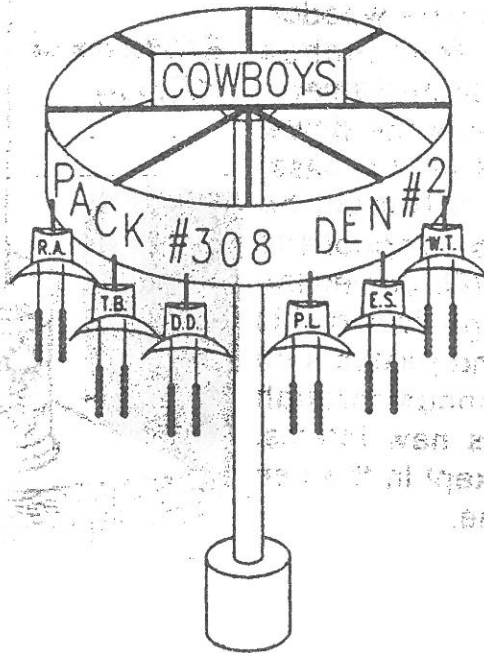
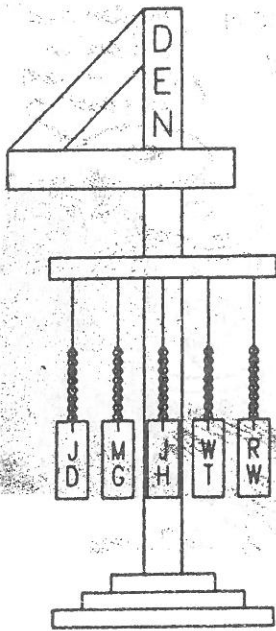
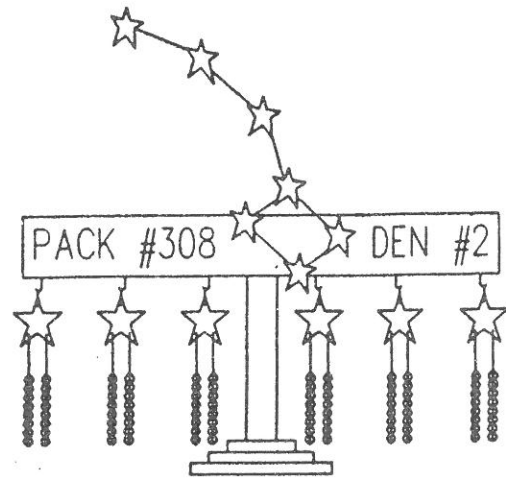
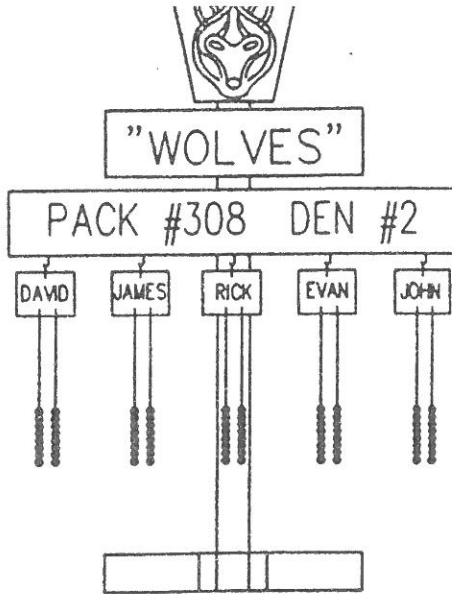
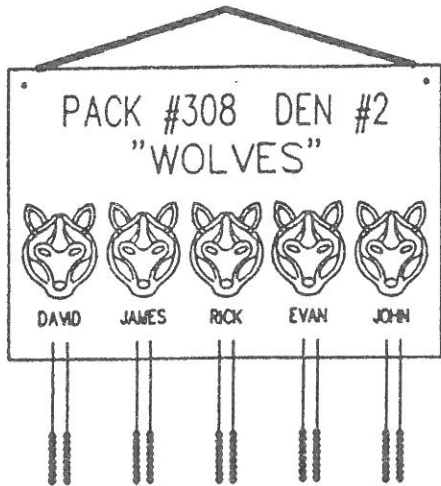
The beaded car seat that fell apart

Wooden beaded trivets in garage sales

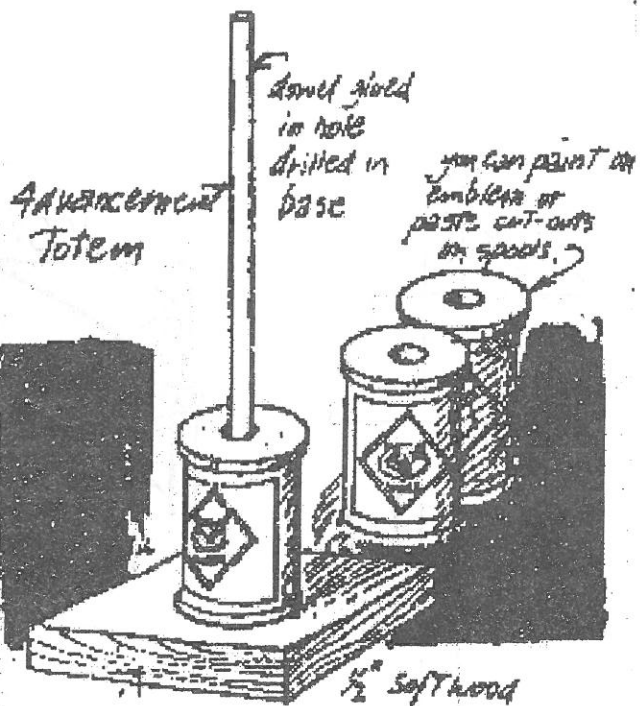
The clearance rack after Christmas--garlands



INDIVIDUAL DOODLE. A doodle on which a single Cub Scout may keep his advancement record at home.



ADVANCEMENT TOTEM. This totem grows as a Cub Scout advances. Use large thread spools, a square wooden base $\frac{1}{2}$ -inch-thick by four inches square and a dowel $\frac{1}{4}$ -inch-diameter by seven inches long. Glue the dowel stick into a hole drilled in the base. When a boy becomes a Bobcat he paints a Bobcat symbol on a spool and slides it over the dowel. (Or copies the Bobcat badge from page two of his *Wolf Cub Scout Book* and pastes it on the spool.) As he advances through Wolf and Bear, he adds new totems. The totem pole can be kept in the den meeting place or at home.



GOALS ARE WORTH SETTING

A goal is a picture in the mind that stimulates a person's creative energies to help him move toward that goal. We are all goal oriented creatures. If we don't set constructive goals for ourselves and our dens and packs, chances are the results will not prove to be desirable.

A trained, prepared leader will always do a better job and feel a real sense of accomplishment when goals are achieved. As a den leader you can do this by planning with your boys. Planning is one of the most important functions we perform. Success or failure depends on how well or poorly the task was planned.

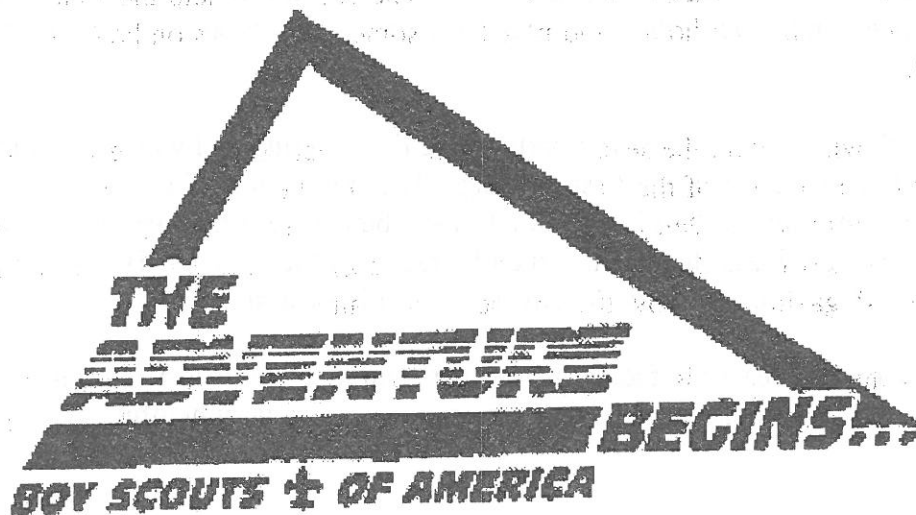
Consider:

WHAT DO I HAVE TO DO?
WHAT DO I HAVE TO DO IT?
WHO AM I DOING IT FOR?
HOW MUCH TIME IS NEEDED?

- a. Plan goals together
- b. Plan rules together
- c. Plan an action-packed program
- d. Plan for every person
- e. Plan for every minute

Your attitude as a leader will affect your success. Attitudes of confidence, encouragement, honesty, enthusiasm, respect and optimism can enhance a person's effectiveness...where as attitudes of criticism, inferiority, pessimism, hate, fear or envy can detract from your effectiveness.

Wouldn't you rather hear: "Sure, I can do it", or "I'd like to give it a try"



DEN AND WEBELOS LEADER COACH

The role of the Den Leader Coach and Webelos Leader Coach (they may be the same person) is an important "back stage" position that can be very vital to the functioning of the pack. The DLC's main responsibilities fall into two areas:

WORKING WITH THE DEN LEADERS

1. Answer question and concerns
2. Makes sure leaders are appropriately trained
3. Help with meeting planning
4. Problem solver
5. Fills in for leaders in emergency situations
6. Encourages leader recognition

WORKING WITH THE CUBMASTER

- Informed of den needs and conditions.
- Alerts recruitment needs
- Recruitment and placement of Den Chiefs
- Helps with Webelos to Scout Transition
- Follows leader accomplishments to assure proper recognition
- Participates in Pack planning

HOW THE DEN LEADER COACH WORKS

When there is a new den leader, the den leader coach will make an appointment to visit them in their home and explain how Cub Scouting works and what the Den Leader's role is.

This visit will be an informal, friendly coaching affair before the first den meeting. This will give the new leader an idea of what to expect. The coach can help the Den Leader decide on a den meeting place in his/her home, and may have some suggestions on how to set it up and what will be needed.

The coach will explain the seven parts of the den meeting and why each is important, and will also help plan the details of the first meeting. The Den Leader Coach will be delighted to answer any questions that the Den Leader might have before the first meeting concerning where the Den Leader can get ideas, how to use such literature as the Program Helps, Scouting Magazine, Boy's Life Magazine, and how the advancement plan works.

Whether the den leader is facing his/her first den meeting or is a veteran of 6 months or even a year or two as den leader, the den leader coach may be very helpful...utilize them!

RESOLVING CONFLICTS

Conflict is normal in the development of an individual and the development of relationships with other people. Conflicts occur all the time and are not necessarily bad. Conflicts can be developmental. It all depends on the way we deal with them.

A conflict is a difference of opinion which needs to be dealt with. A problem is an area in which a conflict has arisen and we are unwilling to face it. An unresolved conflict becomes a problem, but when it is dealt with, it becomes a bridge in communication.

The idea is not to think alike, but to think together. We need differences of opinion. Conflict is necessary to cause action. How we handle conflict determines whether the action is harmful or constructive.

Who is responsible for the conflict is not the issue. Honesty and openness are important in the step towards reconciliation. We forgive and we forget.



A FEW WORDS ON DISCIPLINE

WHAT IS DISCIPLINE: Discipline is the setting of loving limits to help a child understand and adopt a set of values so his character is shaped rather than his behavior merely controlled temporarily.

ARE DISCIPLINE AND PUNISHMENT THE SAME? No. They are two entirely different things. Punishment is a form of retribution for unacceptable behavior. Discipline seeks to nurture/instruct acceptable behavior to the point that it becomes a part of someone. Punishment focuses on past misbehavior while discipline focuses on instilling future desired behavior. Punishment deals with the past, discipline with the future (behavior). True discipline is self-discipline.

CAN PUNISHMENT BE USED TO INSTILL DISCIPLINE? With only limited success. Children learn to avoid punishment. They must also be taught that proper behavior brings certain rewards--things they enjoy or desire. Punishment controls behavior externally (that is, outside of themselves--someone else tells them how far they can go and what will happen if they do). Discipline enables behaviors to be controlled internally (by the child himself) so as to bring about desired outcomes. Punishment places the responsibility for a child's behavior on someone else; discipline enables the child to learn and accept the responsibility for his own actions.

One of the attributes of a good citizen is the ability to live comfortably within the restrictions of the law. In order to prepare boys for good citizenship, we must teach them the importance of discipline within themselves.

Some way to help you maintain good discipline:

PLAN AHEAD-good discipline is 90% preparation.

SET UP and arrange needed materials before hand.

PLAN B-have a back up plan and be ready to use it.

COMMUNICATE-tell others what you are doing-ask for help if needed

ATTENTION-insist on attention when talking-Use the Cub Scout sign

Don't try to out shout a group of Scouts.

EXPLAIN CLEARLY-what you are doing. Ask for questions.

BE CONSISTENT-set limits and be firm in a friendly manner.

PRAISE IN PUBLIC-admonish in private.

NEVER ARGUE-with the boys

RESPONSIBILITY-Give the boys some.

PERSONAL-Get to know each boy and call him by name.

KEEP THE BOYS MOVING

GIVE LOTS OF PRAISE TO BOYS WHO ACT PROPERLY!!!!!!!!!!!!!!

UNIT COMMISSION AND THE PACK

The Unit Commissioner provides a unit with meaningful service that brings about on-time charter renewal, quality unit awareness, membership growth, and the delivery of Scouting ideals to boys.

The charter review meeting and presentation highlights the year of work with a unit. On time charter renewal and the Quality Unit Award for all packs is the goal of a good commissioner staff. An effective commissioner will know about and promote the following:

- . Monthly pack meetings
- . Webelos-to-Scout transition
- . Weekly den meetings
- . Good chartering organization relationships
- . Use of council and district programs
- . Summertime Pack Award
- . Annual pack planning conference
- . Uniform inspection
- . Year round program planning
- . Training opportunities
- . Parent participation
- . Cub outdoor programs
- . Advancement
- . Quality Unit Award
- . Boys Life magazine
- . Pack budget plan
- . Leader recognition
- . Record keeping
- . Charter renewal
- . BSA purposes
- . BSA policies
- . Orientation-fast start new leaders



THE COMMISSIONER'S ROLES

The Unit Commissioner plays the following roles to accomplish their mission.

1. **FRIEND**-A commissioner cannot function except as a friend of the unit.
2. **REPRESENTATIVE**-A commissioner is the Boy Scouts of America to the unit leader. He must uphold its ideals and purposes.
3. **LAWYER**-A commissioner ensures that a unit operates within the rules and regulations of the Boy Scouts of America.
4. **HEALTH INSPECTOR**-It is the commissioner's responsibility to watch for signs of weakness or collapse in his units.
5. **PHYSICIAN**-The commissioner prescribes the remedies for ailing unit and decides when it is necessary to call in the specialist.
6. **TEACHER**-The commissioner helps train unit leaders in order to strengthen the program.
7. **COUNSELOR**-The commissioner provides guidance to the unit leaders to help them solve problems through effective counseling.
8. **SPIRITUAL GUIDE**-The commissioner ensures that the unit program contains a proper proportion of moral, ethical and religious inspiration for the boys.
9. **NEWSMAN/REPORTER**-The commissioner provides for information flow between the council and district and the unit, in both directions.
10. **PROMOTER**-The commissioner promotes unit participation, unit recognition and leader recognition.
11. **EXAMPLE**-The commissioner acts as a source of inspiration to unit leaders, boys, and parents through his example of enthusiasm, dedication and selfless service.

CUB SCOUT LEADER ROUNDTABLE--WHAT IS IT?

Roundtable is a monthly meeting of den and pack leaders that provides ideas to support den and pack activities, provide information of current District and Council events, and allows leaders to share their successes.

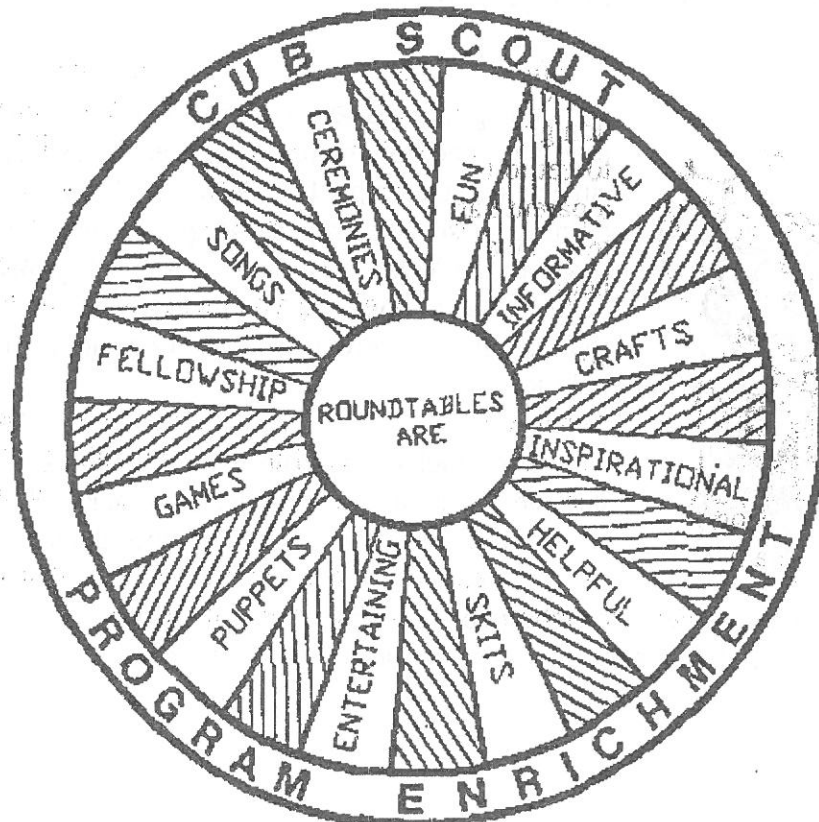
WHAT IS THE PURPOSE OF ROUNDTABLE?

Roundtable provide hands-on learning based on monthly themes as shown in Boys' Life magazine and Monthly Program Helps. All den and pack leaders participate in an initial general information sharing session. Later they separate into their specialty groups such as den leaders and assistants, Webelos den leaders and assistants, and Cubmaster/Pack committee. Ideas for songs, skits, games, and ceremonies are included in these split sessions.

WHEN AND WHERE ARE ROUNDTABLES HELD?

Each District has its' own Roundtable. The dates and locations are provided below with the Roundtable Commissioners name and number. You can also call the Council Service Center (314-449-2561).

REMEMBER-Roundtables provide a vital service to den and pack leaders. Packs that participate in Roundtables have more confident leaders and an exciting program for their Cub Scouts and families.



SERVICE PROJECTS FOR DEN AND PACK

We promise...to "HELP OTHER PEOPLE", and that, "THE CUB SCOUT GIVES GOODWILL". It is important for a Cub Scout to gain an understanding and experience the satisfaction in helping those less fortunate than himself.

"To help other people" not only is said each time the Cub Scout Promise is recited, but should also be lived daily by all Cub Scouts."

By organizing home and community service projects, you will be giving your Scouts the opportunity to "reach out" into a wider community, making them feel a part of their community, and to recognize the importance of good citizenship. Your pack could select one or more service projects to work on throughout the year. Thanksgiving and Christmas are common service project times of the year, but the need exists year-round. Collect food and clothing in your neighborhood to donate to a shelter for the homeless; families need warm weather clothing, too. Perhaps your pack could adopt a family for a year; help them with their food, clothing needs, and presents during the holidays.

Packs can arrange to do on-going projects for which responsibilities can be rotated among the dens. Volunteer to pick up trash and litter once a month, each den takes a turn.

One great way to encourage **DO A GOOD TURN DAILY** is for you to set a good example at den and pack meetings through your words and deeds. When the boys see the adults around them picking up the trash after refreshments at the pack meeting, or stopping to help someone, they'll feel the need to repeat your lead.



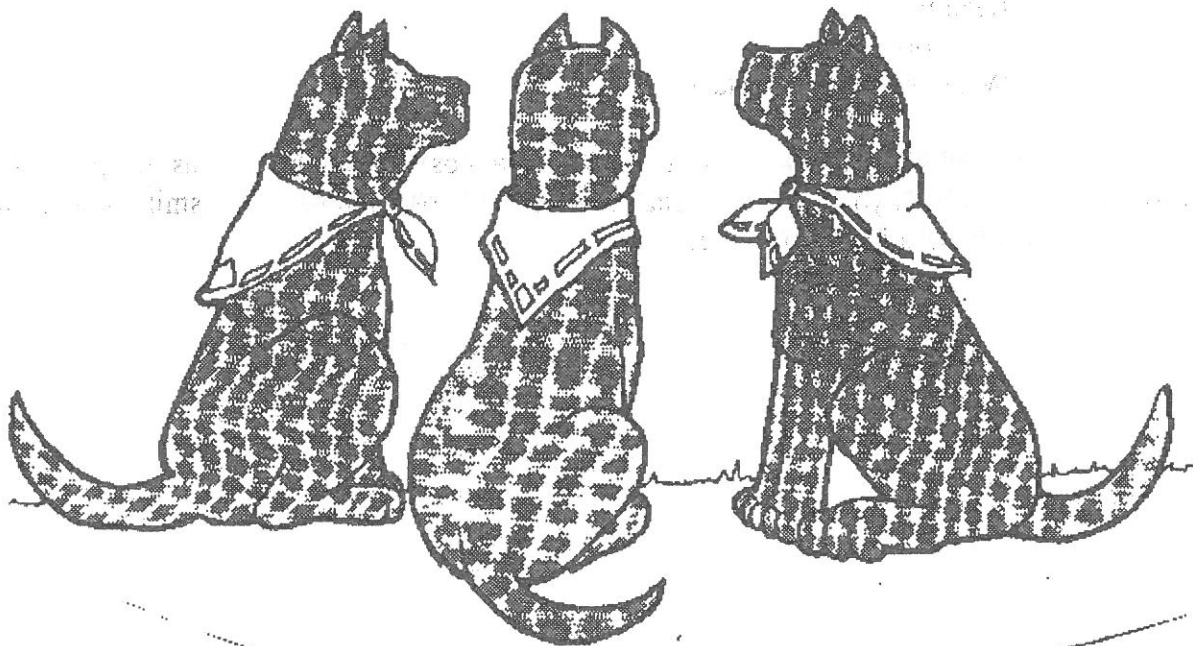
Before beginning a service project consider the boys age, and how mature they are. You must have sufficient leadership. Decide when you will be doing your service project. Require every Scout to get to the location on their own (usually means a parent has to come too). Encourage the parents to come and stay giving you plenty of adults to help too.

When you pick out a project, don't do it alone. Get the Scouts involved in decision making. Give them a few ideas and let them choose democratically.

Don't forget to recognize those involved. Something above and beyond a verbal recognition could be awarded with a homemade ribbon or certificate. Keep it simple.

IDEAS FOR DEN OR PACK SERVICE PROJECTS

- Send a "care" package to American troops.
- Donate and plant a tree for Arbor Day to a park.
- Help with M.D.A. Labor Day Telethon, or other fund raiser
- Launch a community clean up campaign
- Prepare and deliver a meal to a pack member's family with a new baby, death, or illness.
- Make place mats for senior day cares or nursing home.
- Make personal care kits for adult or children's shelters.
- Man a water station at marathons or fun runs.
- Repaint parking lot stripes for charter organization's business.
- Go on a neighborhood hike, cleaning up sidewalks and removing old tape from sign poles.
- Volunteer to build birdhouses to improve habitats at selected parks (check with state agencies, or organizations such as The Audobon Society).



ADOPT A GRANDPARENT PROGRAM

Rest homes and senior citizen centers are filled with lonely people. This is a nice project for a pack or a den to adopt.

You could visit on a regular basis, do tray favors for the different holidays, or just provide an opportunity for togetherness.

In association with older people, Cubs can:

1. Share philosophies and experiences
2. Discuss current local and national events
3. Watch television-play records or games
4. Sew--yes sew!
5. Take walks
6. Look through family albums
7. Help decorate their rooms for holidays
8. Help celebrate birthdays
9. Invite them to your den or pack meetings

If the elderly have poor eyesight:

Read to them

-or-

Write letters they dictate

A short visit and a thoughtful gift, the kind that cost nothing but means much to a lonely person, a bouquet from your garden, a start from one of your houseplant, a smile or a warm handshake, can mean a lot to someone.

PEN PAL PROGRAM

World Brotherhood will help Cub Scout leaders enrich and strengthen the Cub Scout program. You can create a multicultural learning experience for your boys. Learn games, songs, crafts from that country. Prepare and eat foods from that country. Exchange and share ideas on clothing, camping, and language.

Individual pen pal link-up can be established only of SCOUTS. For Cub Scout, the link-ups are unit to unit.

Cub Scout units need to follow these directions:

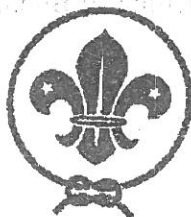
- 1.) Have a cover letter addressed to "Dear Scouter" indicating information about your unit.
- 2.) Programs your unit is involved in.
- 3.) Something about your community.
- 4.) Number and ages of the boys in your unit
- 5.) Select three countries from the link-up list you would like your cover letter to be forwarded to.
- 6.) Forward the letter to:

Robi Bratton, Pen Pal Coordinator
International Division BSA
1325 Walnut Hill Drive
P.O. Box 152079
Irving, Texas 75015-2079

Argentina
Australia
Austria
Belgium
Brazil
Burkina Faso
Canada
Chile
Cyprus
Dominican Republic
France
Germany
Ghana
Hong Kong
India

Ireland
Israel
Jamaica
Korea
Luxembourg
Malta
Mauritius
Mexico
Nepal
Netherlands
New Zealand
Republic of China
Senegal
Singapore

South Africa
Spain
Sri Lanka
Sudan
Sweden
Switzerland
Thailand
Trinidad
Tobago
Tunis
Uganda
United Kingdom
Venezuela
Aambia
Zimbabwe



RELIGIOUS EMBLEMS

"Duty to God" is a fundamental part of the Scouting program. It is included in the Cub Scout promise. Boys are encouraged to observe religious practices taught at home while participating in Scouting activities.

Application of this idea can be confusing. Several organized religious bodies have special programs for Cub Scouts of their faith. Through these programs boys complete requirements involving principles and practices of their faith under the guidance of designated adults.

Each faith has its own emblem in the form of a medal which is presented to a boy who completes the requirements. There is also a square knot (silver on a purple background) which is sewn on centered over the left pocket of the uniform shirt.

You, as the Cub Leader, are the communication link between the boy, parent, and church. Under each emblem, we will give a short summary-enough to stimulate interest. This is a special moment in your Cub's life, if he and his family choose to work on this emblem. Your genuine interest can be a magnetic force in the boy's completing the requirements. Remember, this is a church emblem, not a Scout oriented emblem.

Your life may be the only Bible some Cub has the chance to read. You may be the door for him to enter God's family. He has your guiding hands to lead him on his way.

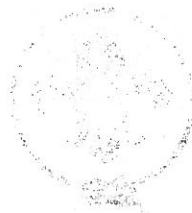
METTA EMBLEM-BUDDHIST

The Metta Emblem program designed to help Cub Scouts deepen their faith and to further their knowledge and practice of the Buddhist religion.

The word "metta" is a Buddhist term meaning loving kindness and good will. This word was selected as the name for the Cub Scout religious award with the hope of nurturing boys who will relate to all animate and inanimate things with loving kindness and goodwill in their hearts.

This program will provide an opportunity for those participating to relate closely with their parents and ministers on the subject of their faith.

It is earned by Cub Scouts with at least three months of service. It provides a deeper enrichment of the Buddhist shrine, holidays and the childhood teaching of Buddha.



EASTERN ORTHODOX - CHI RHO

Its purpose is to help the child become more aware of God's presence in his daily life especially through things we do in our home and in our church. the program encourages close cooperation between the family and church by utilizing parents or guardians and the parish priest as counselors.

JEWISH OR ALEPH PROGRAM

For Cub and Waybills Scouts who are working on their Bear rank or Waybills badge. Requirements cover knowledge of the Torah, prayers, religious holidays, the synagogue, Bible heroes, American heritage, and Israel. The Aleph emblem is presented at a Scout Sabbath program in February or on Hanukkah or a some other appropriate occasion. Requirement 3086, available from Religious Relationships Service B.S.A.

LUTHERAN (GOD AND FAMILY)

The workbook with the requirements are available- #3497 Counselor Guide #3596

The requirements cover projects of the boy's faith, worship, witness, the church ministry and service. It's for nine and ten year old Cub Scouts. the work program is prescribed by the church's ministry and is found in most Council offices. It is a workbook which enables a boy to discover himself in relationship to God, home and community.

SALVATION ARMY

The Silver Crest purpose is to help the Cub Scout become more aware of God's presence in his daily life. He is a Salvation Army Junior Soldier and registered with the Cub Scout pack. He receive the emblem only when he has completed a minimum of six months of service as a Junior Soldier and six months as a Cub Scout. He works on the award with his parents or guardian's guidance. Requirements cover Salvation Army doctrines, history, prayer, Bible readings and service.

THE CHURCH OF JESUS CHRIST OF LATTER DAY SAINTS - MORMON

The Faith in God emblem has a Cub Scout and his parents with Salt Lake Temple in the background. To receive the medal, a Cub Scout must have achieved the Bear rank and be a Waybills Scout and have earned at least five Waybills activity badges. The program is designed to strengthen boys spiritually and encourage their participation in character building experiences. Requirements include prayer, Bible stories, genealogical chart, leadership, and service.

REORGANIZED CHURCH OF JESUS CHRIST OF LATTER DAY SAINTS

The Light of the World emblem may be awarded to boys between the ages of eight and eleven. The program guide is available from state or regional youth leaders. Emphasis is on personal, family and church relationships in activity centered requirements.

PROTESTANT - (BAPTIST, EPISCOPAL)

The requirements are established by each denomination and cover a very warm relationship with service to God, family, church and country.

- Section I - God and Me
- Section II - God, Me and My Family
- Section III - God, Me, My Family and My Friends
- Section IV - God, Me, My Family and My community
- Section V - God, Me, My Family and My Future

The Counselor's manual is a manual with suggested ideas and is excellent for a church who is not acquainted with the religious emblem to carry out the program with in-depth study and the warmth it was meant to be done in.

ROMAN CATHOLIC-PAR VULI DEI

The Par Vuli Dei emblem may be earned by Cub Scouts and Waybills Scouts. The requirement is a very beautiful program involving understanding of Christian love, knowledge of the church, home and family relationships and service. Requirements #3086, available from the Catholic Committee or the Scout Shop.

Some of the Religious Emblems Programs available to Cub Scouts are the following (for a complete listing contact the Service Center):

RELIGIOUS ORGANIZATION	TIGER CUB AND CUB SCOUT	WEBELOS	ADULT RECOGNITION (Not Earned)	WHERE TO GET MATERIALS
BAPTIST	God and Me	God and Family	Good Shepherd Application	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS (LDS)	None	Faith in God	On My Honor	Church Distribution Center 1999 W.1700 South Salt Lake City,UT 84104 801-582-6000
EPISCOPAL	God and Me	God and Family	Saint George Episcopal Nomination	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
JEWISH	Maccabee	Aleph	Shofar Nomination	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
LUTHERAN	God and Me	God and Family	Lamb Nomination	Service Center or PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY
PROTESTANT (Available to United Methodist, Presbyterian, Christian Church, United Church of Christ)	God and Me	God and Family	God and Service Nomination	Service Center or PRAY P.O.Box 6900 St.Louis, MO 63123 800-933-PRAY
ROMAN CATHOLIC	None	Parvuli Dei	Saint George Roman Catholic Nomination	Service Center or Diocesan Scout Office, or BSA Supply Division 800-323-0732
THE SALVATION ARMY	God and Me (Available through: PRAY P.O.Box 6900 St.Louis,MO 63123 800-933-PRAY)	Silver Crest (Salvationists) God and Family (Non-Salvationists)	Scouter's Award Nomination	The Salvation Army 120 West 14th Street New York,NY 10011 Central Territory, 312-440-4669 Western Territory, 213-541-4721



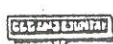
Silver Crest



Faith in God



Good Shepherd
Baptist



God and Family
(Episcopal)



Parvuli Dei



God and Family
(Protestant)



Aleph



God and Family
(Lutheran)

CUB SCOUT CONSERVATION AWARD

Cub Scouts can earn the World Conservation Award which has been developed in cooperation with the World Wildlife Fund and the World Scouting Bureau. This is the first international award to be made available to all three of the B.S.A.'s programs. Applications can be obtained from the Scout Service Center.

The patch for Cub Scouts has a yellow background, compared to the one for Boy Scouts which has a green background. The panda on the patch is the symbol of the World Wildlife Fund. This is a temporary badge, and is earned only once. But Cub Scouts should be encouraged to repeat Conservation Good Turns, since tomorrow's world depends on what we do today in caring for our land. The reward for our action isn't just the colored patch ... it's our world.

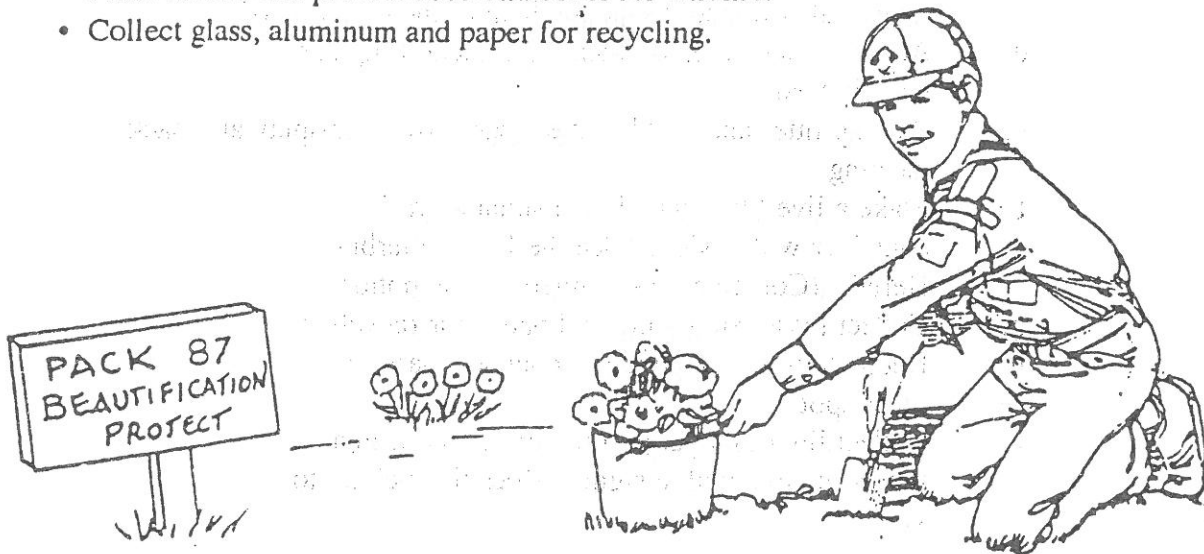


Tips for super projects

1. Projects must benefit, not harm, the environment. That's the value in getting professional advice and expert supervision. If you're planting grass to control erosion, you need to choose the appropriate species.
2. Make sure Cubs understand the ultimate goal. Discuss all the present and future benefits, before they begin. Ask them to express their own views.
3. Leaders must be well trained in advance, so they can direct young people when the work begins. Walk the project site ahead of time, to get a good idea of what the work situation will be like. You can always veto a site you find hazardous.
4. Know what tools you will need in advance. Train the Cubs proper safety in the use of the tools. Be sure there is enough protective gear available.
5. Keep everyone busy. To stimulate interest, look for ways to rotate Cubs through the many different kinds of job on the project.
6. Be aware of your den's endurance and estimate how many hours will be just enough. Set time aside for recognition; a hike or a swim (observe BSA safety rules).
7. Document your work. Keep a simple log of hours worked and accomplishments completed; take before and after snapshots. Newspaper and TV coverage can inspire others to get involved in supporting your efforts or initiating their own.
8. Take time to critique the experience. Ask group members what they thought about the work and what they believe the benefits will be in years ahead. Listen to their ideas for future projects.

Ideas for projects your Cubs will enjoy:

- Make window boxes and plant flowers.
- Collect insects and find out which ones are harmful to crops and trees.
- Make a live litterbug. Use a suitable trash container with a sign "See the Live Litterbug Here". Container has a mirror in the bottom.
- Encourage Cub Scouts to keep roadsides, streets and sidewalks free from trash.
- Take a trip to a local industry to see how air pollution is prevented.
- Build and set out bird shouses or feeding stations in backyards.
- Plant shrubs that provide food and cover for wildlife.
- Collect glass, aluminum and paper for recycling.



For more information

The following are sources of possible environmental projects:

- BSA Conservation Handbook Supply No. 33570 - covers project ideas, organization, skills and safety; awards and advancement tie-ins; conservation agencies, and reference bibliography. Available at the local council office.
- The flyer, "Conservation Awards," No. 21-375, describing BSA programs for individual and unit involvement, is available from Camping and Conservation Service, Boy Scouts of America, 1325 W. Walnut Hill Ln., P. O. Box 152079, Irving, TX 75015-2079.
- Your local Scout council conservation committee should have information and applications, especially for the William T. Hornaday Awards.
- Elm Research Institute, Harrisville, N.H., telephone (800)FOR-ELMS.
- State conservation and environment agencies.
- Local branches of the National Park Service, U.S. Fish and Wildlife Service, Bureau of Land Management and U.S. Forest Service.

CONSERVATION PROJECTS CUB CAN DO

LITTER PROJECTS

Encourage scouts to keep America clean

- a. Pick up trash from road sides, streets and sidewalks
- b. Visit local industry to see how air pollution is prevented
- c. Make litter bags for family's car and boats
This could be a pack project for a church or school OR obtain litter bags from a business or industrial firm and distribute them in the community.
- d. Adopt an open area or vacant lot-Clean it up and keep it clean
- e. Pick up litter and build a litter scarecrow to display at a pack meeting
- f. Make a live litterbug. Use a suitable trash container with a sign, "See the Live Litterbug Here". (Container has a mirror in the bottom)
- g. Collect glass, aluminum and paper for recycling
- h. Decorate trash containers for school, park or other spot.
- i. Collect litter and get permission to pile it in a fenced in area with a sign: "Does this belong to you?"

EDUCATION

- a. Make exhibits or demonstrations for pack meeting that show how clothes and food came from the soil and why soil conservation is important.
- b. Learn how air pollution damages plant life, human health, buildings and clothing.
- c. Make Outdoor Code posters to put in school and explain the code to others.
- d. Help distribute fire prevention posters in the neighborhood.
- e. Collect insects and find out which ones are harmful to crops and trees.
- f. Distribute advertising literature from the U.S. Department of Agriculture about Woodsy Owl and Smokey Bear
- g. Have an anti-litter / pollution poster contest with prizes for the winners and posters to be displayed in the public afterwards

PROJECTS

- a. Work on Wolf/Bear/Webeles conservation achievements
- b. Check with local conservation office for a pack or den project
- c. Help control ragweed-the pollen is an important pollutant. Teach Cubs to recognize the weed and how to cut it off at the ground level. Don't pull up the roots. Start this project in summer and continue until first frost.
- d. Plant shrubs that provide food or cover for wildlife.
- e. Build and set out bird houses or feeding stations in the back yard.
- f. Plant grass seed on bare ground in park, school, or church yard to prevent erosion.
- g. Make window boxes and plant flowers or plants in tubs with trees or shrubs.
- h. Make and display energy conservation posters.



CUBS IN THE KITCHEN

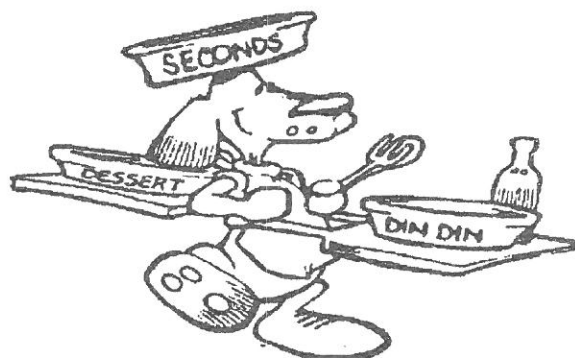
Choosing and preparing food is one skill that everyone needs to learn at some point. It is best to start young and the boys love to cook. Scouts are a natural when it comes to cooking. Cooking is serious business with them and they show intense concentration when preparing food. There is no problem getting them to pay attention.

Cooking projects provide learning experiences in the following areas:

1. **SENSORY AWARENESS**-Boys get a chance to experience new tastes and smells. Boys will eat almost anything if they get to make it.
2. **SCIENCE**-The boys can watch the changes that occur to the ingredients during cooking. Cooking projects provide an opportunity to teach about nutrition.
3. **NUMBERS**-Boys learn about measuring, one to one relationships, fractions, and sequence. (In what order do things have to happen if the desired results are to be attained?)
4. **CO-OPERATION**-When cooking in a group, equipment is shared and tasks are divided up.
5. **GROUP SENSE**-They feel they are part of a group when working and eating together.

Whether they are cooking on a stove in your home, in a microwave, over an outdoor grill or over an open fire, learning to cook can be lots of fun, as long as they know what they are doing. Before doing cooking with Cub Scouts go over the rules that must be learned and followed to be successful and safe.

Do simple things to start with and then progress as the skills become sharper. The first venture into food preparation will probably be an after school snack or a "brown bag" for an outing.



Cub Scout Sports

The Cub Scout Sports program is based on the following concepts:

1. It supplements the existing program; *it does not replace it.*
2. Because it is not an advancement program, it has a minimum number of requirements. The Cub Scout will be recognized for participating in his unit, community, district/council, or as a lone Scout.
3. The sports program does not emphasize winning, only that each boy do his best.
4. There is emphasis on value and standards. In sports, this is called "sportsmanship."
5. There is an opportunity for every boy registered as a Cub or Webelos Scout to participate.
6. There are summer and winter sports, indoor and outdoor sports, active and less active sports, and team and individual sports.
7. The boy may be introduced to several sports during his years in the Cub Scout program.
8. There is family involvement.
9. The program is flexible and easy to manage.
10. It supports and strengthens the aims and purposes of the Boy Scouts of America — citizenship training, character development, and both physical and mental fitness.

Program Purpose

In the Cub Scout Sports program, the emphasis is placed on:

- ◆ Participation
- ◆ Learning new skills
- ◆ Sportsmanship
- ◆ Family involvement
- ◆ FUN!

The Cub Scout Sports program recognizes community programs. We have these offered to us through the schools, summer recreation, Optimist clubs, etc.

Cub Scout Athlete Bill of Rights

- The right to participate in sports.
- The right to participate at my own ability level.
- The right to qualified adult leadership.
- The right to a safe and healthy environment.
- The right to share in leadership and decision making.
- The right to proper preparation.
- The right to play as a child, not an adult.
- The right to an equal opportunity to strive for success.
- The right to be treated with dignity.
- The right to have fun.

Your Role as a Parent/Leader

Some DO's ...

- ♥ DO be a voice of encouragement and moderation. Show the boys you love them no matter how well they play.
- ♥ When there's a game, DO be there to watch your boy play.
- ♥ DO help them have FUN !!!

Some DON'Ts ...

- ♣ DON'T shout advice or criticism to your boy or to anyone during the game.
- ♣ DON'T interfere with the coach or other officials.
- ♣ DON'T criticize players, coaches or officials.
- ♣ DON'T enter the playing area.
- ♣ DON'T keep anyone from having fun.
- ♣ DON'T push your son into a sport he isn't qualified to play or does not like.

It's not whether you win or lose,
but "DO YOUR BEST!"



THE DEN CHIEF

The Den Chief is a Scout selected by cooperation of the Scoutmaster, Cubmaster, and Den Leader. He may be of any rank or age, but can be of the greatest help when he has been a Cub Scout. It is desirable for him to be an older scout, since his maturity and experience will be of great value. The Den Chief becomes a member of your leadership team.

It should be understood by the Den Chief, and his pack and troop leaders as well, that his service as a Den Chief, although an important responsibility, will not be so demanding on his time and interests as to interfere with his patrol and troop activities. Den meetings are usually scheduled at such a time that they will not interfere with troop activities.

It isn't just an accident that we use Scouts as den chiefs. Because of his close association with the den members, he can encourage them to advance in their Cub Scout achievements and live up to the Cub Scouting ideals in their everyday life. He is already what every Cub Scout would like to be... A SCOUT. He is a person whom the Cub Scouts would most like to follow, and that makes him a natural leader for them. By directing this natural leader and directing him wisely, we influence the den of boys under his leadership.

Fortunately, most Den Chiefs serve because it is fun... because they like it. We should remember to recognize their efforts. The Den Chief's patch is presented to him in front of the troop, and the shoulder cord is presented at a pack meeting.

HOW DO I GET A DEN CHIEF?

Ideally, these steps should be taken in recruiting den chiefs:

1. Tell your Cubmaster that you need a Den Chief.
2. Your Cubmaster discusses this need with Scoutmasters who agree to provide den chiefs.
3. The Scoutmasters explain the importance of the job to the troop.
4. The Scoutmaster selects the Boy Scouts best for the job and coaches them in leadership skills, as he does other troop leaders.
5. The Scoutmaster presents the den chief badge of office, and the troop leader certificate.
6. The Cubmaster confers with you before assigning a den chief to your den.
7. Both you and the Cubmaster train the den chief. All three of you attend the Den Chief Training Conference.
8. The Cubmaster visit's with the den chief's parents to explain the importance of his new job and invites them to come to the next pack meeting to see him with the Cub Scouts.

9. The den chief is introduced and properly recognized at the next chief pack meeting where the pack presents his den chief cord.

HOW THE DEN CHIEF FITS INTO CUB SCOUTING

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

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

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

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

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

HOW TO USE YOUR DEN CHIEF

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

Relationships . . . How he works with the den leader and other leaders.

Discipline. . . . How he can help the den leader maintain discipline by leading and not pushing.

Patience. . . . Important in dealing with Cub Scouts.

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

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

THE DEN CHIEF HELPS AT DEN MEETINGS

Gathering Period: Helps teach boys tricks, puzzles, games while den leader is busy checking attendance and collecting dues.

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

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

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

Closing: Helps restore order and quiet for closing ceremony.

Afterwards: Ask him to help evaluate the meeting just completed, and review the next one.

Den Chiefs are busy people. Each week they attend their troop (post) and patrol meetings. They are doing their best to advance in the Scouting program. Chances are they'll not be very interested in spending more time learning to be den chiefs--unless you make it fun.

LISTENING IS THE BEGINNING OF UNDERSTANDING.

THE DEN CHIEF HELPS AT PACK MEETING

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

WAYS TO KEEP YOUR DEN CHIEF HAPPY

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

UNIFORMS

Your den chief should wear his uniform to your den meetings because:

1. It will encourage the Cubs to wear theirs.
2. It will encourage the Cubs to ask about the insignias and badges that appear on the scout uniform and thereby encourages interest in Scouting, especially in Webelos dens.

The Den Chief wears special Den Chief cords. For the Cub Scout Den Chief - blue and gold shoulder cords with the tabs worn on the left side with the cords passing under the arm. For the Webelos Den Chief - red, blue and gold shoulder cords with tab worn in the same manner as above. A service star can be worn on the tab to indicate years of service as a Den Chief. When the boy is no longer an active Den Chief, he can still wear the tab and service stars without the cord.

The Den Chief is supposed to ENCOURAGE, GUIDE, AND PROTECT the Cub Scouts. The den leader is in a position to provide encouragement, guidance, and protection to the Cub Scouts, and to the Den Chief.

FOUR KEYS TO WORKING WITH YOUR DEN CHIEF

1. **Communicate.** Be careful to listen as well as talk. Listening is an art --- It requires practice.
2. **Train.** Be certain that your den chief receives training from you, from your cubmaster, and from the Den Chief Training Conference.
3. **Equip.** Provide your den chief with a copy of the Den Chief Handbook (your pack budget may cover this expense). Establish a "den chief's chest" of materials he will need to lead the boys in games and to teach them skills such as knot tying.
4. **Communicate.** Let him know when he's doing well. Ask for his opinion. Explain what you expect. Listen.

You can find more information in Chapter 4 of your Cub Scout Leader Book and in the Den Chief Handbook.

On the following pages, we have outlined some of the possible ways you could use your den chief in your den meetings. There is no end to the possibilities! Den Chiefs can also help at pack meetings, on outings, and on campouts.

We have also included some thoughts on listening and on leadership. We hope that they will be of help and inspiration to you. We sincerely hope that you will enjoy working with your Den Chief as much as we have enjoyed working with ours.

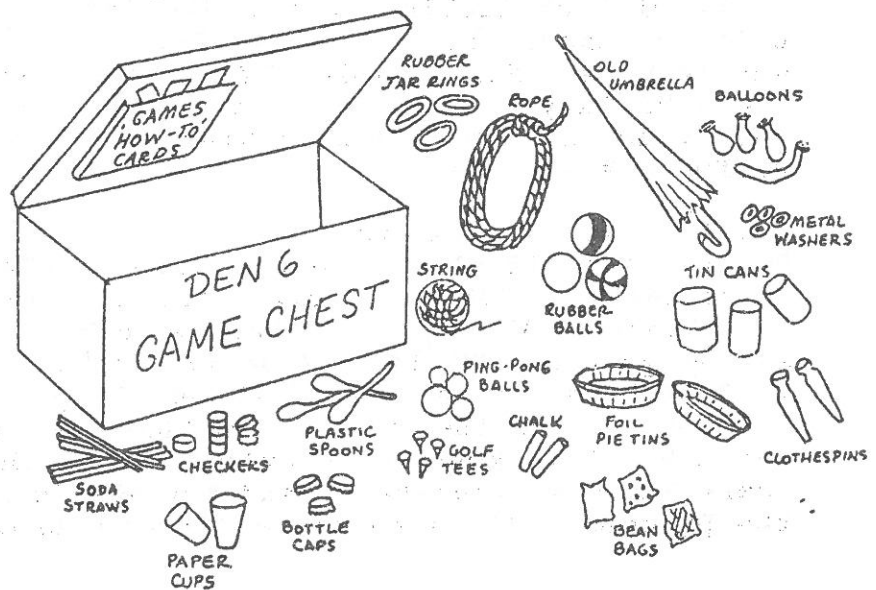
DEN CHIEF EQUIPMENT CHEST

Begin now accumulating odds and ends for the Den Chief Chest. Boys can bring scrap items from home to be used in the games, and then stored in the chest for future use.

Games instructions can be kept on 3 x 5 cards for easy reference. Store these in the chest.

The chest can be a cardboard box, or something more sturdy, if desired. It is helpful for all games materials and equipment to be stored in one place, easily accessible to the den.

Add rope and other items the Den Chief can use for teaching skills.



DEN CHIEF SERVICE AWARD

As the Den Leader, it is YOUR responsibility to see that your Den Chief meets the requirements to earn his Service Award cords. Just where are these requirements to be found? Look in the back of the Den Chief Handbook and you will see what must be done. Has he led the den in songs? or skits? worn his uniform? been trained? to name just a few! Make sure your Den Chief gets the recognition he deserves for helping you for he is the best help you will ever get in your den!

(Preceding material was taken from the Den Chief Conference Book, Denver Area Council.)

WORKING WITH YOUR DEN CHIEF

Working with a den chief is, in many respects, very much like working with an assistant leader. The more you know about the young man's strengths, the better you will be able to utilize his talents in leading your den. The same thing would be true if you were working with an adult. The more you share your hopes for the den and your expectations of him, the better you will be able to work together. This, too, would be true if you were working with an adult.

To successfully work with your den chief, COMMUNICATE with him. "When a den chief is appointed of the den, the den leader should sit down with him to talk about Cub Scouting, the den, and what is expected of him. ...Every den chief should be given a copy of the Den Chief Handbook." (Cub Scout Leader Book)

For the best results, the den leader should communicate his/her expectations to the den chief by both words and actions. The den chief will be looking to the den leader for clues as to what his behavior should be. He will normally follow your example in many subtle ways. For example, if you show respect for the feelings of the boys in your den, the den chief will, too. Similarly, if you wear your uniform to den meeting, you communicate that wearing the uniform is important.

Try to take the time to show interest in your den chief as a human being. Does he enjoy leading games? Does he like to sing songs, or do skits? Does he do magic tricks? What subjects does he enjoy at school? Which merit badges has he earned? Why is he in scouting? Does he have younger brother, or has he worked with younger boys before? All of these things will help you guide him in his work with the den. You have a wonderful opportunity to influence both your cub scouts and your den chief --- to help them learn and grow together. And you may learn something from them in the process. It is really a tremendous opportunity!

YOU ARE NOT LISTENING TO ME WHEN.....

You do not care about me;
You say you understand before you know me well enough;
You have an answer for my problem before I've finished
telling you what my problem is;
You cut me off before I've finished speaking;
You finish my sentence for me;
You find me boring and don't tell me;
You feel critical of my vocabulary, grammar, or accent;
You are dying to tell me something;
You tell me about your experience making mine seem
unimportant;
You are communicating to someone else in the room;
You refuse my thanks by saying you haven't really done
anything.

YOU ARE LISTENING TO ME WHEN.....

You come quietly into my private world and let me be me;
You really try to understand me even if i'm not making
much sense;
You grasp my point of view even when it goes against your
own sincere convictions;
You realize that the hour I took from you has left you a
bit tired and drained;
You allow me the dignity of making my own decisions even
though you think they may be wrong;
You do not take my problem from me, but allow me to deal
with it in my own way;
You hold back your desire to give me good advice;
You do not offer me religious solace when you sense I am
not ready for it;
You give me enough room to discover for myself what is
really going on;
You accept my gift of gratitude by telling me how good it
makes you feel to know you have been helpful.

----CONTACT News and Views
July-August 1975

WIN THEM OVER

A man was walking in the country with his grandson when they came across a small land turtle. The boy picked up the turtle, examined it, and tried to pry its shell open with a stick. The turtle promptly pulled in his head. "That will never get you anywhere," said the grandfather. "Let me show you." They returned home and put the turtle on the warm hearth. In a few minutes the turtle stuck out its head and feet, and started crawling toward the boy. "Never try to force a fellow into anything," said the grandfather. "Just warm him up with a little kindness and he'll probably respond." Author Unknown

This is an attitude that we should strive for in our relationships in Cub Scouting. It applies equally well to other leaders, Cub Scouts and Den Chiefs.

A HEAP OF WORKING

It takes a heap of working with a boy to make a man;
A heap of care and patience, and you've got to understand
That he won't be any better than you were as a lad,
Unless a spark is kindled to show him what is bad.

He looks to you for guidance, and he looks to you with pride.
It's up to you to demonstrate; you can't just let it slide.
For with that eager mind of his, he watches you each day,
And judges you by what you do, not just by what you say.

Author Unknown

THE LEADER

The leader deserves to have followers. He has earned recognition. Authority alone is no longer enough to command respect.

The leader sees things through the eyes of his followers. He puts himself in their shoes and helps them make their dreams come true.

The leader is a great servant. The Master of Men expressed the ideal of leadership in a democracy when he said, "...and whosoever will be chief among you, let him be your servant."

The leader does not say "Get going!" Instead he says, "Let's go!" and leads the way. He does not walk behind with a whip; he is out in front with a banner.

The leader assumes that his followers are working with him, not for him. He considers them partners in the work and sees to it that they share in the rewards. He glorifies in team spirit.

The leader duplicates himself in others. He is a man builder. He helps those under him grow big because he realizes that the more big men an organization has, the stronger it will be.

The leader does not hold people down. He lifts them up. He reaches out his hand to help his followers scale the peaks.

The leader has faith in people. He believes in them, trusts in them and, thus, draws out of them the best. They rise to his expectation.

The leader uses his heart as well as his head. After he has looked at the facts with his head, he lets his heart take a look too. He is not only a boss -- he is also a friend.

The leader is a self-starter. He creates plans and sets them in motion. He is both a man of thought and a man of action -- both dreamer and doer.

The leader has a sense of humor. He is not a stuffed shirt. He can laugh at himself. He has a humble spirit.

The leader can be led. He is not interested in having his own way, but in finding the best way. He has an open mind.

The leader keeps his eyes on high goals. He strives to make the efforts of his followers and himself contribute to the enrichment of personality, the achievement of more abundant living for all and the improvement of civilization.

DEN CHIEF CODE OF HONOR

ON YOUR HONOR, APPLY THIS CODE OF CONDUCT WHILE ACTING AS A DEN CHIEF:

Follow the GOLDEN RULE: Treat people - large and small - the way you would like them to treat you.

Live the SCOUT LAW: Try your best to be:

TRUSTWORTHY - Tell the truth and keep your word.

LOYAL - Be true to your Pack, Den and the Cubs and Leaders who depend on you.

HELPFUL - Find ways to help the Den Leader and the Cub Scouts in your den. Ask the Cubmaster if he/she needs your help.

FRIENDLY - Be a friend to all. Respect the ideas and customs of others.

COURTEOUS - Politeness is to give and receive at every age.

KIND - There is strength in being gentle. Follow that **GOLDEN RULE**.

OBEDIENT - Set an example in following Pack and Den rules and the Leader's directions.

CHEERFUL - Do your assignments cheerfully. Aim to help others to be happy. Go the extra mile to get along with others.

THRIFTY - Make careful use of time, equipment, and materials. Use without waste.

BRAVE - Have the courage to stand for what you think is right even if other people laugh at or threaten you. Do not argue or fight, but present your beliefs calmly.

CLEAN - Keep your mind and body fit and clean. Help keep Pack and Den meeting areas clean.

REVERENT - Be faithful in your religious duties. Respect the beliefs of your fellow Scouts and Scouters.

MY DEN CHIEF AND I

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

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

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

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

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

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

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

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

THE DEN CHIEF'S PLEDGE

I promise
to help the Cub Scouts (or Webelos Scouts)
in my den
to the best of my ability,

To encourage, guide, and protect them
in all den and pack activities,

And show them by my example,
what a Boy Scout is.

I will strive to be prompt and dependable,
and to cooperate with the leaders
in carrying out the den program.

As each Cub Scout
completes the third grade,

I will encourage him
to join a Webelos den.

When he becomes eligible,
I will do all in my power to interest him
in becoming a Boy Scout.



THE DEN CHIEF SONG
(Tune: Sipping Cider Through A Straw)

An older guy
Came to our den.
We asked him why,
But he just grinned.

He said, "Let's play,"
A game or two,
It will be fun
For me and you.

We played some games,
And learned a song,
He taught us well,
We can't go wrong.

He taught us how
To do a skit.
And at the pack,
We were a hit!

He taught us skills,
There is no doubt,
That we will use,
When we're Boy Scouts!

This song must end,
So I'll be brief,
This great new guy
Is our Den Chief.

CEREMONIES

Ceremonies are important for many reasons, the most important being the boy like them. Every one enjoys a "pat on the back" or a warm "Thank You" for a job well done or a special service they have done. In Cub Scouts we use ceremonies to mark these achievements either at the den or the pack level.

Imagine how you would feel if you worked hard and long to earn a badge, and it was just given to you with nothing else. Now put your imagination to work and think how it would look if a Scout and his parents were called up in front of the entire pack. Imagine the Cub master dressed as a King knighting the boy to the Royal Order of Wolves. The Committee Chairman read aloud the many challenges the boy overcame and calls him "Sir Knight." His parents receive the badge on a ribbon from a satin pillow to pin on his chest. The audience stand and gives a standing ovation. Can you see that smile on that boy's face, the feeling of pride in his chest?

The main goal of Cub Scouting is growth and advancement in a positive direction. It is so simple to pull a badge out of a boiling witch's cauldron or a pirate chest--and it means much more to the boy than just receiving it with a handshake. The monthly themes are there to lend themselves to some exciting opportunities for advancement ceremonies.

Ceremonies help to teach the ideals and goals of Scouting and citizenship. They can help to promote participation of family. Ceremonies help maintain order in meetings when properly used. Ceremonies should be used as part of a regular plan to present awards as soon as possible after they are earned. This provides high points in the Scout's advancement plan. They focus attention of the accomplishments of Cub Scouts and Webelos Scouts by awarding badges and recognizing parental support at the same time.

Ceremonies may be used to honor pack leaders by recognizing Den Chiefs, Den Leaders, Cubmasters, Den Leader Coach, Webelos Leader, and Pack Committee. Use ceremonies to recognize Cub Scouts and parents for recruiting, service projects and special activities.

Ceremonies take planning and effort. A properly prepared ceremony provides an opportunity to present the purposes of Cub Scouting in a dramatic and lasting manner and to promote parental participation by helping to explain the parent's role in Scouting. A ceremony may be used to welcome visitors and guests by making them a part of the program.

Ceremonies improve the program by providing a beginning and end to both den and pack meetings, then provide a change of pace and help develop the monthly theme.

In developing ceremonies there are a few time tested ingredients and hints to keep in mind. Base your ceremony on Cub Scout ideals...the Promise, Law of the Pack, Motto, or use the monthly theme. Don't switch themes in mid-ceremony, keep an easy flow. Plan the ceremony to build Cub Scout spirit, it should instill high regard for patriotism and citizenship. It should inspire and have color, but should be sincere.

Plan ahead, anticipating props and resources needed. Use ceremonial props to make the ceremony more impressive. Use low cost materials easily found and be creative with the props. Ask for help from others, good ideas come from unexpected sources. The ceremony will often mean more to the Cub Scouts who help make the props. Homemade costumes enhance their ceremony and mean much to the parent and boy.

Make your ceremonies dignified; rule out horseplay; avoid situations which may cause laughs or yawns. Consideration must be given to the location where the ceremony will take place, ceremonies can be changed, often your location cannot.

Try to eliminate distractions. Turn off room lighting, this seems to quiet the audience and focuses attention on the ceremony itself. Be a showman, but don't show off. Use music and song, or a magic trick for a change of pace. Spread ceremonies throughout the pack meeting, this adds variety and helps keep up the audience's attention.

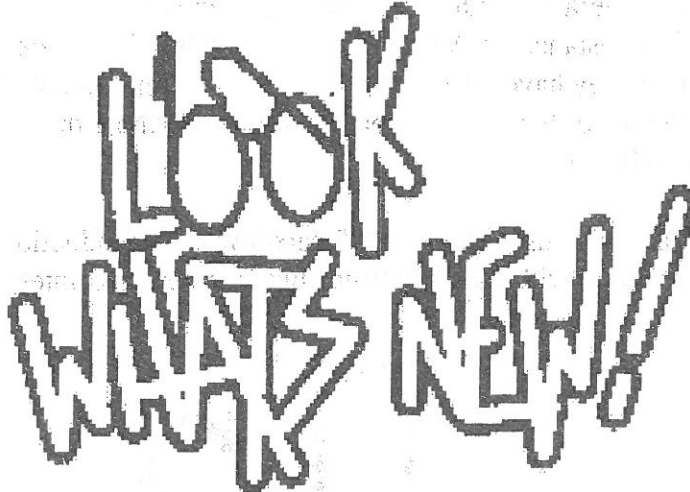
Every sound, action and prop has a meaning, this is symbolism. When you put it all together, you have a ceremony. A good ceremony can be measured by the Cub yardstick.....FUN.

The most important occasion in the life of a Cub Scout is his graduation into Boy Scouts. This event, above all, should have a lasting impression on all concerned, especially the graduating Cub Scout. This should be very special, the best you can do. Don't underestimate the importance of ceremonies, especially this one.

PARENTS INDUCTION CEREMONY

Parents, you are inducted into the pack with your son. The boys take upon a promise to do their best, to obey the law of the pack, give good will, help other people. You as parents assume an obligation to make their promise more easily remembered. Please repeat after me.

I do promise to do my best to help my son be a good Cub Scout, to encourage him to fulfill the Cub Scout Promise and obey the Law of the Pack. I further promise to assist him in his Cub Scout achievements and electives, to cooperate with the Pack and actively participate in the Cub Scout program.



LEADERS INDUCTION CEREMONY

EQUIPMENT: 5 candles, candleboard with 2 holes in top and 3 holes in the bottom.

COMMITTEE CHAIRMAN: Before you is a board that had five candles on it. The top two, like the alert ears of a wolf, represent the two unright fingers of the Cub Scout sign. They means **TO OBEY AND TO HELP OTHER PEOPLE.**

The three candles at the bottom represent the folded three fingers of our Cub Scout sign. These three fingers stand for the three secret letters in our Law, F,H,G-(Follows, Helps and Gives)

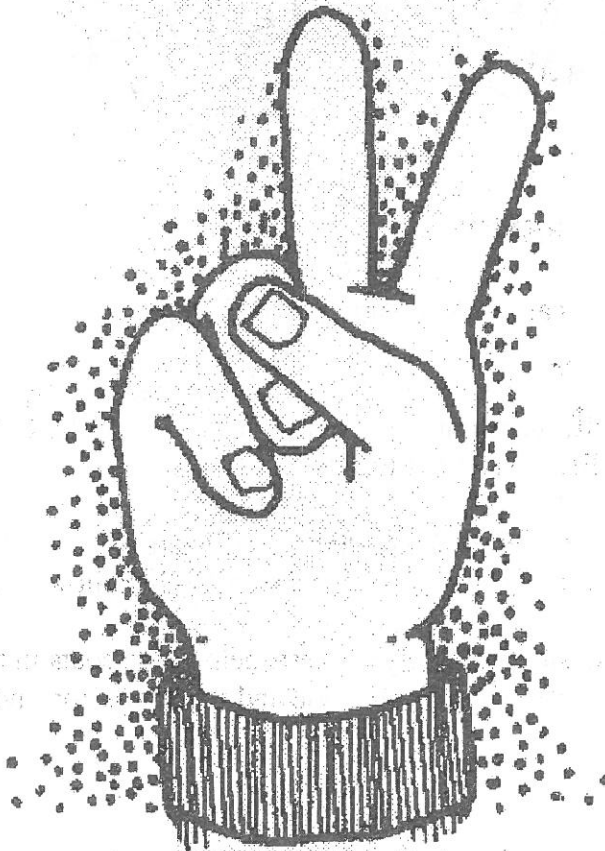
You, as leaders, have the responsibility to do your best, help your scouts in the den and the pack. As chairman of the Pack Committee we welcome you and thank you for giving of your time and your talents.

INDUCTIONS-are you having them? Everyone wants to belong and feel part of things. With new leaders it will help them make a commitment as well as give them a greater feeling of responsibility. By introducing a new Cub Scout and his family you can instantly impress them with your organization and with the Scouting spirit.

RECOGNITIONS-they are important! You can build bonds of love and appreciation if you say a simple thank you. People and the boys will do a much better job if they feel important. It need not be elaborate, sincerity is the key.

BALANCE YOUR CEREMONIES-a balance between variety and traditionally routine ceremonies, is an important consideration. On one hand, boys tend to lose interest if they have seen a ceremony several times. For instance an Arrow of Light ceremony is neither special or personal if the boys have seen it so often they have it memorized. On the other hand, each pack may have specific ceremonies that appeal to them. By repeating these you know they will be enjoyed, and you may establish a pack tradition.

One way to achieve a balance is to use "traditional" ceremonies for induction. This way the members of the pack are familiar with the ceremony, but it is new and interesting to the persons being inducted.



*"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."*

TYPES OF CEREMONIES

OPENING: The opening ceremony can make or break the entire pack meeting. If it is dull and lifeless, the meeting could be in trouble. The opening ceremony definitely "sets the stage". Always include the Pledge of Allegiance or a patriotic song.

ADVANCEMENT: The main goal of Cub Scouting is growth and advancement in a positive direction. Advancement ceremonies are important in creating an incentive to progress. It is so simple to pull a badge out of a witch's cauldron or a pirate's chest-and it means much more to a boy than just receiving it with a handshake. The monthly themes lead themselves to some exciting opportunities for advancement ceremonies.

RECOGNITION: Installation of leaders, recognition of leaders, Den Chiefs, recognition or thank-you to boy, leaders or parents for special service or activities. Adults as well as boys appreciate recognition.

INDUCTION: Bobcat (new family) induction, Webelos den induction, leaders.

GRADUATION: Graduation to Boy Scouts is one of the most important ceremonies of the pack. Make it impressive so it will be an incentive for younger boys and a real "send-off" for the Webelos Scouts moving into a troop.

CHARTER RENEWAL: An impressive presentation ceremony strengthens relationships between the pack and the chartered organization. Ask the Unit Commissioner and District Executive to also take part.

CLOSING: Closings are sometimes overlooked, but a very impressive part of pack meeting. The last few moments are often the longest remembered. An effective way to cause boys and adults to leave with a positive attitude and motivated to do a good job is to precede the closing ceremony with an inspirational Cubmaster's minute-a few words to inspire enthusiasm and dedication.

SPECIAL RECOGNITIONS: There are times when a boy does something outside of Cub Scouting for which he may deserve recognition from his den or pack. A ceremony isn't necessary, but call the boy forward and tell the den or pack what he has done.

CUB SCOUT CEREMONY FORMULA

1. Select a theme: _____
2. Choose a person, place and thing which the theme brings to mind:
_____, _____, _____.
3. When did the person live? _____
4. What other persons could be involved with that person? _____
5. What scenery do you see? _____
6. What smells are in the air? _____
7. What music could be in the background? _____
8. What clothes are worn by the characters? _____
9. Who is the leader, official, or person in charge? _____
10. What honor could be given as an award? _____
11. What historical facts do you know? _____
12. What virtue or example does it convey to you, or do you want to convey to the boys? _____

Using these facts, which can be shared out loud, have someone write:

- An Opening Ceremony
- A Flag Ceremony
- An Advancement Ceremony
- A Recognition Ceremony (for other accomplishments such as adult leader, school awards, etc)
- A Closing Ceremony

The Cubmaster and other Committee Members write out the script. Now you have created an evening filled with ceremonies that boys will remember!



THE ALL-PURPOSE, ALL-OCCASION, DO-ANYTHING, GENERIC CEREMONIES

DIRECTIONS FOR USE:

- Choose one or more phrases from each list.
- Assemble the necessary PROPS
- Add you own PERSONAL WORDS for each occasion
- Conduct the successful Ceremony

"Would the following please come forward: _____

CUB SCOUT(S) _____ LEADERS(S) _____ SPECIAL EVENT _____
WEBELOS SCOUT(S) _____ PARENTS(S) _____ DEN(S) _____

"Before you is:"

A Candle	A Drum	A Bucket	A Branch
A Torch	A Cross	A Tripod	A Flashlight
A Bridge	A Neckerchief	A Scout book	A Picture
Akela	A Trail	A Box	Your parents
A Ladder	Your leader	The Pack	Other _____

"This represents:"

The Spirit of Scouting	Fun & Adventure	The Family
The Pack	The Church	Good Deeds
Your Accomplishment	Your Den	Your Future
Our Dedication	Character	The World
Your Advancement	Fitness	Character
Our Community	Other _____	

"You have earned this Award by:"

Helping Others	Doing Your Best	Being a Denner
Joining Our Pack	Helping with _____	Being the Best
Helping Boys Grow	Collecting _____	Serving as _____
Completing Achievements	Selling the Most	Other _____
Serving for _____ years		

"Please accept this award and continue to."

Do Your Best	Work Hard	Grow Strong
Give Goodwill	Be You	Follow Akela
Come to Meetings	Other _____	Help the Pack Go
Help Your son	Follow the Trail	

"Would the rest of the Pack join me in congratulations for this Award." (Lead a Tasteful Ap-
plause)

THERE, WASN'T THAT EASY? KEEP THE SPIRIT ALIVE!



DEN CEREMONIES

Often we overlook the den meeting as an opportunity for simple ceremonies. The den is the smaller, natural unit. Its members are closer together and have common loyalty which gives them a spirit of oneness. Here is a perfect setting for the values which ceremonies can bring to a group.

DEN MEETING OPENINGS

The opening for the den meeting is usually rather informal-it can hardly be called a ceremony-but it is an opportunity for the group to do something together under leadership.

1. Sing a Cub Scout Song
2. Repetition of the Cub Scout Promise or Law of the Pack should not be repeated so often that it becomes "old stuff."
3. A brief story or "thought for the day". This type of ceremony must not seem to be preachment.
4. An occasional surprise or "mystery." For example, the Den chief may put out the lights, then bring in a "pirate treasure chest." An electric light and piece of incense may be placed inside the chest. A green bulb may be used so that a weird light and puff of smoke may be seen when the cover is removed. In the box will be found a surprise of some sort for the Den.
5. A special roll call, such as having each boy do something when his name is called--name a bird, answer with his middle name--something to do with the monthly theme.



SPECIAL CEREMONIES FOR DEN MEETINGS

These are suggestions with the hopes that they will help to suggest many other possibilities for ceremonies in Den meetings.

BIRTHDAY CEREMONY-Each time a Cub Scout has a birthday the Den can celebrate it in some special way. Perhaps one of the mothers could furnish a birthday cake covered with candles.

CIRCLE HANDCLASP- Cubs form in a circle and give the Cub Scout handclasp, completely around, ending when it has reached the boy who started it. As each boy receives the handclasp, he says, "I will do my best."

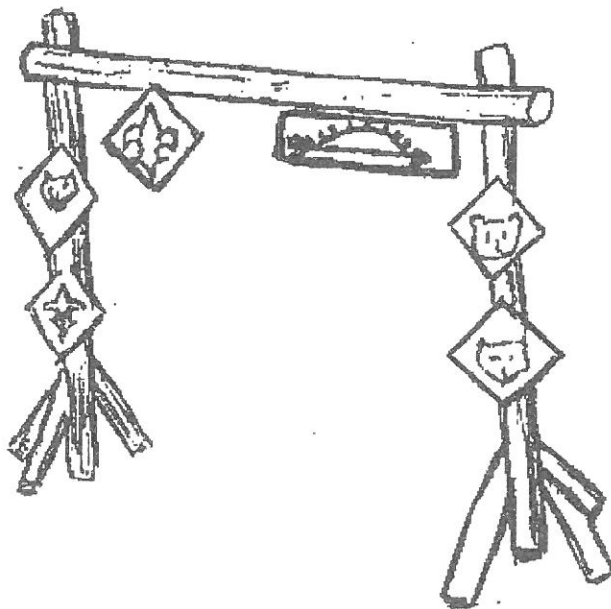
DEN CHIEF HANDCLASP-The Den Chief calls the roll and each Cub Scout comes forward and gives the Cub Scout handclasp.

OPENING-The boys stand outside the room in the hallway and enter one at time quietly. As each boy enters, he approaches the flag, salutes it, shakes hand with the Den Chief, and takes a place in a circle around the flag. When all boys have entered, the den could join in the flag salute, or a song, or the leader could begin with the business of the meeting.

Have the Den form a horseshoe with the flags at the open end. Have the denner lead the pledge of allegiance and the Cub Scout Promise.

Form a circle around the den flag, with Scouts grasping the flagpole with their left hands. Give the Cub Scout Sign with right hand and repeat the Cub Scout Promise (Webelos-Scout Oath).

WEBELOS-assign a point of the Scout Law each week to a Webelos Scout. He is to prepare to read the point of the law at the opening of the next meeting and then give a brief explanation of what the point means.



CLOSING-The closing ceremony for the Den Meeting is usually somewhat more quiet and serious than the opening. Here is a change for the Den Chief or the Den Leader to have a serious thought for the boys. To be successful the ceremony should be changed often.

CLOSING THOUGHTS-One of the hardest things for anyone to do is to stick to what he knows is right while his friends are coaxing him or his enemies are threatening him to do the opposite. A Cub Scout does his best.

These are some of the things that make working together and playing together easier: To tell the truth, to be honest, to be courteous, to have respect for leaders, and to think of others as well as ourselves.

The world has many people in it who think it is a national calamity if they lose a contest. They lose their temper and act like bad sports. A good sport will do his best and, if he loses, look to the next game to do better and try to win.

Be considerate of the opinions of others. There are three sides to an argument: yours, the other fellow's and the right one.



IMMEDIATE RECOGNITION

As a Cub Scout completes achievements for Wolf or Bear, the den leader should make sure that a simple recognition ceremony is held in den meeting. Use the Cub Scout immediate Recognition Kit which contains enough materials for a den of Cub Scouts for two years. This is a motivational device used to encourage each boy to complete the rank for his age.

Use a brief ceremony related to the monthly theme, or the one below:

DEN LEADER: We would like to tell you the story behind these wonderful beads. The custom of awarding beads started in the ancient tribe of the Webelos. They were given to braves who did their best to help the tribe and others.

DEN CHIEF: Many moons ago, when the animal world was ruled by wolves and bears, the braves of the Webelos tribe feared these strong beasts.

DEN LEADER: But some braves named (name of boys being recognized) still untried, decided that the best way to live without fear was to learn to understand the creatures of the forest.

DEN CHIEF: So they sent, disguised as animals, to live with the wolves and bears. The animals accepted them and all their brothers and called them "cubs", just as if the braves were their own. This was according to the Law of the Pack.

DEN LEADER: For their bravery and friendliness to the beasts, they were given a leather thong with colored beads on it. It signified that they knew the ways of the tribe and did their best at everything without worrying if someone else did better.

DEN CHIEF: For doing your best in completing three achievements toward your (WOLF/BEAR) badge, I award you () this thong and this bead. May you always obey the Law of the Pack.



FLAG PROTECTION IDEAS

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.

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

DON'T FLY A DIRTY FLAG

Keep your flags clean. Dirt is sharp and can cut fabrics, dulls colors, and causes wear. Most outdoor flags can be washed in a mild detergent and thoroughly rinsed. Indoor and parade flags should be dry cleaned.

DON'T STORE A WET FLAG

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.

AIR POLLUTION

Dirt, smoke, and dust can cause premature wear of the flag materials. Flags can 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 can rot. Storing flags in unventilated areas - around cleaning compounds, waxes, maintenance and janitorial chemicals are "death" to flag fabrics. Give your flags lots of fresh air.

Pole care is related to flag care. Rusty pock marked poles chafe and tear flag fabrics and stitching. Rust and scale cause permanent stains.

WHEN TO SALUTE THE FLAG

When a Cub Scout salutes the flag, he signifies respect and courtesy for his country. The salute to the American flag is a recognition of a position of leadership. The Cub Scout salute throughout the world is made with the first two fingers of the right hand extended to touch the cap, or forehead if no cap is worn.

When in Uniform, salute with your head covered or uncovered, either indoors or outdoors. Stand at attention and salute with your right hand. When not in uniform, stand at attention and place your right hand over your heart. If you are wearing a cap, take the cap off and hold it over your heart.

Stand at attention when the National Anthem is played. Face the flag and salute at the first note. Hold your salute until the last note is played. If there is no flag, or if you cannot see it, turn and face the music, but do not salute.

When the colors are raised, stand at attention facing the flag pole. Salute as soon as the flag is started on its way up and hold the salute until it is at its peak.

When the colors are being retired, start your salute at the moment the flag is on its way down and hold it until the flag has been gathered at the base of the flag staff.

DISPLAYING THE STARS AND STRIPES

The flag should be flown and displayed on all days when the weather permits, particularly on national and state holidays, on historic and special occasions:

NEW YEARS DAY

LINCOLN'S BIRTHDAY

EASTER SUNDAY

ARMED FORCES DAY

FLAG DAY

LABOR DAY

INAUGURATION DAY

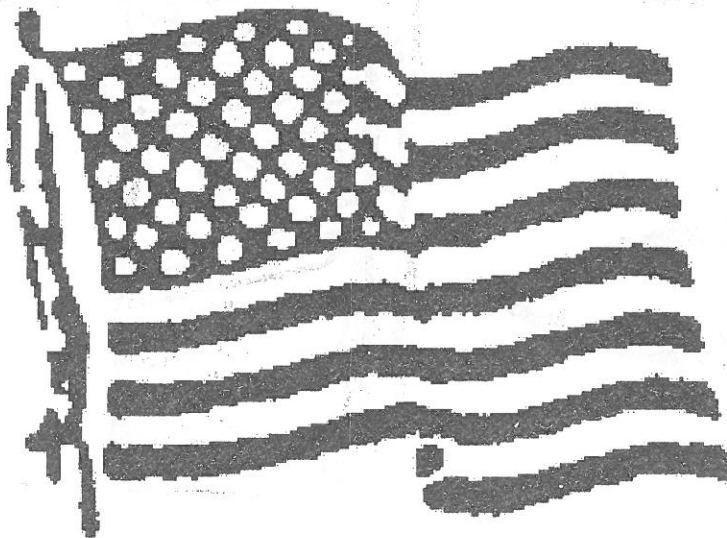
WASHINGTON'S BIRTHDAY

LOYALTY AND LAW DAY

MEMORIAL DAY

VETERAN'S DAY

INDEPENDENCE DAY

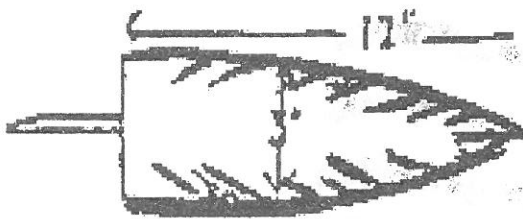
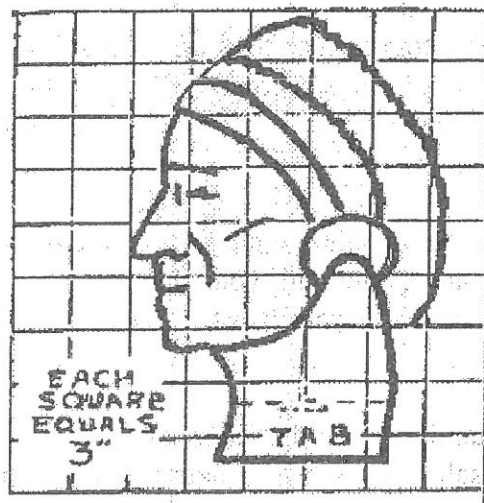


AKELA

"Akela" is a prop that can be used many ways. Cub Scout awards can be placed on feathers of the headdress, or a boy receiving an award and place a feather in the headdress. Akela can be used to encourage attendance at Pack Meeting: each family adds a feather. He can also be used as a prop for stories or skits.

To make Akela, stack cardboard cartons to the height of a man: glue or tape together. Draw two identical life-size Indian heads on poster board, by using the scale drawing. Allow an extra 4" for a tab at neckline. Include the headdress except for feathers. Cut out heads. Now spread glue on upper halves of the two heads and press together. Paint or draw features and details on both sides. Fold tabs at right angles on each side. Spread the lower parts of head slightly and glue tabs to center of top carton near back. Wrap a blanket, Indian style, around the body and pin to hold.

To form lower part of headdress, glue on a 3" side strip of corrugated cardboard (corrugations horizontal). Insert feathers in corrugated strip as needed for you ceremony.



AKELA'S ADVANCEMENT CEREMONY

AKELA: Medicine man, I see new faces in my tribe, who are they?

MEDICINE MAN: These are boys wanting to trail the eagle. They wish to join us and learn our ways.

AKELA: Bring them before me so I can test them and see if they are worthy.

MEDICINE MAN: Will the following boy and their parents come forward (call boys forward)

AKELA: To trail the Eagle you must do many things, the first of which is to give me your solemn Scout promise. (Scout sign and promise). No boy can stay on the trail long without his friends and family. Parents, you must also give me your word. (Parent promise) I welcome you to our tribe. Each of you will be given your Bobcat badge, Parents, pin it on your son's uniform upside down. When your brave does his first good deed, without being asked, he then will truly be a Bobcat and may wear his badge correctly on his uniform, here also is your first book to help you on your way, Medicine Man, instruct my new braves about the Cub Scout trail.

MEDICINE MAN: The Cub Scout Advancement plan follows the life story of Akela, an Indian brave of the Webelos Tribe. As you follow the Cub Scout trail you are following in the footsteps of Akela and learn many things so that someday you too may become a brave Scout. The first thing that all the tribe learned was the Scout Promise and Law. You have given your promise to Akela. As I light the bobcat candle will all the tribe repeat with me the Law of the Pack? When Akela was of Bobcat age he was taken on short trips into the forest by his father. Here among the great trees and streams, he became acquainted with the animals.

From the WOLF he learned the language of the ground, the tracks, and the ways of hunting. When he had learned this he became a Wolf Scout. Will (READ WOLF ADVANCEMENT LIST) please come forward and light the candle of the Wolf Scout as his parents come forward to also be honored.

From the BEAR, Akela learned the secret names of trees, the calls of birds, and the language of the air. Just as Akela learned these harder things, you must do harder achievements to become a bear. Will (READ BEAR LIST) come forward and light the Bear candle as their parents come forward and be recognized for their help.

When Akela had learned the way of the Wolf and the Bear he joined the young warriors trailing the Arrow of Light, called WEBELOS.

AKELA: Medicine Man, are there any braves ready to become WEBELOS?

MED MAN: Will the following Scouts come forward with their parents (list Webelos)

AKELA: You Braves are ready to train in the ways of Boy Scouting. Repeat your promise before all of us. (Cub Scout Promise) I give your parents your Webelos Scarfs as a sign that you now are training to be warriors. Your parents may now remove your old scarf and replace it with your Webelos Scarf.

Medicine Man, I understand some Webelos have earned their Arrow of Light, present them to me please.

MED MAN: (Read Arrow of Light List) Please come forward with your parents

AKELA: You have fulfilled all requirements for the Arrow or Light Award. This is your last step in Cub Scouting before entering Boy Scouting. You have visited a Scout Troop and have talked to your new Scoutmaster. Before you are the burning candles of the rank's of Cub Scouting. Please at this time light the Arrow of Light candle. May it always be said of you as a brace of the tribe of Webelos that you reach the top of any ladder of achievement set before you. You are ready to go to Boy Scouting there to be tested again - may you be successful. Will you always do you best?

MED MAN: Our best archer will now come forward and shoot an Arrow of Light, signifying the highest honor we can bestow on our worthy braves. As the arrow speeds to its target remember that the spirit of Cub Scouting and Boy Scouting are one and the same-a spirit of service, high ideals and fellowship.

AKELA: To your parents I give the Arrow of Light Award and certificate and their arrow. Please present these to your son.

Medicine Man I feel a great sadness for I know it is time for these are other warriors to follow other trails. Summon their new Akelas and the four winds to our council.

MED MAN: Will the representatives of Troop # come to the far side of the bridge. Will (list grads) come forward and wait with Akela.

Every one please be quiet and listen for the wind.

NORTH: 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 true blue and lived up to the Law of the Pack

SOUTH: I am the South Wind. I wish you good Scouting. Over hill and daily I have carried stories of you and your experiences. You have been happy and fair, a credit to your pack.

EAST: I am the East Wind. I wish you well. I have spread the story of our fun and happiness in Cub Scouting. You have lived up to the Cub Scout promise and were fair and helpful.

WEST: I am the West Wind. I would like everyone present to know that these graduating Webelos did not walk the Cub Scout trail alone. Each had the wonderful help and guidance of his parents.

MED MAN: May each of you carry the great spirit of scouting with you always. May your chosen trail be always straight and not troubled. Go over the bridge to the chosen Trail of the Eagle with your new scout troop.

ORDER OF THE CANOE-

Recruit den and pack leaders at your September Pack meeting. While the story is being read, pass out time and talent sheet. Include a listing of specific jobs you need people to volunteer for during the year.

Once upon a time there was a tribe of Indians who decided, for reasons we don't need to go into here, that it would be a good idea to have a canoe big enough to carry the entire tribe. So they built a very large canoe.

The trouble began when they tried to take it out to test it. Everybody climbed into the canoe, but nobody wanted to paddle.

One fraction, led by Otiose (O'-she'os) Otter, thought it should be the duty of the chief and council to paddle the canoe. The chief and council were naturally indignant at this suggestion. They felt that their job was to direct the activities of the tribe, and therefore, everybody other than the chief and council should paddle the canoe. Most of the men felt that the women should paddle the canoe. Most of the women thought the men should paddle the canoe. This bickering continued for quite a while, and the canoe didn't move an inch.

Finally, in exasperation, Beneficent Badger volunteered to paddle if some others would also volunteer to help him. After much coughing and throat-clearing and shuffling of feet, Meritorious Moose and Felicitous Fox agreed to help. So the three began paddling for all they were worth.

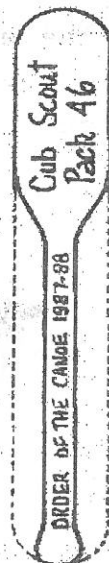
Very slowly the huge canoe began to move. After a while, though, Felicitous Fox put down his paddle and jumped out of the canoe and began swimming. He'd decided it wasn't worth riding in the canoe if he had to paddle all that dead weight.

Then Meritorious Moose keeled over, exhausted. Finally Beneficent Badger gave up too. He couldn't keep the big canoe moving by himself no matter how hard he tried. So once again the canoe sat still.

The tribe members all sat glaring at each other, each hoping someone else would volunteer to help Beneficent Badger paddle the canoe. But no one did.

Finally, Perspicacious Porcupine pointed out that the canoe would move everyone in it when it moved. Therefore, everyone in the canoe should help make it move. Everybody should paddle. The tribe thought they might as well try it. Nobody had come up with anything better.

And to their surprise, it worked very well. The canoe moved along swiftly and steadily, and nobody had to paddle very hard at all as long as everybody paddled. (At the end of the year, present each volunteer with a paddle cut from a tongue depressor that has been lacquered and mounted on a velvet backboard. Stamp with the pack number and year.)



CUB SCOUT CAREER ARROW

Present a colorful arrow to each graduate of your Webelos den. The presentation can be worked into an existing ceremony or you may develop one of your own around the significance of the arrow or its colored bands.

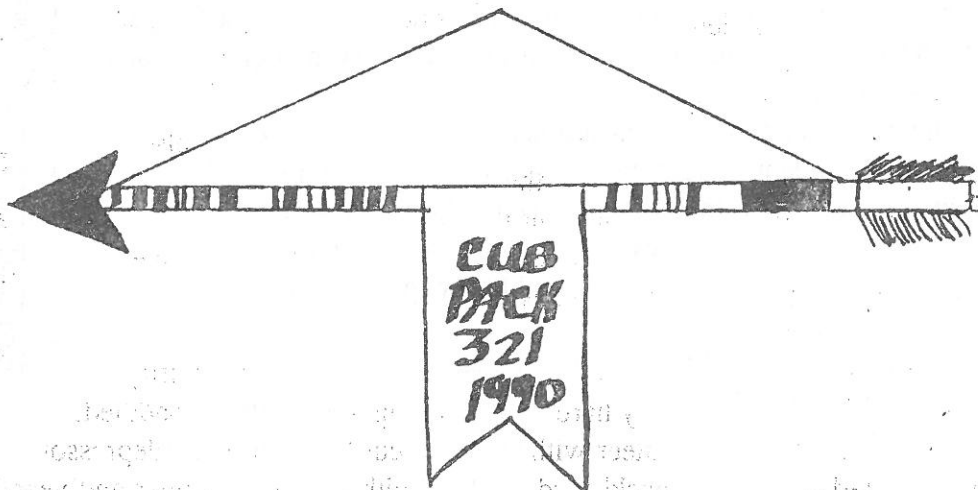
The arrow is symbolic of many things in Cub Scouting. Cub Scouts are given arrow points for earning electives; the Arrow of Light award is in the shape of an arrow. Indian costumes and adornments play a large part in Cub Scout ceremonies.

Use a 28-inch hunting arrow with a broadhead point. The decorated arrow makes an excellent wall trophy of the advancement made during the Cub Scout's career.

Hang a 6-inch wide piece of blue silk ribbon in the center of the shaft. Stencil the pack numbers and the year of graduation in gold letters on the ribbon.

Bands of black, yellow, silver, and blue [related to the Bobcat, Wolf, Bear, and Webelos badges] are painted on the shaft of the arrow. Just for color, paint a $\frac{1}{4}$ -inch band of red down the center of each of these. The black, yellow, and silver bands are $1\frac{1}{4}$ inches in width. The blue band is 3 inches wide.

If the graduate has earned an arrow point or points, indicate this by painting an $\frac{1}{4}$ -inch band of gold or silver, whichever is appropriate, beside the band of the rank in which he earned the arrow point or points.



CEREMONIES BOARDS AND PROPS

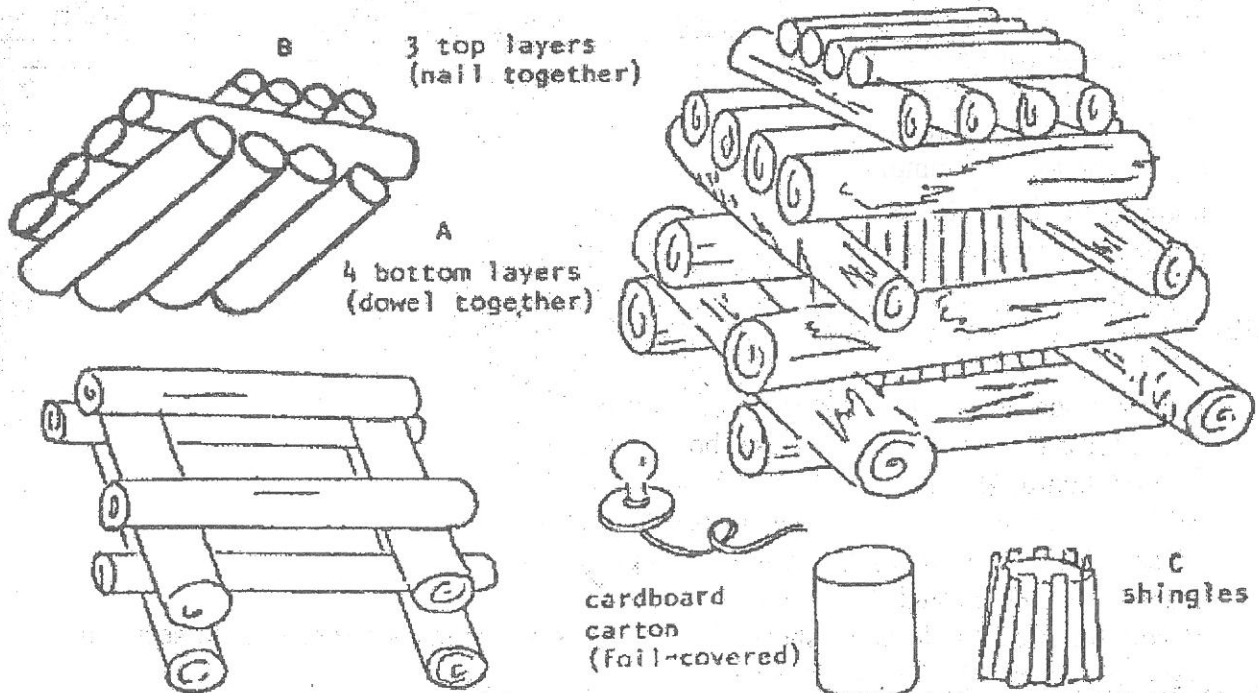
ILLUMINATED COUNCIL FIRE

- Materials:
- Birch logs
 - Few wood dowels
 - 8" diameter cardboard carton (3 gallon ice cream carton)
 - 3/4" x 7 3/4" diameter wood disk
 - Surface outlet
 - 10" length lamp cord and plug
 - 2 1/2" and 3" finishing nails
 - 2" x 16" shingle pieces
 - Aluminum foil

Log lengths and diameter are not critical, but the pile should taper in thickness and length. Build the fire so the logs can be dismantled for storage. The bottom four layers are doweled together. The top three layers are nailed together with finishing nails. The shingles used for the tinder effect are not fastened in place permanently but placed tepee fashion around the container.

Assemble and wire the lamp base. Insert it in the cardboard container which has been covered with aluminum foil. Build the log pile, doweled the joints. To locate dowel centers, drive a small brad in the lower log, then press the upper log over the brad to mark the center in it, then bore holes.

Use a 60 to 100 watt red or orange bulb for illumination. A white can be painted red or orange. The light will filter through the slots in the shingles. Add a few short lengths of 1/4" wide red and white crinkled ribbon to top off the pile to create a flame-leaping effect.



BRIDGE

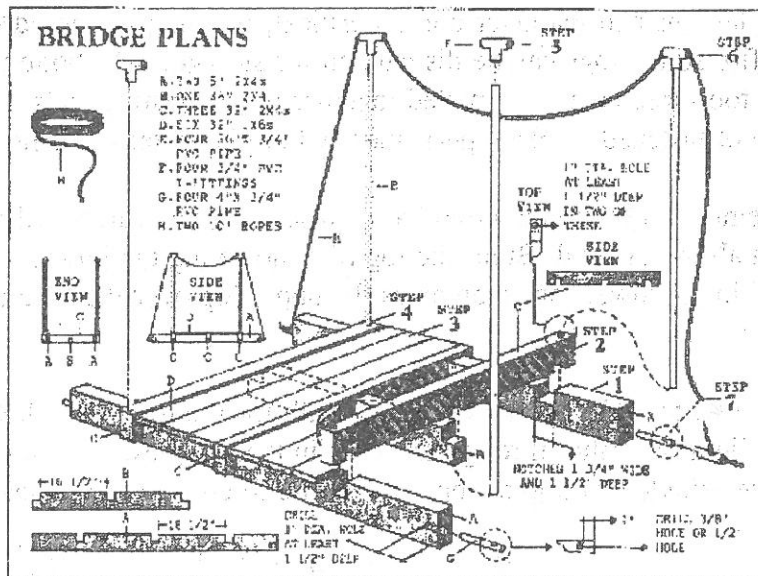
- MATERIALS:**
- 2- 5 FT 2x4's
 - 1- 38" 2x4
 - 3- 32" 2x4's
 - 6- 32" 1x6's
 - 4- 3'x 3/4" lengths of PVC pipe
 - 4- 3/4" PVC T fittings
 - 4- 4" x 3/4" lengths of PVC pipe
 - 2- 10' lengths of 3/8" or 1/2" rope

1. Cut slots in the six 2x4's, three boards at a time with a radial saw. Test fit the notches, enlarge any that fit too snug.

2. Cut the PVC pipe to proper length with a hack saw (use a miter box to get a clean cut.)

3. Drill holes as indicated in wood and pipe. For pipe use an electric drill driver with a 1/2" or 3/8" spade drill bit.

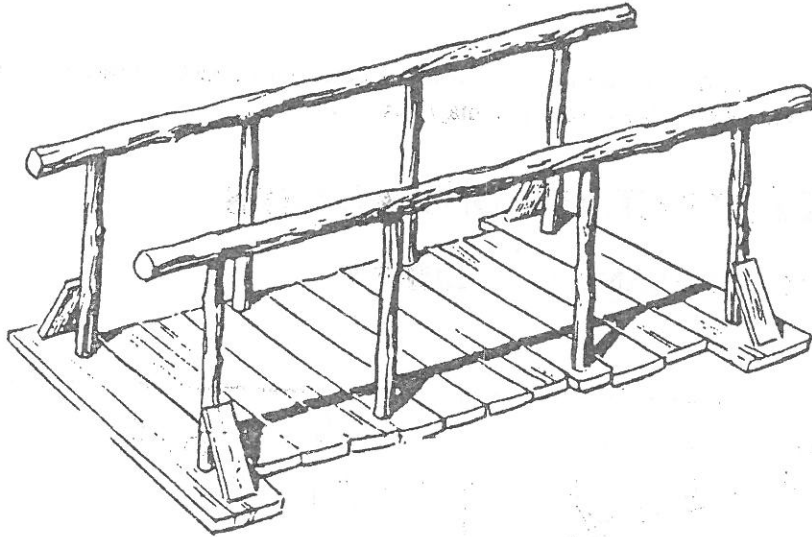
(To avoid the task of drilling PCV pipe, tie a loop in each rope end after inserting it through the T-fittings. During assembly secure the rope by simply hooking the loops on the pipes in the base board ends.



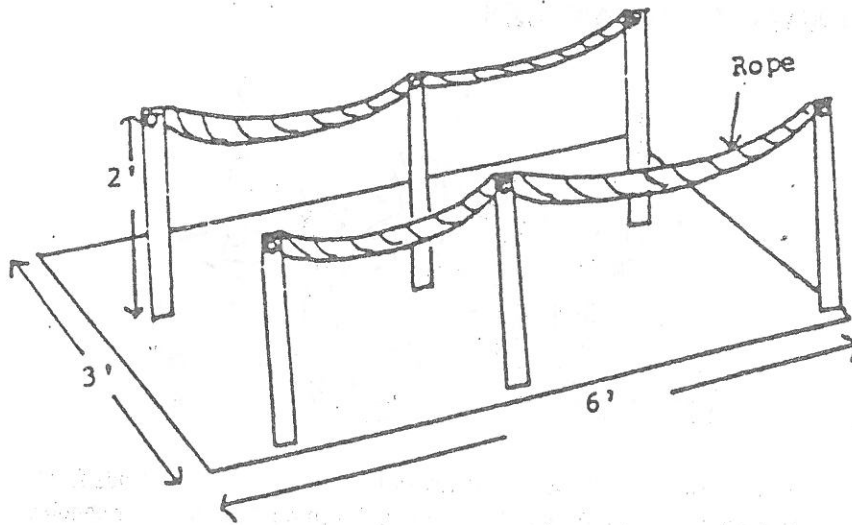
ASSEMBLY:

1. Lay base boards, A and B on the floor, notches up.
2. Insert cross boards, C, into the base board notches
3. Lay flat boards, D, across the top of base.
4. Slide PVC uprights, E, into holes in cross boards, C.
5. Place T fittings, F, on top of the four uprights, E.
6. Insert ropes, H, through T-fittings, F.
7. If you didn't drill hole in the short PVC pipe, tie a loop in each rope end, to secure the rope on the pipe in the base board end.

BRIDGES



Use either 1 foot by 6 inch boards or plywood, 3 feet by 6 feet for the bridge. Rails can either be small logs or varied by using ropes for rails.



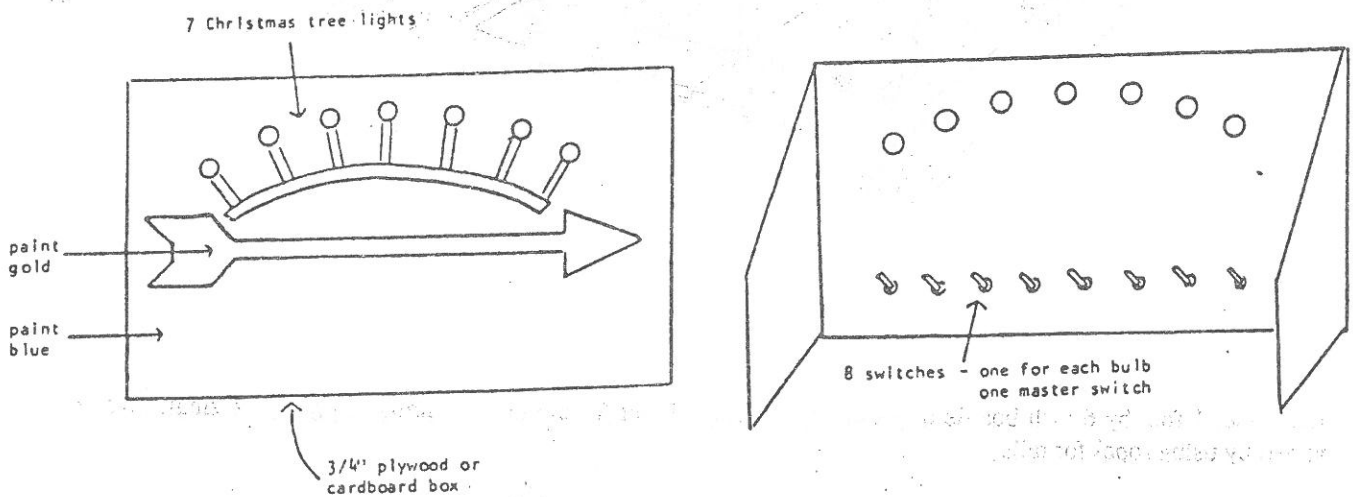
CEREMONY BOARDS & PROPS

A few attractive props help set the scene for an impressive pack meeting. A little "showmanship" along this line shows the boys and their parents that your pack really cares that they came to the meeting, and that you prepared for it.

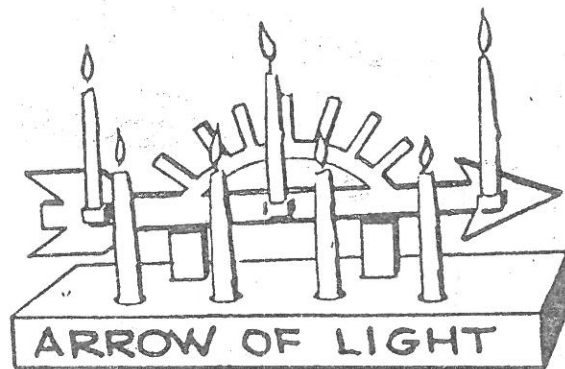
Many props can be made from scrap material. They need not be expensive to be impressive. The following are some basic props and ceremony boards that your pack may wish build:

ARROW OF LIGHT CEREMONY BOARDS

ARROW OF LIGHT WITH MINIATURE LIGHTS

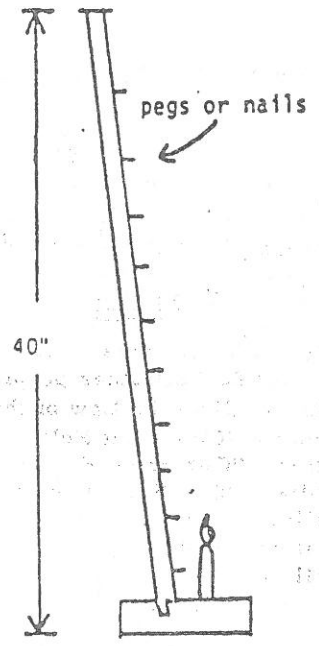
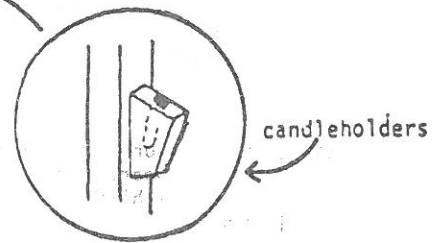
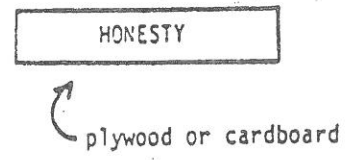
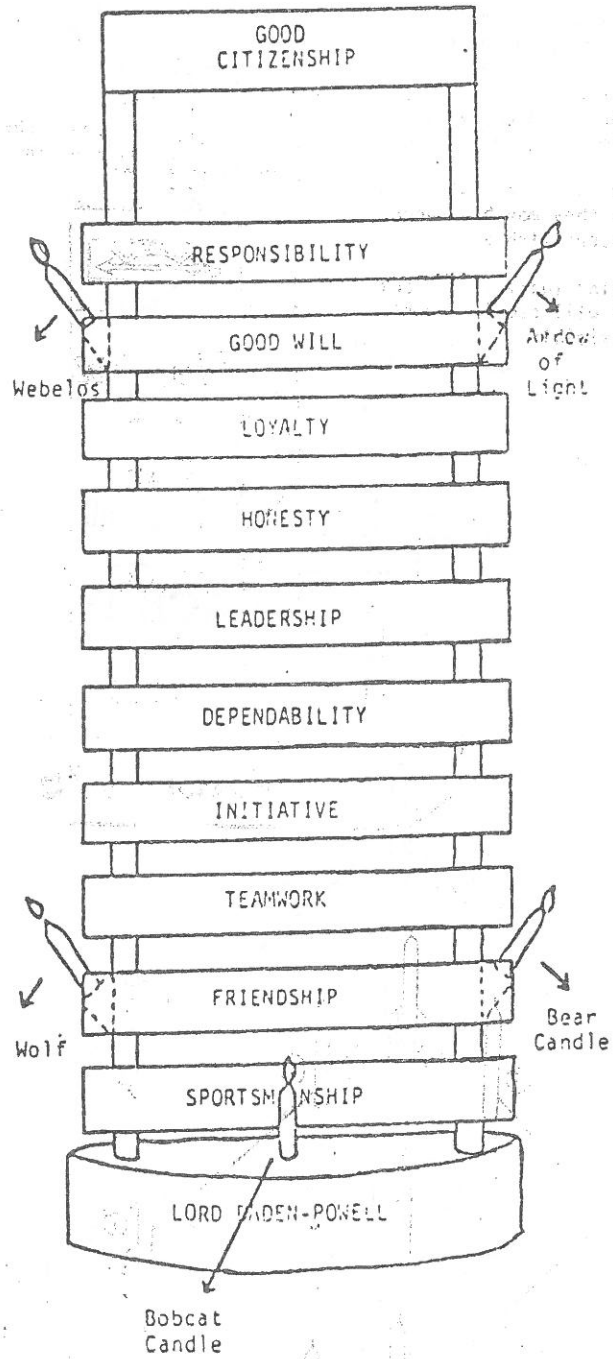


ARROW OF LIGHT WITH CANDLES



Use 1" x 6" x 18" board for base. Cut the Arrow of Light from a 1" x 6". Cut stands from 1" x 3", 3 inches long. Attach 2" squares 1 inch thick to arrow for candles. Drill holes in bottom board for candles.

CITIZENSHIP LADDER



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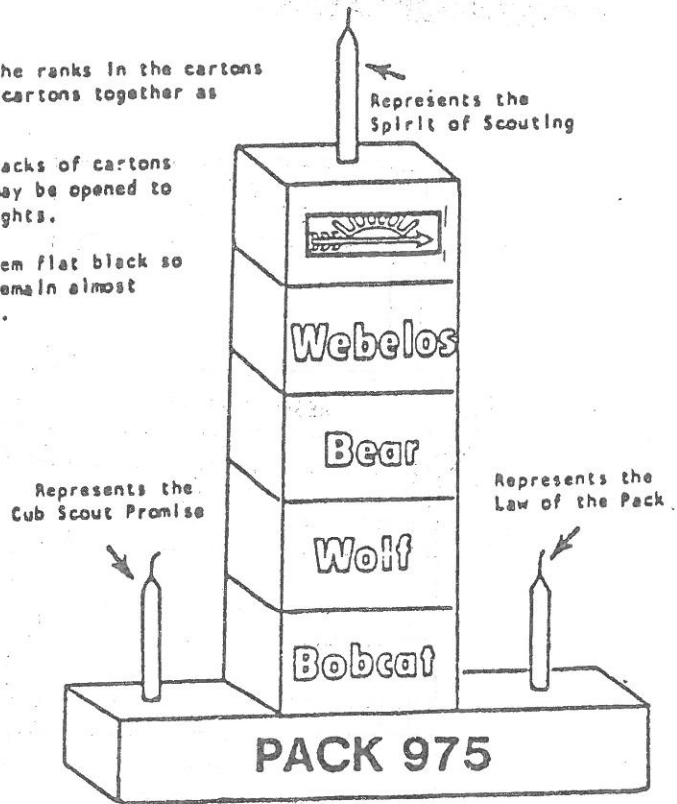
PACK CEREMONY TOTEM

Cut out the ranks in the cartons and glue cartons together as shown.

Cut out backs of cartons so they may be opened to insert lights.

Paint totem flat black so it will remain almost invisible.

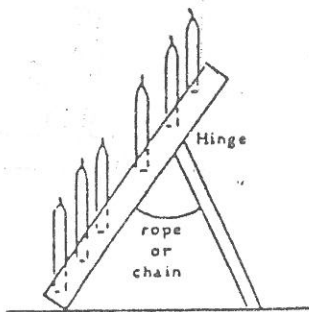
- MATERIALS:** 8 1/2 gal. or 1 gal. milk cartons (or cardboard boxes)
 5 small flashlights
 3 candles



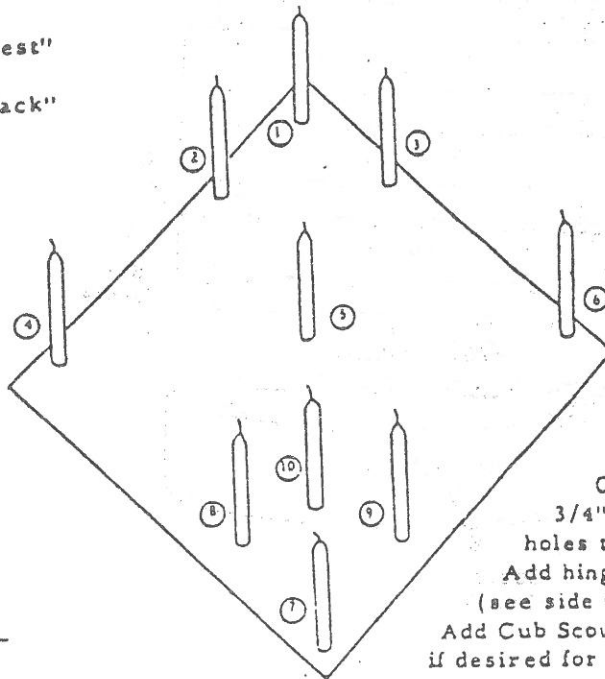
BOBCAT INVESTITURE BOARD

CANDLES

1. White - "I promise to do my best"
2. Red - "To help other people"
3. Blue - "Obey the Law of the Pack"
4. White - "Cub Scout Follows"
5. White - "Cub Scout Helps"
6. White - "Cub Scout Gives"
7. Yellow - Bobcat
8. Yellow - Wolf
9. Yellow - Bear
10. Yellow - Webeles



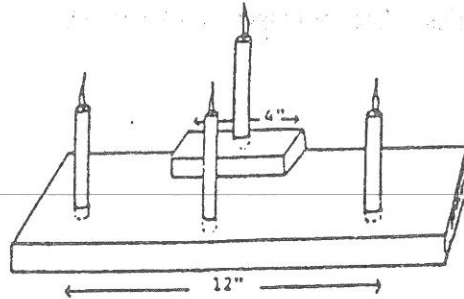
SIDE VIEW



Cut board from 3/4" plywood. Drill holes to fit candles.
 Add hinged leg on back (see side view) Paint blue.
 Add Cub Scout insignia stickers if desired for decoration.

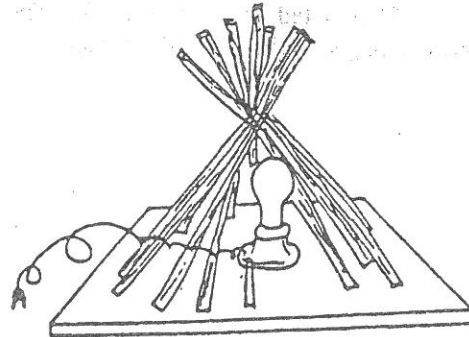
CANDLE CEREMONY BOARD

Base is 1 inch by 6 inches, 12 inches long with a 1 inch by 3 inches, 4 inches long. Holes are drilled for candles



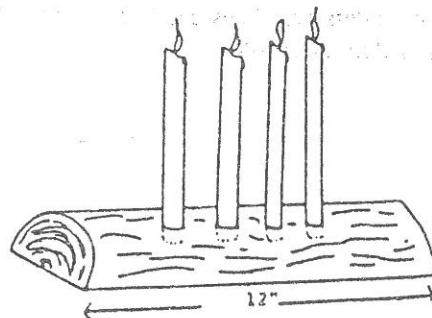
CAMPFIRE CEREMONIAL

Use a 1 foot by 16 inches square for the base. Fire layout is from small branches in teepee. Use electric light inside.



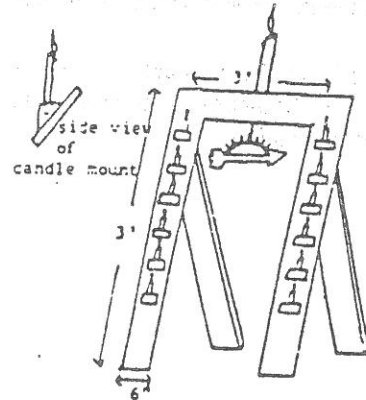
CANDLES ON A LOG

Use a log 12 inches long that has been split. Drill holes for candles on the rounded side. The size of log and the number of candles can be varied to the number needed for the ceremony.



EASY TO STORE

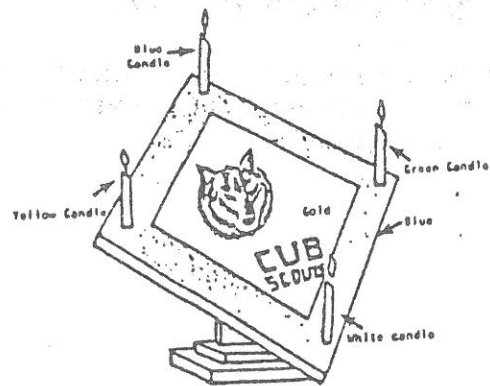
This ceremony board is made from 1 x 6 inch lumber 3 foot across the top and 3 foot high. Two inch squares are mounted to hold candles. Legs are hinged for easy storage.



PACK CEREMONY BOARDS

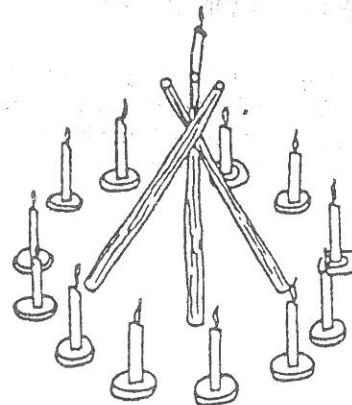
GENERAL PURPOSE

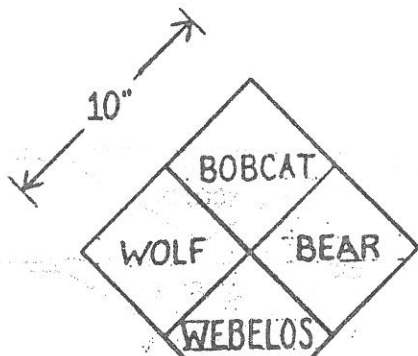
Board is about 18" square. One candle represents each of the four ranks. Base is a 1" x 4" x 6" mounted on a 1" x 6" x 10". The support is hinged to the centre of the back.



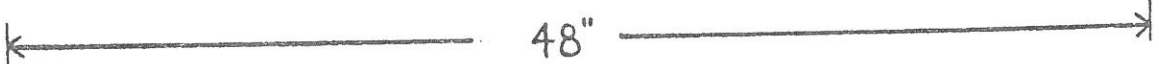
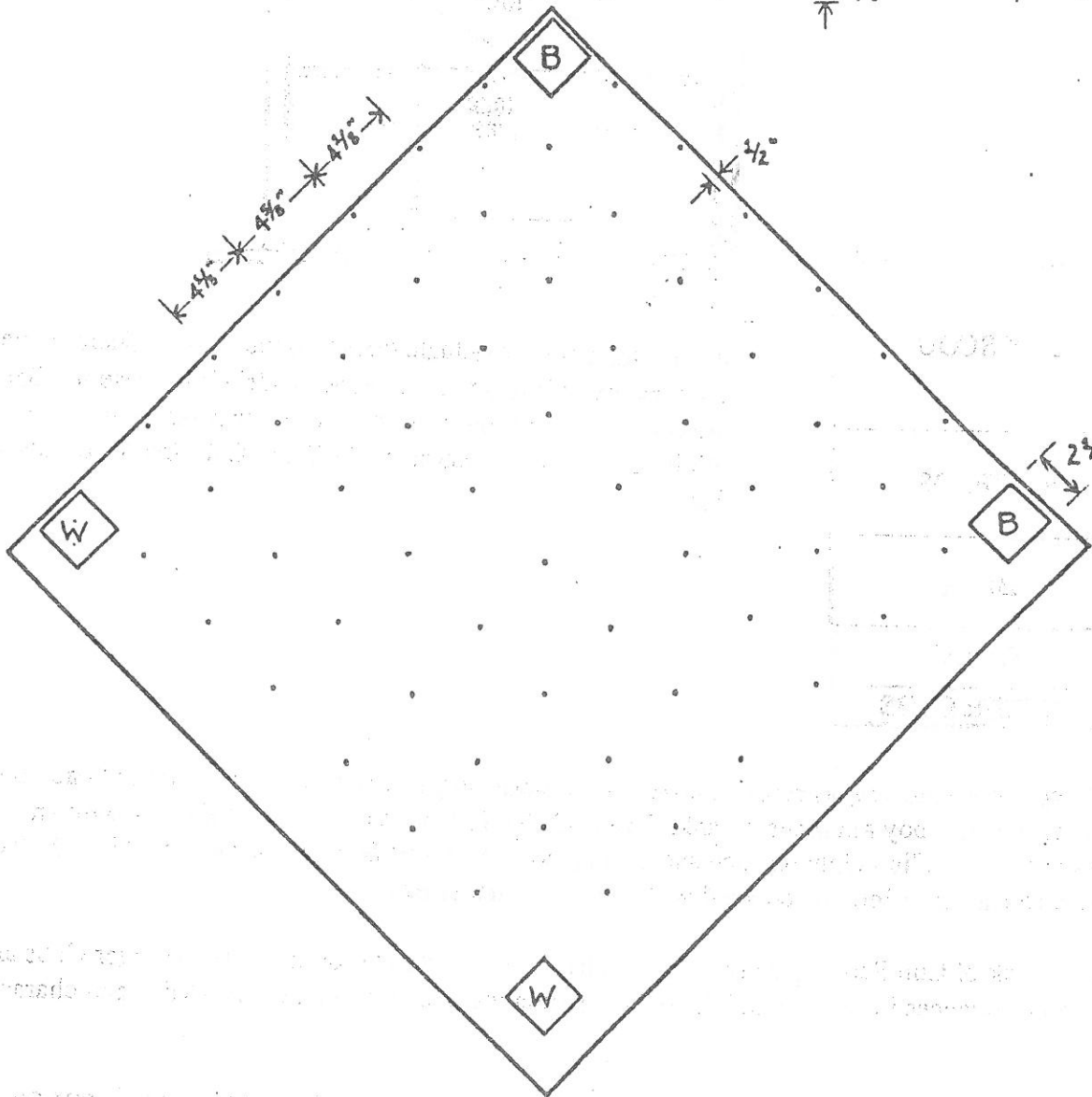
TRIPOD CEREMONY BOARD

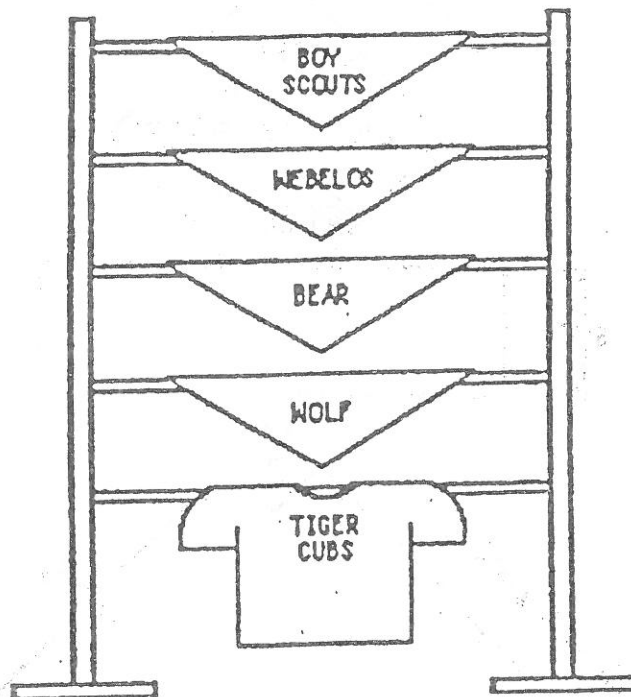
Tripod is made from sticks lashed together with a candle mounted in the center. Small candle holders are slices cut from a log with holes drilled for candles.





7/8"





BOY SCOUTS
WEBELOS
BEAR
WOLF
TIGER CUBS

At one ceremony, graduate boys to Scouts — use their Webe- los neckerchiefs to advance Bears to Webe- los — use the Bear neckerchiefs to advance the Wolves to work on Bear — use the Wolf neckerchiefs to advance the Tiger Cubs into Cub Scout- ing.

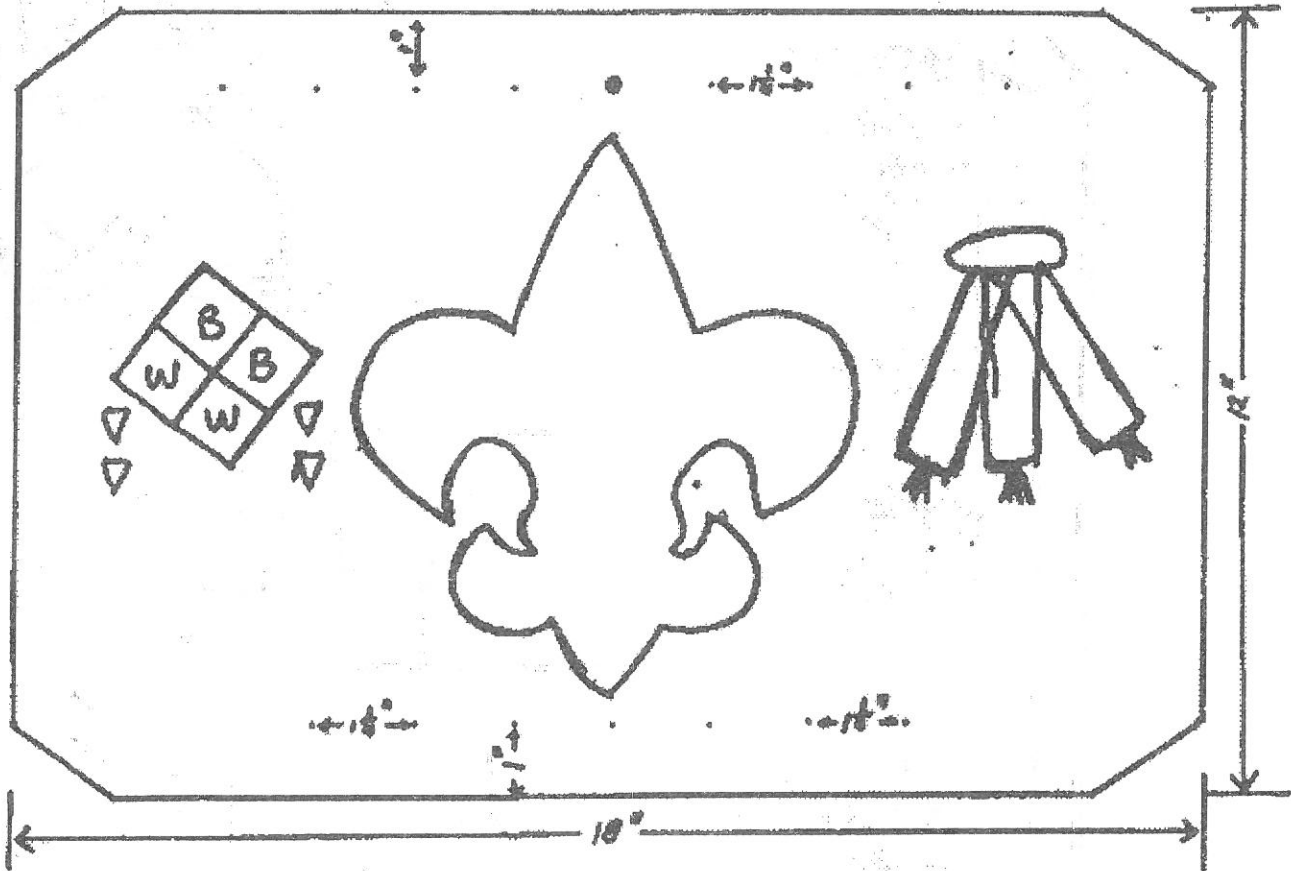
This advancement prop is made of boxes all the same length and depth. The height of each box increases as the boy advances in rank. The TIGER CUB box can be 7" in height — with an increase of 1 1/2" in height on each succeeding box. the BOY SCOUT box will be 13" tall. The boxes should be painted or covered with something for effect.

"Each rank of Cub Scouting builds a boy's character. A foundation is formed in Tiger Cubs and as a boy advances in rank, he builds on this foundation and expands his knowledge and charac- ter."

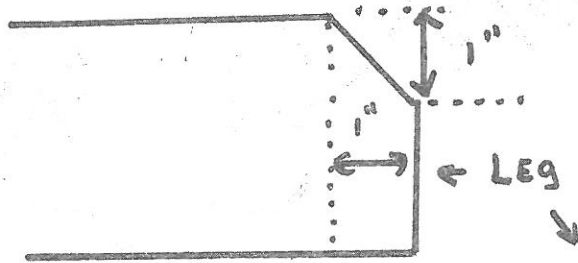
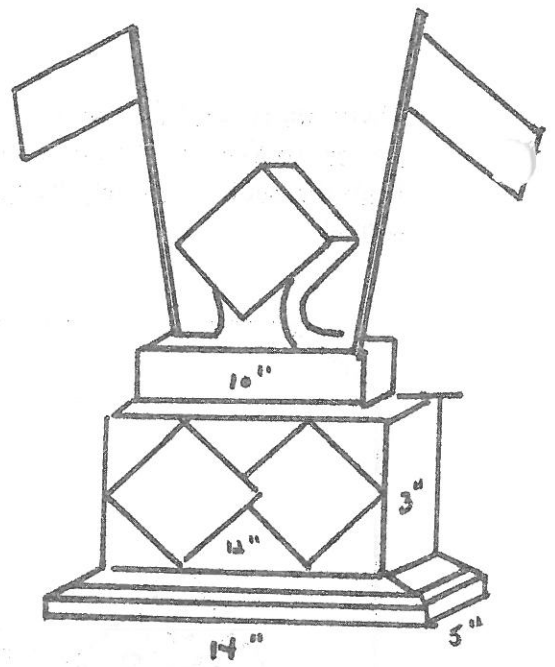
Each boy can hold a box and after a statement regarding the rank, the boy will put his box on top of the others.

WEBELOS AWARD BOARD

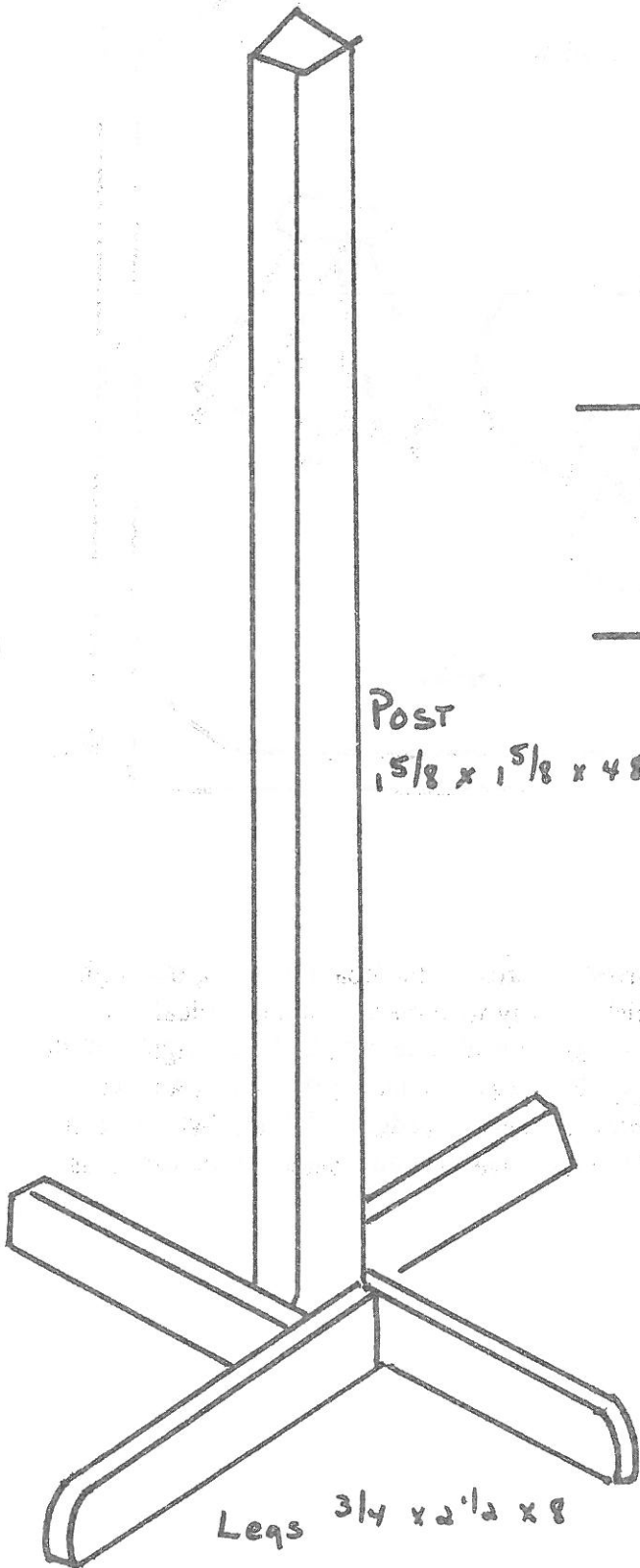
There are several different ways of recognizing graduating Webelos. This is a nice remembrance present to Webelo Scouts upon completion of requirements for Arrow of Light and graduation from the pack. Use only badges of rank and arrow points that the individual Cub Scout has earned.



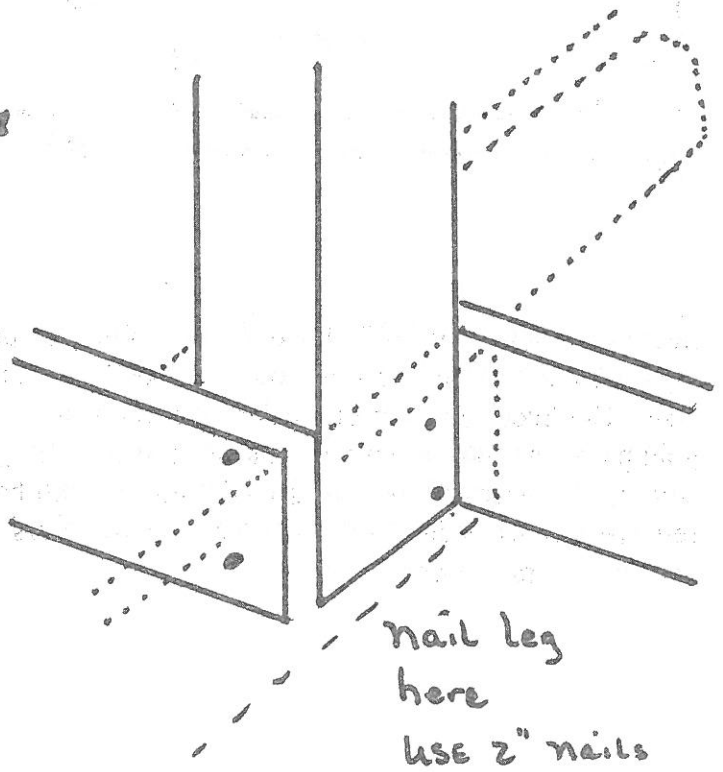
Base board is cut for 1/4" plywood. For effect use propane torch on the board to bring out highlights of grain. Use fine steel wool to smooth out finish. Spray with clear lacquer or clear varnish. Cut Scout emblem out of 1/4" plywood, in opposite grain of base board. Spray lightly with gold paint and tone down with fine steel wool. Use NEW badges of rank, arrow points and tri-colors. All boards should be drilled with 21 small holes for activity badges. Johnny Webelo can remove activity badge appliances from his tri-colors that he is wearing and place on the board as part of his graduation ceremony.



Post
 $1\frac{5}{8} \times 1\frac{5}{8} \times 48$



Legs $3/4 \times 2\frac{1}{2} \times 8$





How many times have you attended a Scout meeting that was so boring that you felt sorry for the boys, the leaders and of course the audience? Boys were called to the front and handed their awards, with no acknowledgement for their efforts. Announcements were made in a droning monotone. The leader seemed oblivious to what was happening...and that itself was the tragedy. A skit was given, but no one could hear the participants...need we continue? We have all had experiences of this sort. What can be done?

ADD PIZZAZZ!!!!!!!!!!!!!!!!!!!!

The addition of pizzazz is necessary in any meeting, especially when you are dealing with children of all ages. Their attention span is very short and a good leader is aware of this fact, and keeps alert to any signs of "losing" his audience.

Many of us use pizzazz, to some extent, in our meetings with den yells, games, opening and closing ceremonies. But there are many other ways that pizzazz can add that needed ingredient for a great meeting. Pizzazz is more than just fun; it also has a serious, but just as important side.

We have endeavored to provide you with ideas that will enable you to conduct a fast paced and exciting meeting. Most of these ideas have been "stolen" from many, many Scouters, past and present, who willingly share them with you. Other resources for pizzazz ideas are skit and puppet books, group meeting sparkler books, old Pow Wow books, and the public library. Don't forget the comic strips T.V. shows, or best yet, your own ideas. One final word, KEEP IT SIMPLE, FUN, AND IN GOOD TASTE.

RIDDLES-ONE LINERS-LIMERICKS

These can be used at any time, by the leaders, to fill a void in the action while waiting for the next scheduled event. Also great for waking up the audience.

MAGIC

A few simple tricks can recapture the audiences attention, especially those siblings running laps around the back of the meeting room.

SONGS

It's hard to beat a good rousing song that gets everyone on their feet and leaves them with a smile on their face. An excellent way to start a meeting.

You have a tool that can bring spirit, fun, and excitement to your Dens and Packs. You can use this tool to increase participation at meetings, create moods, and liven up your program. This marvelous tool is MUSIC!! Music "hath charms to sooth the savage beasts." (Shakespeare must have met some busy Cub Scouts!) Music is a huge part of our lives, and Scouting has the resources to make you the master of Music.

To learn all about choosing songs and learning to lead them, look on pages 3 & 4 of the 1991 Printing of the Cub Scout Songbook. You will find Hints for Song Leaders, Song Leading, and Teaching a song.

In this book there are songs included in each monthly theme section. We have included some wild and crazy songs just for fun.

To make sure your Den's Song is heard at the pack meeting, tape it at a Den Meeting when the boys are really singing their best. Then let them sing along with themselves at the pack meeting.

If you play piano, guitar or any other instrument, you have a priceless gift for use with your Den. We know a leader whose Webelos Den all played in their school band. So, the Leader formed a "Webelos Band," and they entertained at the Blue and Gold Banquet.

Video is HOT, and Cubs love it. You can use it. One of the best skits we saw, was a rendition of Michael Jackson's "Thriller". The Cubs used their Halloween costumes to be the ghouls that chased a Dad on a darkened stage and the records provided the sound effects and story line. A mom video taped the skit. It was fun to watch the Cubs watching themselves. Don't limit yourself or the boys...use your imagination!



AUDIENCE PARTICIPATION STUNTS

An activity which serves to get the whole audience involved in doing something together. Some kinds serve the purpose of letting the people stand and take a stretch by going through motions under the direction of a leader. Others are in the form of a story, with either worthwhile points or just plain fun. In this type of stunt, the audience is divided into groups which respond to a key word read by a leader. Sometimes these stunts can be adapted into skits which can be preformed by the boys.

Applause stunts are short and snappy and lot of fun for everyone! There are many different ones which can be adapted to fit monthly theme. Other forms of audience participation includes: Yells, Applause, Cheers, and Songs.

Whichever type of audiences participation stunt you plan to use, remember that the key word is involvement. The more people who are involved, the more fun it will be fore everyone. These stunts add variety, action and fun to den and pack meetings.

APPLAUSE AND CHEERS

Applause stunts are a great way to recognize a person or a den for some accomplishment they have performed. Be sure before you start that everyone know and understands what the applause stunt is and how to do it. Applause stunts not only can be used as a recognition, but they help liven up a meeting. They give the audience a chance to move around and let off steam.

Cheers recognize contributions to a program. They should be enthusiastically given right after the performance they honor. If the audience is unfamiliar with the cheer, then it should be demonstrated and done by the group.

YELLS

Does you den or pack have its own special yell? If not, you should! Each of us take pride in our unit. What better way to display this feeling with your own special yell?

BLACKOUTS

A blackout is a very short, pithy skit that ends as abruptly as it begins. There is little or no introduction, and the climax lasts one or two lines. It is much shorter than most one act skits, but longer than the dramatized joke. Blackouts are used as a filler for between events or as an icebreaker at a pack meeting. It never fails to please the audience when properly presented. The stage or room is in darkness. The player(s) takes his place. The lights are switched on, and the play begins. Immediately upon the conclusion of the play, the lights are switched off. The lights are not turned on again until the player(s) have left the stage, or the next group of players take their places for the next play. Costuming is made as simple and as easy as possible. Very little scenery is necessary.

WALK ON (INTERRUPTIONS)

A walk-on is a character hunting a rabbit, or a person blowing up a balloon, or engaged in some other type of nonsense. Walk-ons are best used for longer meetings, such as pack meetings. They must be carefully planned or staged or they will be unwelcome. Use walk-ons between acts, or other serious business. A smart leader will choose different mothers, fathers and Cubs to play the "Stooge(s)", so that the audience will not be looking for the interruption. Surprise is the key to this type of stunt.

DRAMATIZED JOKES

Just like the name implies, these jokes are arranged for stage presentation. Little or no rehearsal is needed, and practically no scenery. These are best accomplished by giving each "volunteer" a copy of the script, assigning roles, and giving a brief explanation, then turn them loose. You will be amazed when even the worst presentations turn out to be the best.

Riddles

What did the grape do when the elephant sat on it?
(It let out a little wine!)

Why aren't elephants allowed on the beach?
(Because they can't keep their trunks up!)

Why do elephants have so many wrinkles?
(Have you ever tried to iron one?)

What do you call a frightened skin diver?
(Chicken of the sea.)

Why did the chicken stop in the middle of the street?
(She wanted to lay it on the line.)

Why did Robin Hood rob from the rich?
(Because the poor didn't have any money.)

What do you call an alligator's helper?
(A gatorade.)

What do you call a bee born in May?
(A may-be)

Did you hear about the frog that parked his car illegally?
(It go toad away.)

Why did the second-grade snakes get into trouble at school?
(Because they were always hisspering.)

What kind of slippers do snakes wear?
(Water moccasins)

If you see ten little tomatos all in a row, which is the cowboy?
(None, they're all redskins.)

What word is always pronounce wrong? (Wrong)

Which burns longer, a red candle or a blue one?
(Neither, they both burn shorter.)

What kind of pliers do you use in arithmetic class?
(Multipliers)

What would you get if you crossed a cow and a turtle?
(A turtle-necked jersey.)

Where are the coldest seats in a theater?
(In Z-row)

Why isn't a person's nose twelve long?
(Because then it would be a FOOT.)

What is the best way to keep a skunk from smelling?
(Hold its nose.)

Why does a humming bird hum?
(Because he doesn't know the words.)

What ten letter word starts with gas?
(Automobile)

What kind of coat should always be put on wet?
(A coat of paint.)

What color is rain?
(Water color)

What kind of rocks would you find in a pond?
(Wet ones)

What does a pig drink for breakfast?
(Oinks-juice)

What is the largest jewel in the world?
(A baseball diamond)

What is the tallest building in any town?
(The library, it has the most stories.)

What's smarter than a talking horse?
(A spelling bee)

What do you get when you cross a bee and a cow?
(A hamburger)

What is red, white and blue?
(A sad candy cane.)

What apple has the shortest temper?
(A crab apple)

Why were the elephants the last ones on the ark?
(Because they had to pack their trunks.)

What is usually the same size as you but doesn't weigh anything?
(Your shadow)

What do you get when you cross a trumpet and an apple?
(A tooty fruity)

Where does Batman take his shower?
(In the bat-room)

More Riddles

What do you call a sleepy bull?
(A bull-dozer)

What is the difference between a new dime and an old nickel?
(About five cents)

Why is it dangerous to walk in the grass?
(Because it is full of blades.)

How can you prove that carrots are good for your eyes?
(Ever see a rabbit with glasses on?)

What goes all the way from Los Angeles to New York without moving an inch? (The highway)

What can you hold in your right hand but not your left?
(Your left elbow!)

Why did the Cub Scout put his trumpet in the freezer?
(He wanted to play cool music)

Why did the Cub Scout eat the dollar bill?
(It was his lunch money.)

How many boiled eggs can you eat on an empty stomach?
(Only one, after that it's not empty)

Why does a frog make a good outfielder?
(Because he's a great fly catcher.)

Why don't hens fight other animals?
(Because they're chicken.)

How do you stop a bull from charging?
(Take away his credit cards)

Why didn't the skeleton cross the road?
(Because he didn't have the guts.)

What is Dracula's favorite kind a boat?
(A blood vessel.)

Which travels faster, heat or cold?
(Heat, because you can catch a cold.)

What did the candy bar say to the lollipop?
(Hello sucker)

Which side of the bear has the most fur?
(The outside)

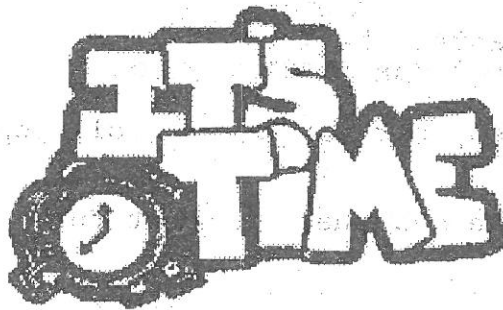
AWARDS AND SPECIAL RECOGNITION

The purpose of this segment, is to heighten your awareness to recognizing the efforts of others' contribution to your Scouting organization. Through practical application of these principles, you will be able to enhance and stimulate positive growth within your organization.

RECOGNITION IS THE ACKNOWLEDGEMENT OF THE VALIDITY OF SOMEONE'S CONTRIBUTION.

We all want recognition from our leaders, and we want recognition from our peers.

1. Individual recognition gives us a sense of being valued as an individual. It helps us develop loyalty and commitment and it also gives us return for our hard work.
 - a. silly awards
 - b. handwritten thank you
 - c. telephone call of thanks
2. Public recognition salutes the individual in front of their peers.
 - a. have them stand at a Pack Meeting for applause
 - b. announcement to the group about their involvement
 - c. newspaper recognition
3. Team recognition needs to recognize the team as a whole.
 - a. team present their project before the group
 - b. take a group photograph for display
 - c. present an honorary piece of equipment that all can use, in the name of the team
4. Spontaneous Rewards- It is necessary that people get fast and credible feedback around their contributions. Spontaneity is important.



ETCHED GLASS

This is a really nice thing to do for a recognition. It is very attractive and very professional looking that can be done for pennies. **NOTE: This is an adult project. Glass etching chemicals can be dangerous. Read carefully the instruction booklet that comes with your etching compound. Children should attempt this project only with close adult supervision.**

- MATERIALS:**
- 1. Glass etching compound (ARMOR ETCH) (craft and hobby shops have it or Armor Products, B31 Hill Street, Midland Park, New Jersey 07432)
 - 2. 2x4x22 in. piece of heavy (1/4") plate glass
 - 3. 14 x 24 in. sheet of adhesive backed vinyl
 - 4. sharp craft knife
 - 5. carbon paper.

1. Clean the glass using the cleaner in the kit or a commercial strength window cleaner.
2. Apply adhesive backed vinyl smoothly to glass, making sure there are no air bubbles between the vinyl and the glass. Lightly scrub the surface of the vinyl with steel wool so traced outlines of the pattern will be dark enough to see easily.
3. Using a ball point pen mark a pattern guideline across one long side of the glass 1 1/2" above the edge; check the guideline with a carpenter's square to be sure it is at right angles to the side of the glass and perfectly straight.
4. Tape the pattern to the top edge of the glass so the lower edge of the design rests on the pattern guideline (1 1/2" above the edge of the glass.)
5. Insert carbon paper between the design and the vinyl sheet; transfer the design lines using a fine-tip ball point pen.
6. Using a sharp craft knife, cut out the black areas of the design that are to be etched. Remove vinyl from areas to be etched by inserting the tip of the knife under the vinyl along one cut edge; gently peel off vinyl. Work slowly, making sure all outlines are completely cut.
7. After cutting, check to be sure all vinyl still remaining on the glass is secure; press down any loose edges firmly with your fingers.
8. Clean glass again, then apply etching cream following manufacturer's directions. Work in a well ventilated area and follow safety precautions suggested by the manufacturer. After glass is etched, remove etching compound following manufacturer's instruction.

TO MAKE THE BASE, Saw a groove 1/16" deep down the center of a 4" side of the wood. It should be just wide enough for the glass (about 1/4"). Round top corner of the wood base. Sand, stain, and varnish. Insert glass into groove for display.

PITFALLS OF RECOGNITION

1. Since recognition is an ongoing process, if done infrequently, as well as too frequently, it loses its impact and significance.
2. The purpose of recognition is to have people feel good about being innovative and productive in their project. What sometimes occurs with mis-management of recognitions, is that people will work just for the award.

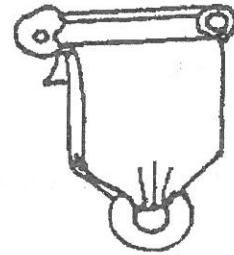
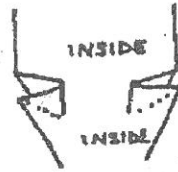
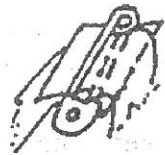
Remember, recognition of others is to be genuine in order for it to be effective. People really do not care WHAT they get..they just want to be recognized by their leaders, AND be recognized in front of their peers. This is an ongoing process. Utilize the community rescoues. Utilize higher level Scouter for presenting awards. By asking them you are also giving them a high form of recognition. Allow yourself to be creative--don't worry about being too corny. Use a variety of presentation techniques, and types of awards. Variety will keep the interest level high. They will wonder WHAT you're going to do next!

AWARDS

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One way to concoct an infinite number of exciting and puny awards is with a MEDAL. This is easily made from any wide cloth ribbon using an appropriate plastic or metal charm or even a sticker. It makes a fast and very effective award. Here are a few examples. Try your hand at creating your own version.

- WIDE CLOTH RIBBON 3 1/2" LONG (OR LONGER)
- SAFETY PIN
- ANY APPROPRIATE CHARM-PLASTIC OR METAL

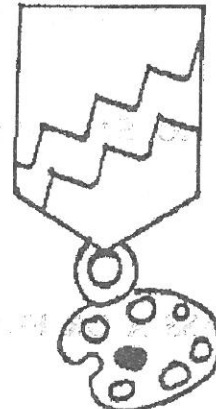
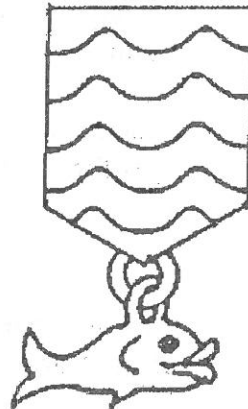
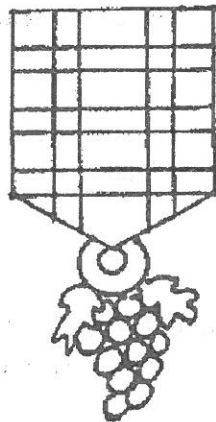
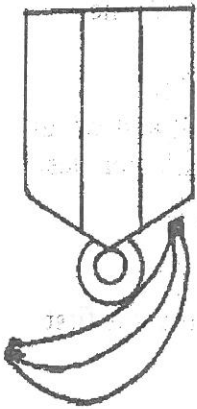


TOP BANANA

FOR A 'GRAPE' JOB

GREAT SWIMMER

ARTIST

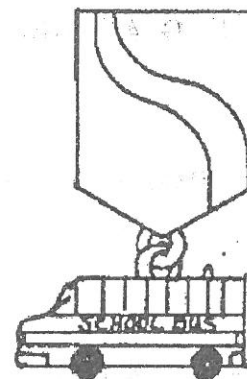
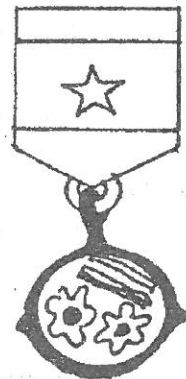
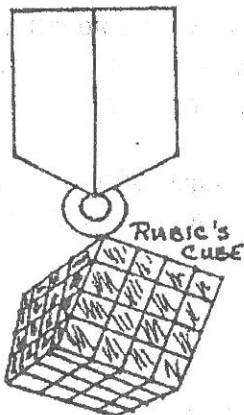
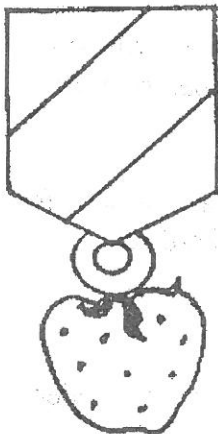


'BERRY' GOOD JOB

GETTING IT ALL TOGETHER

STAR COOK

ALWAYS DRIVES



AWARDS

HOW TO USE THEM

CUBBY-(like an Emmy)

Cut out a Cub Scout's head or Wolf decal on a plaque for outstanding performance.

TIGER TAIL

Issue each Tiger a necklace of lacing and award an orange bead for a group or pack activity.

TIGER CUB ORGANIZER

Give a toy tiger in pieces to be organized

LOOSE ENDS

Give a rope to the person who can tie up all the loose ends.

KEY TO SUCCESSFUL SCOUTING

Cut out a key and present to leaders who are the key to the success of a program.

MEASURE UP

Give a 6" ruler to the leader whose performance set the standard.

OUR EYES ARE ON YOU

Wiggly eyes glued to ribbon for the leader who set the example.

PEDRO SALUTES

Glue 3 clothes pins together, add twine for a tail and wiggly eyes for outstanding job or leader who carried the heaviest load.

CLASS A OR FLYING A

Cut out the letter A (can add wings), spray gold for a first class effort. (Use wood or heavy cardboard.)

ORDER OF THE BEAR

Any type of bear given to the leader who did a "Beary Good Job" and made things "Bearable" or for the "Beary Best."

HELPFUL PAW

Use ink and mark paw print on a rounder or piece of wood, for those leaders who lent a "hand" or "paw"

GOOD EGG AWARD

Spray a Legg's egg with gold paint or make one from salt dough for a leader who comes through or the person who doesn't crack under pressure.

NUTS ABOUT" ___" AWARD

Attach nuts to a plaque adding movable eyes and smiles, for the leader who had to be "nuts" to take on a hard task.

BONAFIDE AWARD

Spray gold or cover with varnish a dog bone for the leader deserving an "Award."

GENUINE DIAMOND STICK PIN Special award for a group activity. Give to each participant. (mount a dime and a stick pin on base.)

SILVER SPOON (OR GOLD) For the person who really digs in to help. (Spray paint plastic spoon.)

WHISK AWARD For the person who is un'beat'able at 'whisking' away our troubles (small whisk.)

TOP BANANA For the person who is in charge (plastic banana or dole sticker)

LIFE SAVER AWARD For the person who saved you (mount lifesaver of base)

KISS AWARD For the person who deserves a big 'kiss' (mount a candy kiss on a base.)

HELPING HAND AWARD For the person who is willing to lend you his (mount a small hand or a glove on a base.)

WRITE ON AWARD For the person who is on the 'right trail (pencil with ribbon pennant put on top)

LOLLIPOP AWARD For the person who can't be licked (mount small lollipop on a base)

ORDER OF THE NUT For the person who is a little nut (mount metal nuts / edible nuts on a base.)

APPLE AWARD For the person with great appeal (real or plastic apple)

YDG AWARD "YA DONE GOOD" (Cut out letters from vinyl or leather.

FIREHAT AWARD For the person who came to your rescue (mount a small firehat on base.)

WOOLY MITTEN For the person who participated in a winter activity (cut mitten shape from fur and attach a thong.

CONE AWARD For the person who can lick any job (mount ice cream cone on base)

BROOM AWARD For the person who sweeps all the mistakes away (small broom)

TOP HAT AWARD

For the person we must take our hats off to (top hat glued on ribbon)

ORDER OF THE SPARE MARBLE

For the person who may need it (marble in bag or mounted)

DUSTER AWARD

For the person who always does the dirty work (small wooden dowel with felt used a duster part with pompon on top.

ORDER OF THE LEVEL

For the person who is half a bubble off (small level)

TOP AWARD

For the person who is 'tops' (use small toy tops)

MATCH AWARD

For the leader who may be getting burnout (2 matches, one lit, the other not cover so they stay together and mount saying "stick with it, don't get burned out of Scouting")

PEAR AWARD

For a great 'pair' (mount a plastic pear on base and give to best husband and wife team.)

RAISE IN PAY

For the person who deserves a "raisin" pay (mount a small box of raisins.)

FIRST AID AWARD

For the person giving you aid when you needed it (band-aid mounted or given in sleeve)

BUG AWARD

For the person who 'bugs' you to do your best (make with chenille sticks and movable eyes)

HEADS AWARD

For the person who is 'heads' above the rest (mount small wooden heads on base)

CRUTCH AWARD

For the person on whom you can always lean on (mount small crutch on base)

CANDLE AWARD

For the person who really lights up (mount small candle on base)

HEART AWARD #1

For the person who is all heart (give large plastic heart, wooden or cardboard cut out.

HEART AND SOUL AWARD

For the person who put their heart and 'sole' into their work (small heart on a leather sole of shoe)

BASKET AWARD

For the person who carried more than their share of the load (small basket glued to ribbon)

SPACE DERBY

NOSE CONE-Cardboard cone (silver foil covered)
TO BE WORN ON RE-ENTRY IN OUR ATMOSPHERE

NECK TIE

ROLL OF CAPS-for the difficult--**BLAST OFF**
Give a pair of neck ties--to the timers of races for deciding those 'neck and neck ties'

WHALE AWARD

For the person who does a whale of a job (toy/ or shape of a whale)

FOOTBALL AWARD

For the person who isn't afraid to tackle any job (small plastic football helmet with pompon and movable eyes-or football)

FIRECRACKER AWARD

For the person who did a 'bang up' job (small fire cracker)

TELEPHONE AWARD

For the person who reaches out to help. (telephone on a base)

HOP TO IT AWARD

For a 'Hopping good job" (a frog or sticker) OR for the person who 'hops' to it and got the job done.

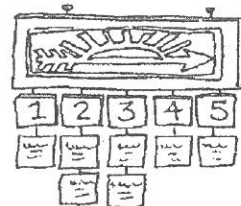
GOLD MEDAL WINNERS

Cut around the center seal on empty Gold Medal flour bags. Cut another circle from poster board the same size. Glue the poster board circle to the back of the seal. Punch a hole at the top, and attach a long piece of rope; knot the ends.



PARENT ATTENDANCE AWARD

Paint the Arrow of Light on pine or plywood about 6" x 18". Put eye screws in top for hanging. On bottom, attach wood blocks, one for each den, including Webelos. At bottom of each block, put hook screw. Make 12 arrow points, one for each month of the year. In each point, have an eye screw in the top and hook screw in the bottom for hanging. At each pack meeting, award an arrow point to the den with the highest percentage of parents attending. At the end of the year, dens keep their arrow points.



CRAFTS

Boys like to make things. The challenge for Cub Scout leaders is to find a craft suited to the monthly theme, holiday, or a special activity, which is within the abilities and interest of a Cub Scout age boy, and it is fun for them to make. Finding crafts is not a problem. Cub Scouting literature is full of them, roundtable provides them and various magazines and books also include suitable ideas. The task is finding the right one.

CRAFT GUIDELINES

1. Keep crafts simple and inexpensive. Costly kits of materials are rarely appreciated by the boys any more than simple projects made from scrap material. Since Den Leaders work with a limited budget, cost is a big consideration.
2. Crafts should be practical. Learning to braid is fun. Learning to braid a belt which can be used as a costume part or as a gift is even better. Crafts should have some practical or decorative function, and if possible fit the monthly theme.
3. Crafts should teach some skill such as carving, modeling, painting, weaving, measuring, etc. Merely gluing pieces together is not enough. Cub Scout like boy type crafts. They like to hammer, saw, lace leather and paint. And they like to learn how to do new things.
4. Crafts should be progressively more challenging. Try to avoid repeating craft projects which the boys made the previous year, unless it is something they really want to do. Avoid kindergarten cut and paste type of crafts
5. A variety of materials and methods should be introduced through craft projects. Pouring plaster is fun, but not every week. Try out techniques which are new and different to the boys. Let them enjoy making something useful from scraps or from items picked up on a nature hike.
6. Crafts should seldom require more than two weeks to complete. A craft project that drags out for a whole month is too difficult and time consuming. It may become boring for the boys. Start a craft in a den meeting and let the boys take it home to finish with their family's help.
7. Be sure the craft project is compatible with the work area. Avoid using pungent lacquers or spray paints in the hours. Take the boys to the basement, garage, or outdoors for the messier crafts.
8. The craft must be boy's work, not the leader's. In some cases, leaders will be wise to pre-cut or pre-assemble certain parts of a craft which may be too difficult or too time consuming for the boys. But boys need to be able to say: "I MADE IT!"

HANDY HINTS FOR CRAFTS

STORING PAINT BRUSHES-Empty plastic toothbrush containers

MASS PAINTING-Window cleaner sprayer bottle for doing mass painting with water paints.

Spray things to be painted in a carton so paint is confined to interior of box.

CHEAP ANTIQUING-Use black or brown liquid shoe polish and wipe off excess before it dries.

Especially good used with aluminum foil.

COLORING SAWDUST-Use water-based paints

PAINT BRUSH SAVER-If you are working with varnish, and giving the article several coats and hate to keep cleaning your brush, get a glass baby bottle, cut out the top of the nipple, and stick the top of the brush up through the nipple. Fill the bottle half full of lacquer thinner and put the lid (with the brush) back on. Each time you only have to wipe the excess thinner from the brush and you are ready to go.

SMALL PAINT BRUSHES-Cotton tipped swabs-cheap and disposable

FINISHING-to put finish on small water-painted objects, apply a coat of Elmer's or other white liquid glue. This dries quickly and leaves a natural finish.

ROLL ON PAINT-To make painting less messy for boys, save empty, roll on deodorant bottles. Remove the plastic top and clean thoroughly. Fill with tempera and then replace top. The boys and "roll" out the paints.

PLASTIC GLAZE-Method of protecting water-painted objects is to give a final coat of lacquer thinner mixed with small pieces of pressed styrofoam (cups, egg carton, etc) Place in a jar until styrofoam dissolved and mixture becomes thick.

PAINTING STYROFOAM-Use a type of paint recommended for styrofoam as some paints will dissolve it.

SHREDDED FOAM- Rub fabric softener over your hands and arms and let dry before working with shredded foam. The foam will not stick to your hands.

OLD SUITCASE-Storage place for your scrapcraft project. Side pockets can hold tape, glue, etc.

FLOOR TILES-Use under clay and paper mache projects. Tiles clean easily with hot water.

COFFEE GROUNDS-Mix with glue to make an excellent "paint" for texture effects.

PLASTER BOWL-Half of an old large rubber ball makes an excellent bowl. Dry plaster can be removed by squeezing the ball.

SCRAP RESOURCE LIST

Sometimes it take a little ingenuity to find low cost or free craft supplies. Here are a few tips and ideas.

1. When hunting for supplies, wear you uniform, or identify your group.
2. Don't forget to say "THANK YOU" and have the boys write a note.
3. Don't overuse one source just because they are generous.
4. Try to think up new resources by the telephone book and a and a little imagination.
5. If you have more than you can use, share with other leaders.
6. Don't expect everything to be free.
7. **ASK PARENTS TO HELP YOU.** Use a wish or need list. Inquire about their jobs--they may have access to scraps or materials that could be useful to you and they throw away.

TIE SLIDES

Tie slides are an extension of the Cubs and Leaders imagination. Materials used are only limited to what your imagination sets for you.

Patterns can come from anywhere. A new slide each month can help present the monthly theme and can also lead into other projects, like a tie slide holder.

PLASTER OF PARIS

Learning to cast and finish plaster project is a skill Cubs and leaders will enjoy together. Plaster casts can be made of animal footprints and leaves. It can be used to make neckerchief slides, plaques, and other projects.

Mix one part water to two part plaster. It sets quickly, so make a small batch at time. If the cast needs a ring for a neckerchief slide, or a string for a picture insert it after tapping the mold to remove any air bubbles. Allow the mold to set before removing the cast. Scrape or sand rough edges.

Most paint will soak into plaster, so it is best to seal the cast with a commercial spray sealer. After the sealer is dry, any type of paint can be applied; tempera, acrylic, oil or enamel. Tempera will leave a dull finish unless it is given a final coat of clear shellac or spray varnish.

NATURE CRAFTS

Nature crafts is just that-crafts made from things gathered from nature. From flowers and pine cones to animal tracks, there are hundreds of things that can be collected and turned into beautiful craft items.

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

MAKING HOLES IN PLASTIC-Heat an ice pick or nail by holding over a flame with a pair of pliers, then pierce the plastic. Don't get metal red hot--will burn the plastic.

COLOR MACARONI-Buy the cheapest alcohol you can get, put in jars and add food coloring. Drop in dried ingredients until desired color is obtained. Remove with spoon and spread out on paper towels to dry--turn once.

SAND OR SALT PAINTING-White sand or regular table salt, mixed with food coloring, dry tempera paint, or fine grated chalk.

PAPER RAFFIA-Cut crepe paper in narrow strips. Use a portable mixer, egg beater, or electric drill and tie one end of the paper to a drill the other to a door knob--turn on low and watch the paper wind.

PAPER MACHE-When tearing newspaper, remember it has a grain like material, tear from the top down lengthwise. If you are using a balloon for a base, you can secure it to a block of wood to make it easier to handle. Make sure the wood is smooth. Blow up the balloon, tie a knot in it, take a tack and tack the balloon to the middle of the wood.

STUFFING FOR PUPPETS-lint from automatic dryers makes good clean stuffing--so does old panty hose and plastic laundry bags.

CRACKED MARBLES-Heat marbles in 375 degree oven. Remove and pour into a bowl of ice water and watch them crack.

PAINTING PLASTER- When painting plaster objects, first seal with a clear plastic spray or coat with diluted white glue. Plaster is absorbent and tempera will soak in unless it is sealed first.

PLASTIC BOTTLE NECKS-These cut in 1" pieces can be used for the back of neckerchief slides.

PINE CONES- to open up pine cones all the way and remove sap on them--place on a foil covered cookie sheet 250 degree oven for a while.

REMOVE PRINTING-from lids of plastic margarine tubs, rub lightly with paint or varnish remover. To remove printing from egg cartons, dip a cotton ball in rubbing alcohol and rub lightly until printing is removed.

WORKING WITH TIN-rub the edge with steel wool and you will be less likely to get cut.

GAMES

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BOYS LIKE GAMES--

Games are the sunny side of Cub Scouting. Skills and interests developed at this age help develop self confidence, independence and an ability to get along with others. Games provide natural outlets for their competitive and physical urges. Games are an integral part of Scouting's programs because they are important teaching methods. Games accomplish Cub Scouting's objectives of physical fitness and character development, and at the same time help to develop the total boy, one who is physically strong, mentally awake, and morally straight.

Games teach boys to follow rules, to wait their turn, to respect the right of others, to give and take, and to play fair. Games provide training in character because a boy is more receptive and teachable when he is at play and having fun.

There are all kinds of games--strenuous ones for out of doors or a big room, get acquainted games called ice breakers, quiet games that may be played around a campfire or in a den meeting room, and organized team games. Pick a game that suits the occasion.

Games are....

- Lessons without teachers
- Body Builders
- Mind stretchers
- Friend makers
- Building blocks
- User Friendly

Through games a Cub Scout

- Learns new skills
- Develop new interests
- Learn fair play
- Is taught respect for the rights of others



MOST OF ALL GAMES ARE FUN

Games are usually considered the fun part of a den or pack meeting. The den or pack leader uses games for various reasons. The games are not just a fun thing to sandwich in between work periods of the meetings. It is a vital part of the Scouting program-the game of Scouting. Almost everything Cub Scouts do can be done, learned or practiced as a game.

GAME LEADERSHIP

In order for the games in you pack or den to be a success there are a few important things that all game leaders need to know. Game leadership is a skill that can be learned, and by following these basic steps you will soon become quite adept.

1. Start with the best games, one that can be easy to explain and enjoyable to play. Your initial success will give you confidence to tackle more complicated games and also enhance the morale of the players.
2. Know your game thoroughly...title, rules, boundaries of playing area, number of players, what is allowed and what isn't.
3. Have all equipment readily available...ball, ropes, chairs, beanbags, etc. Use games that all can play and vary them...change from active games to quiet games to give the players a breather.
4. Use the widest selection possible or various types of games and give all players a chance to play games they really enjoy.
5. Make sure the space available is large enough to allow everyone to play.
6. Check the area for potential hazards that can be moved. Those that can't be moved can be used as bases of "home".
7. Don't wear a game out... play, but don't overplay a game. A Successful game will be in demand if it is stopped while everyone is still having fun.
8. Never insist on a boy playing a game if he doesn't want to. He can be used as a score keeper, judge or umpire.

One thing that is often over looked by many den and pack leaders is giving the boys an opportunity to lead the games, and don't forget you Den Chief or Den Aide. They are the most likely candidates for the job.

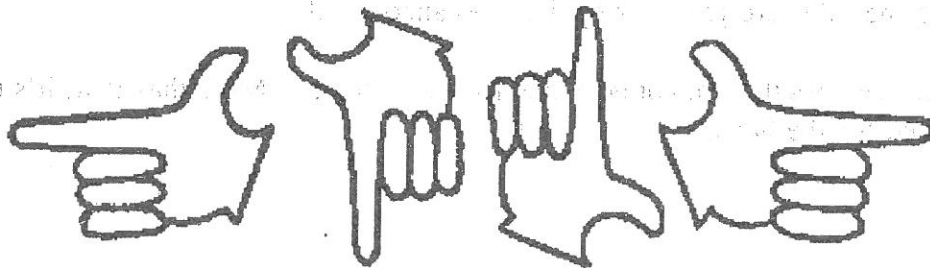
Remember, the success of your game period depends greatly upon your leadership. When someone says: "Games? They're for the birds! Kid stuff. I don't wanna play".... What he is really saying is: "I don't know how" or "I'm scared to try because I might not be any good." Your skill as a leader can challenge and persuade the shy Cub Scout and channel the energy of the "show off" making den and pack games fun for all.

DEN GAMES

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

An active den game is a helpful start at a den meeting to "get the kinks out". Remember most of the den meetings are held immediately after school, when the boys have been cooped up for most of the day in a classroom. A den game allows the boys to let off steam and may make the group easier to handle for the quieter activities you have planned.

Choosing up sides among the boys is not always easy. Use a method of drawing straws, going in alphabetical order, or selecting two captains to select the teams by alternately choosing members of his team. Rotate your method of choosing teams.



PACK GAMES

Pack games are played with large groups of boys and adults at the monthly pack meetings. As a general rule of thumb, relay games seem to work best for large groups of mixed ages. When planning a pack game use your imagination to the limit.

Pack games should include as many boys as possible. If all cannot participate select a den representative to take part, and he can play for the whole den. If prizes are given a simple den or group prize penny candy, bubble gum, balloons, etc. which can be divided with the whole den is desirable.

Involve parents and leaders in pack games when ever possible. Cub Scouts, love to see their parents participating in pack activities. When you are preparing your pack games be sure to have more supplies on hand than needed. It is better to have more than enough on hand.

The same rule applies to the pack games that you will use in the den meetings....**THEY SHOULD BE FUN!**

LEADING A GAME

1. Name the game (if it has a name). This will give it a handle by which to identify it next time it is played.
2. Line the group up in correct formation to play.
3. Explain the rules. Make them short, but clear.
4. Demonstrate the game. Have a quick run through so everyone can see how it is done.
5. Ask for questions.
6. Run the game. Be sure you stick by the rules announced.
7. Try to avoid games that cannot be explained in 2 minutes. More than that, it's too complicated for the boys.

TEACHING GAMES will be successful if you choose games to suit the ages and interests of the players. Start with a simple game. Collect the equipment, then arrange the participants in game formation, if there is one. Know the game so well that you can explain it briefly and they can play at once. If they make mistakes, wait a while before correcting them. Let them catch the spirit of the game first. Once they know it, let them play by themselves interrupting only to answer questions or settle disputes. Stop the game before it loses its novelty or they tire of it. If it is a competitive game, lead the cheers and applause for the winners!

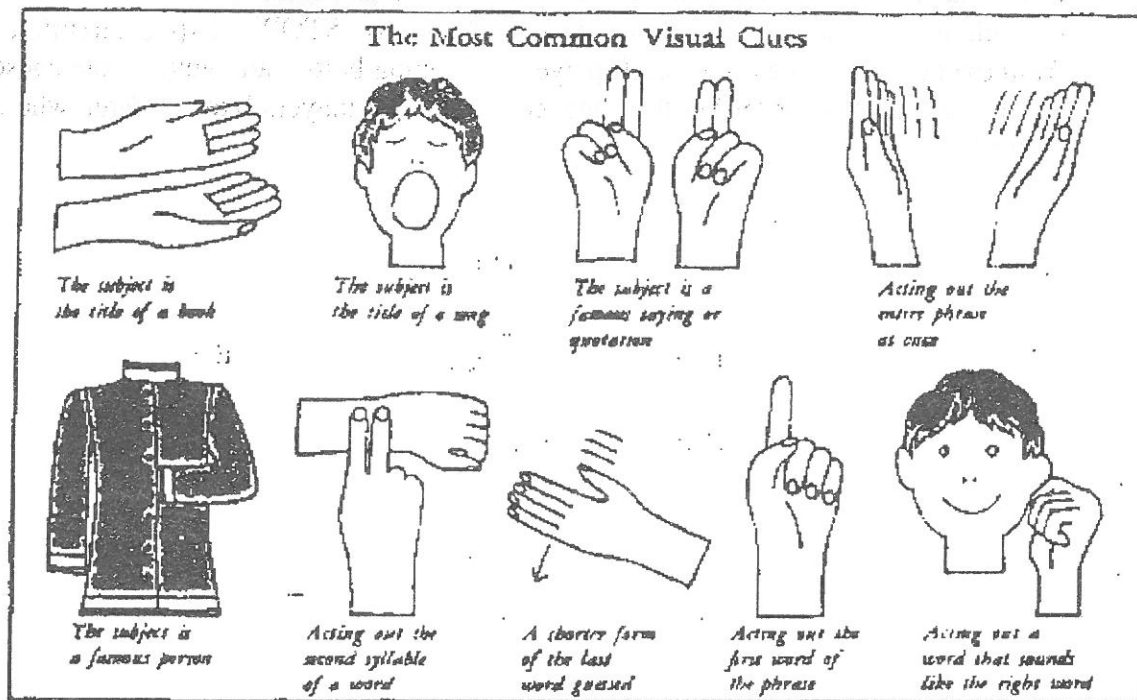
HOW TO REFEREE

1. Make sure of fair play by keeping your eyes open for fouls and calling the penalty promptly. Remember fouls usually aren't made on purpose; most often they are made because the players have not understood the rules or because they are excited by the game.
2. Speak clearly and firmly so the players can understand what you say and respect your understanding of the rules.
3. Call off the points or declare the winner at once. Everyone like to know who has won.
4. Start the game after making sure everyone is ready. "On your mark, get set, go." If you have to interrupt a game for any reason, such as confusion amount the players or fouling, use a whistle or hold up your hand and say 'STOP'. Expect attention from everyone and wait until each player is listening before announcing the cause for the interruption or letting the game continue. All players like a referee who has control.

CHARADES

Charades is any game in which one or more players act out a title, slogan, or name for others to guess. There are special signals employed by the actor in charades to help the audience guess the pantomimes. Before acting out individual words, the player indicated the subject by giving a visual clue.

BOOK TITLE:	Pretend to read a book
SONG TITLE:	Pretend to sing
SAYING OR QUOTATION:	He holds up 2 fingers on each hand as quotation marks
MOVIE TITLE:	"Turns" old-fashion movie camera
FAMOUS NAMES:	Places hand inside shirt-indicating famous person (Napoleon)



The actor holds up a number of fingers to indicate the number or 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 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.

DEN GAME CHEST

Den game chests come in various sizes, shapes, and colors. a game chest may cost nothing but time and determination, or you may have several dollars invested. a game chest is sometimes called the den leader's helper.

It may be a cardboard box, an old foot locker, a cast-off toy chest or any other container which you have handy and can be spared for game or craft supplies.

Once you have selected your game chest, involve the boys in the preparation. A little paint, a few decals, lots of imagination, and perhaps even the boys' own signature will personalize its exterior. The world will know where Den 3 keeps its game supplies.

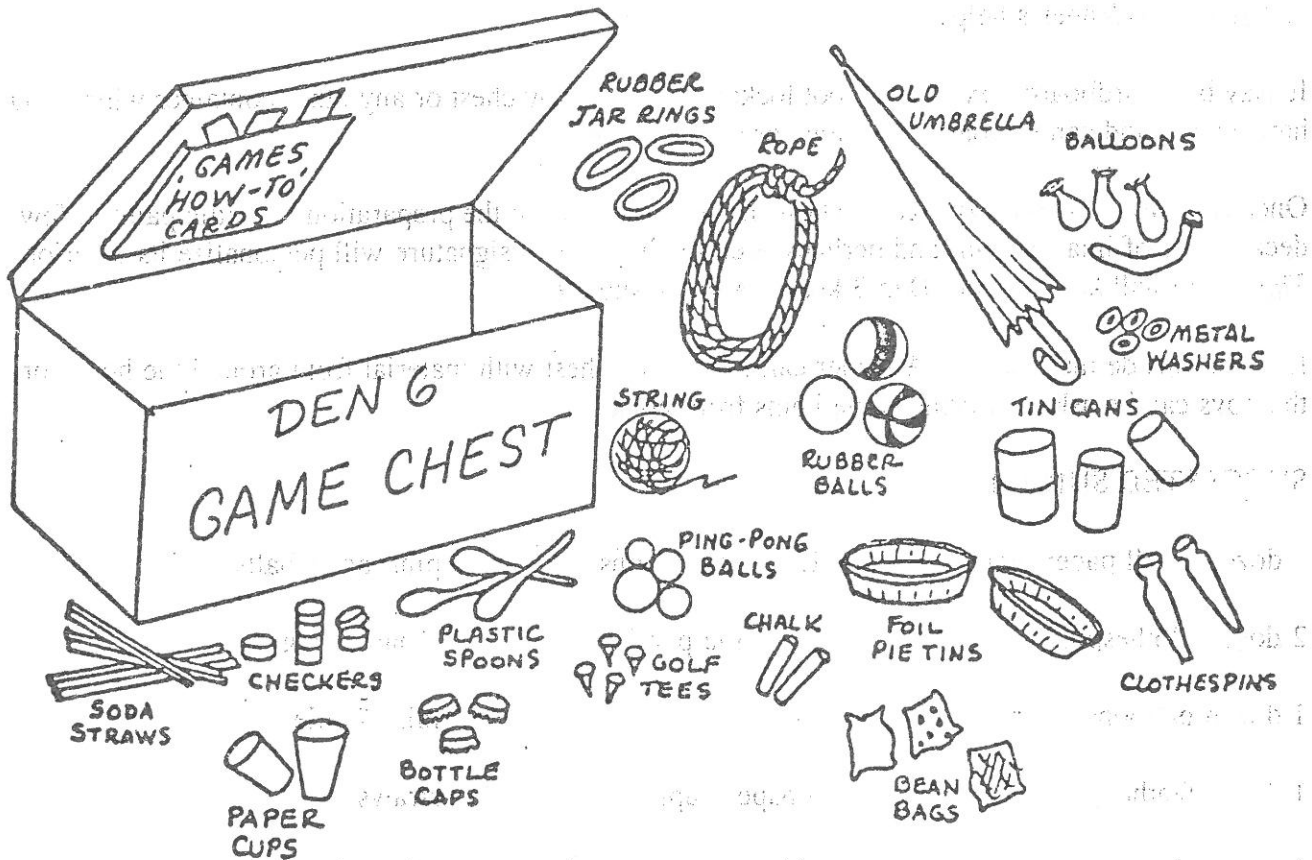
It's what inside that counts. A leader can fill a game chest with material from around the house or the boys can be asked to bring some items from home.

SUGGESTED SUPPLIES:

1 dozen small paper sacks	12 plastic spoons	ping pong balls
2 dozen clothespins	2 foil pie pans	1 ball string
1 dozen balloons	rope	milk bottle
1 dozen feathers	6 paper cups	straws
6 rubber jar rings	old work gloves	6 bean bags
2 dozen bottle caps	assorted tin cans	1 set checkers
Curtain rod Rings	old umbrella	whistles
1 pkg playing cards	marbles	muffin tin
Wide mouth jar	tossing boards	toothpicks
2 dozen washers	rubber balls	

Your game chest will be your silent helper when planned activities are over too quickly. It can help the denner when it is his turn to help at the den meeting. It's also a good place to store den supplies, unfinished craft items and den records. If you haven't made a den game chest, try it now. You will find that it is really a treasure chest!

DEN GAME CHEST



RESOURCES FOR GAMES

"Games for Cub Scouts"
 "Den Chief's Handbook"
 "Cub Scout Program Helps"
 "Webelos Scout Helps"
 Roundtable

"Cub Scout Activities"
 "Group Meeting Sparklers"
 "Boys' Life" magazine
 Previous Pow Wow Books
 Library

GAME STICK

Materials: wooded stick 1 foot long
 1-2" finish nails (without heads)
 25-40 plain washers

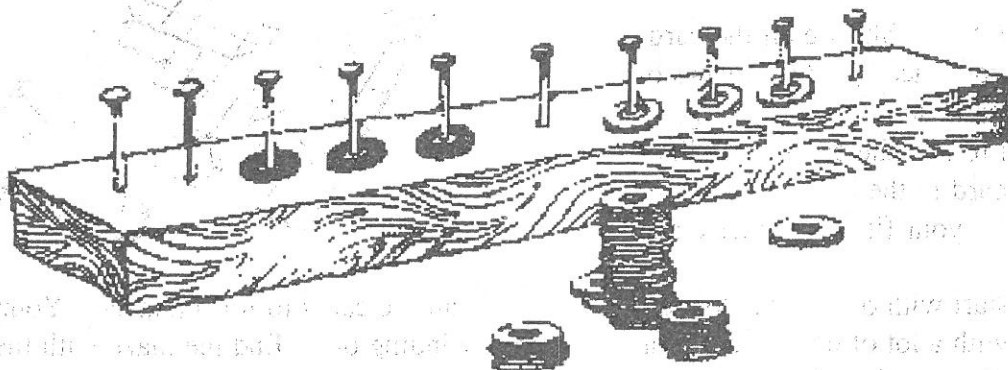
On the wider side of the board measure out ten equally spaced positions. (Be sure to leave some Margin between the end positions and the end of the board). Use ten nails all the same size and hammer a nail just as far as it take to hold it firm at each position. Place washers over nails to prevent from being lost. Stretch a rubber band over the nails from one end to the other for storage.

HOW TO PLAY-all games require moving the washers from one peg to another.

PILES OF TWO-solitaire game. Put one washer on each peg. You can only move by jumping any washer over two other consecutive markers. Object is to make five adjoin piles of two markers. Try to do it in five moves.

SWITCHING SIDES-solitaire puzzle. Mark three washers with felt marker so they are different from the plain. Starting from one end of the game stick, put a single marked washer on each of the first three pegs. Skip one peg and put a single plain washer on the next three pegs. Object is to reverse the positions-plain washers where the colored were and visa versa. You must play by these rules. You can move a marker one peg or jump it over and adjoining marker only. Only one marker can occupy a peg. Markers cannot move backwards. Now play the same game using four markers to a side.

NOT THE LAST ONE-game for 2 players. Use only four consecutive pegs, and place between six and ten washers on each of the pegs. All four pegs should have the same number of washers. Each of the two players in turn must remove as many washers from a single peg as he chooses. He can remove one, two three..or an entire pile. The object is not to be the player who must take the last washer.



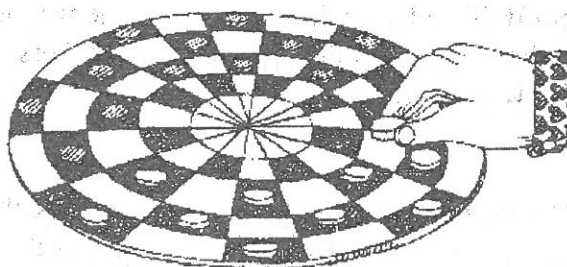
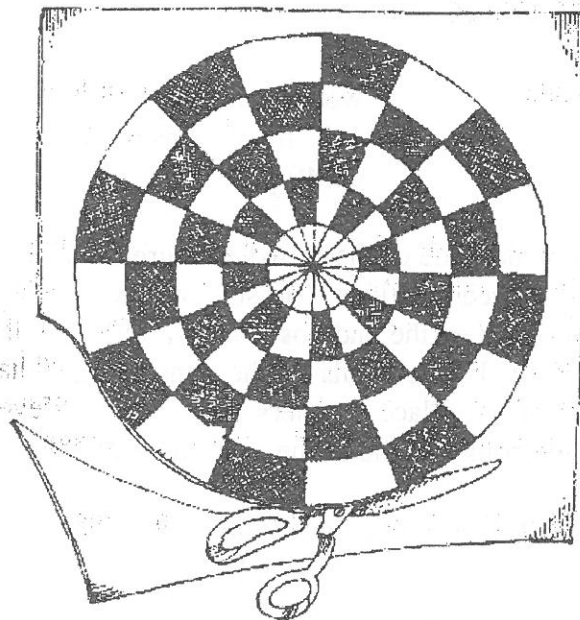
GAME CHEST GAMES

ROUND CHECKERS

Round checkers is not difficult to learn or play. Materials needed to make this consist of a large sheet of cardboard, markers and a ruler. (Your Pizza place may have a big round cardboard circle that they might donate to you.)

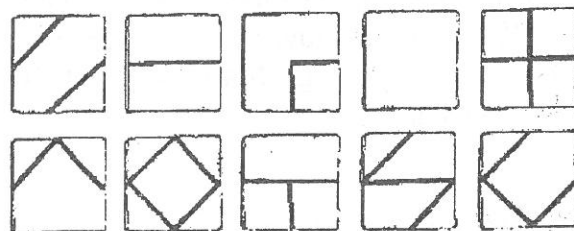
Draw of divisions, color, cut out and you are ready to go.

Rules: Players can move and jump their opponent's pieces only on the diagonal dark spaces. Checkers are set up as shown in the illustration. Players can move forward and backward on the diagonal. There are no kings. Triple and quadruple jumps are allowed.

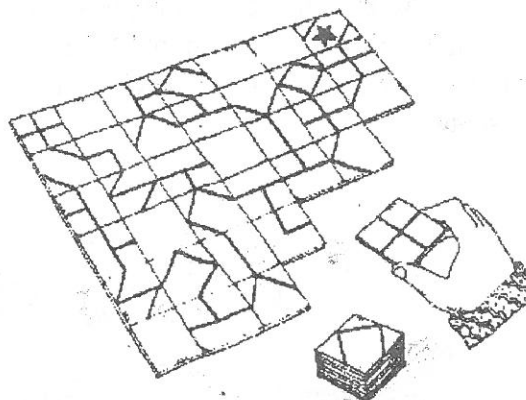


FINGER MAZE CARDS

Cut index cards into 50 squares the same size. Using a marker and ruler copy the 10 card patterns illustrated onto the cards (one is blank) Have the same number of cards for each pattern. Notice all pattern lines begin and end at the middle of an edge. Select any two cards (except the blank ones) and mark a star on them. These represent the start and finish.



HOW TO PLAY: Shuffle all the cards and deal them in order face up. Make rows of cards with all cards and rows touching. See if you can follow the connecting lines from one dot card to the other without reaching a dead end. Use your finger to trace a path.



You can also start with one of the dot cards and lay out all the cards to form a maze. Your pattern can be tricky with a lot of dead ends, or a simple long winding one. End the maze with the other dot card. Challenge a friend to solve your maze.

GOOD MATERIALS FOR MAKING GAME BOARDS

OLD GAME BOARDS- paint right over the old ones

COVERS FROM WALLPAPER AND UPHOLSTERY BOOKS- go to paint stores and ask for their old samples. The covers of the books are extra-study, vinyl-covered cardboard you can paint over.

SIDES OF CARDBOARD CARTONS-chop them into neat squares or rectangles for game boards. These can usually be obtained from most retail stores.

MAT BOARD-go to a picture framer and ask for his "ends".

LINOLEUM TILE- 12" x 12" tiles make good indestructible game boards, smaller linoleum tiles make good individual boards, and ceramic tiles make good game pieces.

PAPER COVERED WITH CLEAR CONTACT PAPER-cover on both sides to make the board sturdy. this can be rolled up and stored away.

TO MAKE LARGE SIZE GAME BOARDS-you can store easily, cut the boards in half and tape the back with colored Mystik tape. They will be attractive and fold up, but open out flat.

THING TO USE FOR GAME MARKERS

Bottle caps

Buttons

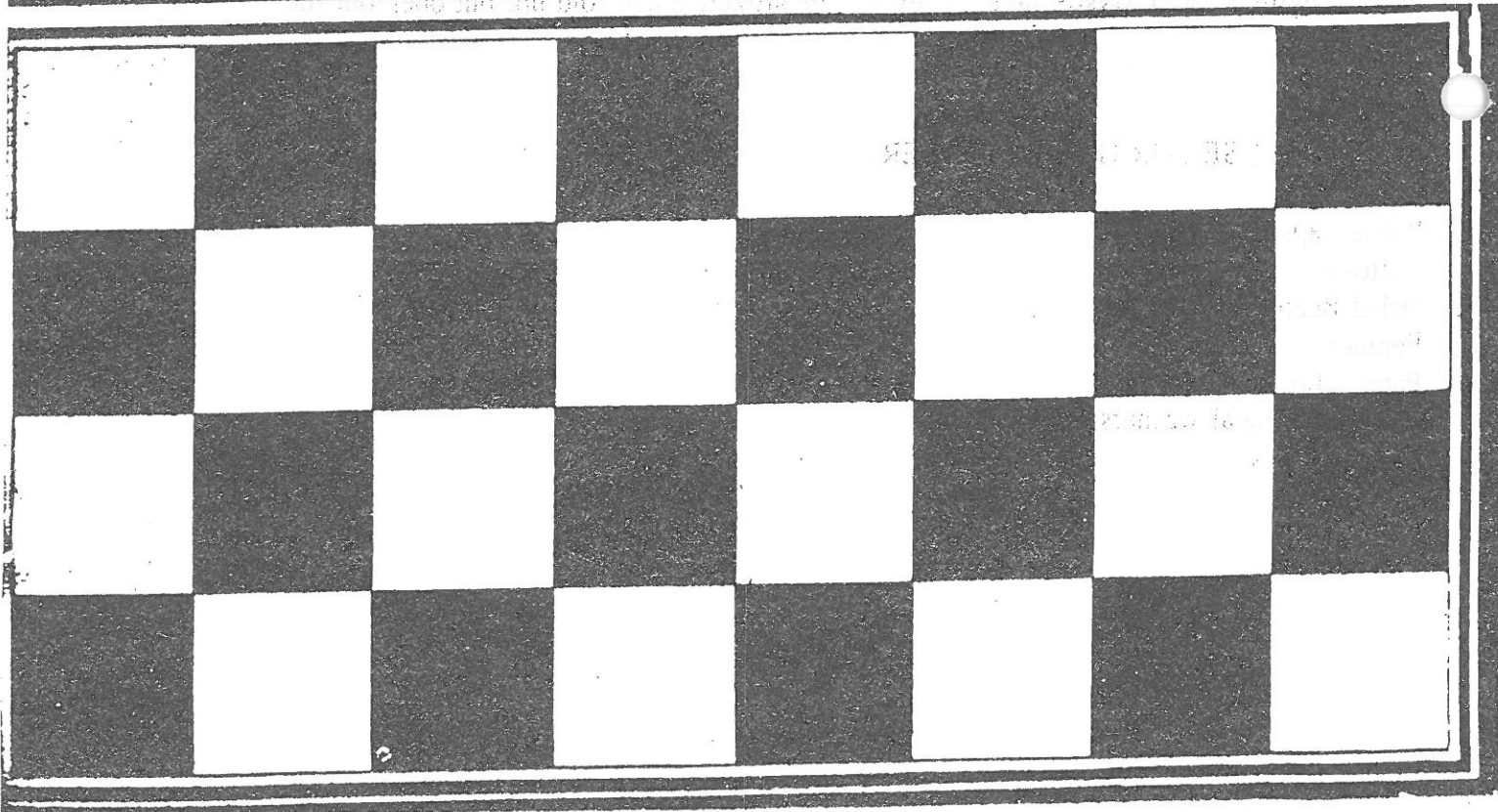
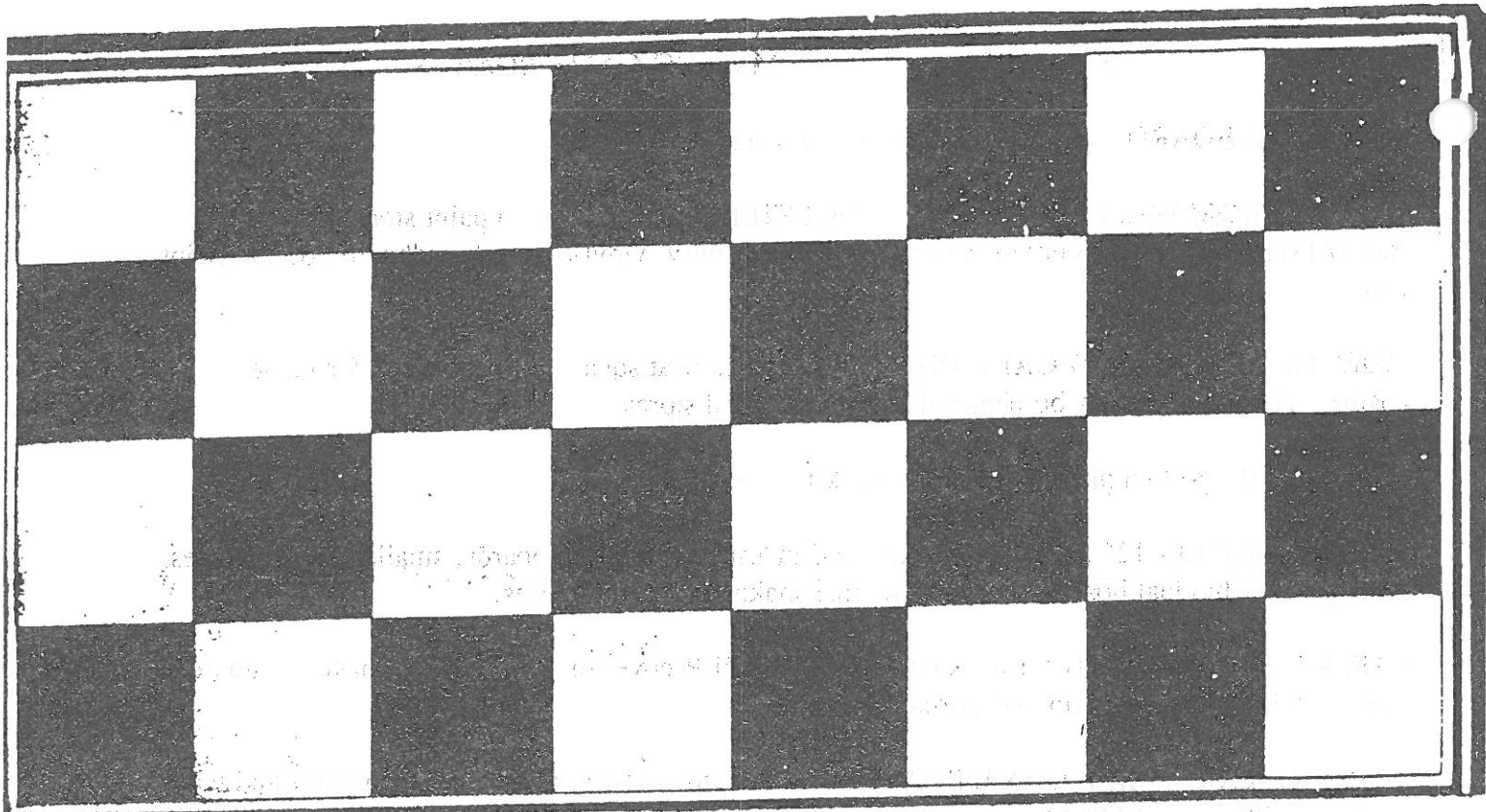
Dried Beans

Pennies

Paper clips

Rubber or metal washers

Ceramic tiles



LEAN TOOOO

You could use this game at a pack meeting to get the parents involved or at your den meeting.

Have the den stand in a circle. Everyone numbers off alternately one or two. On the signal, keeping legs and backs as straight as possible, the players who are the "ones" lean forward toward the center of the circle, while the "two" lean outward. Players counter balance each other for support. Once the group has gotten its balance, slowly reverse the leaners. Then have the players see how smoothly they can alternate.

FISHING CONTEST

MATERIALS: Large pan of water
5-2 prong wooden clothespins
Stick with string attached--and a 1/2 inch nut attached to the string for the hook.

OBJECT: Submerge the nut below the surface of the water, then try to catch the nut between the prongs and land the "fish" out of the water.

FOLDING CHAIR RACE

Line up the teams for a relay race, give the first boy in each line a bucket, a folding chair, an umbrella and a soda cracker to carry between his lips. On signal, he runs to the end of the room, unfolds the chair, sits down, puts his feet in the bucket, opens the umbrella, then eats the soda cracker. Before he can return to his team he must whistle. It is a good idea to have a judge listen for the whistle. One "OK" from the judge, he closes the umbrella, folds the chair and carries all back to the next racer.

CRAZY STILTS

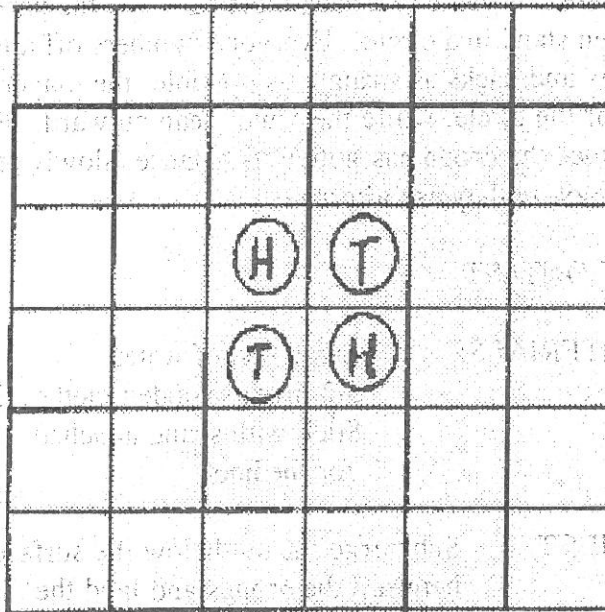
Never heard of crazy stilts? Another name is Two Headed, Three legged Stilt Walker. Two perform this daring feat. Three tin cans--one big enough to accommodate two feet--are needed. Get the picture? One boy ties a tin can to his left foot. The other boy ties a can to his right foot. That leaves one right foot and one left foot to tie onto the tin can. Also tie legs together. Now, watch the stilt walker go.

SANDWICH GAME

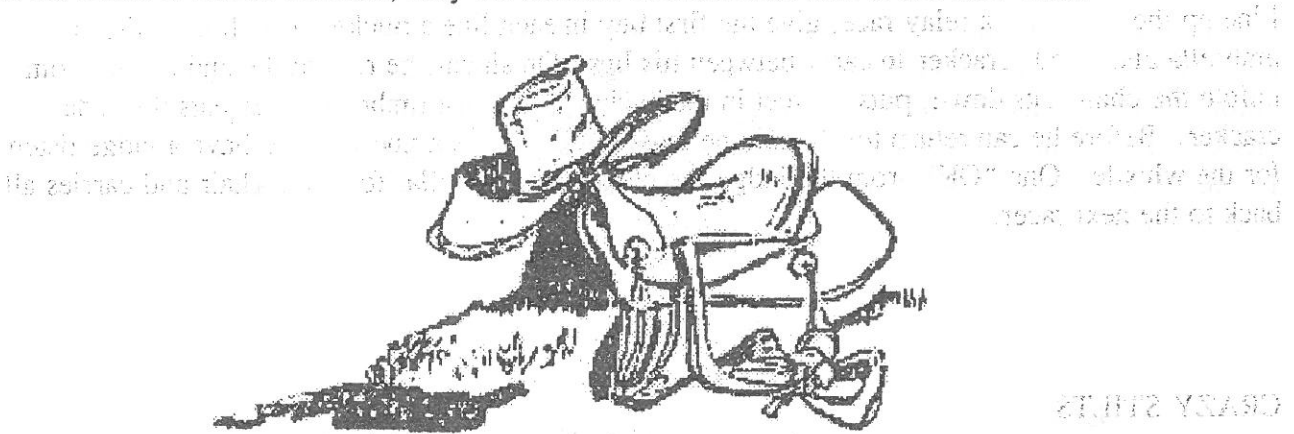
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Use 36 pennies or 36 cardboard markers with a T on one side and H on the other.

The game is played on a grid six squares by six squares. One player (or team) is "Heads" and the other is "Tails." Start with four "pennies" in the center as in the illustration. Take turns putting down a penny, trying to sandwich your opponent's pennies between two of your own. When you succeed, turn over the ones you sandwiched so they become yours. You can sandwich horizontally, vertically, diagonally, in two directions at the same time, and more than one penny at a time.



When the board is full of markers, tally the number of heads and tails to see who wins.



NAIL DRIVING CONTEST

Give each boy a sturdy piece of wood and a large nail. Count total number of hits to drive a nail in.

GOLF PUTTING

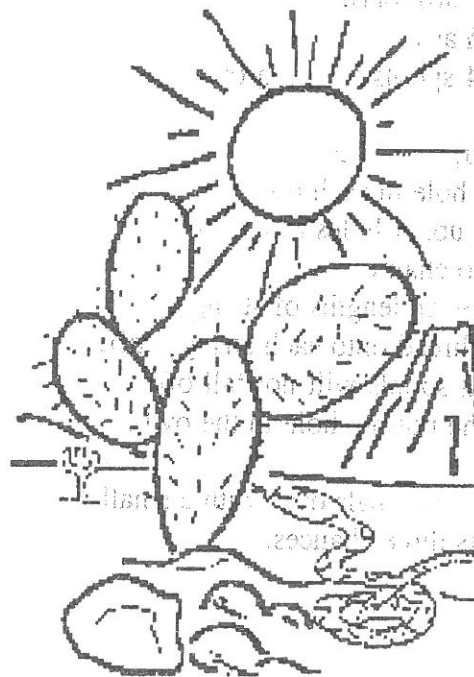
Make an incline board with holes in the board slightly larger than a golf ball. Have the boys use a regular putter and golf balls and try to hit them in the holes of the board. The holes at the top of the board are worth more points than the ones at the bottom of the board. The boy with the most points wins.

MAILING THE PACKAGE

Begin by saying that Uncle Henry cannot come home for the holidays and his gift must be mailed. Have the boys form a circle and place their hands behind them. With eyes closed, pass the articles needed to mail the package around the circle. Begin with the gift (gloves or tie) and then the box, wrapping paper, ribbon, mailing paper, string, sticky tape, mailing label, stamp. After all things have been passed around, put them away. The boys are unblindfolded and asked to write down all the things they remember that they felt. The one remembering the most wins.

TYING THE PACKAGE

You'll need two teams with 4 or more boys on each. you will also need a ball of soft string for each team (yarn work well). Be sure that each ball contains the same length of string. The boys on each team line up side by side, and the two teams face each other. The first boy on each team is given a ball of string. At the starting signal, the first boy holds on to the end of the string and hands the ball to the next boy. The next boy holds on to the string and unwinds enough so that he can pass the ball along to the next boy. the ball is handed along the line, unrolling as it goes. When the ball is at the last boy, he hands the ball behind him to the next boy in line. the ball is then passed behind the boys, with each boy holding on as best he can, until the ball gets to the front of the line again. The teams are wrapping themselves up with the string. the first team to get wrapped up and uses all the string wins. Now you can have an untying relay with the same rules. you should get your string back in a ball.

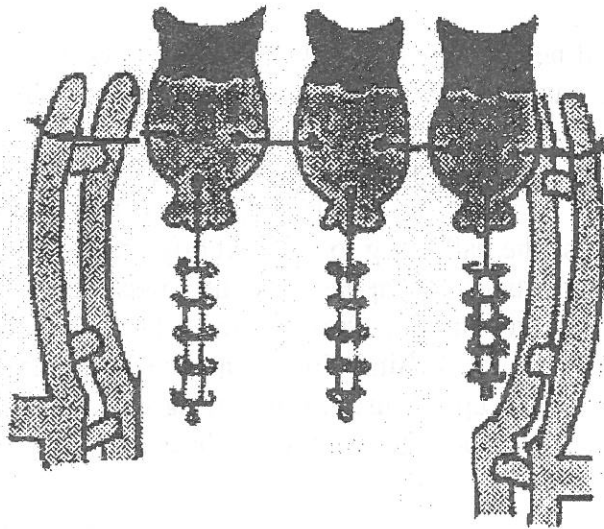


DOT AND TRIANGLE

Draw a triangular grid of dots with at least 8 dots to a side.

If there are more than two players, or if you want to play a longer game, add dots to make the triangular grid larger. Each player in turn draws a connecting line between two adjacent dots. Whenever a player on his turn spots any two lines forming two sides of a triangle, he connects the two dots to complete the triangle and writes his initial inside. Each time a player captures a triangle he gets another turn which he must take even if it means "setting up" the capture of a triangle by his opponent.

For the first few turns, each player will be connecting dots that do not set up captures at all. But soon all "safe lines will have been used, and a player may be forced to give his opponent a capture. When all the triangles have been captured, the player with the most is the winner.



OWL BALL GAME

MATERIALS: Cardboard
Yard
4 spools for each owl

Cut three owls from cardboard, 12" x 15"

With a hole puncher, punch 3 holes in each owl.

Thread yarn or string through upper holes of each owl.

Tie the end of the string to two chairs.

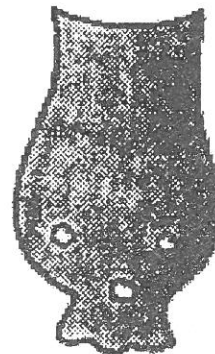
To weight the owls, cut three even lengths of string.

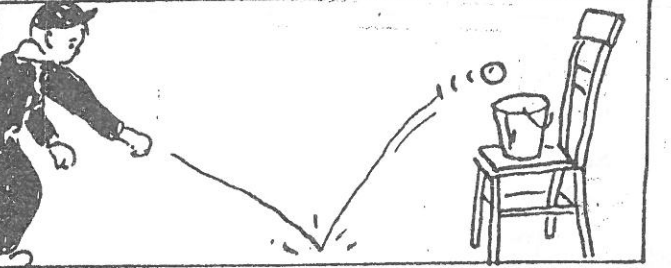
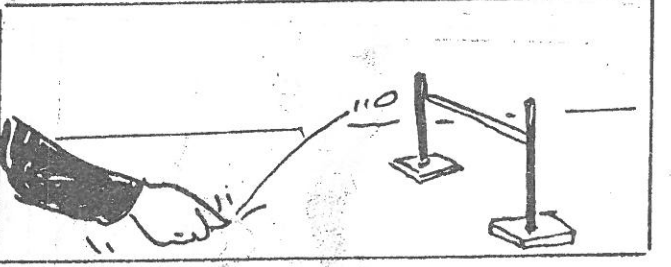
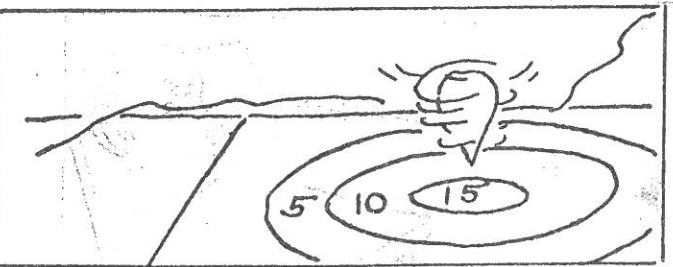
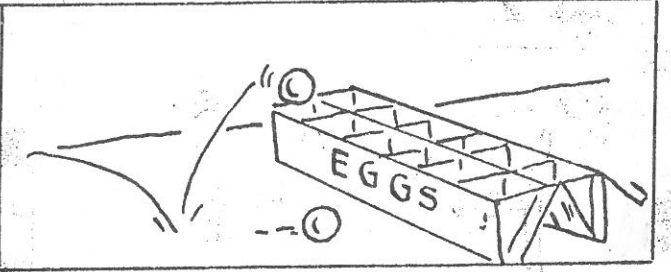
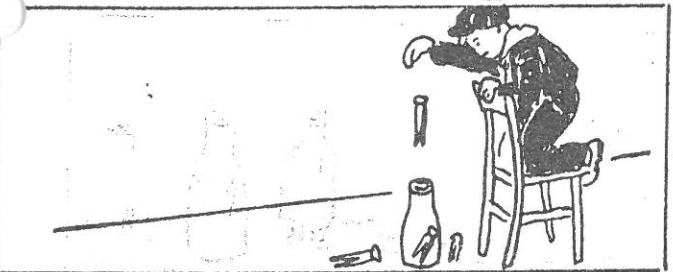
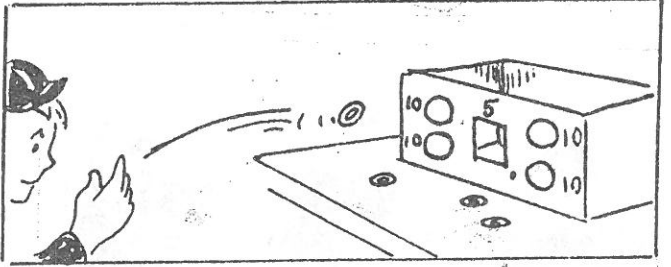
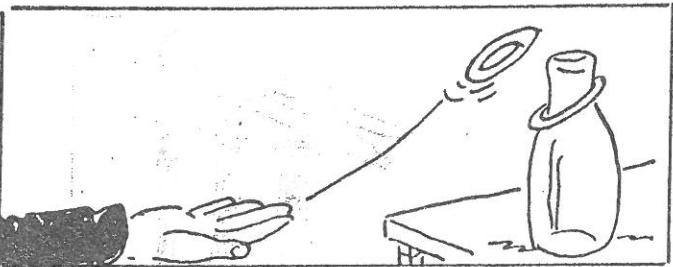
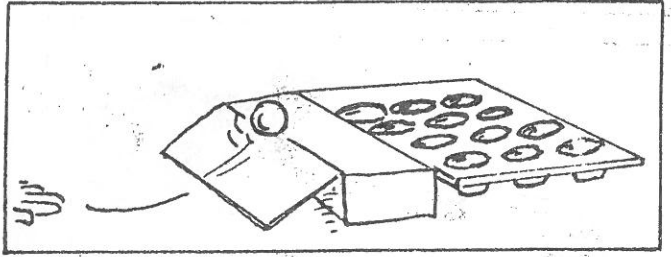
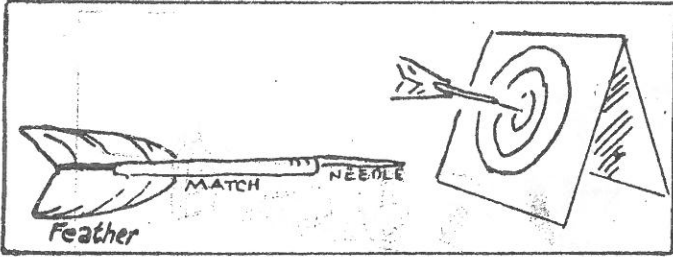
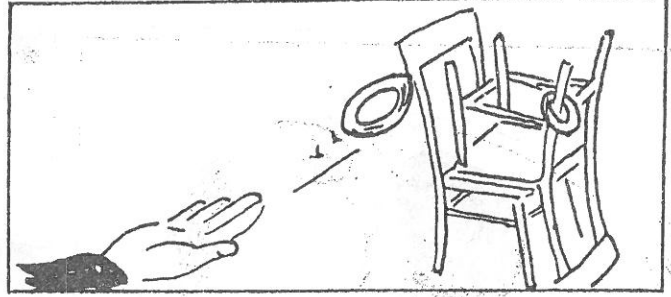
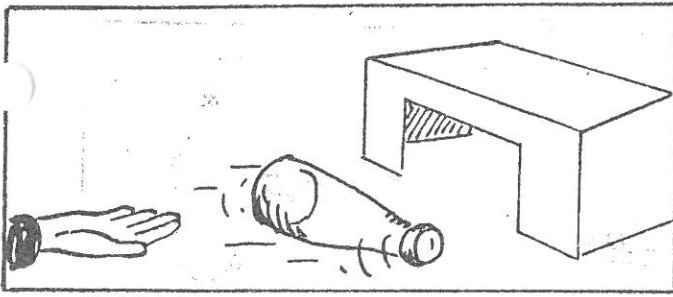
Thread four empty spools of thread onto each string (tail).

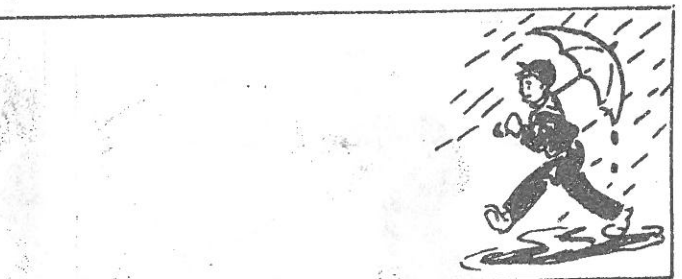
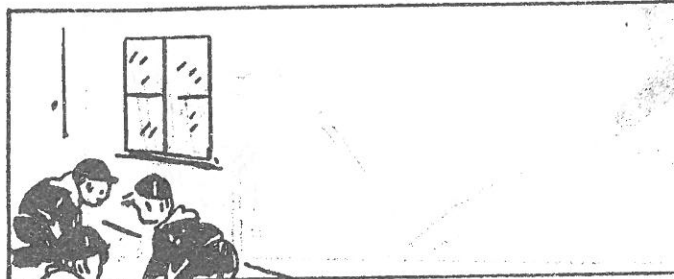
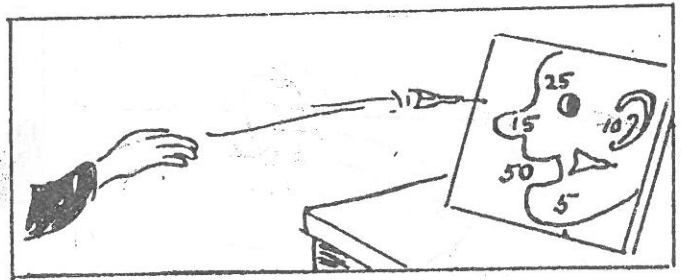
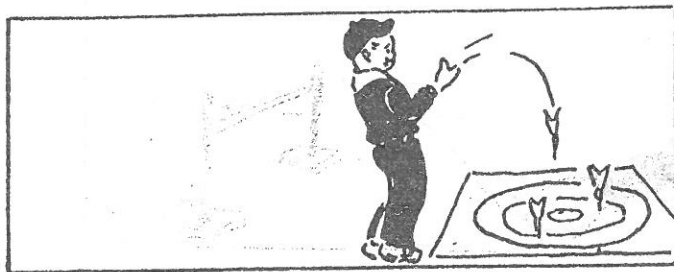
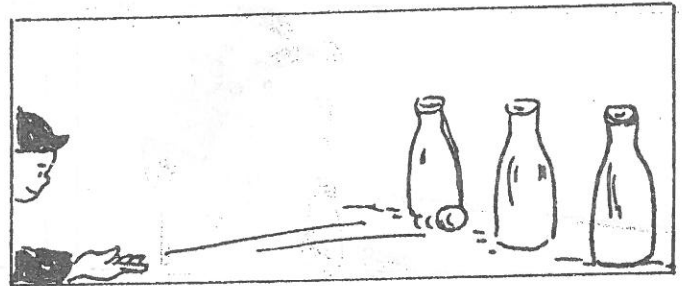
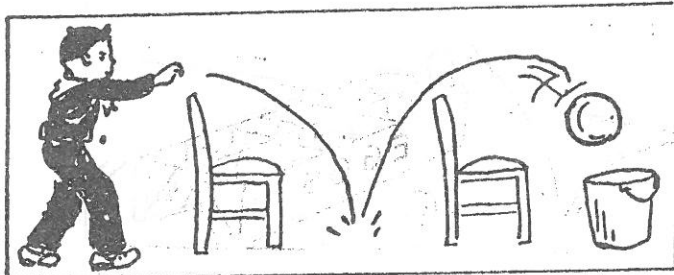
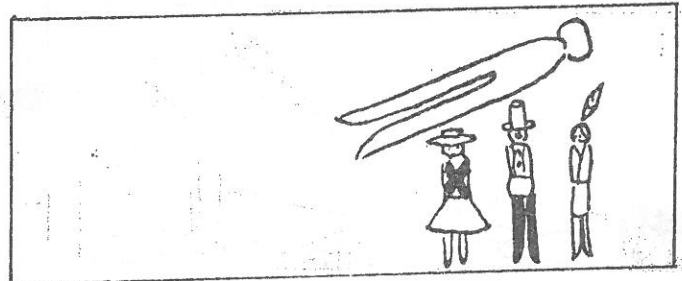
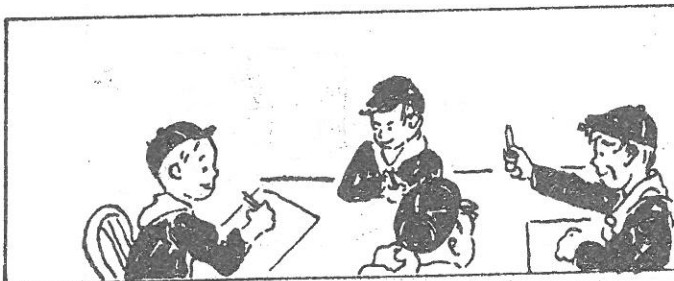
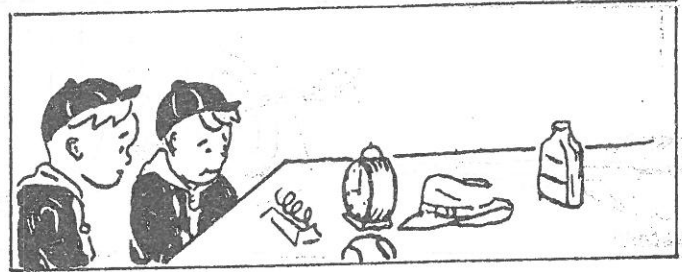
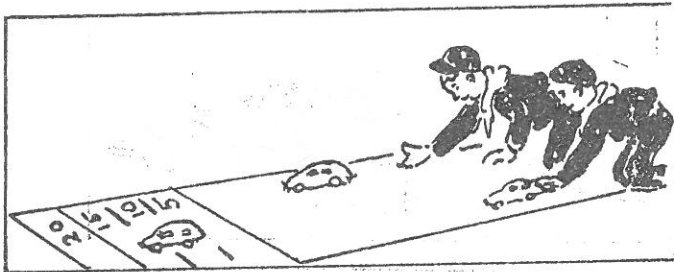
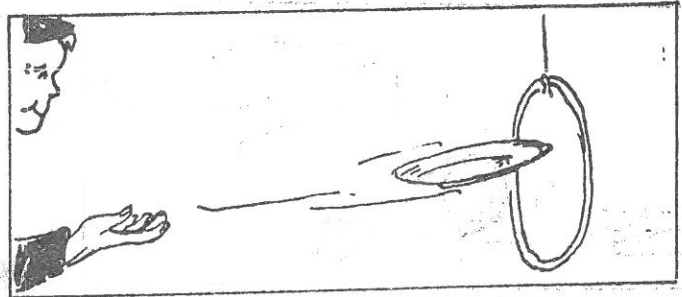
Knot the bottom of tail so that spools will not fall off.

Tie other end of each tail to the bottom hole in the owl.

To play the game, try to knock the owls over with a small ball. Each person playing gets three chances.







WHAT IS TIGER CUBS?

Tiger Cubs is a program of the Boy Scouts designed specifically for first grade boys and launched nation-wide in 1982. Major characteristics of the program are as follows:

- * It is heavily family oriented with the boy and an adult partner working together on virtually all activities.
- * It has the goal of allowing the boy and the adult to build a stronger relationship with each other, with the rest of their family, and with other members of the Tiger Cubs.
- * It is aimed specifically at the boy and adult partner but many if not all the activities are suitable for participation by the rest of the family as well.
- * This is not, strictly speaking, a boy-parent program. Instead, it is a one-on-one boy-adult program. It is organized so that each boy is registered as a Tiger Cub. He must participate with an adult. That adult can be a parent, aunt, uncle, grandparent, older brother or sister, even a neighbor. What is important is that the adult needs to be someone who cares about that a boy and is committed to his well being.
- * The program is designed to be operated on a casual, relaxed basis. There are no achievements and no advancement requirements. The thrust of this program is fun for a boy and an adult. The boys do get excited about the Tiger paws and being able to put a sticker on their calendars after attending a meeting.
- * Through the Tiger Cub program, the overall objectives of the Boy Scouts of America can be accomplished, these objectives are to provide for boys an effective educational program designed to train in the responsibilities of participating citizenship, provide growth in moral strength and character, and to enhance the development of physical, mental and emotional fitness.

TIGER CUB PROMISE

**I PROMISE TO LOVE GOD, MY FAMILY
AND MY COUNTRY AND TO LEARN ABOUT
THE WORLD.**



Welcome to the World of Tiger Cubs!!!

Ten years ago, a notion was born to involve younger boys in a family-oriented program of scouting. Today, the Tiger Cub Program has grown to include over 525,000 families who belong to 21,700 Tiger Cub groups.

Tiger Cubs, BSA is a program for boys in the first grade or 7 years old and their adult partners.

The motto for the Tiger Cubs is "Search, Discover, Share". Tiger Cubs and their adult partners Search, Discover and Share the world around them through their monthly activities. Adult partners can be a mother, father, step-parent, uncle, aunt, grandparent, older brother or sister over the age of 18, or a friend who is genuinely interested in this boy and his growth experience.

The main thrust of Tiger Cubs, BSA, is fun for a boy and adult, but many of the activities are suitable for participation by the rest of the family as well.

The program is built around 17 different program themes called BIG IDEAS. These include such topics as "Know Your Community", "Fitness and Sports", "Prepare for Emergencies" and "Family Entertainment."

WHY IS TIGER CUBS IMPORTANT?

This program is important for many reasons. First of all, it is important to the boys and their adult partners. They have fun together, while growing and discovering each other. It is a very positive experience. The Tiger Cub Program can help boys tremendously with their fears and insecurities. The boys also experience the pride of belonging as they widen their horizons.

Secondly, Tiger Cubs is important to the Pack. This one-year program is an introduction into Scouting. It can also act as a feeder group into your Cub Scouts.

Thirdly, the Tiger Cub Program is good for the community. Boys learn to appreciate other people, property and uphold traditional values.

PROGRAM

Groups are affiliated with a Cub Scout Pack. The Pack selects a Pack Tiger Cub Group Coach (organizer) who completes Fast Start Training and is responsible for support of the Tiger Cub Group until graduation into Cub Scouting.

Leadership for the Tiger Cub Group is rotated among the boy/adult teams. The boy and his adult member are both present for the monthly meetings. Most meetings involve an activity or a field trip.

To help the Tiger Cubs follow an easy program, a Family Activity Packet is provided at the time the boy and his adult partner are registered. Included in the packet are:

1. Tiger Cubs Family Activity Booklet, which basically outlines the yearly program and suggests workable monthly themes. These are only suggestions.

2. A sheet of Activity Stickers used for immediate recognition at home for the boy when he does something with his adult partner. This is the only recognition the boy will receive. There are no ranks in Tiger Cubs.
3. Wall poster Activity Chart for the boy to show off his stickers.
4. Iron-on emblems to use on any T-shirt as desired since no uniform is required. It is suggested that both the boy and adult partner wear a T-shirt with the Tiger Cub iron-on emblem when on field trips to identify them.
5. Two Tiger Cub registration cards to show the boy and the adult partner are registered to Tiger Cubs.
6. Tiger Cub application form to be filled out and taken to the Council Service Center.

The Tiger Cubs need to feel they are affiliated with the Pack. Attending a Pack activity should maintain their interest in Scouting and encourage them to continue in the Pack when they are able to join Cub Scouting.

At the May Pack meeting the Tiger Cubs are "graduated" into Cub Scouts. The ceremony should be simple but very special. Remember this is the first advancement ceremony for these boys. Important: Tiger Cubs must fill out a Cub Scout Application to be officially a member of the Pack.

HOW A TIGER GROUP HELPS THE PACK

Look at the benefits. The boys already know that Cub Scouting is fun. They know by experience what meetings are all about. They are learning how to get along with others. The boy and his partner have already seen that Scouting is a family-oriented organization. They know their obligations don't stop at Tiger Cubs and will follow through with the rest of their Scouting experience.

After a pleasant experience in the Tiger Cubs Program, the adult partners will be eager to become involved in the Cub Scout program, perhaps as a den leader or committee member. Explain the Cub Scout program to the adult partner and ask this person to be a den leader, etc. in the upcoming year. This request is not made until the Tiger Cubs year is coming to an end. Asking any earlier in the year could cause confusion and conflicts concerning the two separate programs.

GOALS

The goals of Tiger Cubs are:

- Having fun together. (In doing this the boy learns with his adult partner.)
- Getting to know one another. (Not just the immediate family but Tiger Cub families, too.)
- Growing together. (In doing so the family is strengthened.)
- Getting along together. (This may be the first time for the boy to meet with a group outside his school.)

ORGANIZING A TIGER CUB GROUP

The Pack Committee makes certain there is a Tiger Cub organizer who is responsible for coordinating organization efforts for a new Tiger Cub Group. Most group organizations will take place in conjunction with annual spring and fall recruitment campaigns.

The organizer needs directions and resources from the district and council. This the pack's commissioner can help with. A date for a Tiger Cub Group organization meeting is set and facility arrangements are made.

A display of the Tiger Cub Family Activity Packet and a sign in sheet should be accessible next to the entrance. The organizer should take advantage of the gathering period to get acquainted before the meeting starts.

TIGER CUB ORGANIZER: This is an individual who as a member of the pack committee has been given the responsibility to recruit, assist, and maintain a supportive line of communication with the Tiger Group. This individual will help set up the annual calendar and the selection of the group leader.

1. Explain what Tiger Cubbing is.
2. Explain goals and objectives.
3. Explain the Motto and Promise.
4. Go over how the Tiger Cub group is organized.
5. Present the format of the program, some activities and responsibilities of the boy/adult team
6. Introduce them to the Tiger Cub Family Packet and its contents
7. Let the group acquaint themselves with one another and select a group leader. They should also use this time to plan their meeting calendar responsibilities.
8. Complete the Tiger Cub applications, collect fees and applications.
9. Complete page 9 of the Family Activity book together. Be sure each boy/adult team has the information necessary to contact others in the group.
10. Answer any questions and adjourn.

The Tiger Cub Groups should be invited to the Blue and Gold banquet, and receive an invitation to from the pack. At the conclusion of the Tiger Cub program year, a formal graduation ceremony should be conducted in May.

TIGER CUB MOTTO

SEARCH, DISCOVER, SHARE



- Discovering together: (The boy will find many new and interesting things about his world.)

Amid all these goals for the boy, there is one other goal that should be stressed. That goal is FUN - fun for the boy, fun for his partner and fun the two can have together.



Tiger Cubs, BSA

TERRIFIC TIGER GAMES

THIS IS MY TIGER TOE:

"It" sits in the middle of a circle formed by the other players. "It" runs around the circle and finally comes to a stop in front of one of the players. "It" may say something like THIS IS MY Toe while he grabs his elbow. The player whom he has challenged must take hold of his toe and call: THIS IS MY ELBOW! If the player fails or becomes confused as to the names he should use, he becomes "It".

TIGER TAIL

This game is played like the old favorite, Duck, Duck, Goose. Everyone sits in a circle, except for the Tiger who is IT. It walks around the outside of the circle tapping each boy and saying: TIGER, TAGGER, TIGER, TIGER,---TIGER TAIL! The boy tapped as the Tiger Tail must get up and race IT around the circle back to the empty spot. The person who doesn't get a seat is the next IT.

GRIGGLE, GRIGGLE, GAME

A noisy game for small places---Tigers stand in a Tiger Triangle--The leader throws a hanky in the air. As long as the hanky is in the air, everyone, giggles and GRRRR. As soon as the hanky hits the floor, all noise must stop at one. Repeat over and over until uncontrollable giggles take over.

HUFF PUFF TIGER

Fun for small places---Have Tigers stand or kneel around a table so that they are all chin level with the table. Place a ping-pong ball in the center of the table. All Tigers try to keep the ball from rolling off the edge of the table by blowing hard to keep it in the middle of the table. The person closest to the spot where the ball leaves the table is out. In the end there will be only two Tigers blowing the ball back and forth. One will eventually prove to be the bigger "Blow hard".

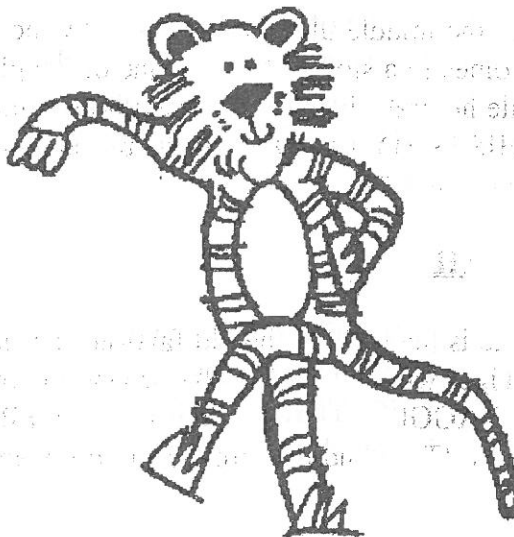


TIGER CUB SONGS

TIGER, TIGER, LITTLE SCOUT

(Twinkle, twinkle, Little Star)

Tiger, Tiger, little Scout
What is Tigers all about?
Having fun and lots of joys,
Laughing with other Tiger boys.
Tiger, Tiger, little scout
That's what Tigers are about.



HE'S GOT THE WHOLE WORLD IN HIS HANDS

(Repeat each line 4 times)

He's got the whole world in His hands.
He's got the teeny tiny Tiger in His hands.
He's got the bit bigger Bobcat in His hands.
He's got the woofy, woofy Wolves in His hands.
He's got the bossy, bossy Bears in His hands.
He's got the dandy, dandy, Den Leaders in His hands.
He's got the classy, classy Cubmaster in His hands.
He's got the whole world in His hands.

THE TIGER

(Sing to "Alice the Camel")

____, the Tiger will be a ... Great Cub.
____, the Tiger will be a ... Great Cub.
____, the Tiger will be a ... Great Cub.

We want him in our Pack.

Grrr, Grrr, Grrr,

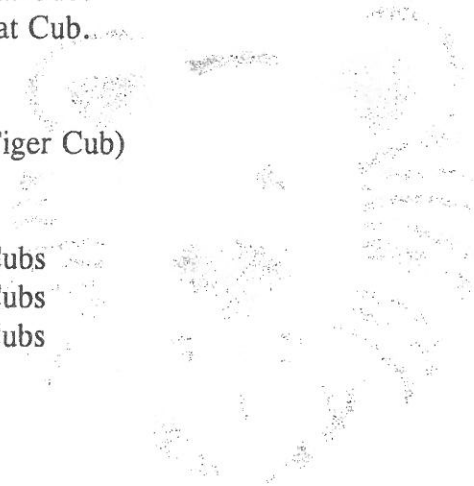
(Repeat inserting name of each Tiger Cub)

Final Verse:

All the Tigers will be ... Great Cubs
All the Tigers will be ... Great Cubs
All the Tigers will be ... Great Cubs
We want them in our pack!

THE TIGER CUB SONG

(Sing to "Yankee Doodle")



Tommy is a Tiger Cub,
A Tiger Cub is he,
Tommy, he can hardly wait
A new Cub Scout to be.

CHORUS

Scouting is just great for Boys,
Tigers the beginning.
With Boy Scouts throughout the land,
America is winning.

CHORUS

A Tiger is the first grade,
A Cub Scout-second an third.
"Do your Best" the Cub Scouts sing,
That is the Cub Scout word.

CHORUS

Bobcat, Wolf and Bear Cub, too
That Tiger he will fly,
On up to the Webelos' Den
Out Tiger's quite a guy.

CHORUS

From Webelos to the Boy Scout Troop,
Our Tiger he will go.
Scouting is a special way
To help a boy to grow.

CHORUS

From Tenderfoot to Eagle Scout,
Tommy will be prepared
From those good old Tiger days
When he Searched, Discovered, Shared.

CHORUS

**TIGER INDUCTION CEREMONY
(FROM TIGER CUBS INTO CUB SCOUTS)**

Personnel: Bobcat candidates, his parents (family, guardian), Cubmaster, Den Leaders, and the boys of his new den.

Props: Each boy in the den is to have a tom-tom

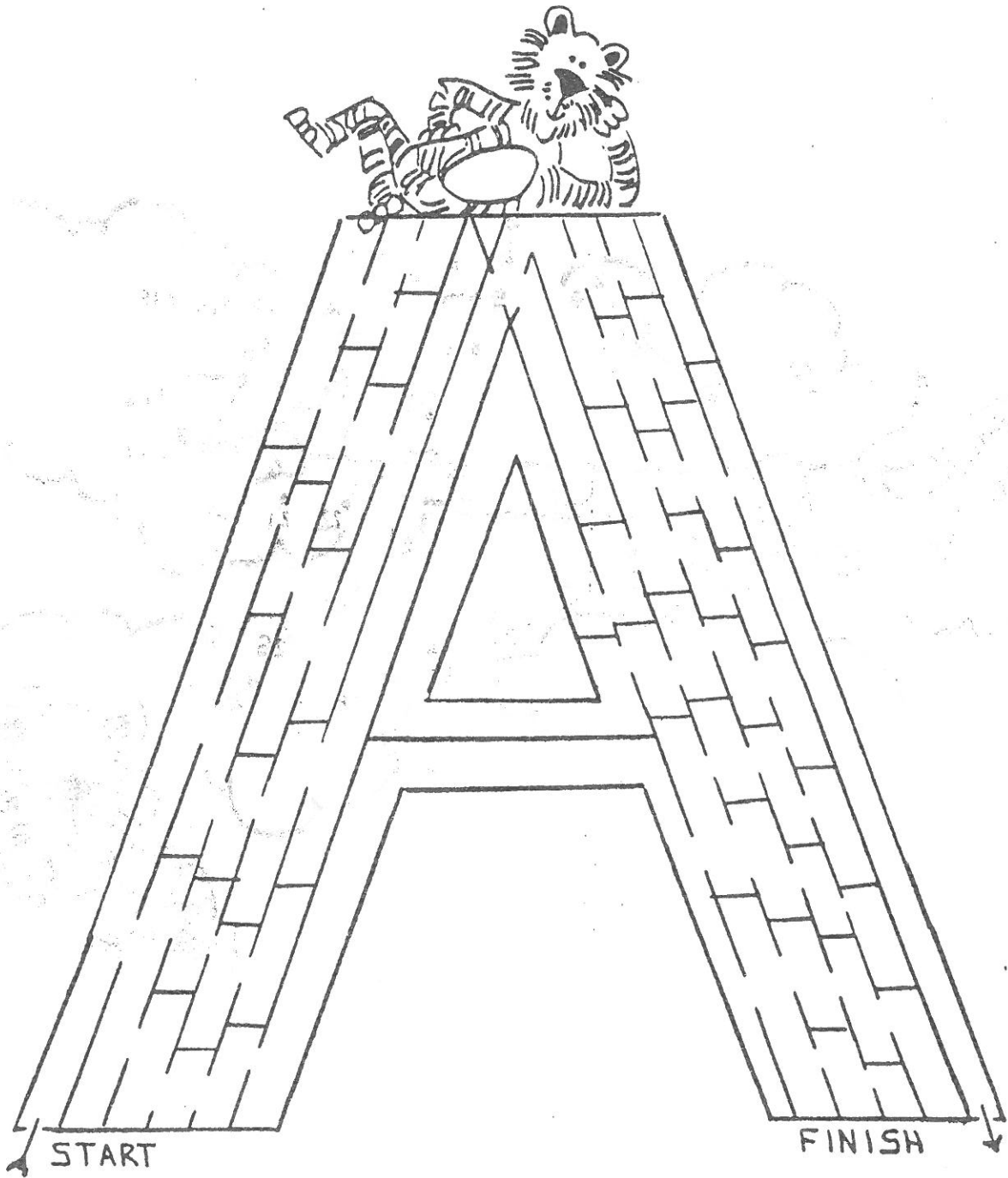
Setting: Candidate and parents in front row or standing to one side of semicircle. Boys in den sit in semicircle to one side of the cubmaster with the Den Leaders on either end accompanied by a Webelos. The boys each have a tom-tom.

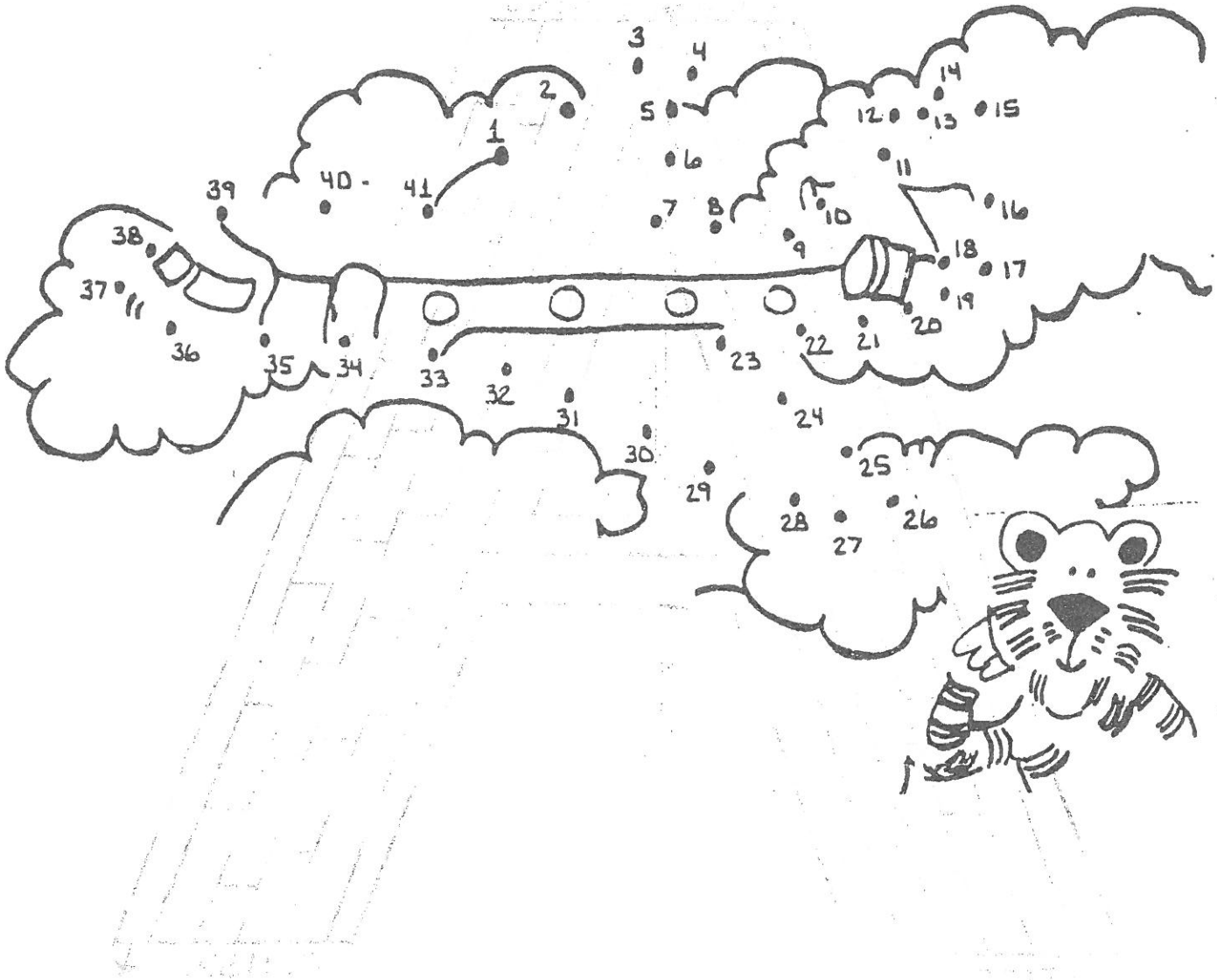
While the boys beat the tom-toms to an Indian rhythm the den leaders recite:
**Come, come, come to the council fire to
light the fire of you desire. Akela, Akela.**

Cubmaster: Would the Webelos bring the parents and Bobcat candidate(s) forward.
(Bring in position next to the Cubmaster)

Cubmaster: During the past year in the Tiger cub program, you have prepared for today. Remember the motto: "Search, Discover, Share". and the Promise: "I promise to love God, my country, and to learn about the world."
The Cub Scout colors are blue and gold. They have a special meaning. Blue stands for truth, spirituality, steadfast loyalty, and the sky above. Gold stands for warm sunlight, good cheer and happiness.
Your family and I, and all those who will influence you as leaders, will represent Akela. We would like to present you with the Tiger Cub patch, *which is to be worn on the right shirt pocket of your Cub Scout uniform.
Now, with your parents, you are to enter the Cub Scout program. You and your family will find many new adventures along the Cub Scout trail.
Parents, remember to always guide your Cub Scout. May the Great Spirit always be by your side. Seek to help him follow the cub Scout Motto: "Do your best", and to respect and appreciate all the things around him.
With these things in mind, we would like to Welcome you to Pack _____.

*Note: This is a temporary insignia.

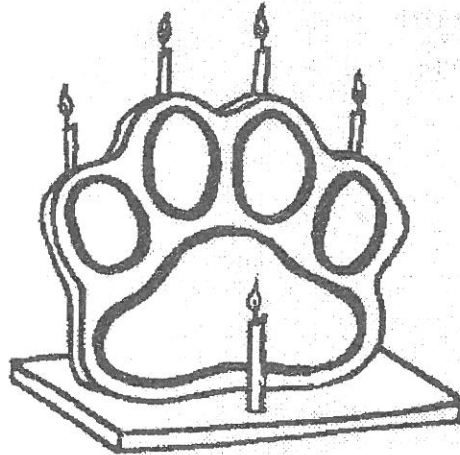




TIGER TRACK INDUCTION CEREMONY

This ceremony is designed to welcome new Tiger Bus and/or groups into Tiger Cubs. It also introduces them to the Tiger Cub Promise.

The Tiger Track ceremony prop can be made from wood, Paint a simple Tiger Track on it and mount the candles or lights as shown.



CEREMONY:

The Tiger Track is an important symbol in the Tiger Cub program. As you progress through Tiger Cubbing and finish each Big Idea, you will be presented a Tiger Track to iron on your shirt. The Tiger Track has a special meaning. Listen carefully and you will hear about this special meaning.

The palm in the track represents the spirit of Scouting (Light the front candle). The spirit of scouting is one of helping and friendship. Each toe represents a point in the Tiger Cub Promise.

The first point is: (Light first candle) **I PROMISE TO LOVE GOD.** Your parents and religious leaders teach you to know and serve God. By following these teachings, you show your love to God.

The second point is: (light second candle) **I PROMISE TO LOVE MY FAMILY.** A Tiger Cub should always be kind and helpful to his family. By helping your home to be a happy place, you show your love to your family.

The third point is: (light third candle) **I PROMISE TO LOVE MY COUNTRY.** This means being a good America. You help your community in any way you can. By being a good citizen, you show your love to your country.

The fourth point is: (light fourth candle) **I PROMISE TO LEARN ABOUT THE WORLD.** The world we live in is a big and beautiful place. there are many things to learn. As a Tiger Cub, you will learn a lot about your world.

Now, each time you see a Tiger Track, it will help you to remember the Tiger Cub Promise. Would all Tiger Cubs and their partners please stand and repeat the Tiger Cub Promise.

“I PROMISE TO LOVE GOD, MY FAMILY, AND MY COUNTRY, AND TO LEARN ABOUT THE WORLD.”

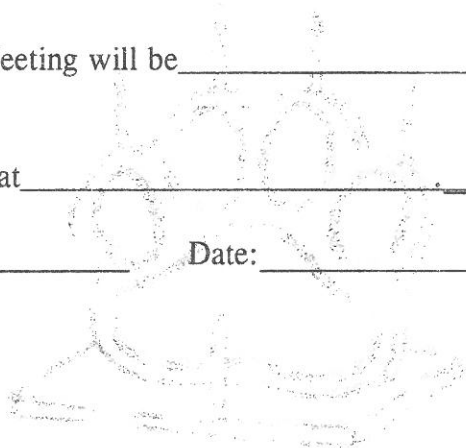
You are all now officially a part of our Tiger Cub group. WELCOME! We are excited to have you in our group.

TIGER TRAIL CARD

The next Tiger Meeting will be _____ will conduct the meeting.

It will be located at _____

Time: _____ Date: _____



REFLECTION CARDS

Reflection cards make light patterns that bend, stretch, move and get big and small. Hold the reflection card under a bright light (the sun outside or shinning through a window is great). Turn the card at different angles until the light bounces off a surface (wall, ceiling, car, house, tree, yourself, etc). Then move, twist or bend the card to get different patterns. the closer you are to the surface, the more distinct the pattern will be, while the farther you are away from the surface, the fuzzier the pattern will be.

Materials: Black poster board
Aluminum foil
Glue

1. Cut pieced of poster board 6" x 8". Note any color will work. But the darker it is, the brighter the refections will be.
2. Start with a smooth piece of aluminum foil and cut it into reflection shapes (stripes, dots, squares, or random shaped, large or small). Glue them on to the poster board trying not to wrinkle the foil.

TIGER CUB GRADUATION

You can graduate your Tiger Cubs in April or May at the monthly pack meeting. The following are some examples of Graduation ceremonies you may want to use or you can design one of your own.

The Tiger Cub Graduation Certificate, patch and one year service pin with the orange backing is available at your Council Service Center. These should be presented to each Tiger Cub at the completion of Graduation.

TIGER CUB GRADUATION CEREMONY

MATERIALS:

- 8 pieces of construction paper
- Certificate, pin, and patch
- Wolf Book
- Rope, string or crepe paper bridge
- Candle holders
- Seven Candles 1 white, (tall) 3 black, 3 orange (shorter)

ARRANGEMENTS:

The candles centered on a ceremonial table (black, black, black, white, orange, orange, orange). Place the 8 pieces of paper on the floor of the bridge in such a way to make walking on them difficult. On each piece write one of the following: SIGN, HANDSHAKE, MOTTO, SALUTE, PROMISE, LAW, THE SYMBOL OF THE ARROW OF LIGHT, and THE MEANING OF WEBELOS.

CUBMASTER: Tonight we honor our Tiger Cubs. Will (name) our Tiger Cub Group Coach, come to introduce them?

TIGER CUB GROUP COACH: (Have each boy come up with their parents.) Say the following and light the appropriate candle

WHITE- is for purity in living.

BLACK- is for the unknown, fear, and doubts

ORANGE- is for knowledge, joy and confidence.

These are the colors of the Tigers. You have completed the tenure of the Tiger Cub program. Adults, here is a patch for your Tiger: place it on his right pocket on his shirt. Tigers, here is a pin for your adult partner who worked with you throughout your deeds as Tigers. Place the pin on their collar.

Here is your graduation certificate. As your Tiger Cub Group Coach, I bid you farewell and show you the path of a new challenge. The challenge of Cub Scouting. Each step you take tells you what you must learn, so you can earn your next rank. Walk the Bridge of Cub Scouts and meet your new leaders. (At the end stands the Cub master, Den Leader and Den Chief.)

CUBMASTER: Welcome to Pack ____ This is your Den Leader ____ and Den Chief ____ of Den# _____. (The Den Leader puts the yellow Cub Scout neckerchief on the Tigers).

TIGER CUB GRADUATION

- MATERIALS:** One blue and one orange candle for each of the Tigers. One large white candle to represent Scouting spirit. Birch logs or candle holders to hold candles. Two seats for each Cub. Two tables set at right angles ("V" shape) and a book, neckerchief or shirt for each Cub.
- SET UP:** Orange candles in a row on right hand table. Blue candles in a row on left hand table and white candle in the center. The white candle may be lit at the opening of the program. chairs placed at each end of both tables.
- CEREMONY:** Liaison for the Tigers enter from the back of the room and announces to the Cubmaster,

CUBMASTER, I HAVE (#) OF TIGER CUBS WHO HAVE COMPLETED THE SEARCH, DISCOVER AND SHARE PROGRAM. THEY ARE READY TO BECOME PART OF THE PACK.

CUBMASTER: We are now ready to receive them, please proceed.

(Tigers are lined up at the back of the room holding the orange unlit candles. Liaison calls each Tiger Cub by name (Tiger Cub Tommy) and his family come forward and light your candle from the spirit candle and place it in the holder and then be seated. Each family does the same. Then the tiger cubs are seated with parents standing behind them.

LIAISON: The Tigers have lit the orange candles that represent the friendship and adventure that they have shared as Tiger Cubs. They are now ready to move ahead.

CUBMASTER: Tiger Cubs please stand. (He repeats the Cub Scout oath to the boys and they respond ("I DO"). Turn to parents and says (DO YOU ALSO PROMISE TO ASSIST YOU BOY THROUGHOUT THE SCOUTING TRAIL)---- ("I DO).

Cubmaster calls each boy forward, hands him a blue candle and a Wolf book.

"Light your Cub candle from your Tiger candle and put it in the holder."

"The orange candle now symbolizes the memories, fun and friendship that the boys are leaving and the blue candle symbolizes the adventure and friendships that are yet to come. Welcome to Pack ___.

MAKE A TIGER

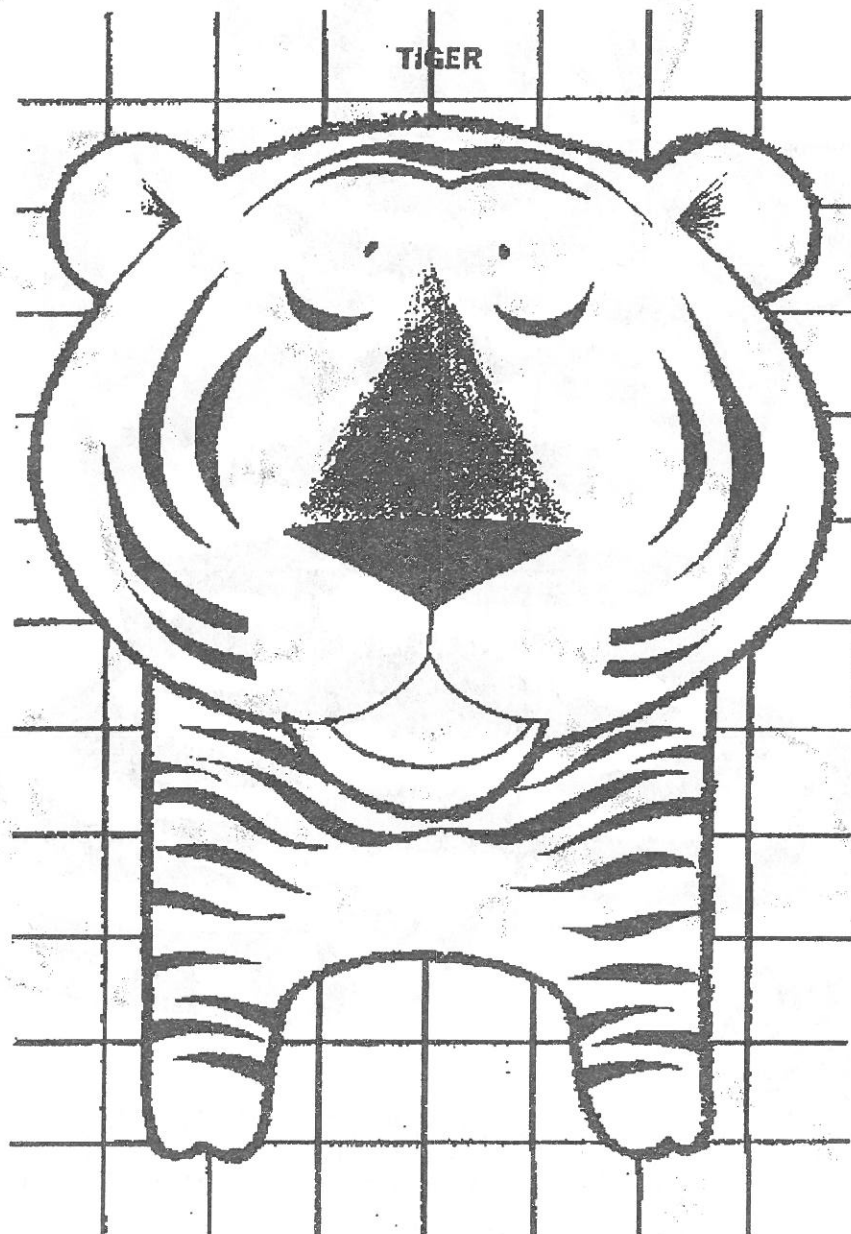


CUT ALL AROUND THE OUTSIDE OF THE TIGER.
FOLD SIDES DOWN ON THE DOTTED LINES.
FOLD THE TIGER'S HEAD DOWN AND THE EARS
FORWARD. FOLD THE TAIL DOWN.

TIGER

Brown paper bags saved from the supermarket are the beginnings of this tiger.

1. Mark 5" up from the closed end of the bag on all sides. Cut along this mark. Mark 2" up from the same end of all sides. Cut legs and body in the shape shown below. Do not slit the four corner folds of the bag. These folds make each leg two sided.
2. From the remaining portion of the bag, cut a head in the shape given for the tiger below. Paint or color the body and head bright yellow. Then add the face, whiskers, and stripes with black markers or paints.
3. Paste head to front of body. Make tail by inserting a 9" pipe cleaner through the top of the back of the body. Hold it in place on the underside with tape. Twist the upper end to curl the tail.



GRADUATION

CUBMASTER: The family is one of the basic components of the Scouting Program. Tonight, we are honoring a very special group in our pack family. We are advancing our Tiger Cubs to the Bobcat rank. Will the Tigers and their families please come forward? Tigers, is it your wish to become Bobcats. If so answer, "I do."

TIGERS: I do.

CUBMASTER: Parents, do you wish your son to participate in pack activities and do you understand it is your responsibility as parents to help your son work on his rank and help make the pack grow?

PARENTS: We do.

CUBMASTER: Now Tigers, do you know the Cub Scout Promise and Sign? Please say them together now. (Boys will say the promise with the arm raised in the Cub Scout Sign.

CUBMASTER: Do you wish to follow Akela, grow in strength, citizenship and develop your character to do the right things? If you do, say, "I do."

TIGERS: I do.

CUBMASTER: Will you help your pack grow? If so, answer, "We will."

TIGERS: We will.

CUBMASTER: Since you have shown you are worthy of the rank of Bobcat I now present the Bobcat badge to your parents who will sew it on your Cub Scout uniform pocket. The Bobcat pin, which I pin upside down and may be turned around when you have done a good turn without your parents telling you to do so. Then please give your pin to Mom for all of her hard work. CONGRATULATIONS! You are officially a Bobcat on the Wolf trail.

GRADUATION

MATERIALS: Florescent painted rocks (red or orange)
Black light

ARRANGEMENTS: Place rocks together in rows to represent a bed of hot rocks to walk on.
When the Cub master has lights turned off, the rocks will glow like hot rocks in a fire pit.

CHARACTERS: TIGER CUB GROUP COACH CUBMASTER
DEN LEADER SHERE KAHN

CUBMASTER: I call upon the great Shere Kahn to bring forth the Tigers of our Pack and their partner and with them their Coach.

(SHERE KAHN BRINGS THE TIGER AND ADULT TEAMS)

SHERE KAHN: Have these adults and boys completed the requirements of the Tigers?

COACH: Yes.

(SHERE KAHN PRESENTS THE PATCH, A TIGER CUB ADULT PIN AND A GRADUATION CERTIFICATE TO THE ADULTS.)

SHERE KAHN: This patch is a symbol for the Tiger who has completed the challenge. This pin is a token for having helped your tiger to complete his challenge. Tigers, pin them on your partner's collar. Adults I give you charge of the written proof. Be proud of your team efforts which earned them.

(LIGHTS ARE TURNED OFF.)

SHERE KAHN: This bed of hot rocks represent the greatness of the challenges to come. The rocks will not burn you unless you fear them. No harm will come unless you doubt your ability. Are you ready to cross the bed to hot rocks into Cub Scouting? If so then go and meet your new leaders.

(Cubmaster greet and welcomes the Tigers and adults to the pack.)

**ABC's
OF
LEATHERWORK**

Leathercraft

LEATHERWORK

Leatherwork is a particularly satisfying craft project. It's durability and natural qualities are especially suited to Cub Scouts. Whether they stamp tool, carve or simply make something out of a finished leather, they will have a project they like and it will be useful as well.

Since leather is relatively expensive, projects that use rounders, practice pieces, scraps, or half backs are very useful. Rounders are inexpensive precut 3 1/4" round pieces that are very versatile. Coups, slides, coasters, book marks, and key chains are a few of the small projects that lend themselves to rounders.

Practice pieces are another precut shape in leather that is even more inexpensive and with a little imagination can be a coups, a slide, a book mark, a key chain or whatever several attached together could be.

Half backs are approximately 3 1/2" by 4 1/2" precut pieces that are a little more expensive, but do make change purses, picture frames, and folded key chains.

Scrap leather is usually available at leather shops and its limits are confined only by the size of the piece and imagination. An exacto knife or leather knife will be needed to cut the projects out. This is a difficult task, so much care should be exercised in using them.

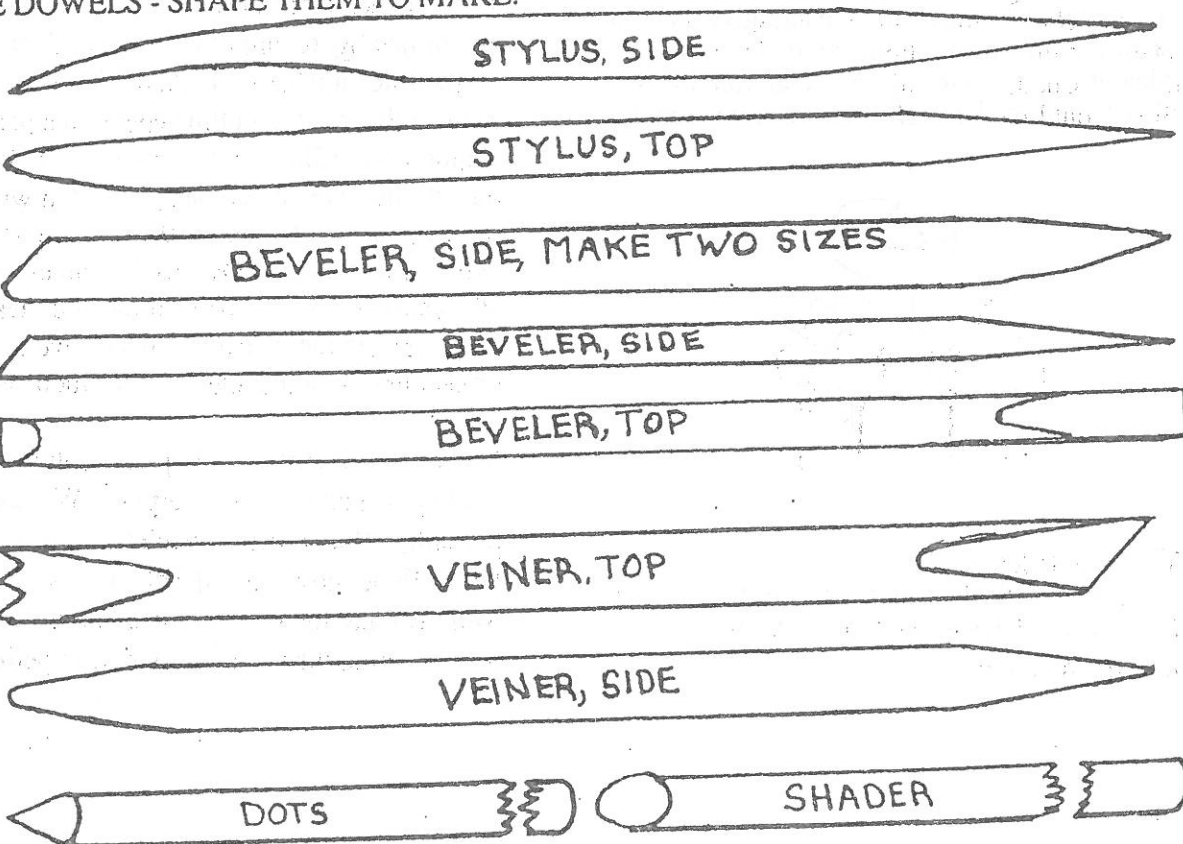
Cutting out projects in tooling leather is more suited to the Cub Scout leader.

Once a project is chosen and cut out, leather can be decorated by stamping, tooling or carving.

Stamping is imprinting a design stamp into the leather surface by tapping the tool with a wooden hammer. It is the easiest to learn and the boys love to pound a variety of stamps into their leather projects.

Tooling leather is a second way of decorating. A design is traced on and then is pressed into damp leather by either outlining a design or depressing the background of a design. To do it, a modeling tool with a deerfoot end or orange stick is needed.

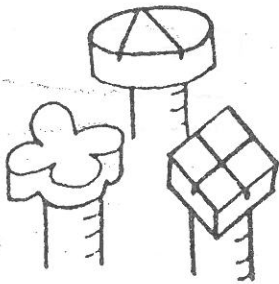
USE DOWELS - SHAPE THEM TO MAKE:



Carving is the most intricate and difficult means of decorating leather. A swivel knife is used to carve a design and then special background type stamps may be used to accentuate the carving.

Tooling and carving are more difficult and probably a leader will need some specialized instruction before attempting them. Since stamping is easier and really needs only a few simple rules of thumb most of what follows deals with it.

These three types of decorations require some sort of specialized leather tools - stamps, knives or both. These are fairly expensive to buy for a single project and or a single den, but if a pack of several dens could invest in a few tools to remain in the pack, it would not be very expensive to do leatherwork. Since stamping leather is particularly popular with the boys, start with a few design stamps and some wooden hammers and add as money and a good sale will allow. Leather can be expensive so most projects with leather for Cubs will have to be small. Purchase small stamps and two or three hammers and a small letter set (1/4" to 1/2") if money permits. Start small and add to it as the years pass. If this is impossible, an ingenious and cheap stamp set can be made by filing different size nails into interesting shapes. The point of a large nail is filed flat and grooves are filed into the nail tip. The variety of nails available can give as many shapes as the imagination can develop. Complete instructions for this are available in the Boy Scout Leatherwork Merit Badge Booklet.



To decorate leather by one of the above three methods, use leather that is specially prepared for tooling. This is available at hobby and leathercraft stores.

STAMPING

When ready to decorate the leather, dampen it (DO NOT SOAK), punch any holes necessary for lacing, and then stamp, tool or carve design, rewetting as necessary. It is best to encourage the boys to take some time to plan their design so they will be pleased with their finished project.

For full crisp impressions, while stamping, hold the stamp upright and tap it firmly several times with a wooden mallet. Be careful not to drive it completely through the leather. Use a board or masonite piece under the leather to protect the surface underneath. Caution the boys to take care that alphabet stamps are upright and not reversed. If a mistake is made, sometimes the leather can be rewet and the mistake rubbed out with the back of the hammer. Turn the piece over and pound it flat from the reverse side. The impression won't come completely out, but it will help and if stamped over it will be acceptable.

DYEING

After the design has been finished, add color to the project by dyeing it with leather dyes. Sometimes it is fun to highlight lettering or stamps that are the outline type with a permanent marker (Sharpie) then dye over it. Use a fast drying dye or stain and paint it on with sponges or wool daubers. When using stain, wipe off the excess. Dye both front and edges of the project and the back, if desired. Use a baggie as an inexpensive rubber glove to protect hands so that clean-up is much easier.

Decorating leather by stamping, tooling or carving can cause some warping. Weighting it partially while it dries can alleviate this problem. Do not cover completely or it won't dry well. Rotate the weighing so all areas will be open at some time during the drying period.

FINISHING

Finish the project with a fast drying finish that is available at leather craft stores. It paints on like shoe polish and dries about as fast. It adds a shine and a protective finish to leather. Paint the finish on the front and sides, leaving the back of the project unfinished. The leather can then dry thoroughly from the back.

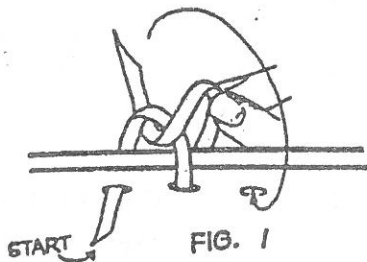
If the project requires a snap or fastener, now is the time to put it in the leather.

LACING

The final step of a project is lacing. A good easy stitch to lace with is the whip stitch. It gives a nice finished edge to the project. A plastic lace makes inexpensive lacing.

The loop stitch is one used on leather items whose edges are subject to wear or have a tendency to curl. It is ideal for billfolds, wallets, key cases and purses, and requires five inches of lacing for every inch of edge of the item to be laced.

For items that start and end at the same point: Push lacing through first hole; bring almost all lacing through to back, leaving inch of lacing in front. Bring lace over edge and go into next hole, leaving a loop. Go through loop, front to back. Then tighten the stitch from the back.



Continue lacing your item using the method that you see in Fig. 1. Once you get the feel of it, you'll begin moving along at a good rate.

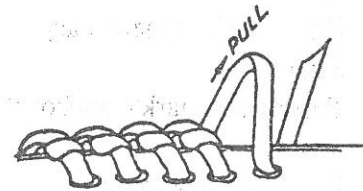
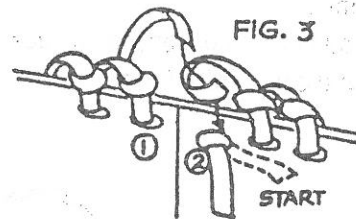
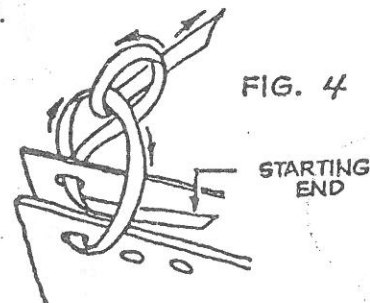


FIG. 2

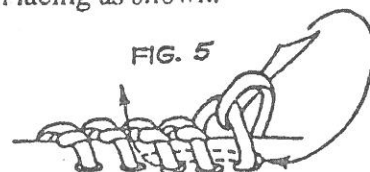
Remove lacing from the starting hole 1. Lace one more stitch in hole 1. Remove starting lace from the next loop and insert working end down through this loop. Now pull both ends through hole 2 to the inside. Cement will hold them in place.



Items starting at one point, ending at another: Start lacing by pushing starting end through first hole from inside. Bring lace over top and through the same hole in both pieces of leather, forming loop. Go through loop, front to back. Tighten loop from back. Go through next hole front to back, leaving loop. Continue lacing. Go through each corner hole three times.



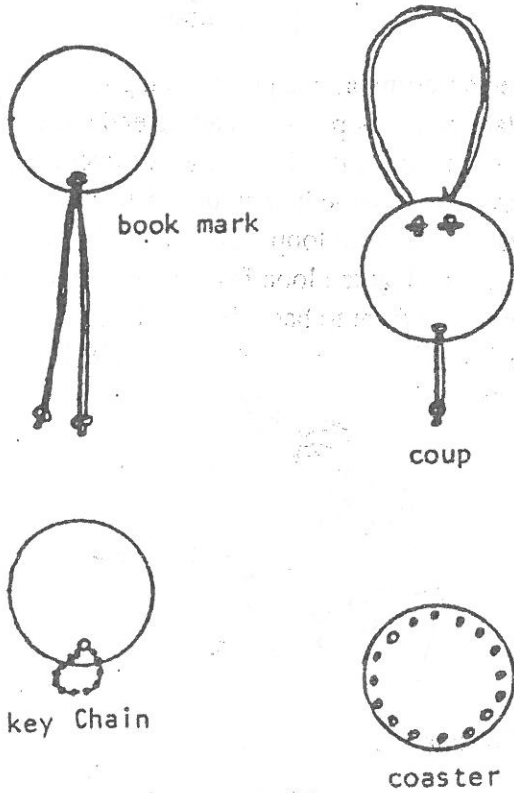
Finish lacing as shown.



Coup, Coaster, Key Chain or Book Mark
(Made from rounders)

Materials: Leather
Hole punch, if necessary
Stamp
Permanent marker and/or dye
Finish
Lacing or key chain

1. Wet leather.
2. Punch holes for lacing, if desired. The coup needs one or two at the top and one at the bottom. The key chain or book mark each need one.
3. Stamp.
4. Color with permanent marker and dye.
5. Apply finish.
6. Lace or add key chain or plastic lace to complete the individual project chosen.



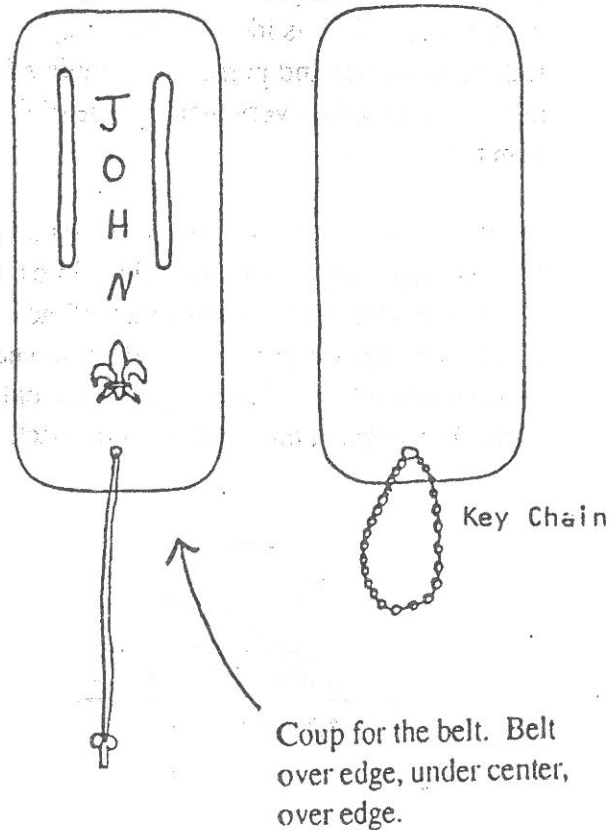
Book Mark, Slide, Key Chain, Coup
(Made from practice pieces)

Materials: Leather
Hole punch or exacto knife, as needed
Stamp
Dye
Finish
Chains or plastic lacing, as needed

1. Wet leather.
2. Punch holes and/or cut slits as project requires.
3. Stamp.
4. Dye.
5. Apply finish. Dry thoroughly.
6. Lace or add chains or plastic pieces of lace where indicated on pictures of projects.

* The slide must be made horizontally with two holes punched 1/2" from the edge and 1/2" apart in each end. After finishing, overlap ends to form a loop and lace the two holes together.

Leather should be cut by adult.



POCKETKNIFE HOLDER

The pocketknife holder provides a safe way to carry your pocketknife.

ADVANCEMENT POSSIBILITY

Webelos Craftsman Activity Badge

MATERIALS

Vinyl or leather

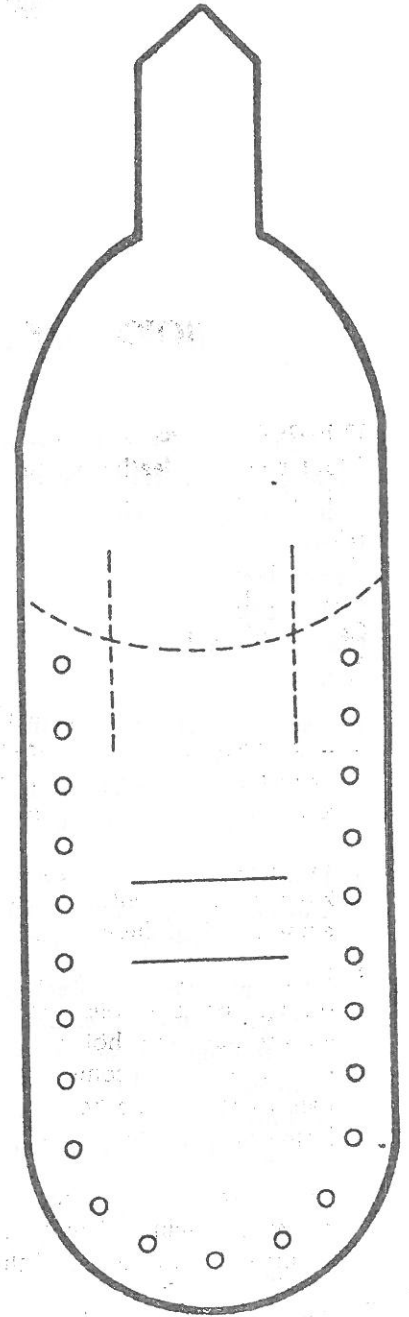
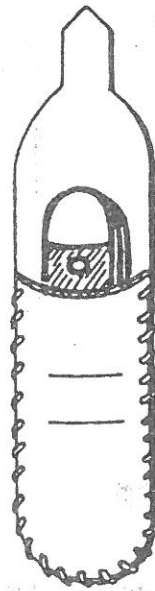
Rubber cement

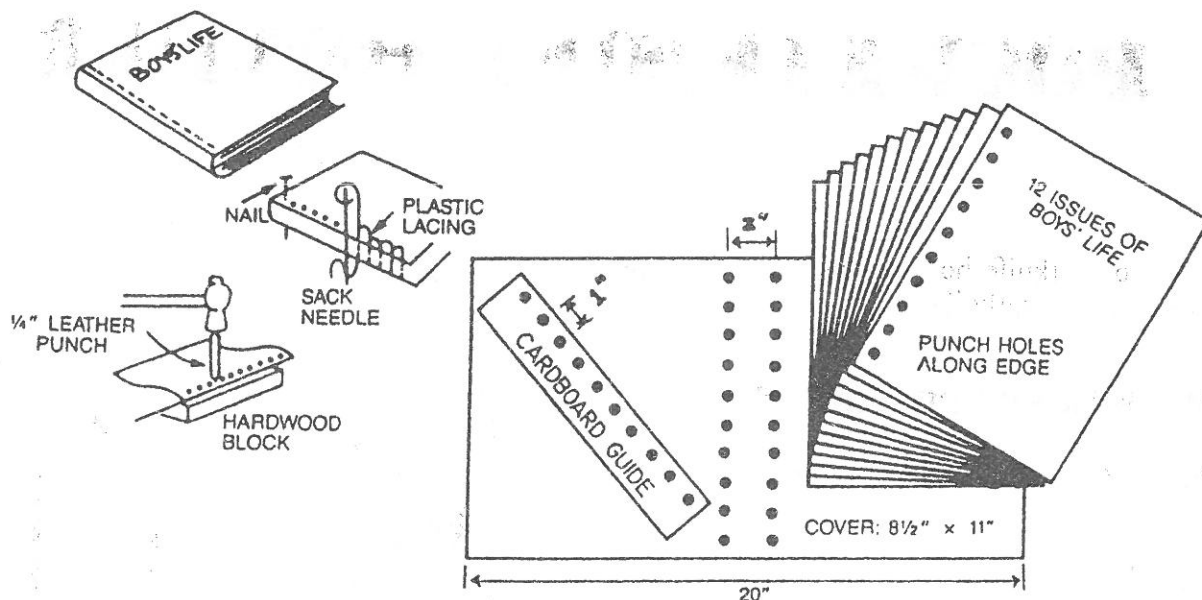
Leather punch to make holes

Craftstrip lacing

PROCEDURE

1. Cut two pieces of vinyl or leather—the first the full size of the pattern shown, and the second just the bottom half, up to the dotted line. Cut two slits on bottom half, as illustrated. You may wish to create your own pattern to tool into the leather or put your initials on it.
2. If you wish to carry the holder on your belt, cut two slits marked by the dotted lines.
3. Lightly glue the bottom halves together (around sides and bottom), using rubber cement.
4. Punch holes an equal distance apart all around the sides and bottom.
5. Lace through the holes, starting at the top of one side and ending on the opposite side.
6. Your knife fits into the pocket and the top fits into the two slits to keep the holder closed.





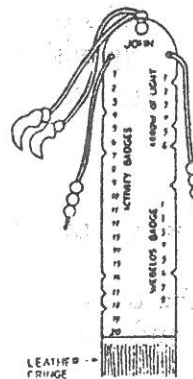
BOYS' LIFE COVER

12-by-20-inch piece of leather or imitation leather
 6-foot plastic or leather lacing
 1/4-inch leather punch
 Hammer
 Wood block
 Sack needle
 Cardboard gauge
 Nail

1. Use a cardboard gauge to mark an even row of 10 holes along back edge of each magazine, one inch apart and 1/4 inch from edge. Use a hardwood block under magazine while driving the punch through.
2. Punch two rows of holes down center of cover, spaced 2 inches apart, center to center. Use same cardboard guide to mark these holes.
3. Lace magazines and cover together. Run half the length through bottom hole. Using sack needle, run both ends through next hole (one from top, one from bottom) so each end comes out on the opposite side. A nail inserted in top hole will keep it all in line. Keep lacing pulled tight and continue to top hole.
4. Tie lacing at back of book with a square knot. Cut off excess lacing. Trim cover allowing for an extra 1/4 inch over the edges of the magazines.
5. The cover can be tooled with the words "Boys' Life" and the year.

WEBELOS COUPSTICK (Coo-stick)

The coupstick is a wooden scorecard for a Webelos Scout. It makes an attractive record of a boy's advancement in the Webelos den. It is cut from 1/4-inch pine and measures approximately 1 1/2 inches wide by 12 inches long. The numbers can be burned into the wood or painted on. Leather thongs can be used to hang beads and other decorations.



As the boys earn activity badges, they are notched on the stick. The Arrow of Light award requirements are also notched as they are completed. Beads may be added as the boy takes part in den or pack activities or joint den/troop activities. Each boy can decorate his own. The coupstick can be kept at the den meeting place except on pack meeting night when it is displayed on a coupstick display board. The stick can be presented to the boy at graduation.

Make an attractive Bolo Tie

You will need:

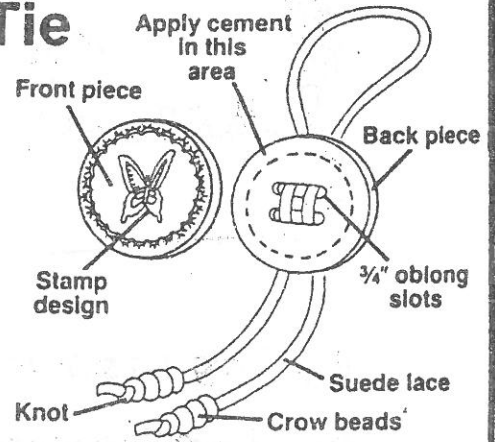
- 2 Mini-Rounders
- 1 yd. Suede Lace
- Crow Beads
- Leather Weld

1. Stamp design on grain or smooth side of one rounder (front piece). On second rounder (back piece), punch two slots with 3/4" oblong.

2. Thread both ends of 1 yd. length of suede lace through

slots in back piece from grain side as shown. String several Crow Beads on each end of lace, then tie a knot in each end to secure beads.

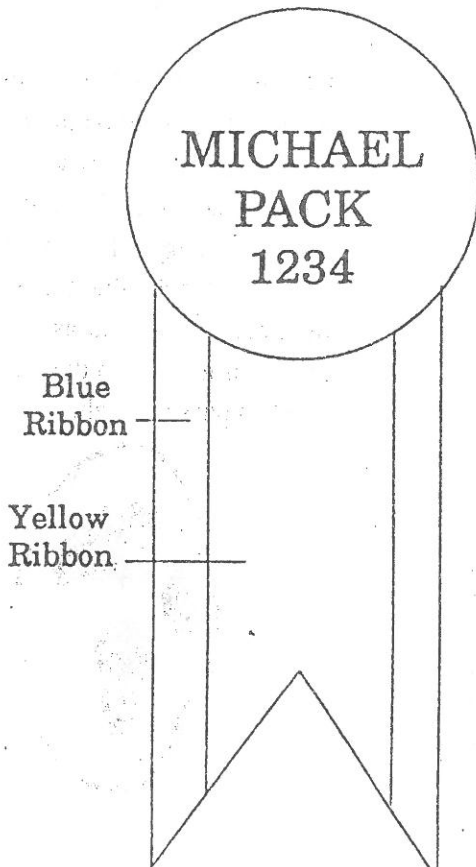
3. Apply Leather Weld to flesh or rough side of back piece around edge only, not in center. Adhere pieces together, lining up edges. Dye or paint. **Note:** Use these instructions with other shapes, as well.



MOTHER'S RIBBON

Materials Needed: Leather rounder, Ribbon of color desired, Pin-back pin, Leather stamps.

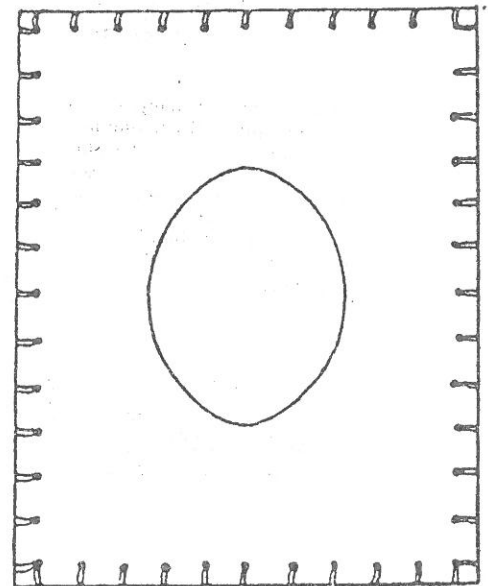
Instructions: Wet leather disk and stamp as desired (may want to stamp boy's name on it). Using hot glue, attach ribbon to back of leather and add pin-back.

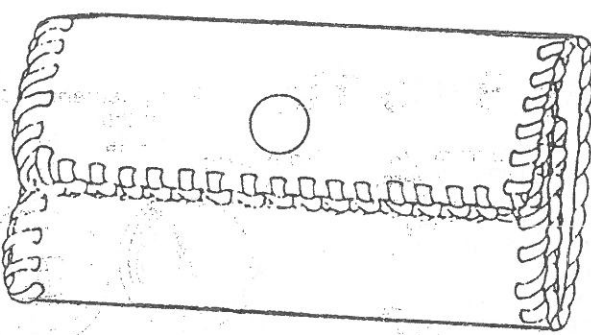


Picture Frame

- Materials:** Leather and cardboard exact same size
 Hole punch
 Leather stamp
 Leather dye
 Glue and Lacing
 Hanger for back

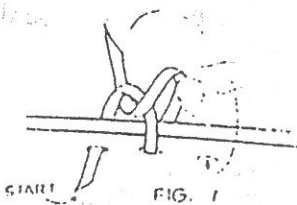
Lightly moisten leather on top and punch holes in leather and cardboard at same time. Cut hole in center of leather the shape and size of picture being used. Stamp any designs, then dye and finish. Place picture in position and lightly glue on back. Lace leather and cardboard together and glue hanger to the back or display on a wire stand.



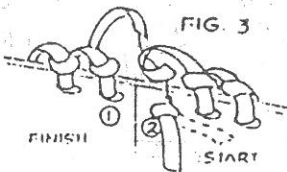


Lacing Instructions for Leathercraft Projects

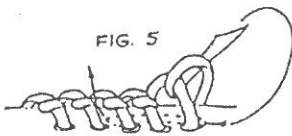
By JERRY WOLKE



Above. For items that start and end at the same point. Push lacing through first hole; bring almost all lacing through to back, leaving inch of lacing in front. Bring lace over edge and go into next hole, leaving a loop. Go through loop front to back. Then tighten the stitch from the back.



Above. Remove lacing from the starting hole 1. Lace one more stitch in hole 1. Remove starting lace from the next loop and insert working end down through this loop. Now pull both ends through hole 2 to the inside. Cement will hold them in place.



The loop stitch is one used on leather items whose edges are subject to wear or have a tendency to curl. It is ideal for billfolds, wallets, key cases and purses, and requires five inches of lacing for every inch of edge of the item to be laced.

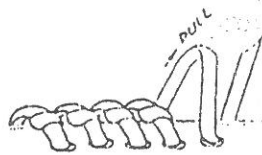
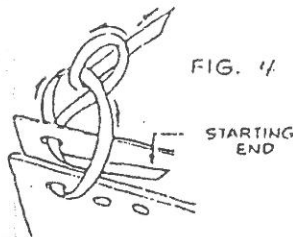
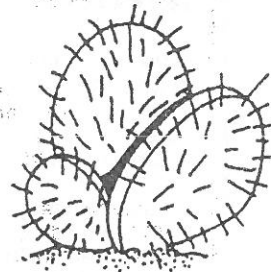


FIG. 2

Above. Continue lacing your item using the method that you see in Fig. 1. Once you get the feel of it, you'll begin moving along at a good rate.



Above: Items starting at one point, ending at another: Start lacing by pushing starting end through first hole from inside. Bring lace over top and through the same hole in both pieces of leather, forming loop. Go through loop, front to back. Tighten loop from back. Go through next hole front to back, leaving loop. Continue lacing. Go through each corner hole three times. Finish lacing as shown at left.



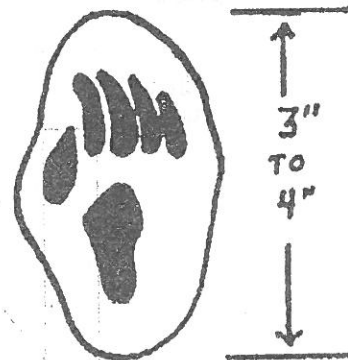
LEATHER PROJECT

For more ideas, purchase various leather craft kits from a craft store. These are for you only! The boys will marvel at your craftsmanship as they use it for patterns while making theirs from scratch.

Tie Slide

- Materials: 1/8" masonite
Scrap leather
Exacto knife (use only with adult supervision)
Black paint
Brush
Glue

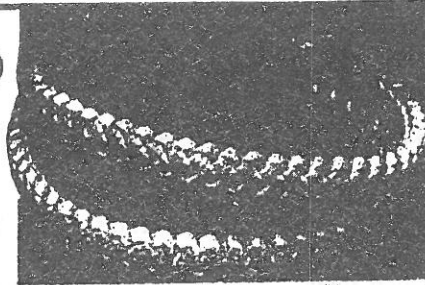
Cut a piece of 1/8" masonite to the outside pattern. Use that to cut an identical piece of leather. Let the boys select their favorite animal track, draw it on the leather and cut out the track using an Exacto knife. Paint the masonite black, glue the leather piece on, and the track will appear as a recessed print. Glue a loop of leather on the back for the neckerchief to pass through.



Friendship Bracelet

Materials:

2-yard long piece of lace.



1

STEP 1: Tie a slip knot in the middle of 2-yr. long piece of lace. Pull lace "B", as shown.

2

STEP 2: Loop lace "B" through loop in lace "A" formed in Step 1. Pull lace "A" tight.

3

STEP 3: Loop lace "A" through loop in lace "B" formed in Step 2. Pull lace "B" tight.

4

STEP 4: Loop lace "B" through loop in lace "A" formed in Step 3. Pull lace "A" tight.

5

STEP 5: Repeat Steps 3 and 4 until braid is long enough to circle wrist. **NOTE:** Make braid longer if you wish to slip bracelet on and off without untying.

6

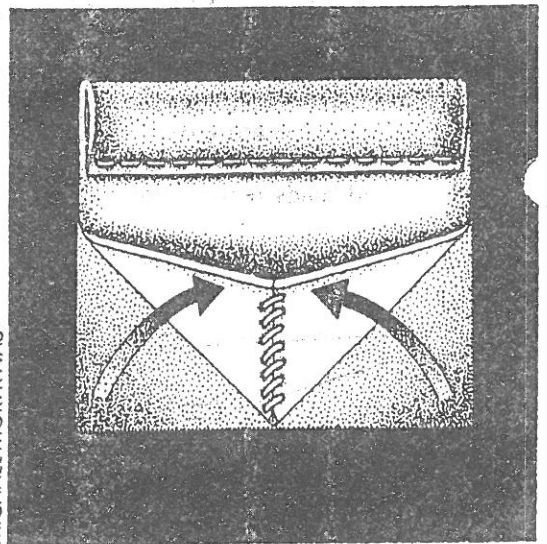
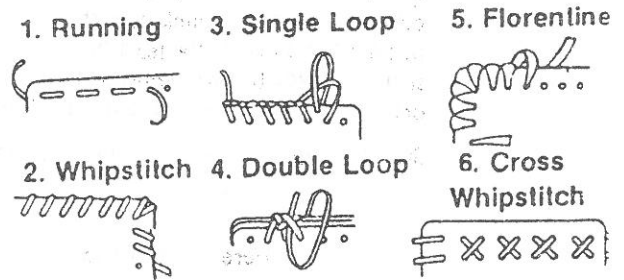
STEP 6: To end braid, push end of lace "B" through loop in lace "A". Pull lace "A" and lace "B" tight.

7

STEP 7: Push end of lace "A" through beginning loop, as shown. You may need to enlarge beginning loop with a lacing fid or awl. Tie lace "A" and lace "B" in a double knot. Trim off excess lace, if desired.

How to Determine the Amount of Lace Needed

1. Figure 1½ times the distance to be laced.
2. Figure 3 to 3½ times the distance to be laced.
3. Figure 6 to 6½ times the distance to be laced.
4. Figure 8 to 8½ times the distance to be laced.
5. Figure 3½ times the distance to be laced.
6. Figure 6 times the distance to be laced.



MICHAEL MORYKWA

Here's how to make a flagpole belt for your troop using a 12-by-10-inch piece of heavy leather: First fold the bottom corners up at 45-degree angles. Stitch together the seam where the two ends meet using an awl, heavy thread and a big needle. This forms the pocket where the flagpole will rest. Now fold down the top of the leather and stitch it to form a belt loop. Insert a belt, and you are ready to carry a flag.—

Tools For Cutting Leather

Best results are obtained from cutting leather when your tools are very sharp. Sharp tools not only produce clean, precise cuts, they are much safer to use. You should never have to struggle when cutting even very thick leather. If your knife does not glide through the leather smoothly, change or sharpen your blade immediately. Most accidents occur when blades are dull and have to be forced.

Storing your tools properly is a big help in keeping

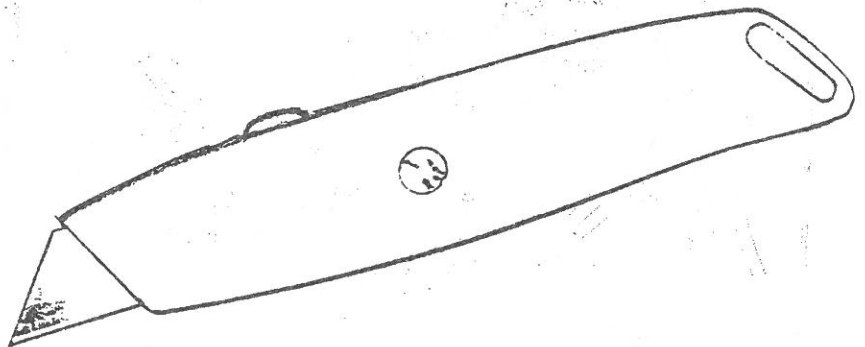
your tools sharp. Knives with exposed cutting edges should always be stored in such a manner as to prevent the edges from coming in contact with other items that will damage them. Many craftsmen make special sheaths and cases for this purpose.

Always keep sharpening stones, jewelers rouge, and extra replaceable blades on hand at all times. Then you will always be ready to recondition your tools the minute cutting becomes difficult.

Here are the tools you will find to be very adequate for cutting all kinds of leather:

1. Four Way Knife

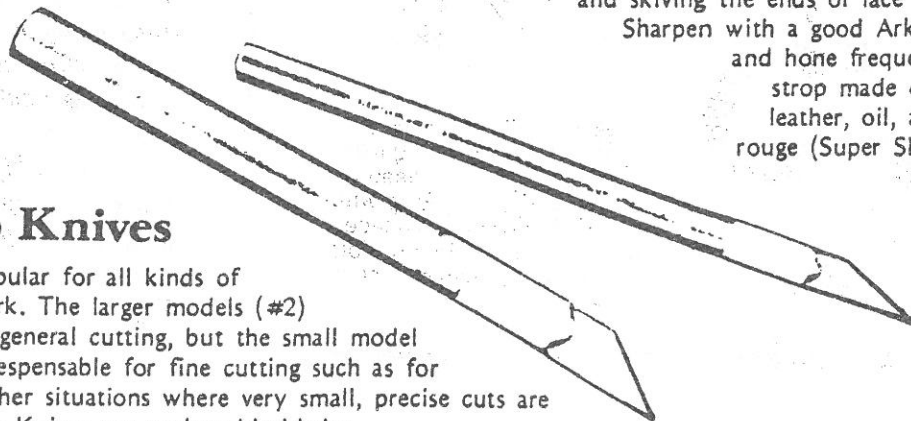
The most popular knife used by modern leathercraftsmen. Used for all general cutting. It is very sturdy, easy to use, and holds replaceable blades.



2. Beveled Edge Skiving Knife

This knife has been around for many years and is very versatile. Can be used for general cutting, but is best suited for skiving edges of heavy leather and skiving the ends of lace for splicing.

Sharpen with a good Arkansas Stone and hone frequently with a strop made of Live Oak leather, oil, and jewelers rouge (Super Sharp Strop).



3. X-Acto Knives

These are very popular for all kinds of arts and crafts work. The larger models (#2) are very good for general cutting, but the small model (#1) is almost indispensable for fine cutting such as for filigree work or other situations where very small, precise cuts are needed. All X-Acto Knives use replaceable blades.

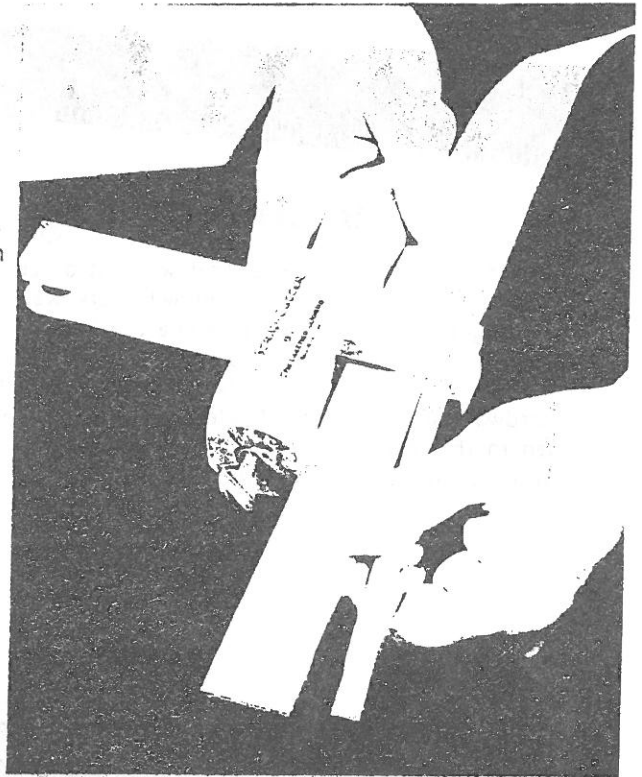
4. Super Leather Shears

These shears are sharp enough to cut heavy leather with ease and accuracy. They're easy to use, and especially good for cutting irregular shapes. An indispensable item for every leathercrafter.



5. Strap Cutter

This tool is primarily a belt cutter, although it works very well for cutting strips of any width from heavier weight leather. It is adjustable and uses replaceable blades.



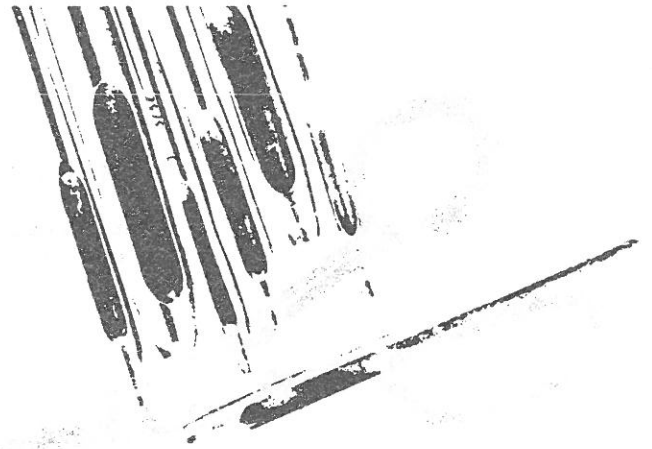
6. Stript-Ease

This tool is excellent for all around strip cutting. It will cut heavy leather into belt strips as well as cut soft-lightweight leathers into laces and tie strings. It is adjustable up to 2" and uses injector type razor blades.



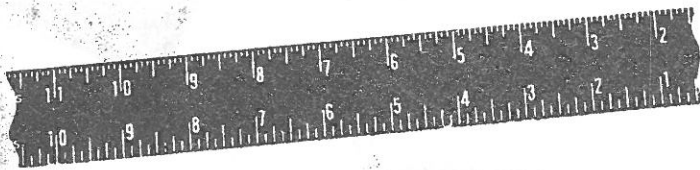
7. Scratch Awl

Used to mark measuring points and to scribe around cutting patterns on leather. Every leathercrafter should have one of them. They scratch a fine, easy to follow line into the surface of leather of any color and do not leave ink or pencil marks.



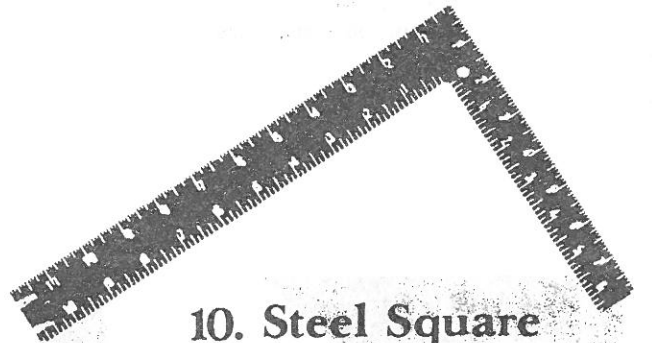
8. Drive Punches

These come in many sizes. They are used to punch holes for snaps, rivets, etc. . . . and are also very useful for filigree work. They work best when using a hard-sturdy surface that has been covered with a rubber Pounding Board. They should always be struck with a wooden or rawhide mallet.



9. Straight Edge

Any rigid piece of material that will not be cut by a knife and is perfectly straight will work well for a straight edge. It is used to guide the knife or scratch awl when you want to cut or scribe a straight line, such as preparing a hide for belt stripping. Many hardware stores sell metal rulers up to 6 feet in length that make excellent straight edges and are also very useful for measuring belt lengths.



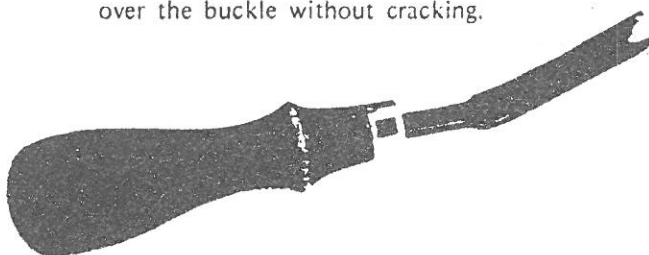
10. Steel Square

A small (8" x 10") square is very useful. It can be used as a straight edge for cutting small items and is indispensable for lay-out work for rectangular projects.



11. Skiving Knives

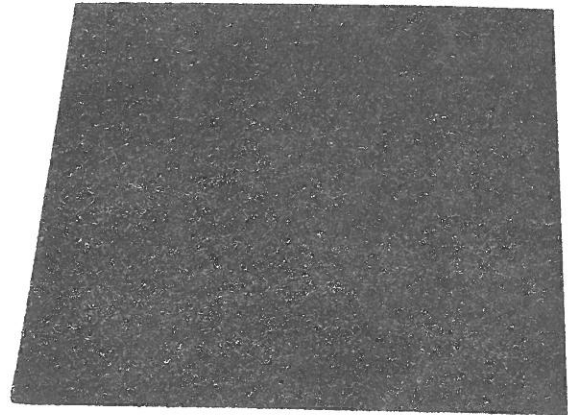
When constructing items from heavy leather, it is almost always necessary to skive (make thinner) the edges where two pieces of leather are joined. The buckle end of belts must always be skived in order to fold over the buckle without cracking.



Two types of skiving knives are used to do this work. The "skife" is used to skive edges that will be used and also for preparing the buckle end of belts. The French Edge skiver will do all of the above and is also capable of cutting 45° angles on heavy leather, skive around rivet holes, and make shallow gouges in heavy leather for folding. The skife uses replaceable injector type razor blades. The French Edge skiver comes with a special sharpening stick.

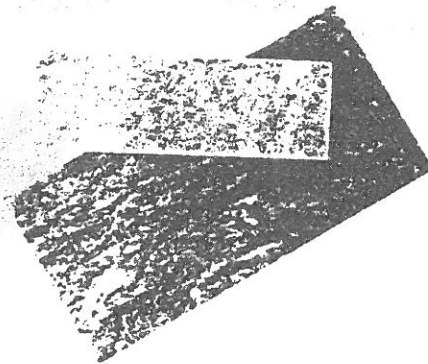
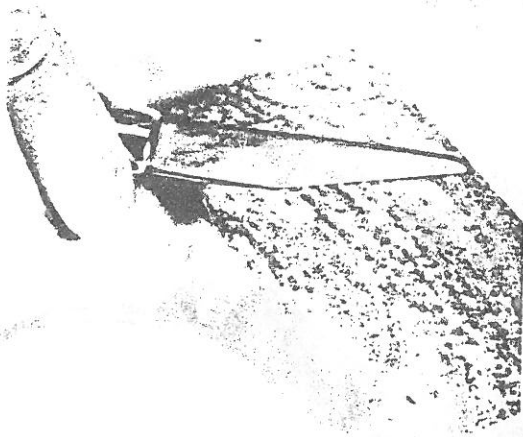
12. Poundo Boards

These are made of hard rubber and are available in two sizes (12" x 12" and 12" x 24"). They are the ultimate cutting surface. There is no grain (such as in wood) to guide your blade away from your cutting line and they do not damage cutting edges of tools in any way. Many leatherworkers cover the entire surface of their workbench by glueing them down as you would a tile floor.



13. Sharpening Stones

These are a must for any leathercrafter. They are available in various degrees of coarseness depending upon the type of knife to be sharpened. Medium and fine grit stones are the most useful for leather cutting knives.



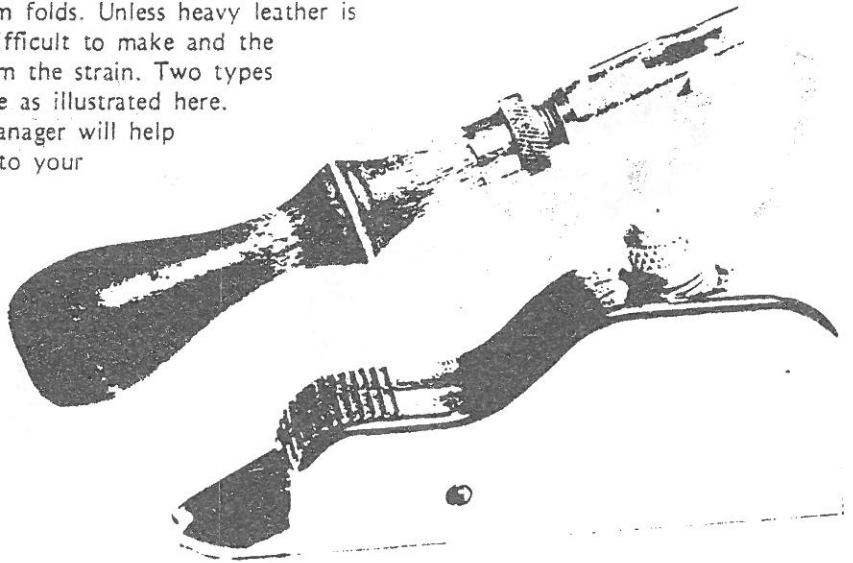
14. Super Sharp Strop

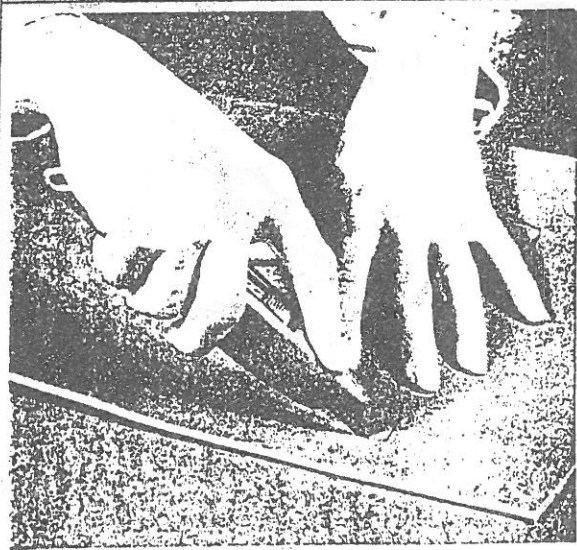
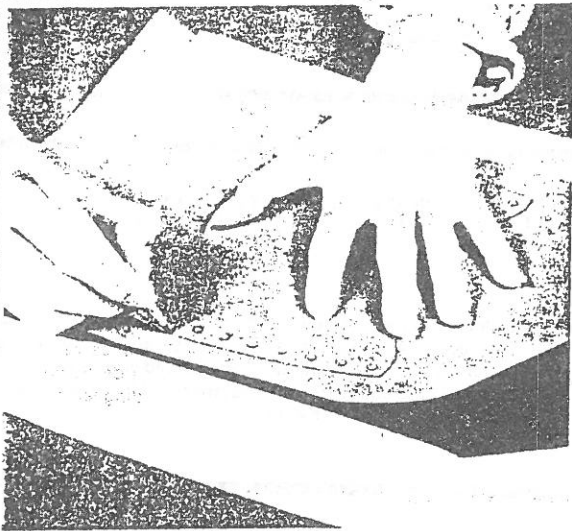
This is a variation of the same strop used by barbers and will keep your knives razor sharp. It is essentially a piece of vegetable tanned leather that has been impregnated with oil and jewelers rouge. You can buy one already made or make your own from a piece of Live Oak Cowhide. Cut the leather to the desired size, apply light machine oil liberally to the surface and rub with jewelers rouge. The oil will carry the rouge into the surface of the leather. Many leathercrafters glue the leather to a paint stick for ease of handling when stropping their knives.



15. Gouges

Gouges are used to dig a channel in the back of heavy leather to facilitate the making of uniform folds. Unless heavy leather is gouged the fold will be very difficult to make and the surface will probably crack from the strain. Two types of gouges are generally available as illustrated here. Your local leathercraft store manager will help you select the one best suited to your situation.





HOW TO CUT LEATHER

Trace pattern onto leather . . .

Step 1: Use the pattern to trace the outline of the parts onto the leather. A modeler or other pointed tool may be used.

Step 2: You may wish to make a cardboard or poster board cutting pattern to trace the cutting lines on the leather. To do this, place a piece of carbon paper between the tracing paper and the cardboard and trace the outline with a pencil. Cut out the cardboard pattern with scissors or knife.

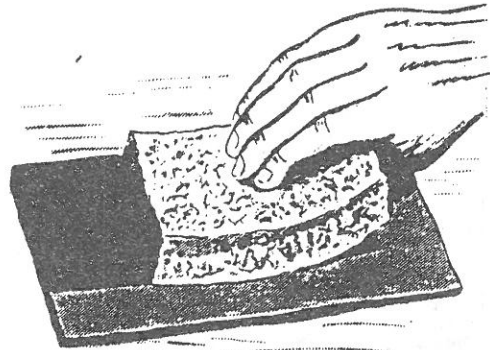
Step 3: After the outline of the item has been traced on the leather, place the leather on a thick layer of paper or a Pounds Board. Cut the traced lines with a sharp knife. Be sure to keep the blade at a right angle (90°) to the leather in order to make a cut straight through the leather. Any rough edges can be smoothed by further trimming with the knife or a Craftool Bevel-Eze Edge Beveler.

How To Moisten The Leather

Leather must be moistened with water, called casing, before you can work with it. As you wet the leather, the fibers swell and soften, thus enabling you to stamp and shape it.

Leather is moistened by rubbing a damp sponge on it. Be sure your hands are clean. Rub it first on the flesh side and then on the grain side. Apply the water as evenly as possible. When the leather begins to return to its natural color, begin stamping. If some areas begin to dry as you work, sponge over those areas again.

CAUTION: Always use glass or plastic containers for the water. Metal containers may cause the leather to stain.

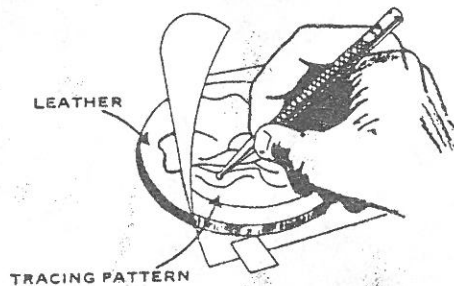
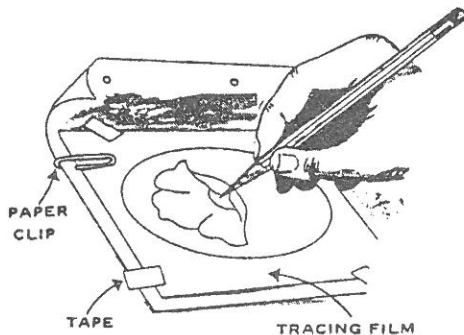


How To Prevent Leather From Stretching

Leather projects cut from lighter weight leather that requires a very close alignment with lining edges and lacing holes will need special handling to prevent stretching. To prevent leather from stretching while stamping the design, apply a light coat of rubber cement to the flesh side of the leather and to cardboard (use hard finish cardboard for easy removal

of leather after stamping). Allow cement to dry, then adhere in place. Case grain side of leather and carve and stamp design. To remove leather, place carved side down on bench and peel cardboard from the leather, holding leather as flat as possible so it does not wrinkle.

How To Transfer A Design To Leather



To decorate your leather, make a drawing of the outlines of your design. This transfer pattern indicates lines to be cut with the swivel knife. Place a piece of transfer film (glossy side down) over the transfer pattern and tape or clip it in position. With pencil, carefully trace over the lines of the

transfer pattern design. Place the transfer film pattern (pencil marks up) over the leather and tape in position. With a ball point stylus, retrace all lines of the design . . . beginning with the flower, then with stems and leaves. Press firmly, but not too hard. Remove tape and film.

NATURE-TAND DYEING INSTRUCTIONS

The Nature-Tand dyeing technique allows you to apply dye to the surface of the leather to contrast with the stamped and natural impressions in the leather. With this technique the dye will not enter the stamped impressions. The dyes used are spirit solvent such as Omega Dye.

Step 1: Wearing plastic gloves, wrap a length of cloth around a sponge or wooden block several times. Apply dye to the cloth and blot on a paper towel until cloth has enough dye remaining to color only the surface of the leather. If too much dye remains it may run into the impressions. For shading an edge or small area, use a small piece of sponge without a cloth, or use a wool dauber.

Step 2: With the cloth, apply dye to surface of leather, rubbing briskly so a burnished effect is achieved. Apply more dye to cloth as needed, blotting before applying to leather. Dye the edges if desired.

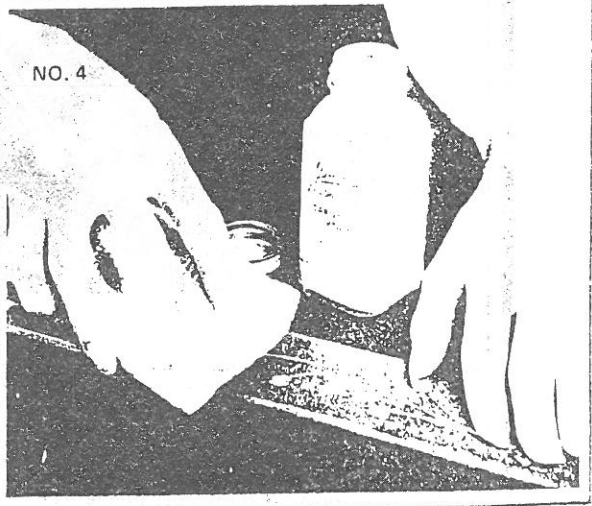
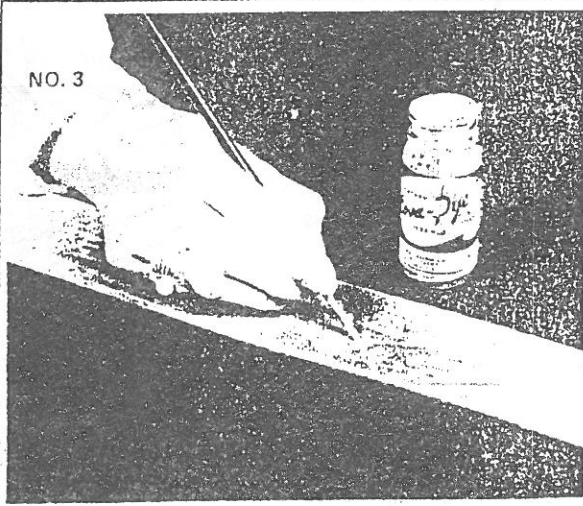
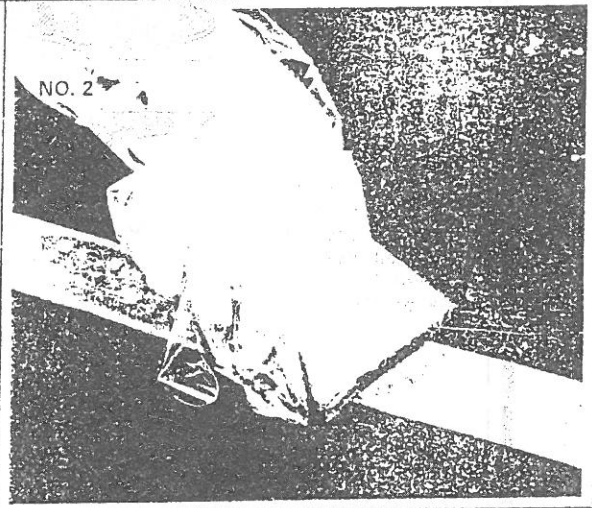
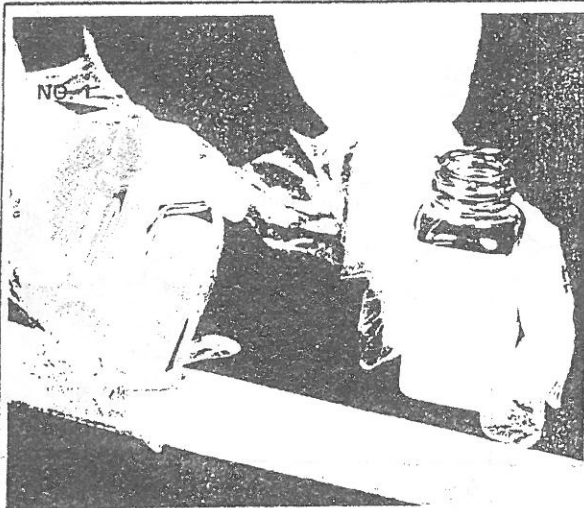
For a distinctive edge, dye the edges and the border area along them with Dark brown or black Omega Dye with a wool dauber.

For a more finished look, the back side of the Nature-Tand leather may be dyed with Omega Dye and finished with Omega Carnauba Cream or Finish Coat.

The basic colors recommended are: dark brown, medium brown, tan, cordovan, or a combination of red (applied first) and dark brown.

Step 3: Your nature design can be enhanced by dyeing designs with Cova Dye. Use a small brush.

Step 4: After dye has been applied, wait until leather dries before applying a finish. Omega Carnauba Cream or Finish Coat make excellent finishes for this type leather dye.



HOW TO APPLY LEATHER DYES

Omega dye is a deep penetrating, permanent-based oil and solvent dye which produces deep, rich colors and is best for an overall color change. Use for all

surfaces which will be flexed. Apply with dauber for large areas, and with brush for tight, limited areas.

1 OMEGA DYE

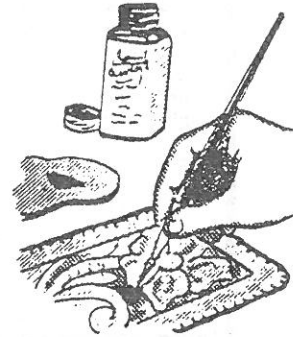
Practice on scrap leather; twist brush clockwise to point the bristles.

NO. 3 SABLE BRUSH
SCRAP LEATHER



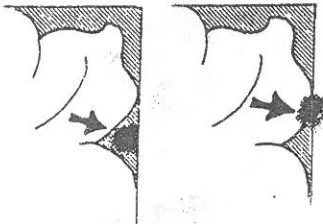
2

Begin dyeing in the open areas, touching brush first to scrap leather to remove excess dye. Too much dye will "bleed" over the edges of the design.



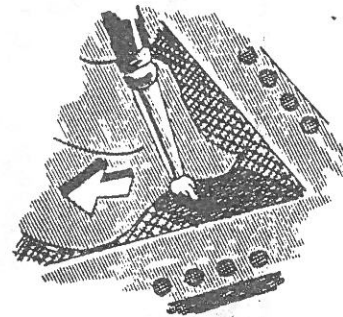
3

Touch dye to center of area to avoid bleeding. If you start in a small area, dye will crawl over the edge of the design.



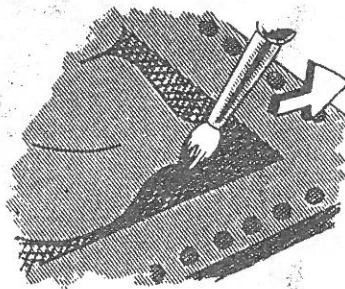
4

Begin dyeing in widest areas and work toward the fine points. Use caution near edges and border lines.



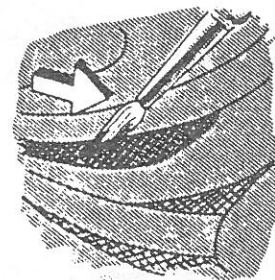
5

When most of dye is exhausted, point brush by twisting clockwise on scrap leather.



6

Use short, pulling strokes to cover the area. Turn leather as often as necessary to facilitate dyeing in difficult areas.



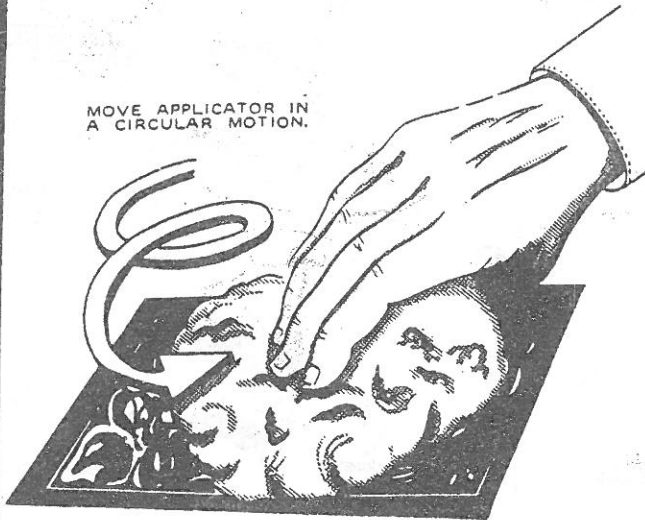
COVA DYE

Cova Dye is a plating dye that requires a smooth, clean surface for proper bonding . . . it produces bright, lustrous colors. If both sides of the leather are to be dyed, begin by dyeing the flesh side and, by the time

you complete the flesh side, the dye will be dry enough to dye the grain sides. Brush dye on evenly. Allow to dry. Apply a second coat of dye to produce an even, solid colored finish.

HOW TO APPLY LEATHER FINISH

MOVE APPLICATOR IN A CIRCULAR MOTION.



Leather finishes are applied to protect the leather and preserve the qualities and appearance of genuine leather. Before applying the leather finisher, there are several points which you should know.

1. All tooling of the design must be completed before finish is applied.
2. Be sure that the surface area is clean and free of any dirt, dust or other matter.
3. Leather finishes must be applied prior to assembly. It is difficult to get a smooth, even coat over a curved structural surfaces.
4. Use a wool applicator or wool dauber. Remove any loose wool from the applicator.

Apply finish to leather surface with a smooth, circular motion. Be sure to cover the entire surface. A very light coat of finish is best. Apply it smoothly and evenly. Do not try to go back over the finished surface after the first coat is applied.

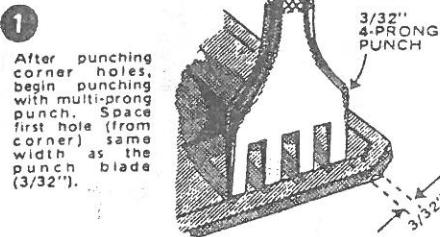
HOW TO PUNCH LACING HOLES

Unless otherwise specified, punch lacing holes after liner is attached. For lacing around edges, use a compass to mark a line around edges to ensure holes follow in a straight line.

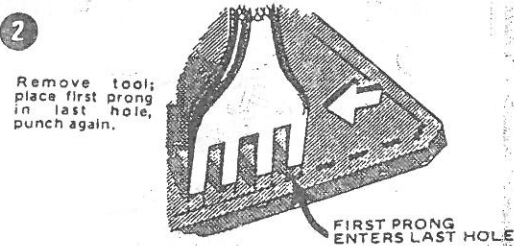
1. Use a single prong Craftool thonging chisel (481 or 1481) to punch around edges, corners and in places where there is not room for multi-prong chisels.
2. Multi-prong thonging chisels (484 or 1484) come with various numbers of prongs. A chisel of 4 or more prongs makes punching faster. After you punch once, set the end prong back in the last hole

you punched and hit punch with mallet. This gives you three new holes and by placing one prong in the last hole, all holes come out perfectly spaced.

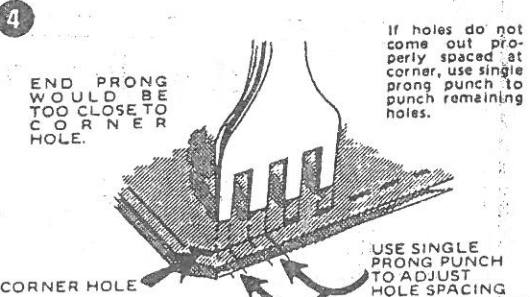
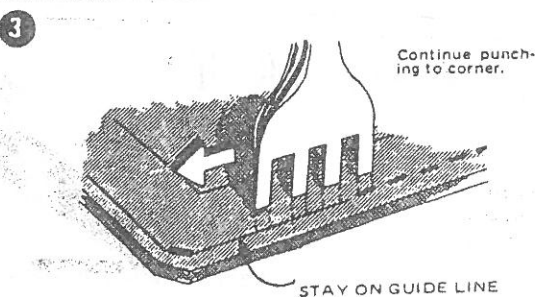
3. On certain items, such as handbags, construction of the project makes it impossible to use a thonging chisel. The rotary punch makes it much easier to punch corners. Scribe a line with a compass, then, using stitching spacer (Craftool No. 8077), go over the line. This marks even spaces for a guide to punch holes. Hold punch as you would pliers and squeeze.



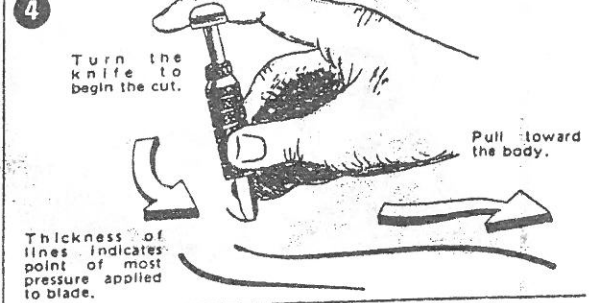
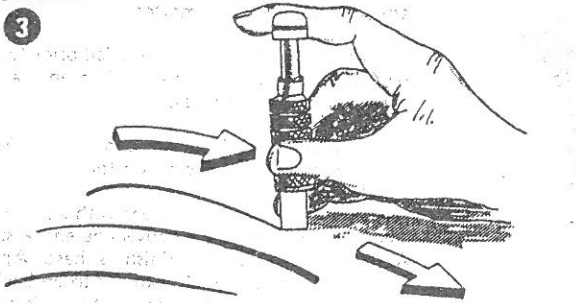
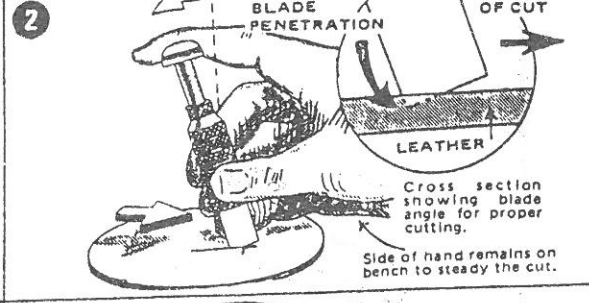
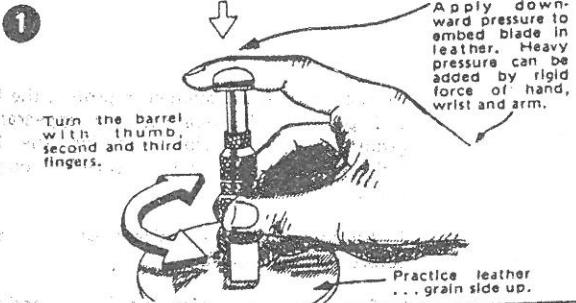
After punching corner holes, begin punching with multi-prong punch. Space first hole (from corner) same width as the punch blade (3/32").



Remove tool; place first prong in last hole, punch again.

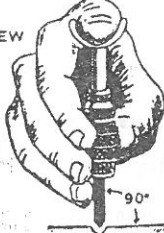


How To Use The Swivel Knife

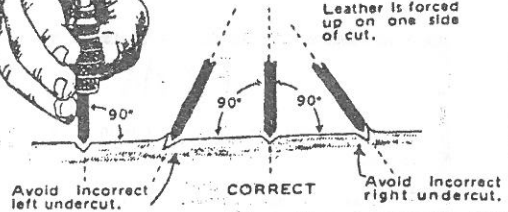


One of the common errors in using a swivel knife is undercutting ... caused by leaning the hand to the left or right while cutting. Remember to always keep the blade perpendicular to the leather. Never go over cuts a second time.

FRONT VIEW

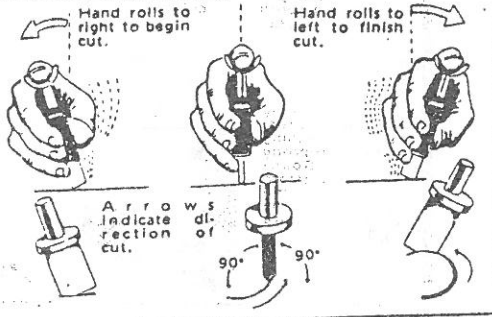
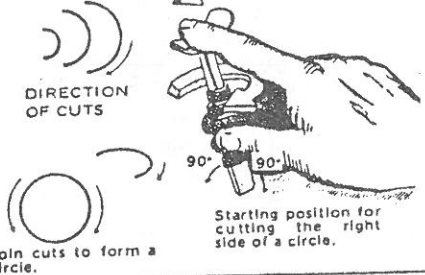


WHAT CAUSES UNDERCUTTING?



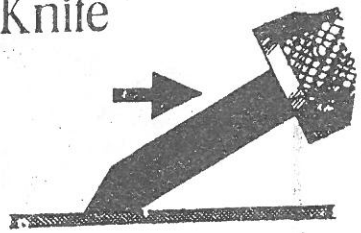
PRACTICE CUTS

Cutting Circles



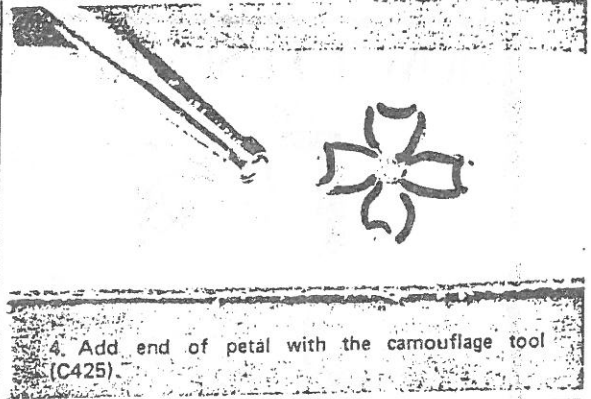
How To Sharpen The Swivel Knife

Always keep your swivel knife blade sharpened and smoothly stropped. To strop the blade, hold the beveled edge flat against the polishing surface on the Sapphire Swivel Knife Sharpener and PULL in one direction. Turn the knife and sharpen the other side of the blade.

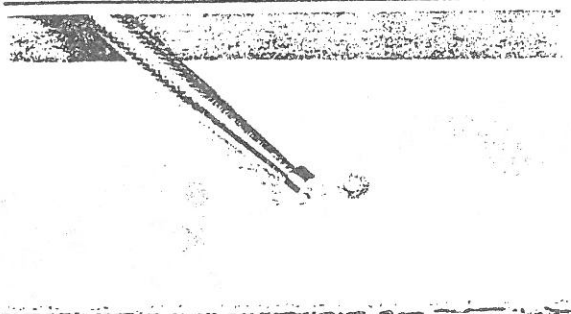


HOW TO STAMP NATURE DESIGNS

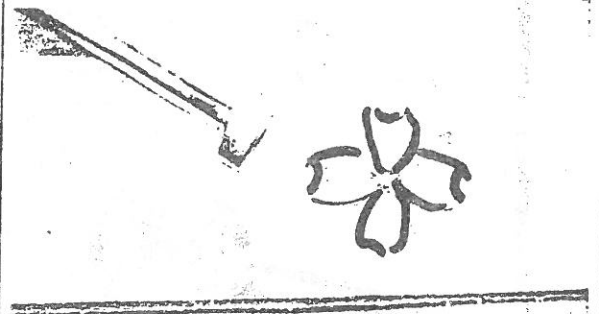
Many beautiful designs can be stamped on leather with a small number of stamping tools. The designs can be as simple or intricate as you want . . . and either floral or geometric. An example of this type of design is given in the procedure instructions on this page.



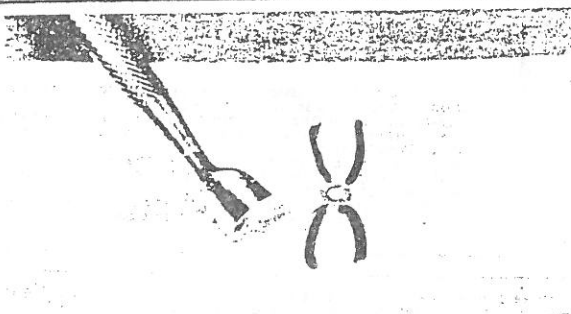
4. Add end of petal with the camouflage tool (C425).



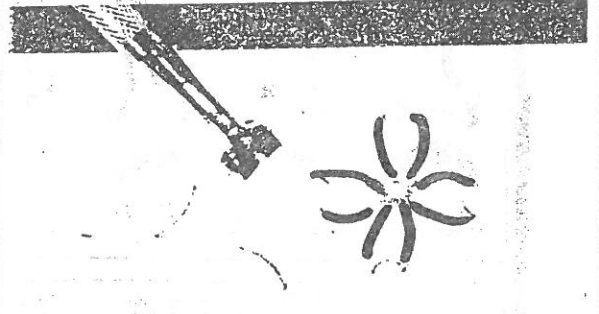
1. Locate the center of the flower on the leather and stamp with the seeder (S350).



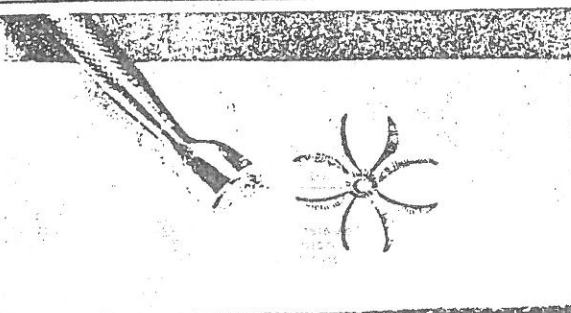
5. After the flower portion of the design is complete, make a stem by stamping with the pointed end of the pear shader (P368).



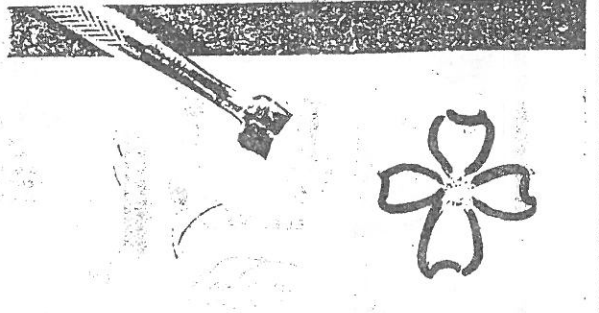
2. Next, carefully space outer petals of the design and stamp with the veiner (V745).



6. Locate and stamp leaves using the veiner.

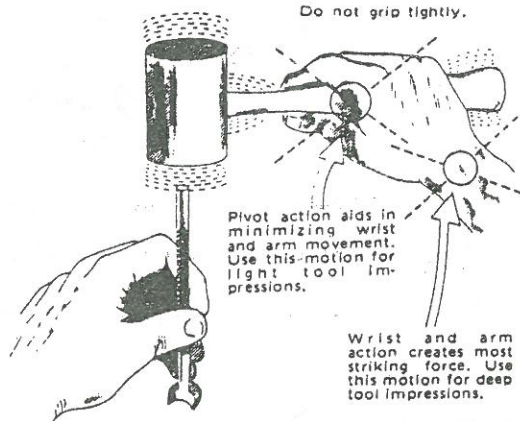


3. Fill in opposite petals of the design, spacing carefully.



7. Complete leaves by adding the lower portion with the veiner.

HOW TO USE CRAFTOOL LEATHER STAMPING TOOL



Enhance the beauty of your leather projects with stamping tools. These may be used to create original designs or for embellishing the beauty of your carved design. Use a wood or rawhide mallet head to strike the top of the stamping tool to obtain its impression in the leather . . . NEVER strike stamping tools with metal-faced hammer.

Hold both the mallet and decorative stamping tool upright in a secure, but relaxed manner. Hold the mallet in the center of the handle with your fingers rather than the palm of your hand.

To add texture and to embellish the beauty of your design, use a camouflage stamping tool. A half-moon shaped tool, the "Cam" has serrations that fan out into a sunburst effect. It is available in a wide variety of sizes and shapes.

Always stamp the impressions away from you for better visibility and control. Space impressions evenly.

1. This is a full impression of the stamp. Hold the tool straight up and down and strike sharply with mallet.
2. Lean the tool to the left, holding securely with hand so tool does not slip when struck with the mallet. Impressions on right side should "fade" into nothing.
3. Leaning the tool to the right fades the left corner impressions and firmly imprints the right corner of the tool. Moisture content should be "just right".
4. Here the tool is tipped forward on the toe so that the corners do not dig in. Tap lightly with the tool in this position.

To create a three-dimensional effect, use a beveler (upright position) to bring the design into bold relief. Usually only one side of the swivel knife cut is beveled down.

The deepest part of the bevel is usually next to the cutline of the design, with the sloping bevel fading toward the background areas. The face of the beveler always faces the cut line of the design; the toe of the bevel is placed directly in the cut. When a line of the design does not join another, these cuts are usually beveled lightly to fade out at the cut.

For smooth beveling, always "walk" your tool. Strike it with the mallet and, as its recoil action lifts it slightly from the leather, move the beveler about 1/16" along cut and strike again. Slight movement of the tool and faster hitting with mallet will produce smoother beveling. Bevel foremost objects first.

These petals overlap seed pod . . . therefore, bevel as shown to make them appear raised.

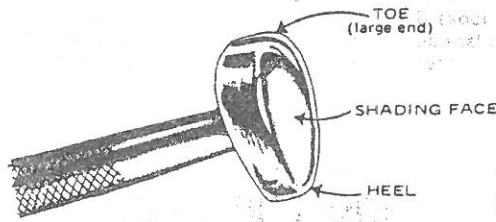
Outside petals overlap center petal. Bevel as indicated by shaded lines.

Seed pod overlaps back flower petals . . . so it is beveled around next. "Fade" beveling at ends of these cuts.

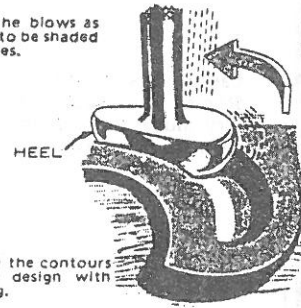
WRONG: Beveler should be held straight up and down. Heel of tool marks the leather, does not "fade out" the beveling. Incorrect angle pushes cut edge of design up.

Cross section of incorrect beveling.

To shade or contour design, use the pear shaders, "walking" it as in beveling. Use to depress open areas away from cut lines. Deep impressions should fade away into nothing.

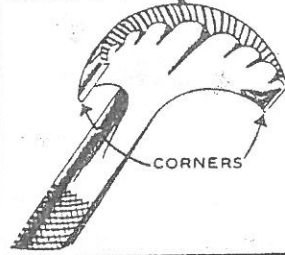


Lessen the blows as the area to be shaded diminishes.



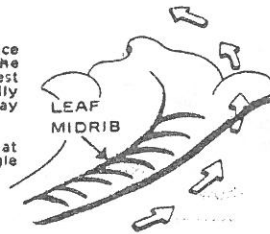
Follow the contours of the design with shading.

SERRATIONS

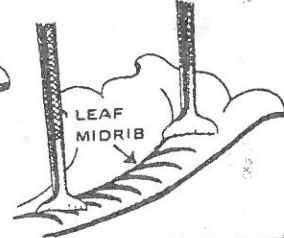


For veining leaves, use a Verner. Space evenly. Make the deepest part of the impressions by leaning tool to greatest degree. Full tool impressions are usually not used; veins should fade out away from midrib or leaf.

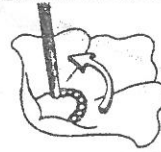
Veining impressions should never be at right angles to midrib, but should angle toward tip of leaf.



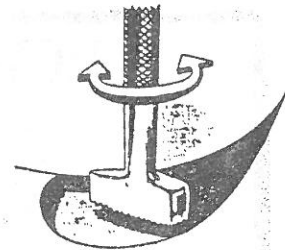
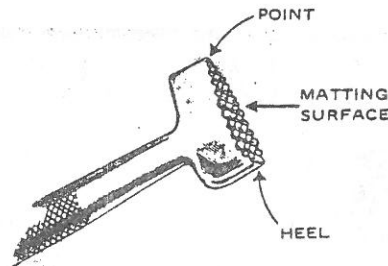
LEFT CORNER IMPRESSION



To make seeds of pod in flower center, hold seeder upright and strike firmly with the mallet. Avoid striking tool so hard that seed is cut too far into, or all the way through, the leather. Begin stamping outside row of seeds first, then second, etc.



Backgrounding is one of the most important phases of carving. Usually the final step of bringing design into full relief. For bold relief, walk the Background tool, matting down the background areas within and around the design. Use pointed end for narrow places. For broader areas, turn tool constantly for uniform background appearance.



1st cut
2nd
3rd
4th



To enhance your carved design, make decorative cuts with your swivel knife as you would in cutting half circles. Turn knife sharply, gradually diminishing in depth, fading into a hairline. These cuts are usually made in a series, each succeeding shorter than the last.



After decorating leather, use spoon end of modeling tool to slightly round edges of design and to smooth around beveling marks.

HOW TO LACE

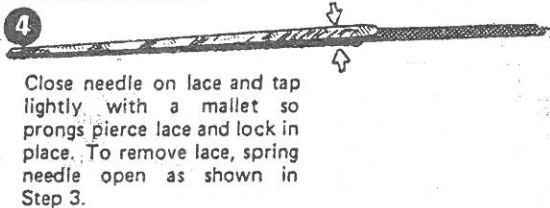
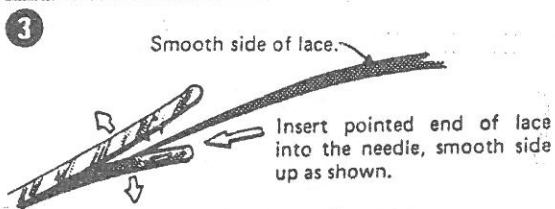
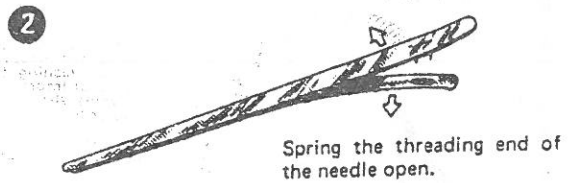
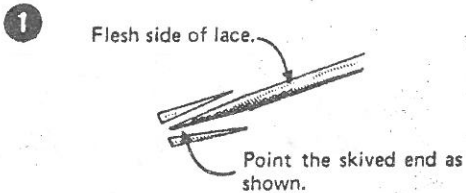
Lacing puts the finishing touch to handmade leather articles. How good the finished project looks depends very much on the lacing. Thus, how you lace and your technique have a great deal of importance in the appear-

ance of the finished project. With the following instructions and illustrations, plus a little practice, you will soon be doing a neat, smooth job of lacing. Always lace with front or outside of the project facing you.

Threading The Needle

NOTE: You should load two yards of lacing in lacing needle at a time. Working with longer pieces of lacing

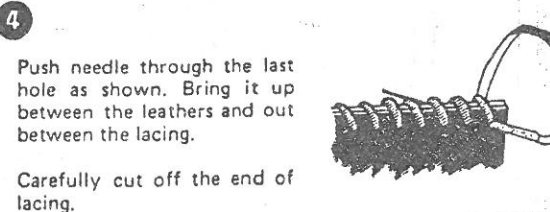
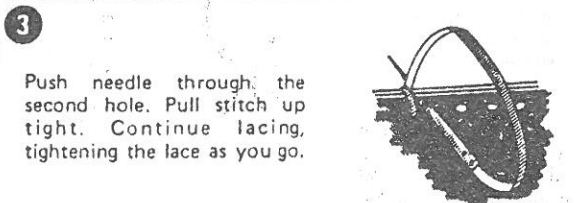
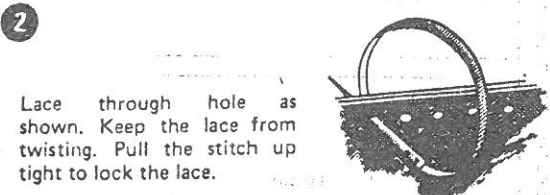
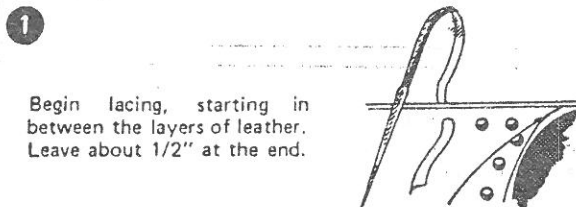
will be difficult and can cause the lacing to wear and become frayed as it is pulled through the lacing holes.



HOW TO LACE THE WHIPSTITCH-1



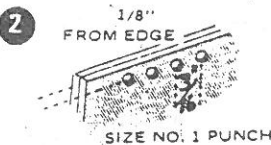
The following instructions for the Whipstitch are for use on a project with separate beginning and ending points. The amount of lacing required for the Whipstitch is three to three-and-a-half times the distance to be laced.



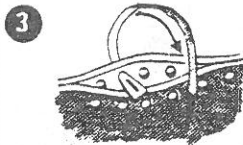
HOW TO LACE THE WHIPSTITCH-2



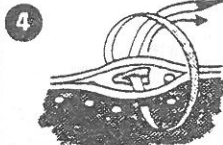
The following instructions for the Whipstitch are for use on projects with common beginning and ending points such as billfolds. The amount of lacing required for the Whipstitch is about three to three-and-a-half times the distance to be laced.



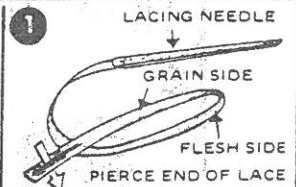
Make your lacing holes if the project is not pre-punched. Space the holes, as shown above, about 1/8" from the edge and approximately 3/16" apart. Be sure they are spaced equally.



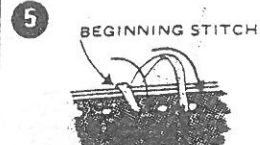
Begin lacing, starting between the two layers of leather. Leave about 1/4" at the end where you slit the lace.



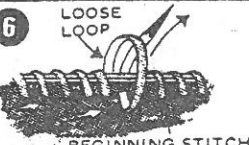
Push needle through the second hole, then thread it through the slit in the end of the lace and through the opposite hole, as shown.



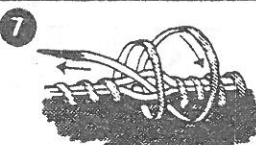
Thread the needle and then pierce the opposite end of the lace with a sharp knife leaving a slit of 1/8".



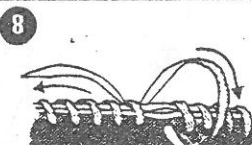
Continue lacing, tightening the lace as you go.



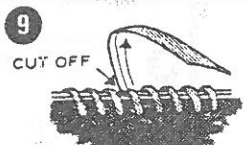
Lace around the project leaving a loose loop in the second hole from the beginning stitch. There will be one unlaced hole between your very first and your last stitch, as shown.



Spread the two leather layers and lace through the last hole, up between the leathers and through the first loose loop, as shown.



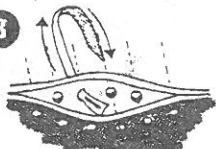
Pull the first loop tight, over end of lace, as shown.



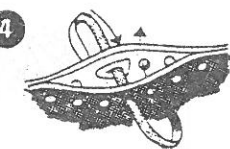
Pull end of lace tight to take slack out of last loop. Cut off the end of the lace with a sharp knife and tap all lacing flat with smooth-faced mallet.

HOW TO LACE THE RUNNING STITCH

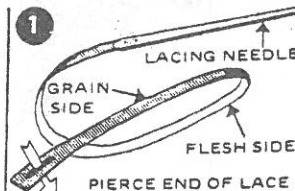
The amount of lacing required for the Running Stitch is about 1 1/2 times the distance to be laced.



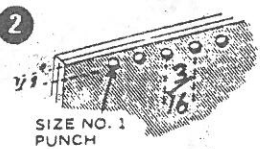
Begin lacing, starting between the two layers of leather. Leave about 1/4" at the end where you slit the lace.



Push needle through the next hole from the back, through the slit and out through the opposite hole in front, as shown.



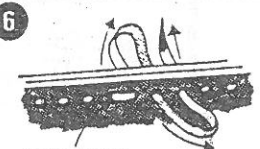
Thread the needle and then pierce the opposite end of the lace with a sharp knife leaving a slit of 1/8".



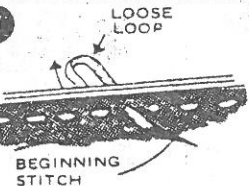
Make your lacing holes if the project is not pre-punched. Space the holes, as shown above about 1/8" from the edge and approximately 3/16" apart. Be sure they are spaced equally.



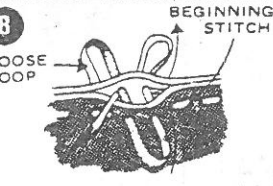
Pull stitch up tight to lock the lace. Continue lacing the rest of the project.



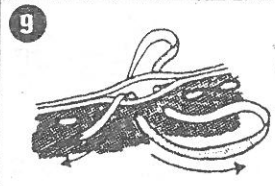
Pull the beginning stitch tight and continue lacing, pulling the stitches tight as you go.



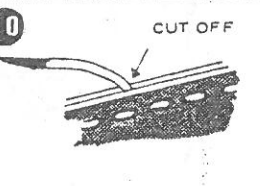
Lace to the last hole and leave a loose loop in the next to the last hole.



Push needle through last hole. Spread leathers; push needle through next to last hole, bringing needle up between leathers.

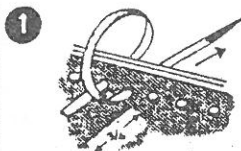


Pull the loose loop tight and continue pulling all the slack out of the lace.

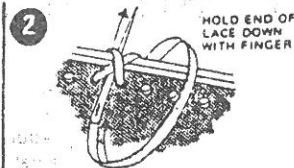


Pull all stitching tight and pull end of lace tight. Cut off the end of the lace close to the leather and tap all lacing flat with a smooth mallet.

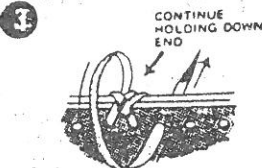
HOW TO LACE & SPLICE THE DOUBLE LOOP STITCH



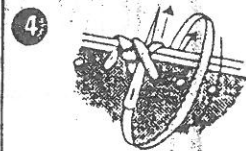
1 Beginning on front side of project, pull the needle and lace through the 1st hole. Leave about 3/4" of the lacing end and go on to lace the next hole.



2 Pull the stitch tight, lacing over the end you left free. This forms a cross or "bight".



3 Continue holding down end. Pull the stitch under the bight snug but not tight. Lace through the next hole.



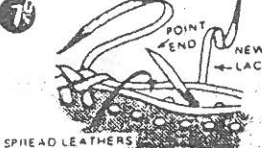
4 Follow the same procedure as in Steps 1 and 2 making a cross or bight. Once again go under the bight and pull the stitch snug.



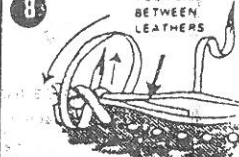
5 Lace through corner holes three times. When lacing a corner, stitch it three times. Be sure to go through bight on corner stitches.



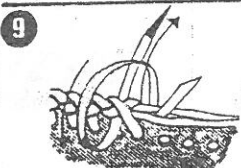
6 Lace until only 5" or 6" of lacing remain. You will now have to splice with a new length of lace.



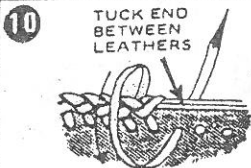
7 Insert new lacing down between leathers, 4 holes from lacing; pull out back side. Leave 3/4" of lacing between leather.



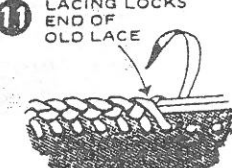
8 Tuck end of lace between leathers and continue lacing your project with the old lace.



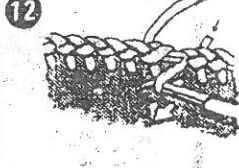
9 Pull the old lace up tight, cut off the end at an angle, allowing about 3/4" to remain. Attach needle to new lacing.



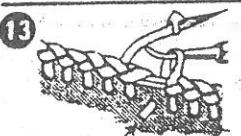
10 Tuck end of the old lacing between the leathers and lace over it with the new lace so that it is caught and won't show.



11 Lacing locks end of old lace. Continue lacing to starting point.



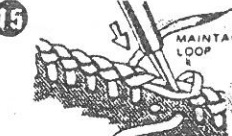
12 To tie off lacing, pull end of beginning lace free of stitches.



13 From back side pull the end of lace out of the hole.



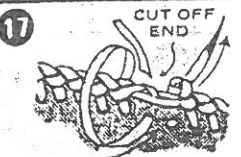
14 From front side, pull end of lace out of the loop.



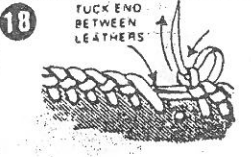
15 Push tool or needle down between leathers and hook it over the lace. Maintain loop.



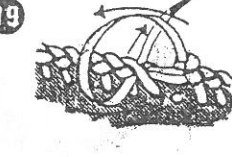
16 Pull end of lace out of hole and up between leathers. Two empty holes should appear on the front side; one on the back.



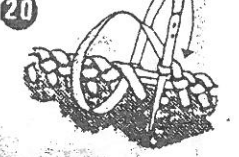
17 Cut off the end of the lace you have pulled out and tuck the end of the lace between the leathers. Lace through the next hole.



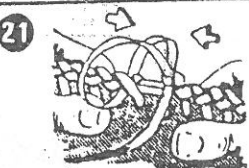
18 Pull stitch tight and lace up through loop from the back side. All holes on the back side should be filled.



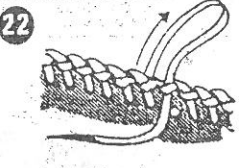
19 Lace under the bight... do not pull this stitch tight.



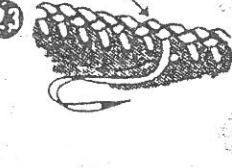
20 Carefully cross over as shown... and push needle down through the loop.



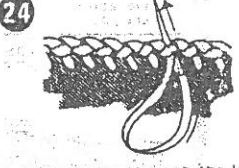
21 Pull needle through. Push laced edges together to adjust starting loops for easier completion.



22 Pull any slack out of the first loop and adjust lacing with fingers to make all your stitches appear equal.



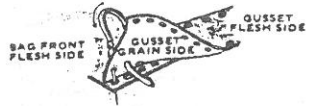


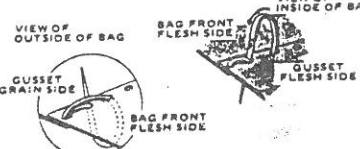
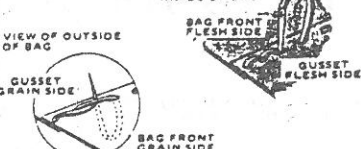

23 Pull the end of the lacing down tight. Make sure all stitches appear even and equally spaced.



24 Push needle through the last hole as shown. Bring it up between the leathers and out between the lacing. Cut off the excess lace.


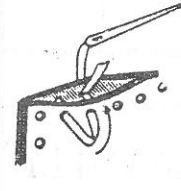


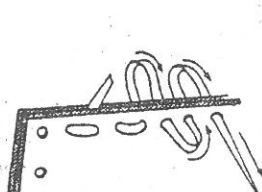
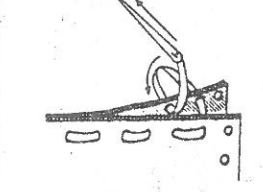
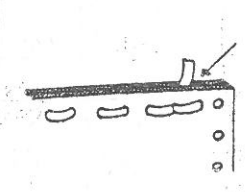
HOW TO BACKSTITCH

NOTE: Shown for use in assembling handbags, but can be adapted for assembling other projects or as a decorative stitch on belts and other items.

 <p>Step 1. Begin lacing bag front to gusset at second hole from top in gusset. Place gusset (flesh side up) on bag front (flesh side up), aligning holes. Lace as shown in second hole, lacing through gusset and bag front in first hole.</p>	 <p>Step 2. Pull lace through first hole (gusset and bag front) and take needle back through second hole (bag front and gusset).</p>	 <p>Step 3. Take needle back through first hole, pull stitch tight and proceed to third hole in bag front and gusset (skip second hole).</p>
 <p>Step 4. Pull lace through third hole, then take back through second hole of gusset and bag front.</p>	 <p>Step 5. Continue lacing through next hole, then back through preceding hole. Using this lacing technique lace bag front and gusset together.</p>	 <p>Step 6. To tie off the lacing. At the last hole in gusset and front, lace back through next to last hole in bag front and lace between gusset and front to secure lacing. Trim off excess lacing. (See illustration.)</p>

HOW TO BUCKSTITCH


The amount of lacing required for the Buckstitch is about 3 times the distance to be laced.

 <p>1. Begin lace as shown above, leaving end of lace sticking up between leathers.</p>	 <p>2. Pull first loop tight and lace back through 3rd hole as shown. Turn lace each time so the smooth side shows on back and front of project.</p>	 <p>3a. Pull first stitch tight and continue through next hole.</p>	 <p>3b. Back view of 3a. There will be 2 stitches together on back.</p>
 <p>4. Continue lacing as shown. Pull stitches tight as you go.</p>	 <p>5a. Lace to next to last hole. Now go back one hole and pull lace out between leathers.</p>	 <p>5b. Back view of 5a. There will be 2 stitches together on back as at beginning. (Step 3b.) Cut lace off flush with leather at both ends.</p>	

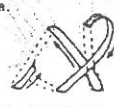
HOW TO CROSS STITCH

The amount of lacing required for the Cross Stitch is about 6 times the distance to be laced.

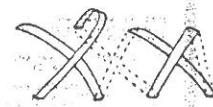
Cross Stitch can be used for assembly or decoration.



1. Punch 2 rows of holes (an even number of holes in each row) across area you wish to lace. From under side of leather insert ends of lace up through first pair of holes to top side.



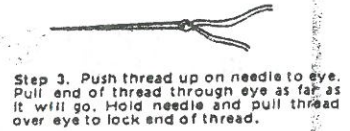
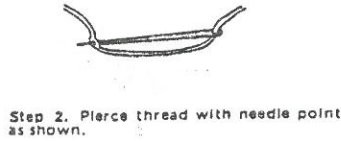
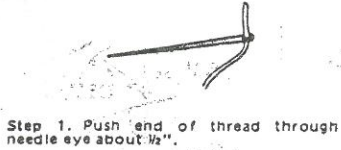
2. Cross laces on top and insert through second pair of holes to under side. Cross lace on under side and insert up through third pair of holes to top.



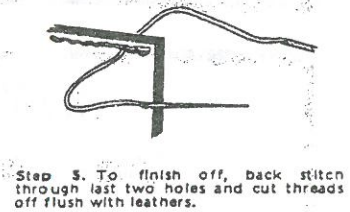
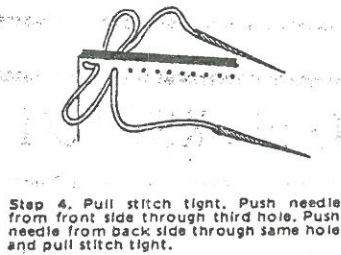
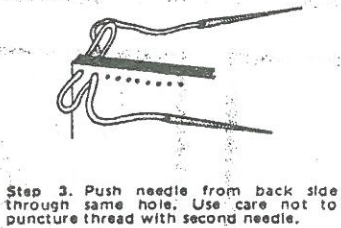
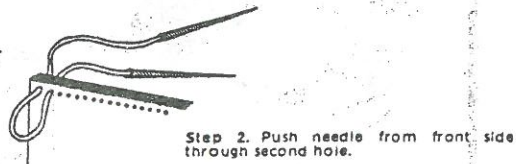
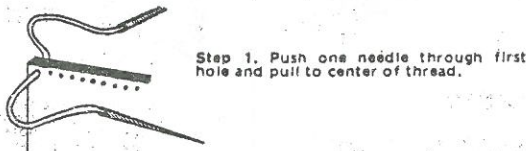
3. Continue lacing as in step 2. After inserting lace through last pair of holes to under side of leather tie or cement ends.

HOW TO THREAD THE NEEDLE

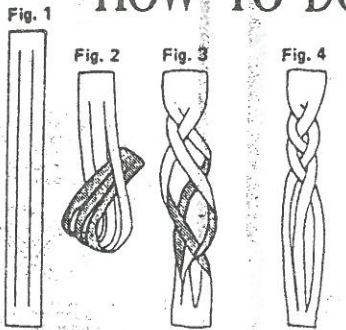
NOTE: Attach a needle to each end of thread, following these instructions.



HOW TO HAND STITCH

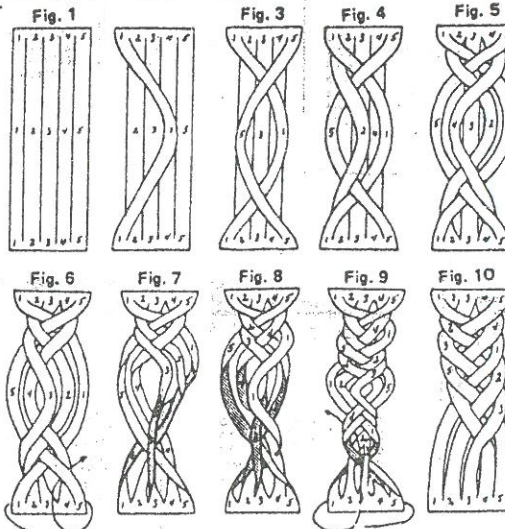


HOW TO DO 3 & 5 STRAND MYSTERY BRAID



Three-Strand Mystery Braiding

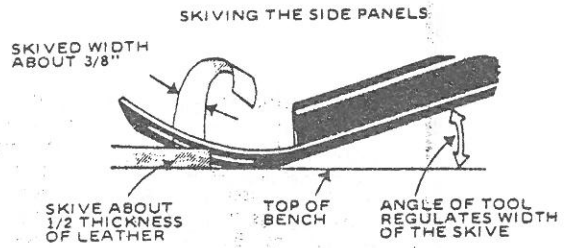
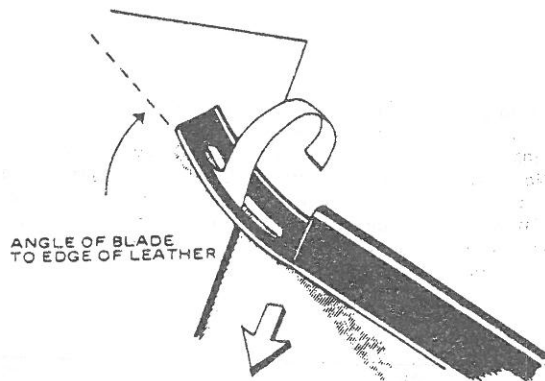
- Step 1: Make two cuts in leather strip, dividing it into 3 equal parts joined at both ends. Edge and burnish each strip if you wish. (Fig. 1)
- Step 2: Pass the lower end of strip through the slit between strands 2 and 3. (Fig. 2)
- Step 3: With resulting braid kept at the bottom, go to the top end and pass strands 1 over 2, 3 over 1 and 2 over 3. Now pass the lower end of strip between strands 2 and 3. (Fig. 3)
- Step 4: Again pass strands 1 over 2, 3 over 1 and 2 over 3. Braiding cycle is now complete, appearing as in Fig. 4. To continue braiding, follow steps 2, 3 and 4 until strands are not long enough to complete another full cycle (steps 2, 3 and 4). Equalize and smooth braid.



Five-Strand Mystery Braiding

- Step 1: Make 4 cuts into strip, dividing it into 5 equal parts as in first illustration.
- Step 2: Bring strip 1 to the right over strip 2 and 3 as in second illustration. Now bring strip 5 over strips 4 and 1. (Fig. 2)
- Step 3: Take strip 2 and bring over strips 3 and 4 (Fig. 3) and pass strip 4 from right to left over strips 1 and 2. (Fig. 3)
- Step 4: In Fig. 4 two steps are shown. First bring strip 3 around and over strips 5 and 4. The upper portion of the strip must be held intact. Next, take the bottom of the strip and pass through the opening between strips 3 and 4.
- Step 5: Now the braid should look like Fig. 5. Pay no attention to the lapsed strip at the bottom and continue to work at the top.
- Step 6: Take strip 1 and bring over strip 2 and 3 (as shown in Fig. 6). Repeat this operation from each side four more times. Then you will take the bottom of the strip through strips 3 and 4 as shown in Fig. 7. The lower part of the braid will then straighten itself out (Fig. 10). When you reach this point, begin all over again. Pass strip 1 over 2 and 3 as in Fig. 1. When the point corresponding to that in Fig. 6 is reached, turn in the bottom as before, then continue as in Fig. 7 until the end.
- Step 7: Tighten up the braid at the top so it will be easier to work at the bottom. When the braid is completed, loosen it until it is even throughout.

HOW TO SKIVE



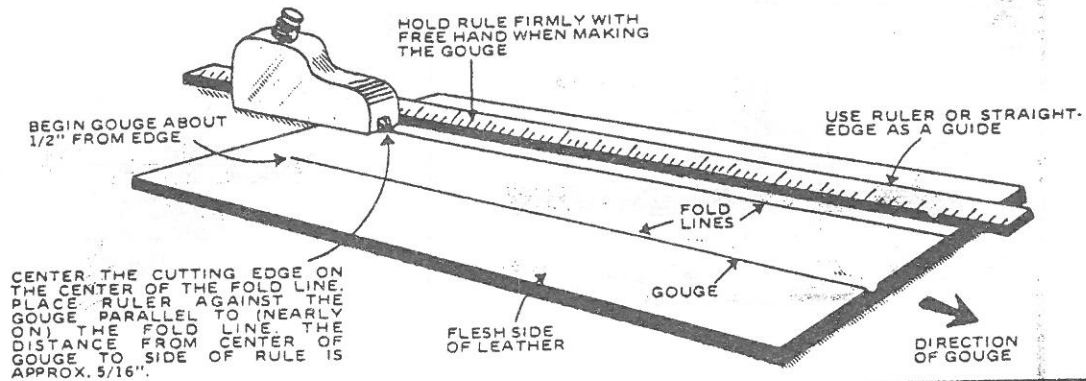
Skiving reduces the thickness of the leather where pieces will be joined or where leather is to be doubled over and cemented to make a facing. This paring down is done on the flesh side only. Use either a special No. 1574 Safety Skiver, a Head Knife or a Beveled Edge Knife.

HOW TO GOUGE

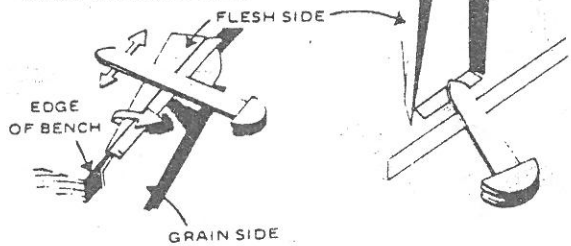
Gouging removes some of the leather for easier folding. First, be sure the leather has not stretched out of shape. Now, using a straightedge, pencil in a line for the fold, making sure this fold line is in the right place.

Normal gouging depth is about 1/2 the thickness of the leather. Lay leather grain side down and gouge only the

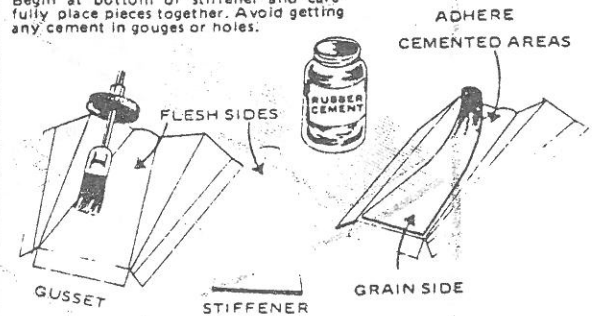
flesh side. Using an adjustable gouge and a straightedge to hold gouge steady along marked line, begin about a half-inch from the end of the leather. Gouge to end of leather, then turn leather around and gouge the remaining 1/2" of leather. If you moisten leather along marked gouge line it may be easier to gouge.



To fold gussets, dampen all gouged areas with a sponge; lay project on a hard surface, then, using a bone folder, crease leather along gouged marks. When end of the project turns out (as in a purse gusset), turn it up on the bench and use point of bone folder to make a sharp crease. Avoid rubbing too hard with folder; this will be on the grain side and will burnish the leather.



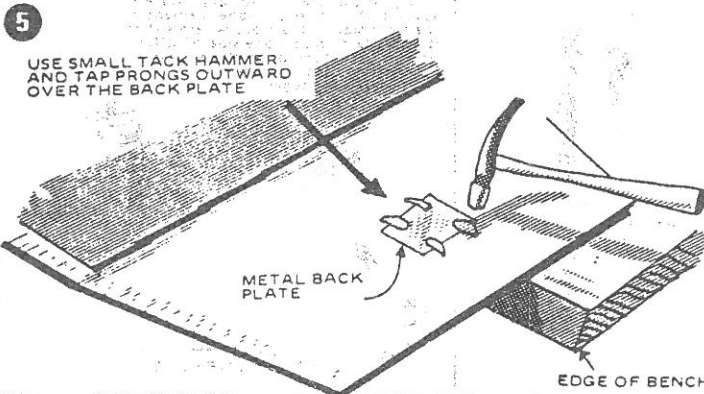
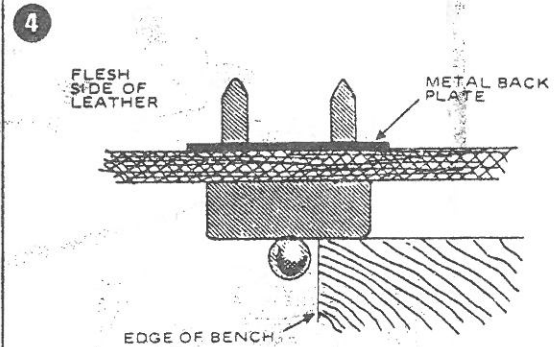
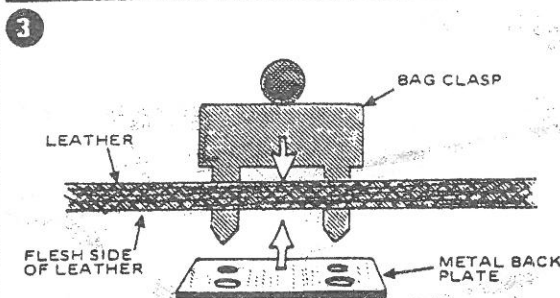
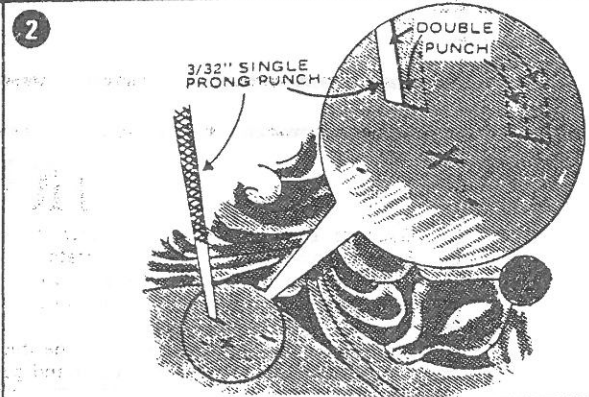
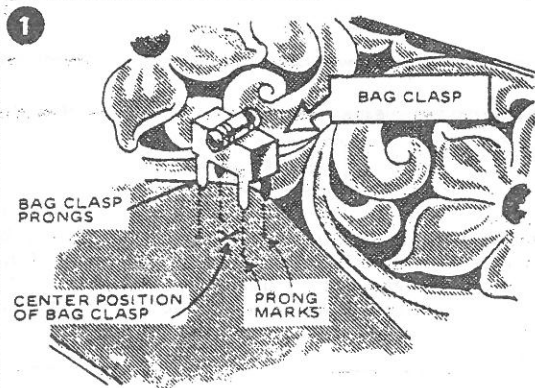
After all gouging and skiving have been done, allow leather to dry. Carefully apply a thin layer of rubber cement over the flesh side of the piece where stiffener is to be laid and on one side of stiffener. Begin at bottom of stiffener and carefully place pieces together. Avoid getting any cement in gouges or holes.



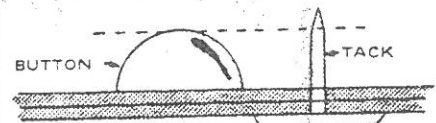
HOW TO INSTALL A BAG CLASP

Mark position for clasp on the leather as indicated on the pattern. With prongs straight, position clasp over mark and press firmly enough to make indentations from the prongs. Remove clasp and use a No. 1481 thonging chisel (size 1/8") to punch holes for prongs. Place prongs through the holes and fit back plate over the prongs. Bend prongs down over the back plate. Install strap hangers the same way, except that no back plates are used.

To install a bag clasp eyelet, fold over the flap and pencil mark center of clasp. Open flap and lay it flat. Position eyelet on leather and draw around the inside with a pencil or stylus. Cut out this area with a sharp knife. Place eyelet into slot from the carved side; turn, lining side up, and slip back plate into position. Fold prongs over, embedding in depressions, then secure with tap of mallet.

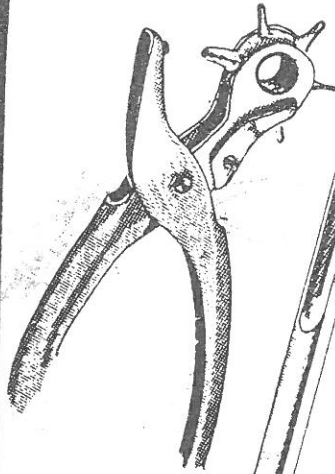


HOW TO SET KNOBBY RIVETS

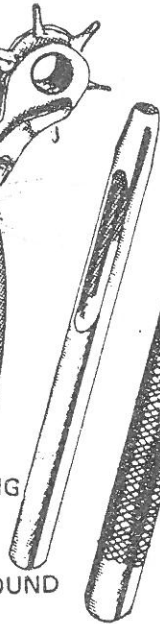


Since leather will vary slightly in thickness, you should place Knobby button beside installed tack and check to see that it does not exceed height of button. If it does, as illustrated, clip end of tack to insure proper fit.

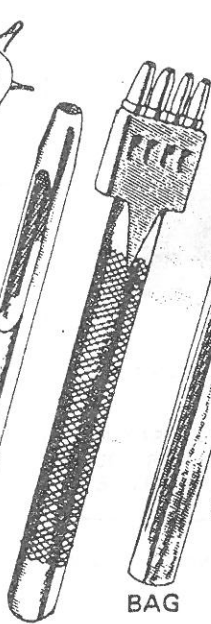
HOW TO USE LEATHER PUNCHES



ROUND REVOLVING



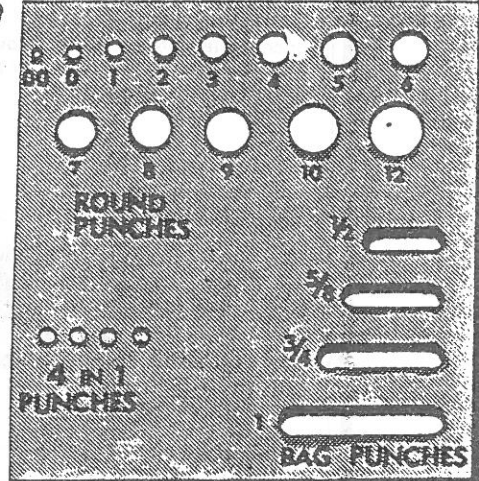
ROUND



4-IN-1



BAG



STITCHING PUNCH

The Round Revolving Punch with tube sizes 00 through 7 is for use on lighter weight leathers where holes are to be punched close to the edge. The Round Drive Punch in sizes 0 through 12 is used on light or heavyweight leather, and in areas inaccessible to the Round Revolving Punch. The Round Punches are used for punching holes for rivets, eyelets, snaps, buckle tongue holes, and lacing and stitching holes.

The stitching punch in size 00 is used for punching stitching holes for waxed thread.

The Bag Punches are used for punching buckle tongue slots, slots where straps are inserted in bags, etc.

The Craftool 4-In-1 Punch is used on straight edges for punching lacing holes more quickly than with a single punch.



Use a heavy rawhide mallet on all punches, NEVER use a steel hammer.

Take care of the cutting edges of your punches. Do not lay them randomly in your tool box.

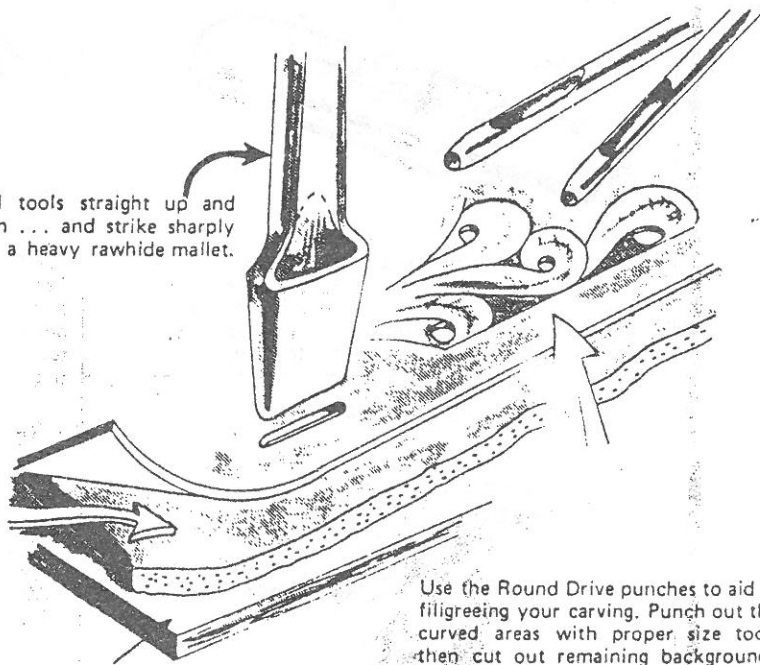
PLACE THE LEATHER TO BE PUNCHED ON A FIRM SURFACE.

REMEMBER

... use a HEAVY piece of leather (or double thickness under leather) before punching to protect your punches.

Use a metal or other very firm surface to punch against. DO NOT strike tool so hard as to drive it into the metal.

Hold tools straight up and down ... and strike sharply with a heavy rawhide mallet.



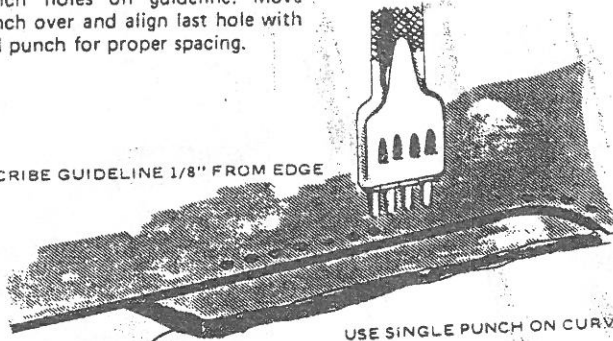
METAL

Use the Round Drive punches to aid in filigreeing your carving. Punch out the curved areas with proper size tool, then cut out remaining backgrounds with filigreeing blade.

PUNCHING LACING HOLES WITH THE CRAFTOOL 4-in-1 No. 8052.

Punch holes on guideline. Move punch over and align last hole with end punch for proper spacing.

SCRIBE GUIDELINE 1/8" FROM EDGE

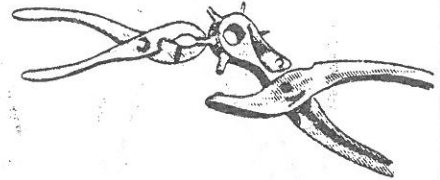


USE SINGLE PUNCH ON CURVES

REMEMBER

USE A PIECE OF HEAVY LEATHER OR A POUNDO BOARD UNDER YOUR WORK TO PROTECT PUNCH TUBES!

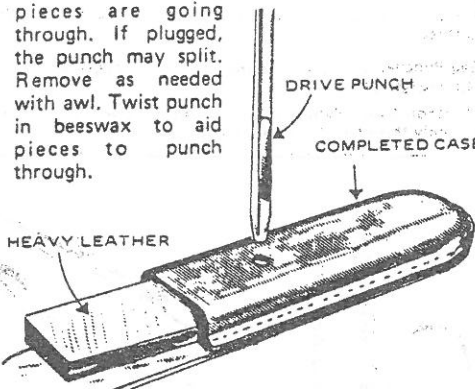
CHANGING TUBES ON REVOLVING PUNCH



Use pliers to remove Revolving Punch tubes that are not threaded, then insert new tube.

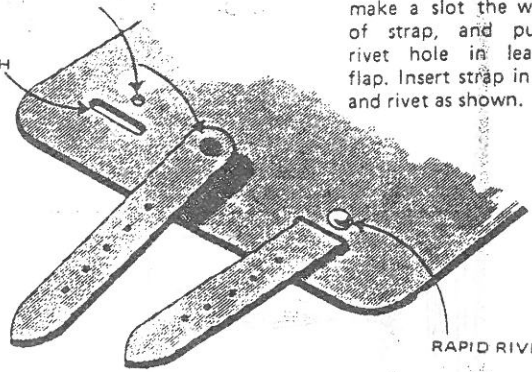
SPECIAL NOTE:

Watch your punches to see if the punched pieces are going through. If plugged, the punch may split. Remove as needed with awl. Twist punch in beeswax to aid pieces to punch through.



ROUND DRIVE PUNCH

BAG PUNCH

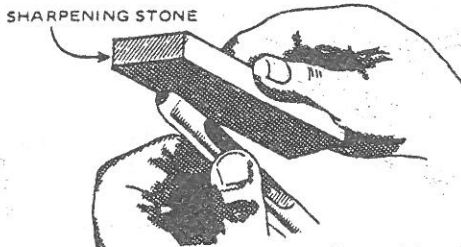


A simple method of attaching straps is to make a slot the width of strap, and punch rivet hole in leather flap. Insert strap in slot and rivet as shown.

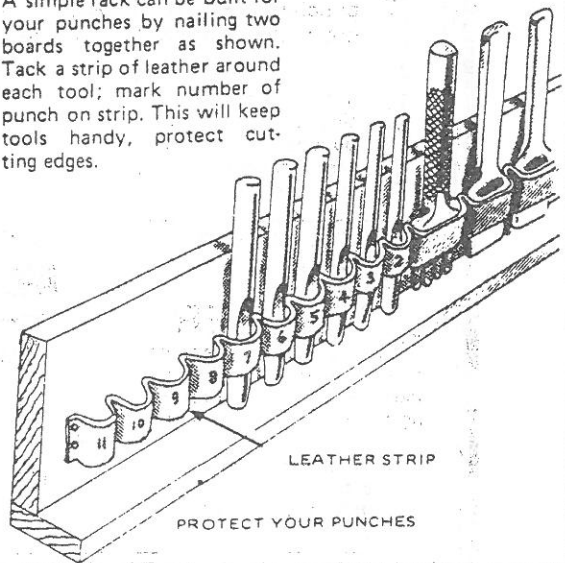
Oftentimes a snap or attachment is desired on a case already sewn together. A hole can be punched as shown. Insert a heavy leather piece into the case and punch hole. Insert snap post or eyelet from inside of case after removing heavy leather. Insert iron bar in its place to act as a riveting or "setting" surface for the snap.

A simple rack can be built for your punches by nailing two boards together as shown. Tack a strip of leather around each tool; mark number of punch on strip. This will keep tools handy, protect cutting edges.

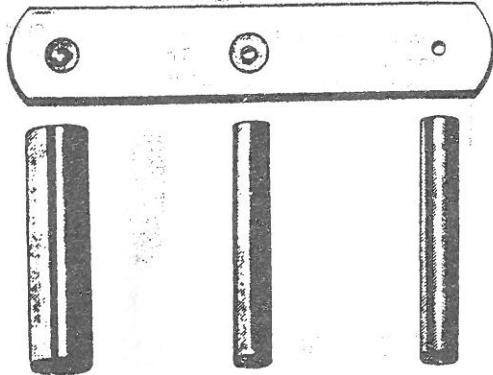
SHARPENING THE PUNCHES



If your punch is damaged, a small round jeweler's file will remove any burrs INSIDE the tube. Use a good sharpening stone and hone down the outside to put your punch back in good cutting shape.

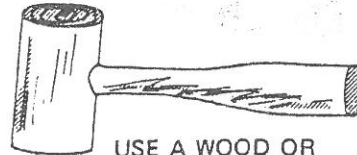


HOW TO SET BELT SNAPS

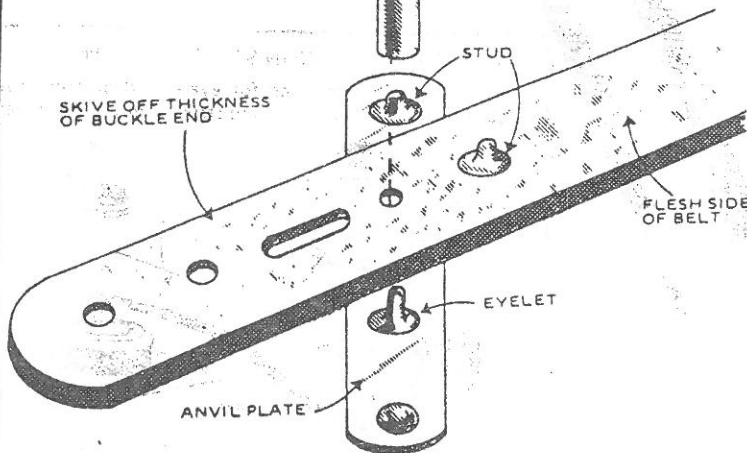
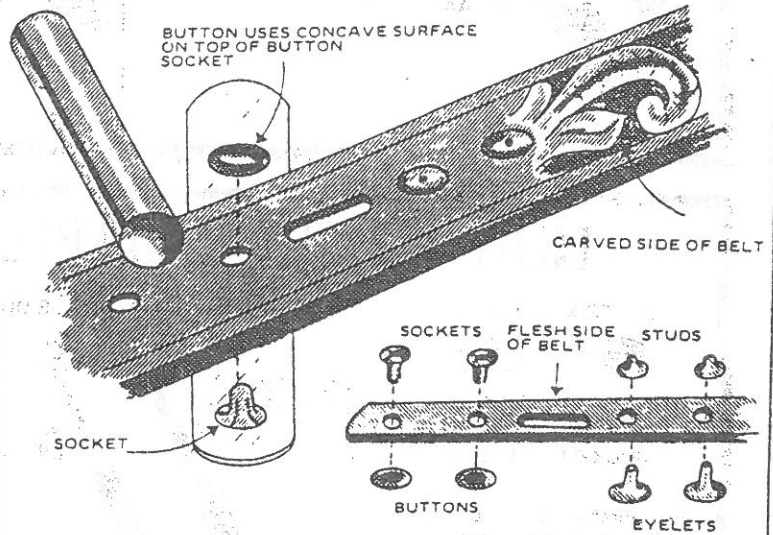
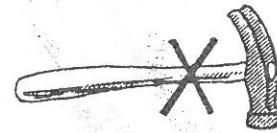


CRAFTOOL SNAP SETTER NO. 8103

The Craftool 8103 Sigma Snap Setter sets the line 16 glove and line 16 belt snaps.



USE A WOOD OR RAWHIDE MALLET ON THE SETTING TOOLS . . . NEVER USE A HAMMER!



Usually the thickness of the leather must be skived off at buckle end of belts. Cut out buckle slot and punch holes for the snap parts. Use proper size punches for eyelet and socket parts. Place snap parts together as shown. Place socket on proper anvil location, push leather over socket, place button on socket, place concave end of large setter on button, set parts by striking setter with mallet. Place eyelet on anvil, push leather over eyelet, place stud on eyelet, place setter on stud and set parts by striking setter with mallet.

HOW TO SET EYELETS

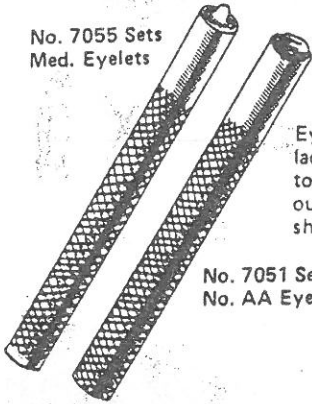
NO. AA



MED.

CRAFTOOL EYELET SETTERS

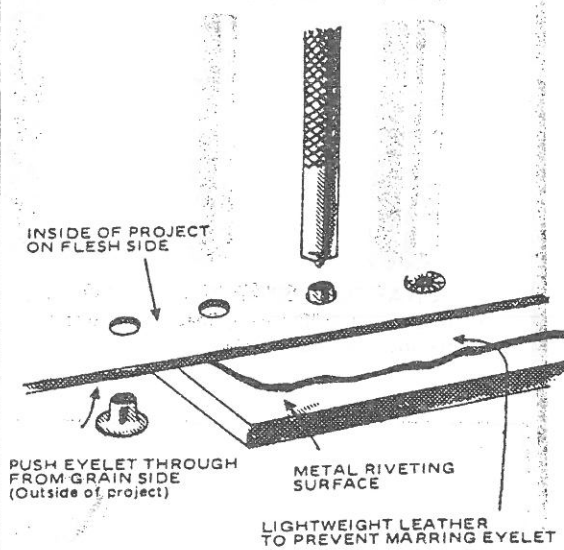
No. 7055 Sets
Med. Eyelets



Eyelets are used where lace pulls through leathers to prevent wear, tearing out holes. Use on albums, shoes, drawstring purses.

No. 7051 Sets
No. AA Eyelets

Punch holes to fit eyelets. Insert eyelet in hole from the finished side of project. Then set it with the setter, striking the tool with a mallet.



HOW TO SET DURABLE DOT SNAPS

BUTTON



STUD



SOCKET

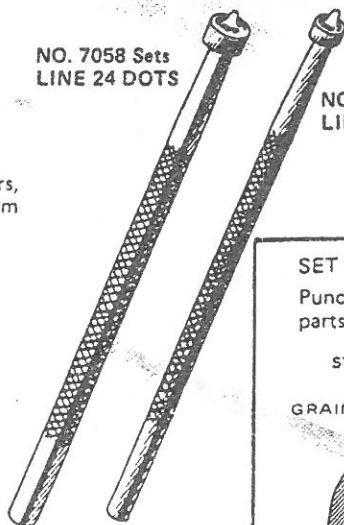


EYELET

CRAFTOOL DURABLE DOT SETTER

NO. 7058 Sets
LINE 24 DOTS

NO. 7057 SETS
LINE 20 DOTS



Use Durable Dots for holsters, straps, vests, etc. where a firm fastener is required.

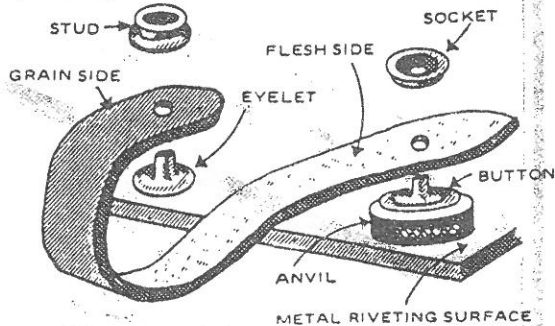


1804 ANVIL

CONCAVE SURFACE FOR SETTING DURABLE DOT BUTTONS

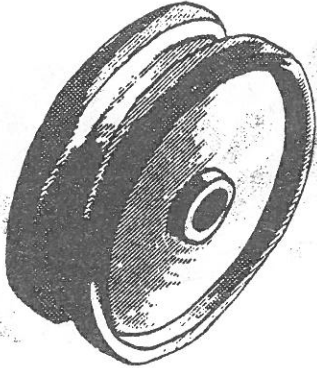
SET DURABLE DOTS IN STRAP AS SHOWN

Punch proper size holes for eyelet and button. Insert parts, set tool in position, and strike firmly with mallet.

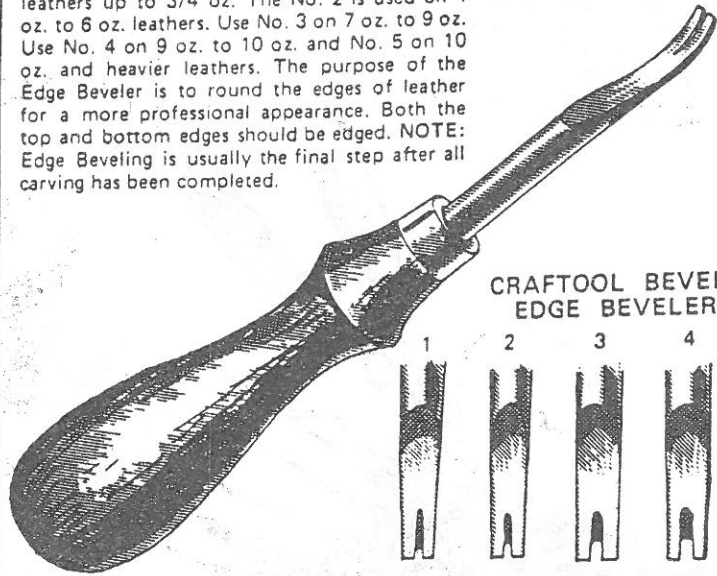


HOW TO EDGE

CRAFTOOL EDGE SLICKER

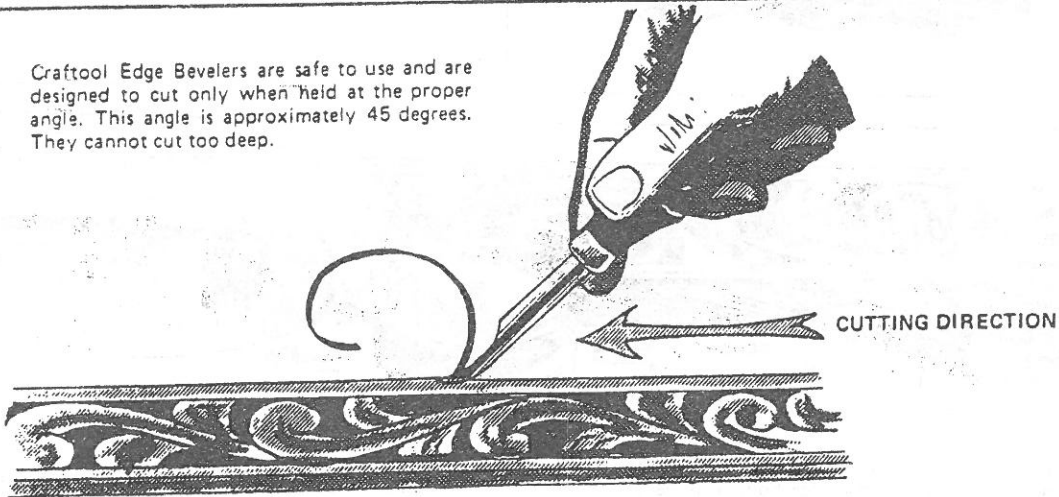


Crafttool Edge Bevelers are available in five sizes. The No. 1 size is used on lightweight leathers up to 3/4 oz. The No. 2 is used on 4 oz. to 6 oz. leathers. Use No. 3 on 7 oz. to 9 oz. Use No. 4 on 9 oz. to 10 oz. and No. 5 on 10 oz. and heavier leathers. The purpose of the Edge Beveler is to round the edges of leather for a more professional appearance. Both the top and bottom edges should be edged. **NOTE:** Edge Beveling is usually the final step after all carving has been completed.

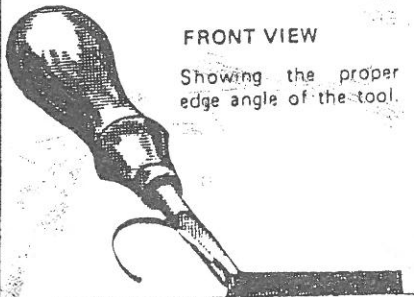


CRAFTOOL BEVEL-EZE
EDGE BEVELERS

Crafttool Edge Bevelers are safe to use and are designed to cut only when held at the proper angle. This angle is approximately 45 degrees. They cannot cut too deep.



WRONG EXAMPLES



FRONT VIEW
Showing the proper
edge angle of the tool.



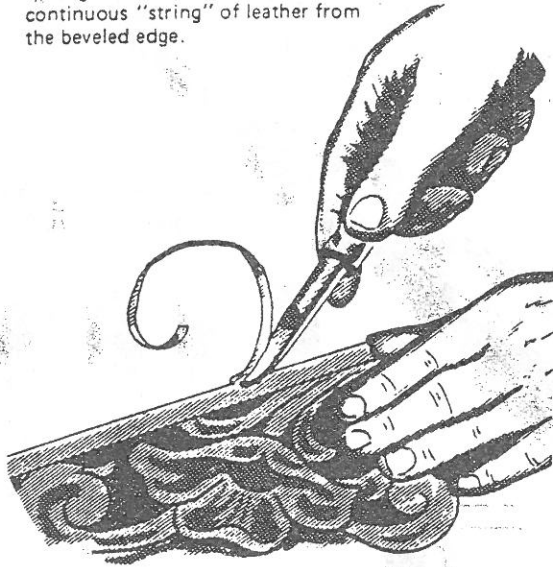
TOO SHALLOW

Tool will skip;
will not cut prop-
erly.

TOO STEEP

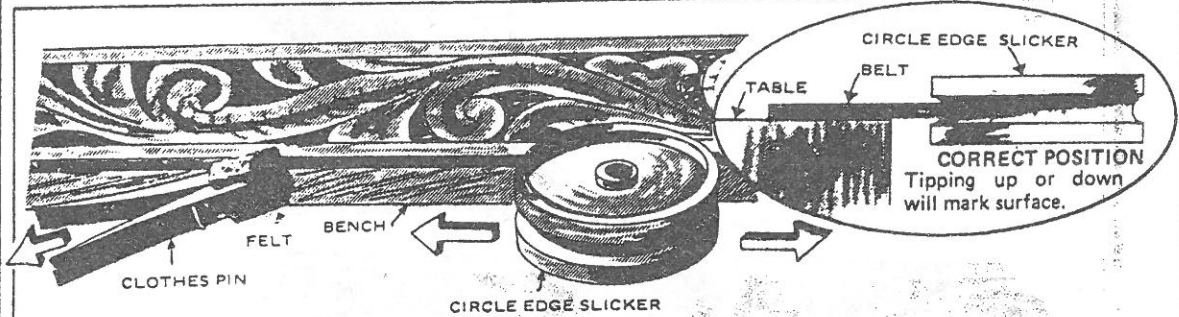
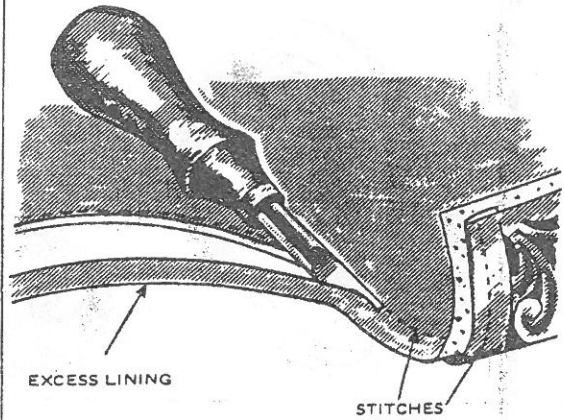
Points will dig
into the leather.

For best results, hold work firmly on bench with free hand. Use firm pressure on tool, held at proper angle, and make edge bevels quickly. A good bevel is indicated by one continuous "string" of leather from the beveled edge.



SPECIAL NOTE:

Your Edge Beveler, if sharp, can also be used as a trimming tool. To trim off excess lining material, stitched or laced to a project, trim the excess close to the stitching as shown below.

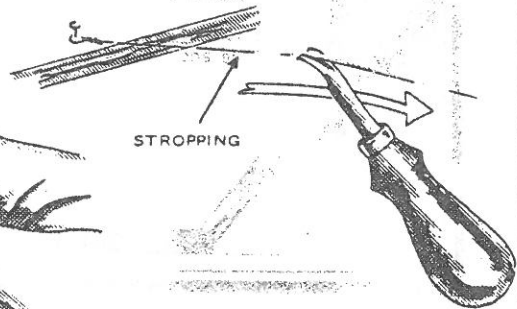
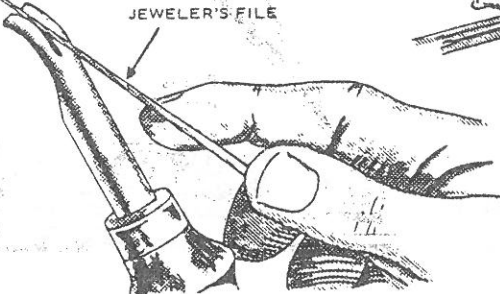


Dye the edges if desired. Dip felt in dye and pull evenly along the edge holding project firmly with free hand, with edge of project extending over the edge of the bench.

Moisten the dyed edge of the leather with a sponge dipped in water and rub briskly back and forth with the circle edge slicker. Hold project firmly.

HOW TO SHARPEN THE EDGE BEVELERS

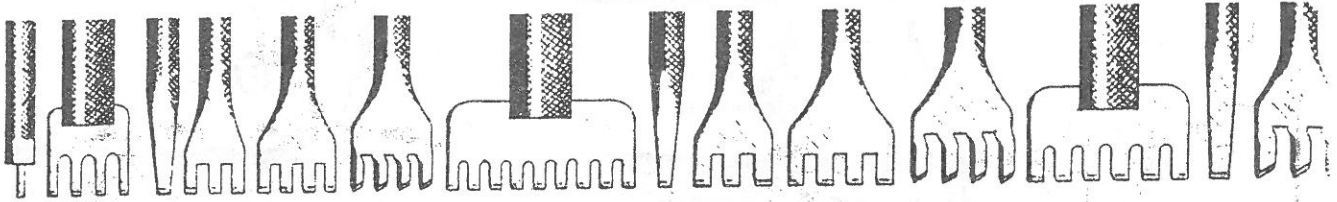
Sharpen the tools with a small, round jeweler's file. File the rounded notch on the bottom, working toward the cutting edge. The tools can be stropped by pulling under a heavy cord thread impregnated with a fine cutting compound or jeweler's rouge.



PUNCHING LACING HOLES

Before you can begin lacing, you have to punch several ways to do this and many tools available to the leather crafter or hobbyist. These chisels come in single-prong, three-prong, four-prong, six-prong and eight-prong punches and they punch slits ranging in size from 1/16" to 5/32" in width. They also come in angled chisels for slanted lacing slits. The 1/16" chisels are used for punching saddle stitching slits, to be sewn with thread. The 3/32" chisels are for 3/32" lace 1/8" for 1/8" lace and 5/32" for buckstitch or florentine lace. Of course, these rules are not hard and fast as stated in the introduction.

THONGING CHISELS



Thonging Chisels are so called because they look like small chisels. They punch lacing slits instead of round holes. These chisels come in single-prong, three-prong, four-prong, six-prong and eight-prong punches and they punch slits ranging in size from 1/16" to 5/32" in width. They also come in angled chisels for slanted lacing slits. The 1/16"

chisels are used for punching saddle stitching slits, to be sewn with thread. The 3/32" chisels are for 3/32" lace 1/8" for 1/8" lace and 5/32" for buckstitch or florentine lace. Of course, these rules are not hard and fast as stated in the introduction.

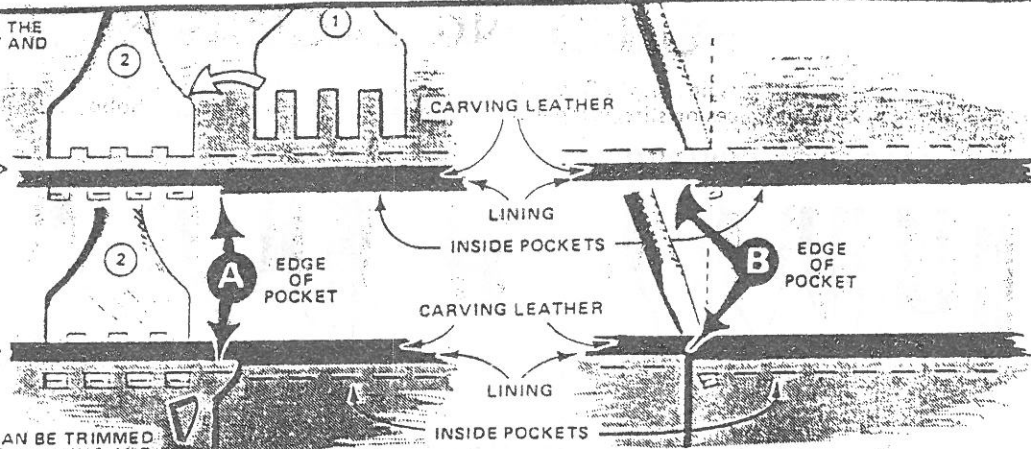
STRAIGHT		ANGLED	
<p>1</p> <p>Wing Dividers Leather Guide Line</p> <p>To prepare for positioning lacing slits, scribe a light guide line 1/8" from the edges of the project to be laced, with a pair of wing dividers.</p>	<p>2</p> <p>Single-Prong Chisel Light Guide Line Leather</p> <p>Begin by punching all corner slits with a single-prong chisel, at right angles to the corners. Hold the chisel in position on the leather, straight up and down, and strike sharply with a wooden mallet. Always punch on a rubber protecto board to prevent damage to the chisels.</p>	<p>1</p> <p>Wing Dividers Leather Guide Line</p> <p>Prepare for positioning angled lacing slits the same way you did for straight slits. Scribe a light guide line around edges, 1/8" in, with wing dividers.</p>	<p>2</p> <p>15° Vertical Guide Line Leather</p> <p>Begin by punching all corner slits. Set the bottom of the single-prong chisel slightly to the left of the corner and at approximately a 15° angle to the vertical guide line. Punch corner slit. Turn leather clockwise and repeat next corner. Continue in this manner always turning leather clockwise, and punch all four corners. Always punch on a rubber protecto board to prevent damage to chisels.</p>
<p>3</p> <p>Same Distance</p> <p>After punching the corner slits, begin next slits with a multi-prong chisel. Space the first slit from the corner the same distance as between the prongs of the chisel. If you are using a 1/8" chisel, the first slit after the corner should be 1/8" from the corner slit.</p>	<p>4</p> <p>First Prong Enters Last Slit</p> <p>To properly align succeeding slits, place first prong in last slit punched and punch again. Continue punching to next corner. When punching through several layers of leather, be sure all edges are lined up and the chisel is held straight, otherwise you might punch through the edge of an inside piece, such as a pocket. (See next page.)</p>	<p>3</p> <p>Same Distance</p> <p>Begin next slits with the multi-prong angled chisel. Space the first slit from the corner the same distance as between the prongs of the chisel (always measure between the bottom of the slits). If you are using a 1/8" chisel, the first slit should be 1/8" from the corner slit.</p>	<p>4</p> <p>First Prong Enters Last Slit</p> <p>Properly align succeeding slits, as with straight slits. Place first prong in last slit punched and punch again. Continue punching to next corner. Be sure all edges are lined up and that the punch is held straight, to avoid punching through the edge of an inside piece such as a pocket. (See next page.)</p>
<p>5</p> <p>End Prongs Would Be Too Close To Corner Slit</p> <p>If slits do not come out evenly spaced at the next corner, adjust the spacing slightly by using the single-prong chisel as shown above.</p>	<p>6</p> <p>Use Single-Prong Chisel To Adjust Spacing</p> <p>When going around slightly rounded areas, this tip may be of help. Place third prong of multi-prong chisel over last slit. Turn chisel slightly so the last prong is on the guide line and tip the chisel so the last prong makes a faint impression and repeat the process until again on a straight area. Then punch the impressions with a single-prong chisel.</p>	<p>5</p> <p>Use Single-Prong Chisel To Adjust Spacing</p> <p>If slits do not come out evenly spaced at the next corner, adjust the spacing slightly by using the single-prong chisel as shown above.</p>	<p>6</p> <p>Faint Impressions</p> <p>When going around slightly rounded areas, this tip may be of help. Place third prong of multi-prong chisel over last slit. Turn chisel slightly so the last prong is on the guide line and tip the chisel so the last prong makes a faint impression, and repeat the process until again on a straight area. Then punch the impressions with a single-prong chisel.</p>

THESE INSTRUCTIONS ARE THE SAME FOR BOTH STRAIGHT AND ANGLED CHISELS

THIS VIEW SHOWS TOP AND EDGE OF THE PROJECT

THIS VIEW SHOWS EDGE AND BOTTOM OF THE PROJECT

POCKET EDGE CAN BE TRIMMED TO EXPOSE SLIT IN LINING AND CARVING LEATHER



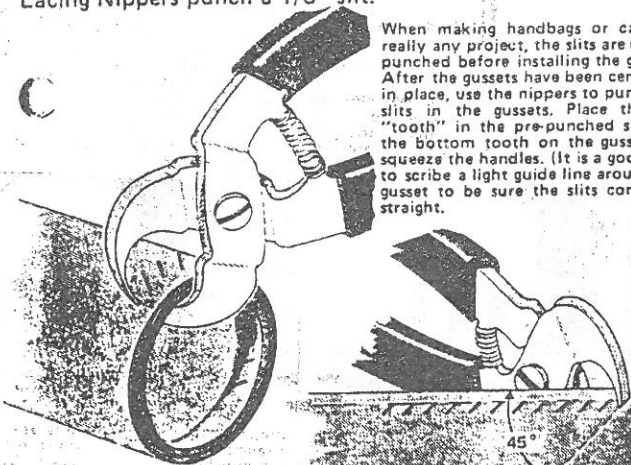
Sometimes it is preferable to punch lacing slits in the back of a project before assembling the inside parts. The purpose of punching lacing slits in the carved back before cementing the pockets in place is to insure proper spacing and easier punching through the total thickness. When cementing the pockets in place (after the back has been punched) often the edge of the pockets will be in the center of a slit. . . and when punched, the prong would cut through the edge of the pocket. This is undesirable. Adjustments have to be made to prevent this. Study the suggestions presented above.

Example A: This shows the edge of the pocket coming directly in the center of the slit. Punch up to this slit in Step 1. Pull out the punch and move over, skipping this slit as in Step 2. Then carefully trim off the corner edge of the pocket as shown. Example B: Here, the edge of the pocket sufficiently covers the slit so that the single-prong chisel can be used at an angle to prevent cutting the edge. Should the edge be cut, simply trim off the corner edge as shown in example A.

LACING NIPPERS

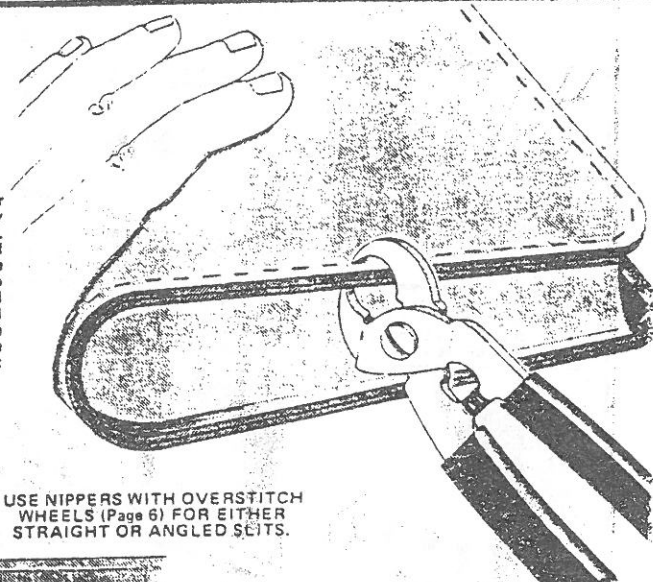
A pair of Lacing Nippers is a handy tool for punching those areas which won't lay flat against a table, like handbag gussets. You can't reach these places easily with a chisel. Lacing Nippers punch a 1/8" slit.

When making handbags or cases or really any project, the slits are usually punched before installing the gussets. After the gussets have been cemented in place, use the nippers to punch the slits in the gussets. Place the top "tooth" in the pre-punched slit and the bottom tooth on the gusset and squeeze the handles. (It is a good idea to scribe a light guide line around the gusset to be sure the slits come out straight.



NIPPERS CAN ALSO BE USED WITH THE ANGLED CHISELS.

USE NIPPERS WITH OVERSTITCH WHEELS (Page 6) FOR EITHER STRAIGHT OR ANGLED SLITS.



4-IN-1 ROUND HOLE PUNCH

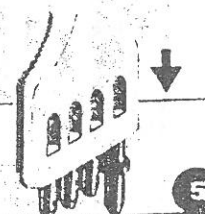
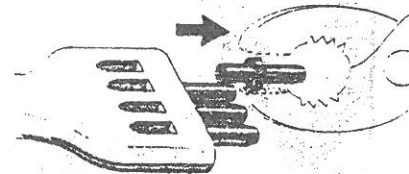
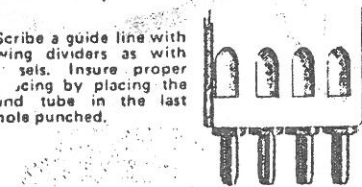
This punch is used in the same way as the multi-prong punches except it punches 1/16" round holes instead of slits. It punches the holes more accurately and rapidly than could be accomplished with the mini-punches. The punching tubes are replaceable. Always remember to use a protecto board under your leather to protect your tools.

Scribe a guide line with wing dividers as with slits. Insure proper spacing by placing the end tube in the last hole punched.

USE A #0 MINI PUNCH TO PUNCH AROUND CURVES AND TO ADJUST SPACING AT CORNERS.

REPLACING TUBES

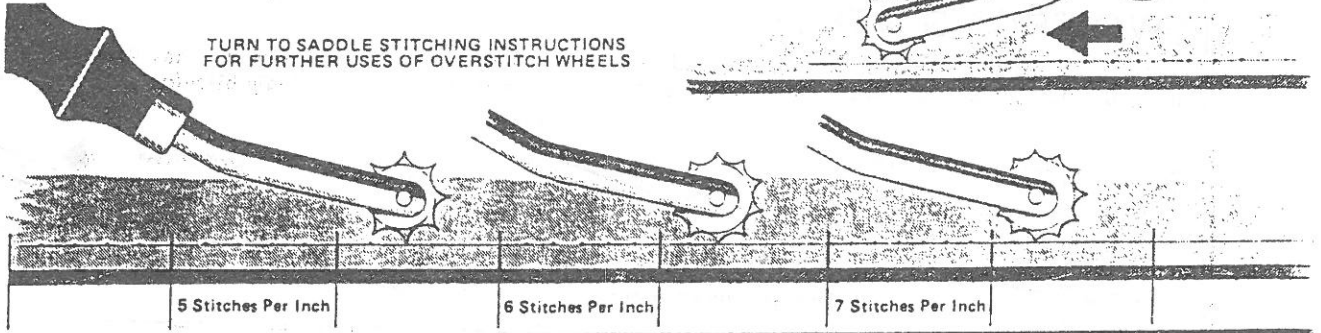
Remove tubes with pliers, grasp the shoulder of the tube with pliers and pull. Replace tubes by pushing tube in hole and then placing the punch on a piece of leather or protecto board and hitting punch with a mallet.



OVERSTITCH WHEELS

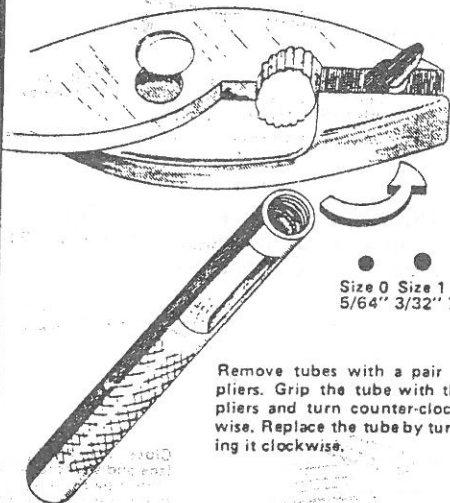
These tools are used to mark spacing for holes when you are not using multi-prong punches or are using an awl to punch holes, as in saddle stitching. They are available in several sizes. The numbers indicating size tell you how many stitches per inch each wheel marks. For instance, a number 5 wheel will mark 5 stitches to the inch, a number 6 will mark 6 holes to the inch, etc.

Scribe a light guide line with wing dividers first. Hold the wheel in position shown at left. Apply firm downward pressure to make distinct impressions. Push wheel carefully along guide line.



MINI PUNCH

The Mini Punch is an all-purpose hole punch with interchangeable tubes from zero to five. For lacing holes the number zero or number one is generally used unless using latigo or buckstitch lace. It comes in a set with one handle and 6 tubes. Extra handles are available. Be sure you protect the tips with a protecto board or piece of leather.



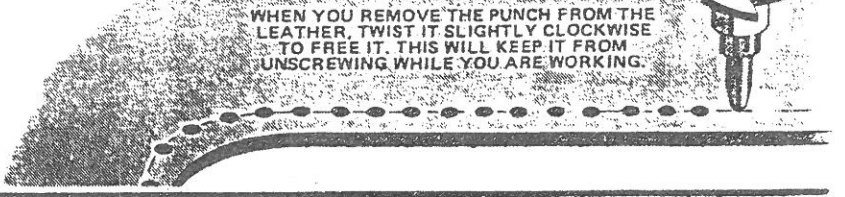
TUBE SIZES

- Size 0 Size 1 Size 2 Size 3 Size 4 Size 5
- 5/64" 3/32" 7/64" 1/8" 5/32" 11/64"

Remove tubes with a pair of pliers. Grip the tube with the pliers and turn counter-clockwise. Replace the tube by turning it clockwise.

Use the mini punch with the 4-IN-1 Punch to go around curves or to adjust spacing or use to punch all holes after marking positions with an Overstitch Wheel. It can also be used in conjunction with the Rotary Punches as it can reach many places a Rotary Punch can't. Place the punch in position on leather and strike with a mallet.

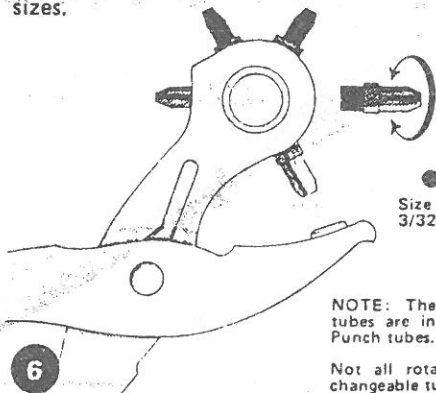
WHEN YOU REMOVE THE PUNCH FROM THE LEATHER, TWIST IT SLIGHTLY CLOCKWISE TO FREE IT. THIS WILL KEEP IT FROM UNSCREWING WHILE YOU ARE WORKING.



ROTARY PUNCH

A Rotary Punch is a plier-like tool, with a punch on the end. You squeeze the handles to punch the hole. The head of the punch has six tubes radiating out like the spokes of a wheel. With a turn of the wheel you can change hole sizes.

Scribe a guide line with wing dividers. Rotate wheel until desired tube size is over the anvil. Place tube on guide line with anvil under the leather and squeeze the handles. If leather seems a bit tough it will help to swing your hand to the right and left as you squeeze the handles.



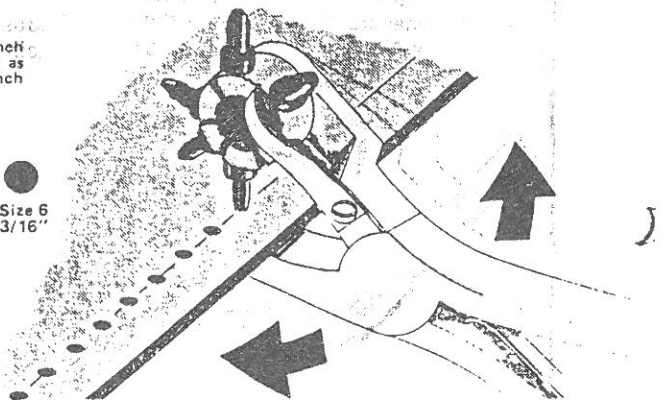
Remove tubes from punch with a pair of pliers just as you removed the mini punch tubes.

TUBE SIZES

- Size 1 Size 2 Size 3 Size 4 Size 5 Size 6
- 3/32" 7/64" 1/8" 5/32" 11/64" 3/16"

NOTE: The 6-IN-1 Rotary Punch tubes are interchangeable with Mini Punch tubes.

Not all rotary punches have interchangeable tubes.



THREADING THE NEEDLES

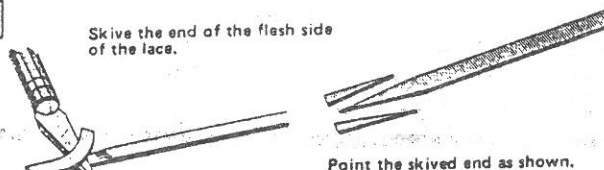
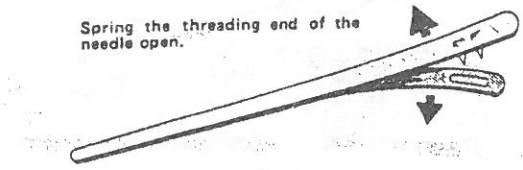
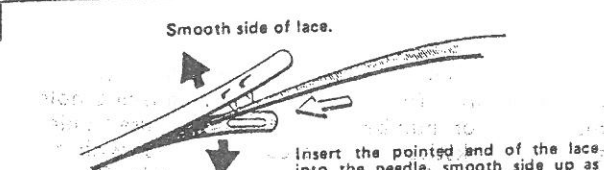
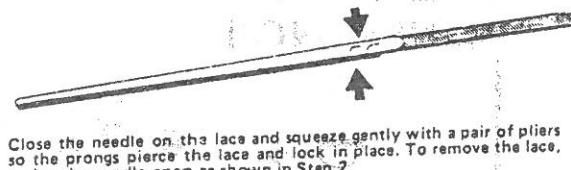
Just as in sewing, a needle is advantageous when lacing. When you start lacing, the lace is usually stiff enough to go through the holes without a needle, but after going through a hole it soon becomes too soft and pliant to

push through. It's like trying to push a piece of thread through cloth without a needle. Below we will show you how to thread three different kinds of lacing needle.

TWO PRONG NEEDLE

This is a flat lacing needle recommended for 3/32" and 1/8" flat laces. The Two-Prong Needle is the most

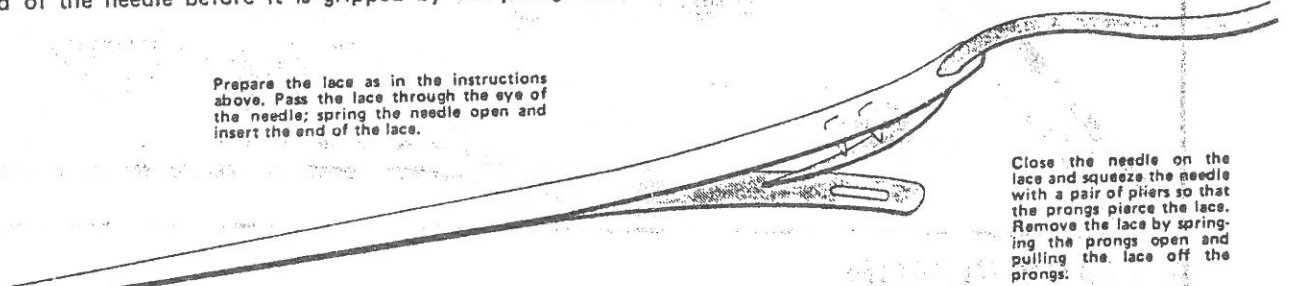
widely used lacing needle. It is inexpensive and can usually be used for several lacing jobs before it is discarded.

<p>1</p> <p>Skive the end of the flesh side of the lace.</p>  <p>Point the skived end as shown.</p>	<p>2</p> <p>Spring the threading end of the needle open.</p> 
<p>3</p> <p>Smooth side of lace.</p>  <p>Insert the pointed end of the lace into the needle, smooth side up as shown.</p>	<p>4</p>  <p>Close the needle on the lace and squeeze gently with a pair of pliers so the prongs pierce the lace and lock in place. To remove the lace, spring the needle open as shown in Step 2.</p>

HOOK AND EYE NEEDLE

This is also a flat lacing needle. It is recommended for 1/2" flat lace. The lace passes through a hole or eye in the end of the needle before it is gripped by the prongs and

hooks. This helps to insure the lace will not slip out of the needle when you pull it through the leather. This needle is also considered to be disposable.



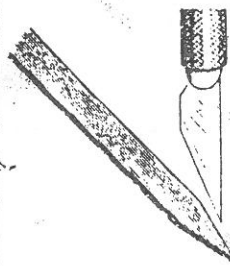
Prepare the lace as in the instructions above. Pass the lace through the eye of the needle; spring the needle open and insert the end of the lace.

Close the needle on the lace and squeeze the needle with a pair of pliers so that the prongs pierce the lace. Remove the lace by springing the prongs open and pulling the lace off the prongs.

LIFE EYE NEEDLES

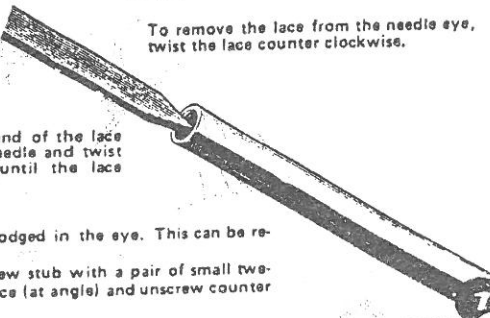
These are solid brass round needles, much preferred by professional craftsmen. Unlike the two previous needles, the Life Eye Needles can be used again and again, as their names imply. The small size is recommended for 3/32"

and 1/8" laces while the large size, called the Latigo Life Eye, is used for larger laces such as 3/16" florentine, 5/32" buckstitch and even latigo laces.



Cut the lacing to a sharp point as shown here, but do not skive it.

Now insert the pointed end of the lace in the open end of the needle and twist clockwise several times until the lace is firmly secured.



To remove the lace from the needle eye, twist the lace counter clockwise.

Should needle fail to thread properly, there is probably material lodged in the eye. This can be removed with a pin. If lacing accidentally breaks even with the eye of this needle, unscrew stub with a pair of small tweezers. If this is unsuccessful, take a pin and run it into the stub of lace (at angle) and unscrew counter clockwise.

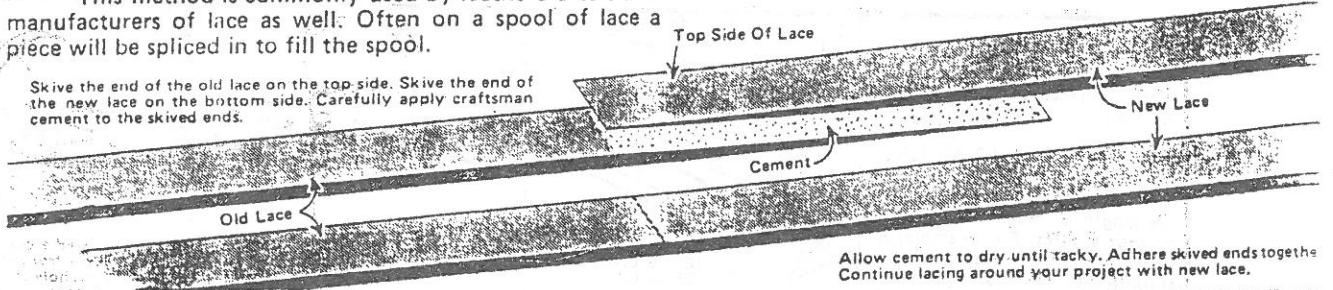
SPLICING

When you lace a project it is generally recommended that you use no more than 2 yards of lace at a time. This is because pulling the lace through all those holes wears the lace and may weaken it. It also frays the edges so that the lace doesn't look good toward the end of

the project. Well, unless your project is very small and you are doing a very simple stitch, 2 yards of lace will not go completely around it. You will have to splice in a new length of lace, maybe even several times.

CEMENT SPLICING

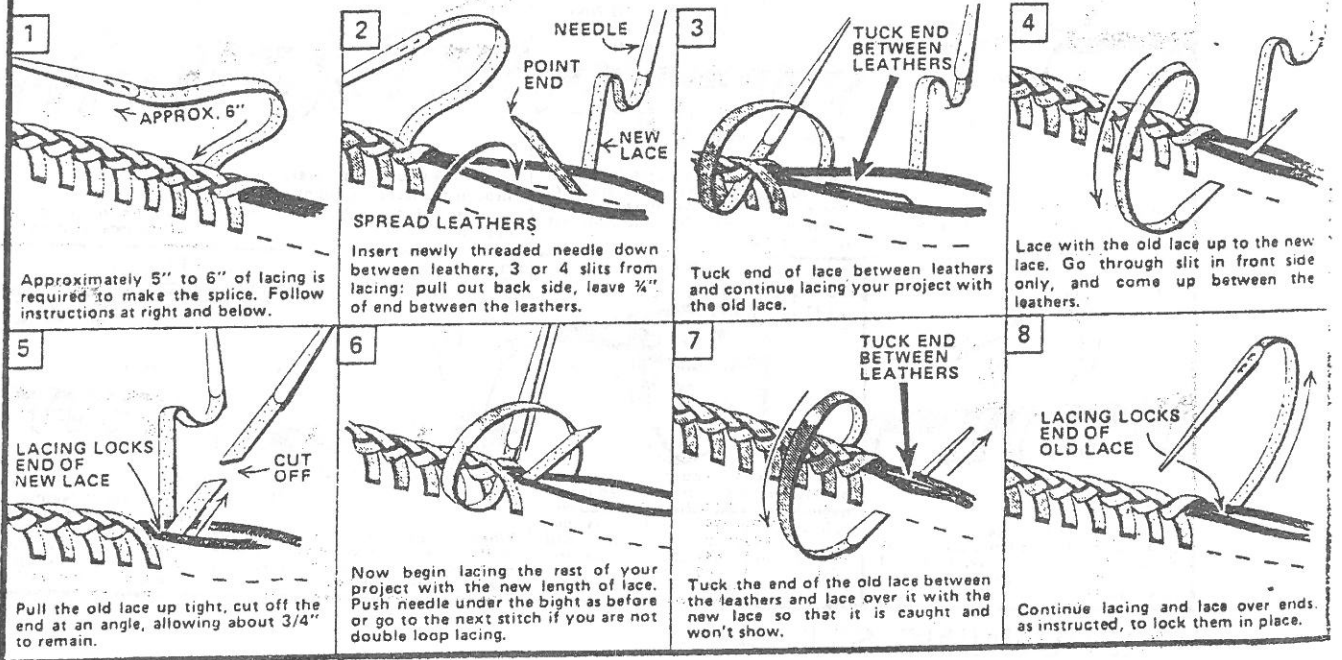
This method is commonly used by leathercrafters and manufacturers of lace as well. Often on a spool of lace a piece will be spliced in to fill the spool.



DRY SPLICING

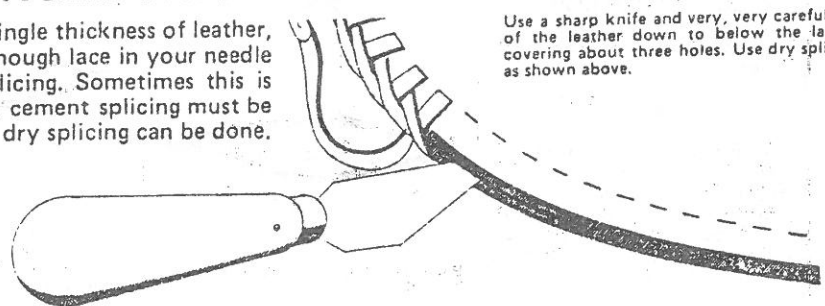
This type splicing can be used on any type lacing as long as you have more than one layer of leather. It is easy and doesn't take as much time as cement splicing. The

illustrations are on double loop lacing, but it is done the same way regardless of the type lacing being done.



SPLICING ON A SINGLE THICKNESS

Generally when lacing on a single thickness of leather, it is recommended that you put enough lace in your needle to complete the area without splicing. Sometimes this is just not possible. On thin leathers, cement splicing must be used, however on thicker leathers, dry splicing can be done.

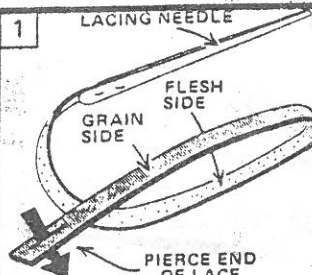
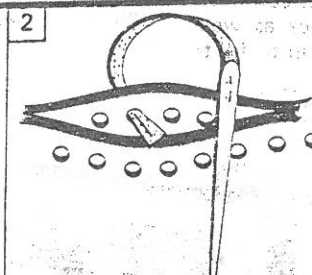
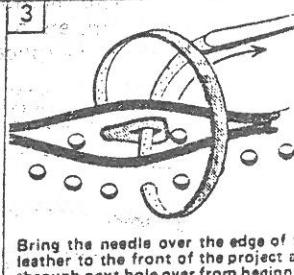
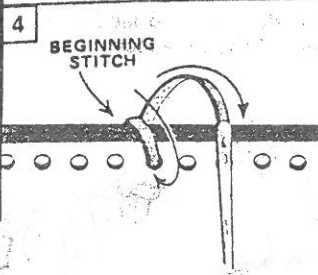
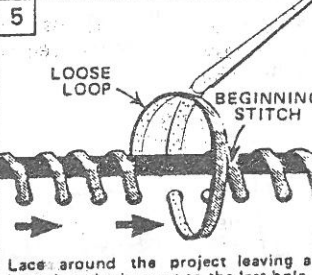
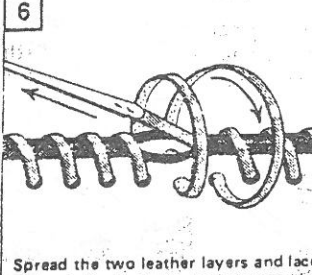
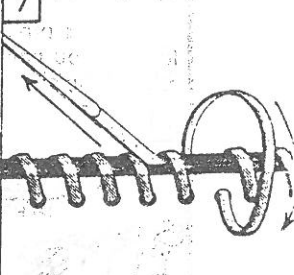
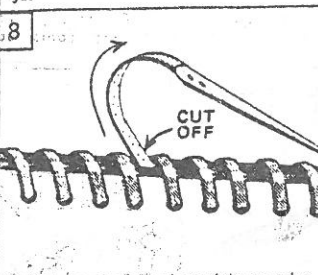
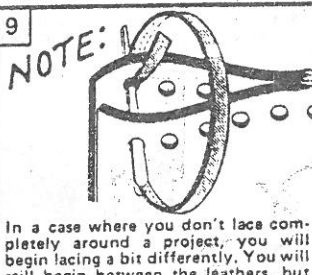
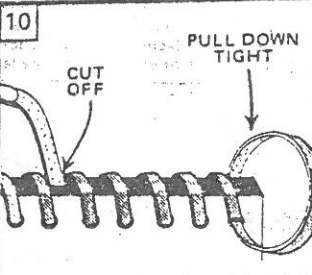
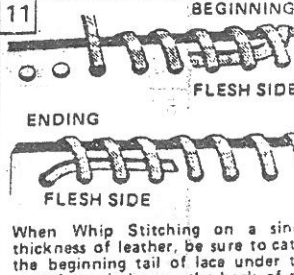


LACING TECHNIQUES

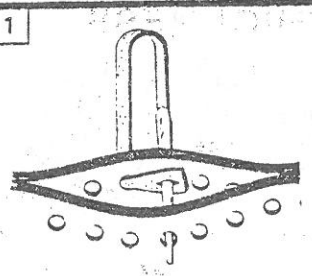
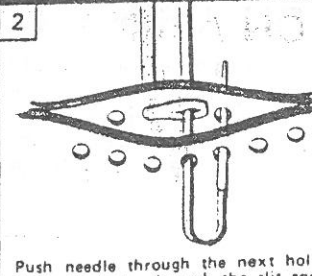
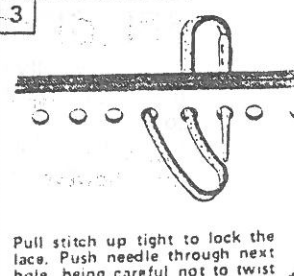
Lacing puts the finishing touch to handmade leather articles. How you lace, your technique and proficiency, has a great deal of importance in the overall appearance of the finished product. With the following instructions, plus a little practice, you will soon be doing a professional job of lacing.

There are two rules to remember when lacing, no matter what technique you are using. 1.) You should use no more than 2 yards of lace in your lacing needle at a time, as lace can fray and wear from being pulled through holes. 2.) When lacing, always lace with the front or back side of the project facing you!

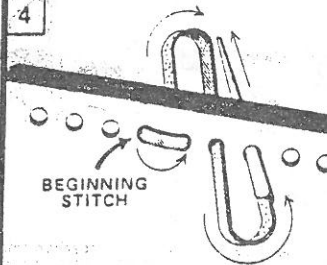
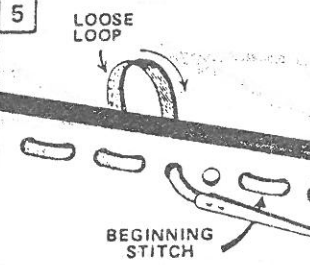
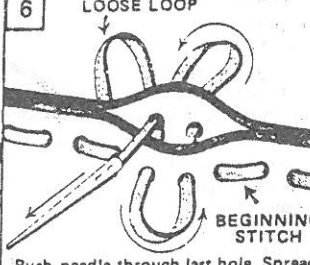
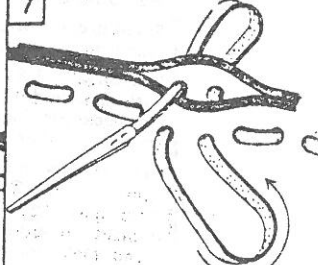
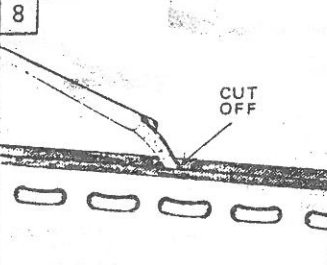

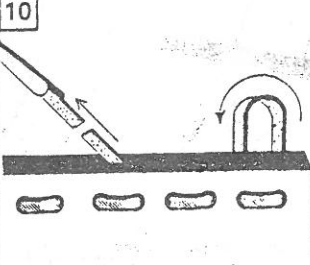
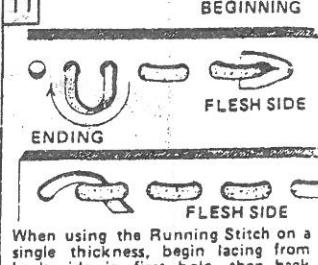
THE WHIPSTITCH

<p>RECOMMENDED USAGE:</p> <p>Small projects with little stress on seams or as decorative edging.</p> <p>Use 3/32" holes and 3/32" lace.</p> <p>The Whip Stitch uses 3 1/2 times the length of lace to the length of your project. For example, if your project measures 2 ft. around the laced part, you will need 3 1/2 times that amount of lace, or 7 ft. of lace.</p>	<p>1</p>  <p>LACING NEEDLE</p> <p>FLESH SIDE</p> <p>GRAIN SIDE</p> <p>PIERCE END OF LACE</p> <p>Thread the needle and then pierce the opposite end of the lace with a sharp knife leaving a slit of 1/8".</p>	<p>2</p>  <p>Begin lacing in between the two layers of leather. Leave about 1/4" at the end where you slit the lace.</p>	<p>3</p>  <p>Bring the needle over the edge of the leather to the front of the project and through next hole over from beginning hole, then thread it through the hole in the end of the lace and through the opposite hole, as shown.</p>
<p>4</p>  <p>BEGINNING STITCH</p> <p>Pull stitch up tight. Continue lacing in a spiral, tightening the lace as you go.</p>	<p>5</p>  <p>LOOSE LOOP</p> <p>BEGINNING STITCH</p> <p>Lace around the project leaving a loose loop in the next to the last hole. There will be one unlaced hole between your very first and your last stitch, as shown.</p>	<p>6</p>  <p>Spread the two leather layers and lace through the last hole, up between the leathers and through the 1st loose loop as shown.</p>	<p>7</p>  <p>Pull the first loop tight, over the end of the lace, as shown.</p>
<p>8</p>  <p>CUT OFF</p> <p>Pull the end of the lace tight to take slack out of the last loop. Cut off the end of the lace with a sharp knife and tap all lacing flat with a smooth-faced mallet.</p>	<p>9</p> <p>NOTE:</p>  <p>In a case where you don't lace completely around a project, you will begin lacing a bit differently. You will still begin between the leathers, but you will begin in the first hole and also take the next stitch in the first hole (twice through the first hole in the back leather only).</p>	<p>10</p>  <p>PULL DOWN TIGHT</p> <p>CUT OFF</p> <p>When tying off, go through last hole in front twice, only the second-time bring the lace up between the leathers and back a few stitches.</p>	<p>11</p>  <p>BEGINNING</p> <p>ENDING</p> <p>FLESH SIDE</p> <p>FLESH SIDE</p> <p>When Whip Stitching on a single thickness of leather, be sure to catch the beginning tail of lace under the next few stitches on the back of the leather. End by running the needle back under the last few stitches on the back of the leather.</p>

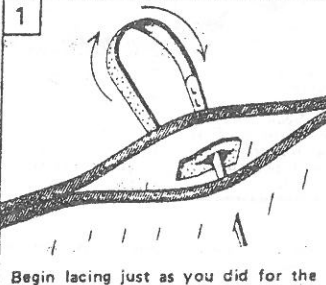
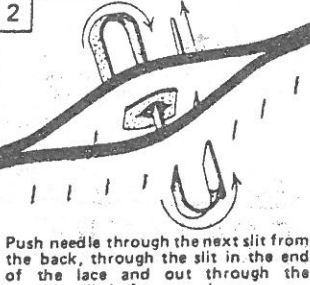
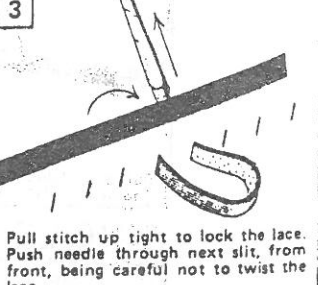
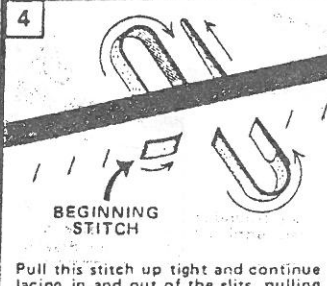
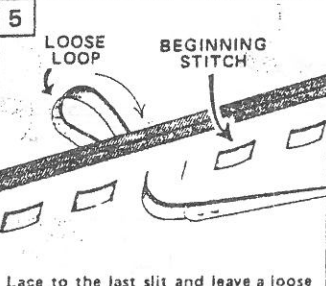
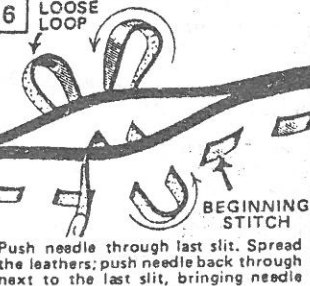
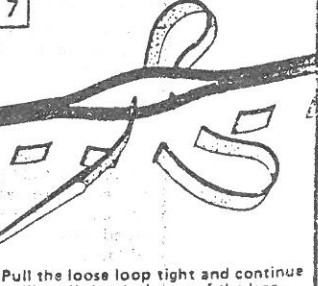
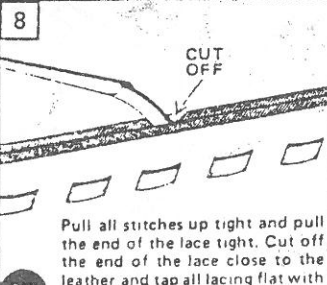
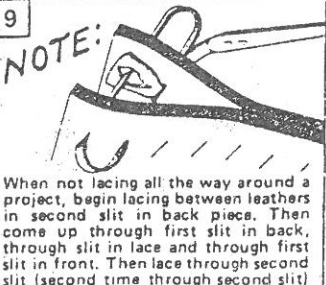
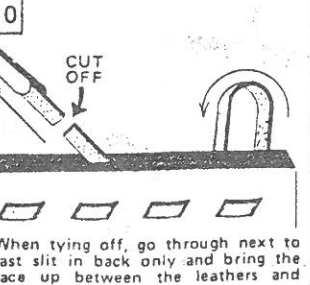
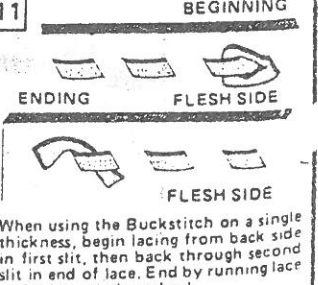
THE RUNNING STITCH

<p>RECOMMENDED USAGE:</p> <p>Small projects with little stress on seams.</p> <p>Use 3/32" holes and 3/32" lace.</p> <p>The Running Stitch uses 1 1/2 times the length of lace to the length of your project. For example, if your project measures 2 ft. around the laced part, you will need 1 1/2 times that amount of lace, or 3 ft. of lace.</p>	<p>1</p>  <p>Begin lacing just as you did for the Whip Stitch.</p>	<p>2</p>  <p>Push needle through the next hole from the back, through the slit and out through the opposite hole in front, as shown.</p>	<p>3</p>  <p>Pull stitch up tight to lock the lace. Push needle through next hole, being careful not to twist the lace.</p> <p>Continued on page 10.</p>
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THE RUNNING STITCH— continued from page 9.

<p>4</p>  <p>BEGINNING STITCH</p> <p>Pull this stitch up tight and continue lacing in and out the holes, pulling the stitches tight as you go.</p>	<p>5</p>  <p>LOOSE LOOP</p> <p>BEGINNING STITCH</p> <p>Lace to the last hole and leave a loose loop in the second to the last hole.</p>	<p>6</p>  <p>LOOSE LOOP</p> <p>BEGINNING STITCH</p> <p>Push needle through last hole. Spread the leathers; push needle back through next to the last hole, bringing needle up between the leathers.</p>	<p>7</p>  <p>Pull the loose loop tight and continue pulling all the slack out of the lace.</p>
<p>8</p>  <p>CUT OFF</p> <p>Pull all stitching up tight and pull the end of the lace tight. Cut off the end of the lace close to the leather and tap all lacing flat with a smooth mallet.</p>	<p>9</p>  <p>NOTE:</p> <p>When you don't lace all the way around a project, begin lacing between the leathers, in second hole in back only. Come through first hole in the back, through first hole in the lace, and through first hole in front. Then lace through the second hole (second time through back hole) and continue lacing as usual.</p>	<p>10</p>  <p>When tying off, go through next to last hole in back only and bring the lace up between the leathers and back a few stitches.</p>	<p>11</p>  <p>BEGINNING</p> <p>ENDING</p> <p>FLESH SIDE</p> <p>FLESH SIDE</p> <p>When using the Running Stitch on a single thickness, begin lacing from back side in first hole, then back through second hole and through slit in end of lace. End by running lace under last stitch on back.</p>

THE BUCKSTITCH — Angled Slits

<p>RECOMMENDED USAGE:</p> <p>Small projects with little stress on seams or as decorative edging.</p> <p>Use 3/32", 1/8" or 5/32" angled slits with same width lace. Remember for Buckstitching you must have an even number of slits.</p> <p>Buckstitch with angled slits uses approximately 2½ times the length of lace to length of project. For example; if your project measures 2 ft. around laced part, you will need 5 ft. of lace.</p>	<p>1</p>  <p>Begin lacing just as you did for the Running Stitch.</p>	<p>2</p>  <p>Push needle through the next slit from the back, through the slit in the end of the lace and out through the opposite slit in front, as shown.</p>	<p>3</p>  <p>Pull stitch up tight to lock the lace. Push needle through next slit, from front, being careful not to twist the lace.</p>
<p>4</p>  <p>BEGINNING STITCH</p> <p>Pull this stitch up tight and continue lacing in and out of the slits, pulling stitches tight as you go.</p>	<p>5</p>  <p>LOOSE LOOP</p> <p>BEGINNING STITCH</p> <p>Lace to the last slit and leave a loose loop in the second to the last slit.</p>	<p>6</p>  <p>LOOSE LOOP</p> <p>BEGINNING STITCH</p> <p>Push needle through last slit. Spread the leathers; push needle back through next to the last slit, bringing needle up between the leathers.</p>	<p>7</p>  <p>Pull the loose loop tight and continue pulling all the slack out of the lace.</p>
<p>8</p>  <p>CUT OFF</p> <p>Pull all stitches up tight and pull the end of the lace tight. Cut off the end of the lace close to the leather and tap all lacing flat with a smooth mallet.</p> <p>10</p>	<p>9</p>  <p>NOTE:</p> <p>When not lacing all the way around a project, begin lacing between leathers in second slit in back piece. Then come up through first slit in back, through slit in lace and through first slit in front. Then lace through second slit (second time through second slit) and continue lacing as usual.</p>	<p>10</p>  <p>CUT OFF</p> <p>When tying off, go through next to last slit in back only and bring the lace up between the leathers and back a few stitches.</p>	<p>11</p>  <p>BEGINNING</p> <p>ENDING</p> <p>FLESH SIDE</p> <p>FLESH SIDE</p> <p>When using the Buckstitch on a single thickness, begin lacing from back side in first slit, then back through second slit in end of lace. End by running lace under last stitch on back.</p>

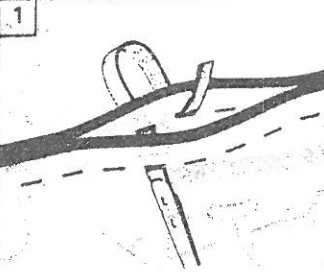
THE BUCKSTITCH — Straight Slits

RECOMMENDED USAGE:

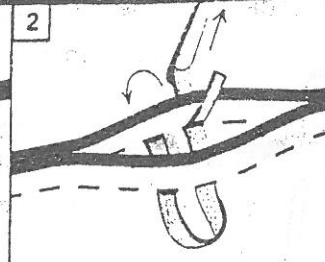
Small projects with little stress on seams or as decorative edging.

Use $3/32''$, $1/8''$ or $5/32''$ slits with same width lace. Remember for Buckstitching you must have an even number of slits.

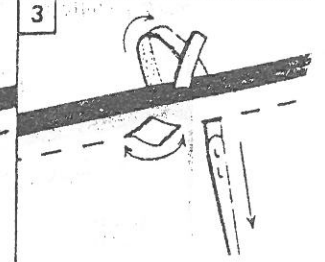
Buckstitch with straight slits uses approximately 2 times the length of project. For example; if your project measures 2 ft. around laced part, you will need 4 ft. of lace.



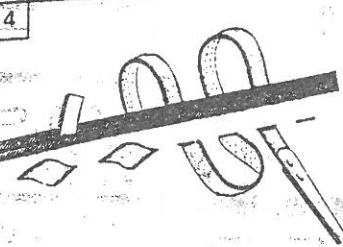
1 Begin lace as shown above. Note correct sides of lace.



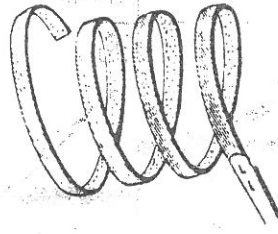
2 Pull first loop tight and lace back through first slits of both leathers.



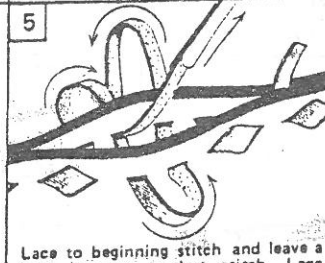
3 Pull first stitch tight. Turn needle to go back through next slit as shown.



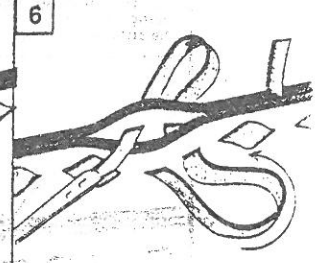
4 Continue lacing. Pull stitches tight as you go.



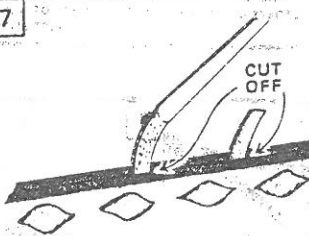
5 Think of this stitch as a spiral. This keeps the grain side of the lace out on both sides of the project.



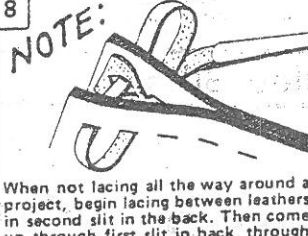
6 Lace to beginning stitch and leave a loop in next to last stitch. Lace through last slit. Lace back one slit (on back only) and push needle up between leathers.



7 Pull the loose loop tight and continue pulling all the slack out of the lace.

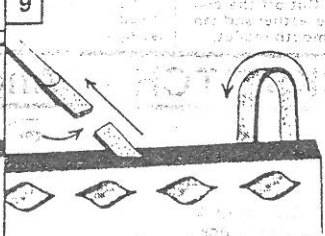


8 Pull all stitches tight. Cut off ends. Tap stitches flat with a mallet.

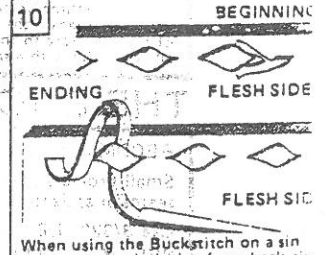


NOTE:

When not lacing all the way around a project, begin lacing between leathers in second slit in the back. Then come up through first slit in back, through first slit in front, then lace through second slit (second time through second slit) and continue lacing as usual.



10 When tying off, go through next to last slit in back only and bring the lace up between the leathers and back a few stitches.



11 When using the Buckstitch on a sin thickness, begin lacing from back side in first slit, then back through second slit in end of lace. End by running lace under last stitch on back.

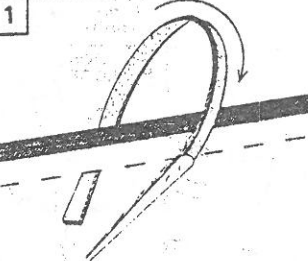
SINGLE LOOP LACING

RECOMMENDED USAGE:

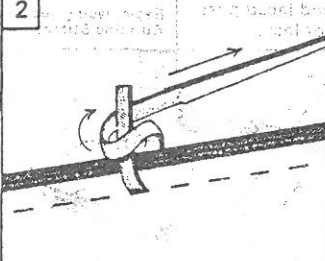
Lightweight leathers or single thickness projects where little lace is required to cover the "raw" edge.

Use $3/32''$ slits with $3/32''$ lace.

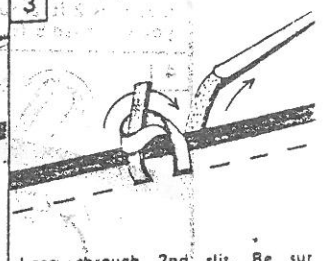
Single Loop Lacing uses $6\frac{1}{2}$ times more lace than the length of the project. For example; if your project measures 2 ft. around laced part, you will need 13 ft. of lace.



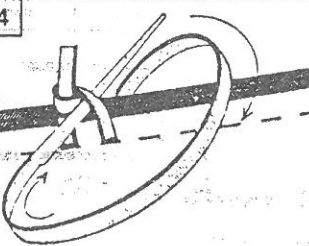
1 Begin at top of project, push lace through front side. Leave about $1/2''$ of end.



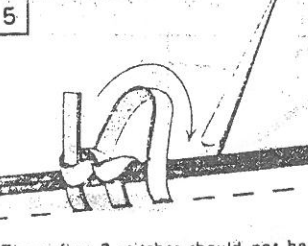
2 Fold end up and loop lace around as shown. Hold with fingers until 1st stitch is tightened.



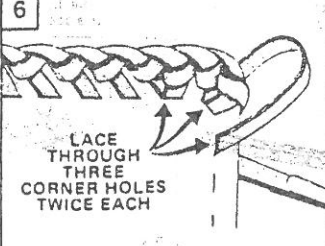
3 Lace through 2nd slit. Be sure smooth side of lace faces you, as shown in drawings. Pull up snugly.



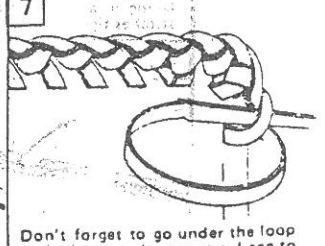
4 Push needle under lace as shown with the flesh side up. Do not twist lace. Pull up snugly.



5 These first 2 stitches should not be tight, but snug as they must be adjusted when completing steps 8-16. Continue lacing in this fashion until you reach corner hole.

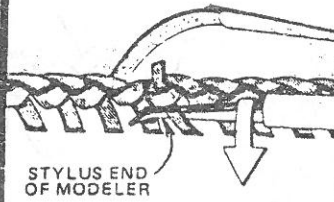
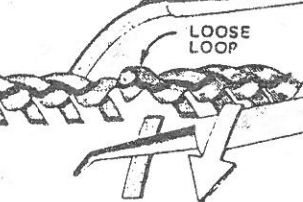
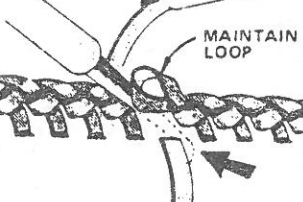
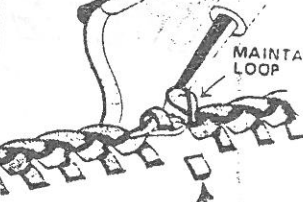
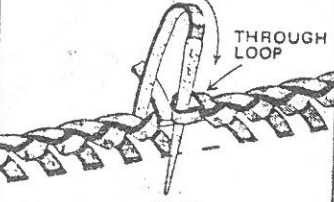
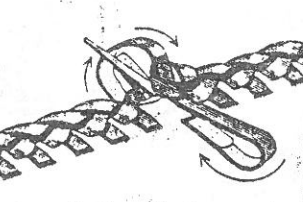
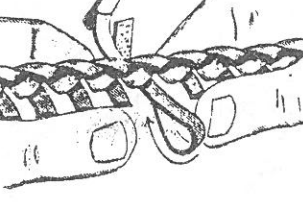
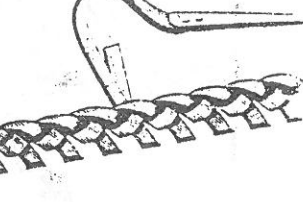
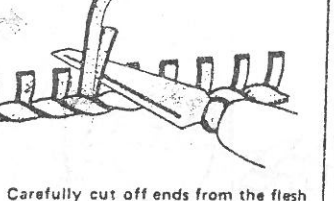


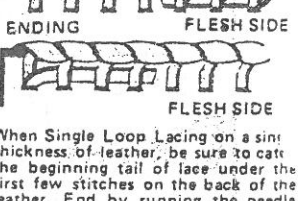


6 Continue lacing as before. When you reach a corner, lace through the three corner holes twice each, as shown.

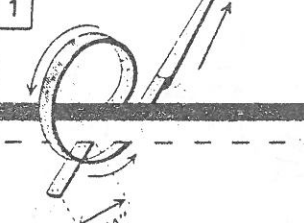
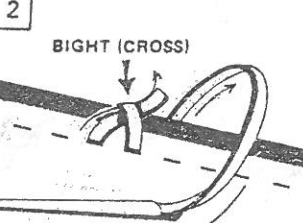
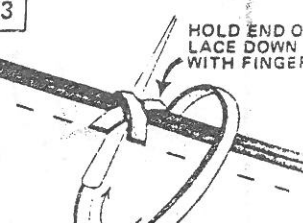
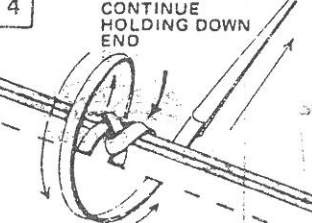
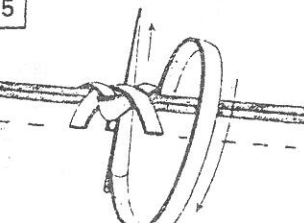
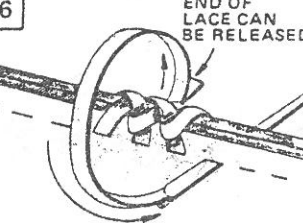
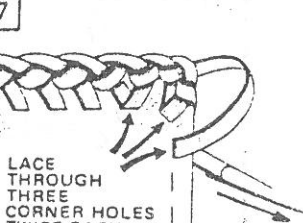


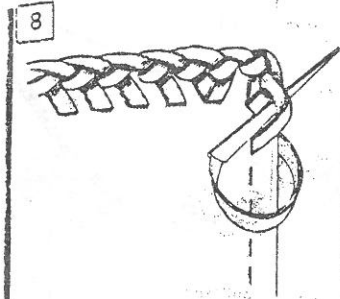
7 Don't forget to go under the loop each time on the corners. Lace to the beginning.

Continued on page 12.

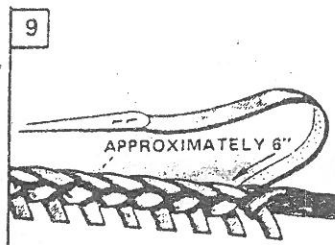
<p>8</p>  <p>STYLUS END OF MODELER</p> <p>Lace through last slit and under loop. Insert stylus end of modeling tool under end of lace.</p>	<p>9</p>  <p>LOOSE LOOP</p> <p>Pull end of lace out of loop with end of modeler as shown. Maintain the loose loop.</p>	<p>10</p>  <p>MAINTAIN LOOP</p> <p>Insert stylus between the leathers and hook over the end of the lace as shown above.</p>	<p>11</p>  <p>MAINTAIN LOOP</p> <p>Carefully pull up stylus and gradually pull end of lace out of the hole; up between the leathers.</p>
<p>12</p>  <p>THROUGH LOOP</p> <p>Push needle down through the loose loop, carefully, as shown.</p>	<p>13</p>  <p>Push needle through slit... up between the leathers. Be sure lacing does not twist.</p>	<p>14</p>  <p>Adjust the stitches by pushing and working the lacing together with fingers as shown.</p>	<p>15</p>  <p>Pull lacing up snug and adjust so that all of the stitches appear even.</p>
<p>16</p>  <p>Carefully cut off ends from the flesh side, as shown. Tap lacing flat with mallet or roll under a wooden dowel.</p>	<p>17</p>  <p>When you are not lacing completely around a project you will begin as in Step 9 of the Whipstitch on page 9. Then come under first stitch as shown and continue lacing.</p>	<p>18</p>  <p>When ending, go through last slit, under loop and then go through last slit in front only and come out between the leathers and back a few stitches.</p>	<p>19</p>  <p>BEGINNING ENDING FLESH SIDE FLESH SIDE</p> <p>When Single Loop Lacing on a single thickness of leather, be sure to catch the beginning tail of lace under the first few stitches on the back of the leather. End by running the needle back under the last few stitches on the back of the leather.</p>

DOUBLE LOOP LACING

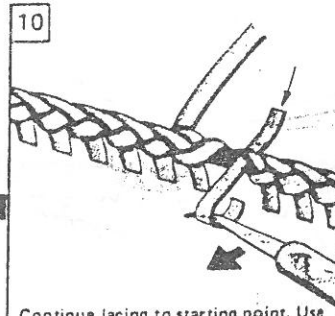
<p>RECOMMENDED USAGE:</p> <p>Medium size projects such as billfolds, purses, clutches, etc.</p> <p>Use 3/32" or 1/8" lace with correspondingly sized slits.</p> <p>Double Loop Lacing uses 8 1/2 times more lace than the length of the project. For example; if your project measures 2 ft. around laced part, you will need 17ft. of lace.</p>	<p>1</p>  <p>Beginning on front side of project, pull the needle and lace through the 1st slit. Leave about 3/4" of the lacing end and go on to the next slit.</p>	<p>2</p>  <p>BIGHT (CROSS)</p> <p>Pull the stitch tight; lacing over the end you left free. This forms a cross or "bight".</p>	<p>3</p>  <p>HOLD END OF LACE DOWN WITH FINGER</p> <p>Push the needle under the cross or bight. Hold the end of the lace down on the opposite side.</p>
<p>4</p>  <p>CONTINUE HOLDING DOWN END</p> <p>12 Pull the stitch under the bight snug but not tight. Lace through the next slit.</p>	<p>5</p>  <p>Follow the same procedures as in steps 1 and 2 making a cross or bight. Once again go under the bight and pull the stitch snug.</p>	<p>6</p>  <p>END OF LACE CAN BE RELEASED</p> <p>Lace through the next hole. The end of the lace can now be released as it is now locked in place.</p>	<p>7</p>  <p>LACE THROUGH THREE CORNER HOLES TWICE EACH</p> <p>When lacing a corner, stitch through the three corner holes twice each.</p>



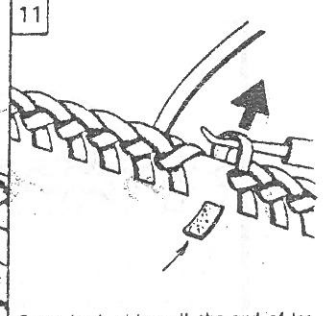
8
Be sure to go through bight on all corner stitches.



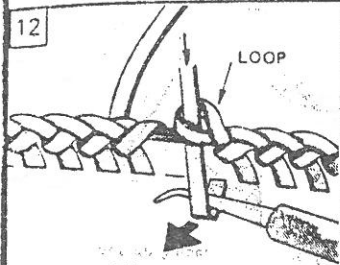
9
Lace until only 5" or 6" of lacing remains. You will now have to splice with a new length of lace. (See splicing instructions on page 8.)



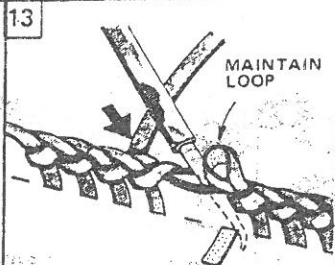
10
Continue lacing to starting point. Use modeling stylus to pull end of lace free of stitches.



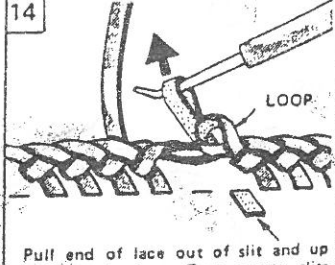
11
From back side pull the end of lace out of the slit.



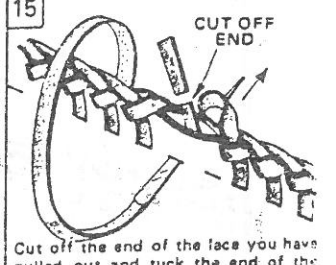
12
From front side, pull end of lace out of the loop.



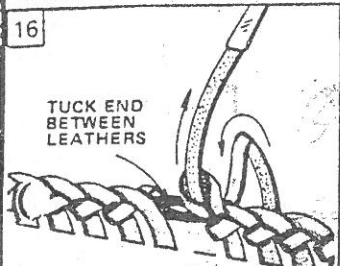
13
Push stylus down between the leathers and hook it over the end of the lace.



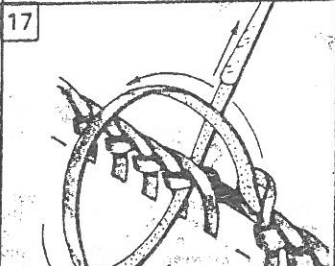
14
Pull end of lace out of slit and up between leathers. Two empty slits should appear on the front side; one on the back.



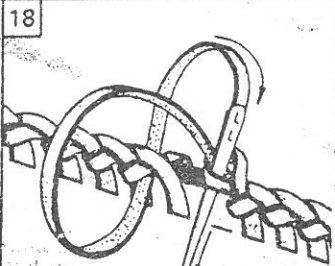
15
Cut off the end of the lace you have pulled out and tuck the end of the lace between the leathers. Lace through the next slit.



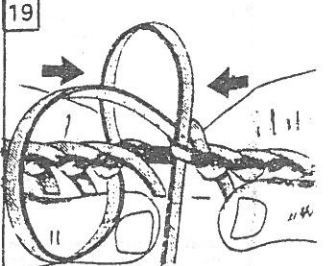
16
TUCK END BETWEEN LEATHERS
Pull stitch tight and lace up through loop from the back side. All slits on the back side should be filled.



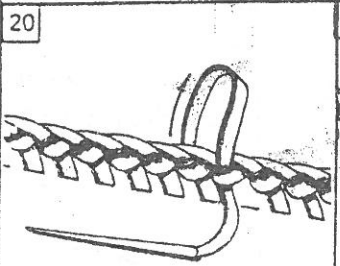
17
Lace under the bight. . . do not pull this stitch tight.



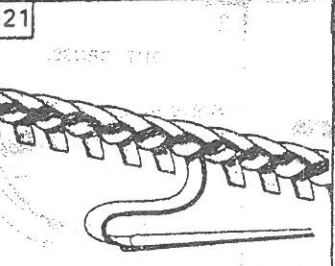
18
Carefully cross over as shown. . . and push needle down through the loop.



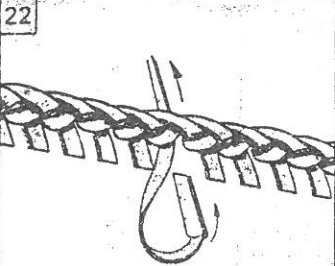
19
Pull needle through. Push laced edges together to adjust starting loops for easier completion.



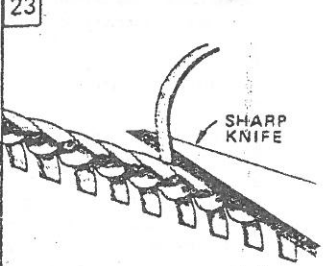
20
Pull any slack out of the first loop and adjust lacing with fingers to make all your stitches appear equal.



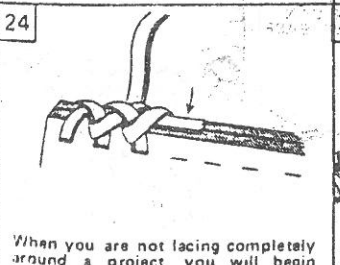
21
Pull the end of the lacing down tight. Make sure all stitches appear even and equally spaced.



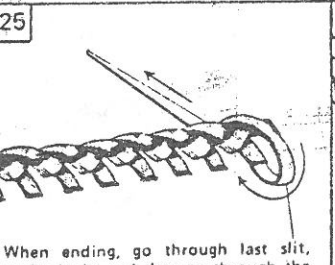
22
Push needle through the last slit as shown. Bring it up between the leathers and out between the lacing.



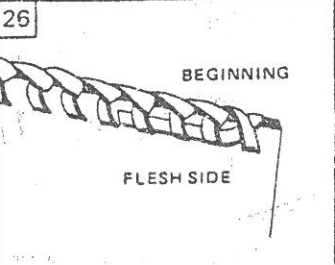
23
Carefully cut off the end of this lacing. Tap lacing flat with a mallet or roll flat with a wooden dowel.



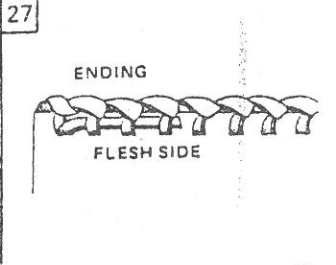
24
When you are not lacing completely around a project, you will begin lacing as in Step 1 through 3. In Step 4, instead of holding the end down on the back, lay it along the edge of the leather and just lace over it.



25
When ending, go through last slit, under bight and then go through the last slit again, through front only. Come out between the leathers and back a few stitches. Trim off.



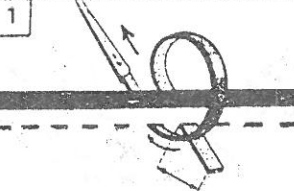
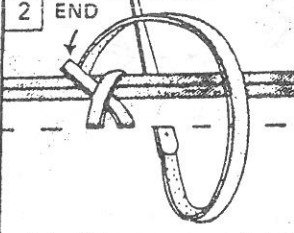
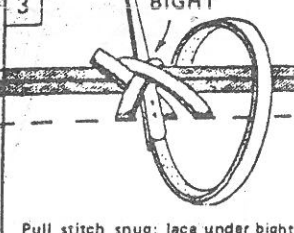
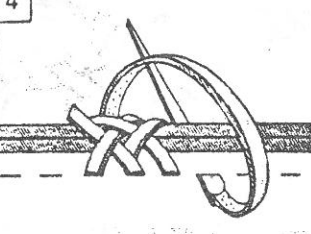
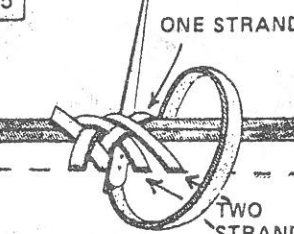
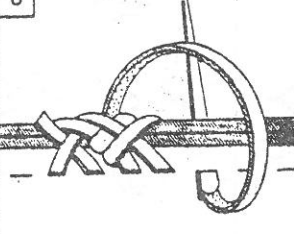
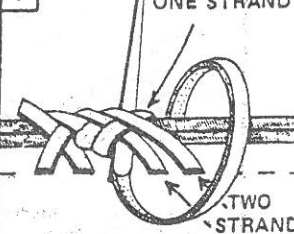
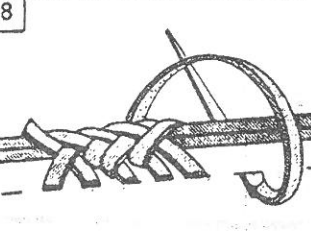
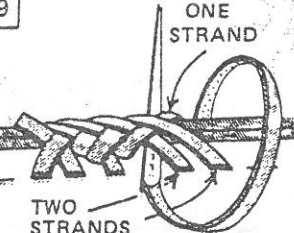
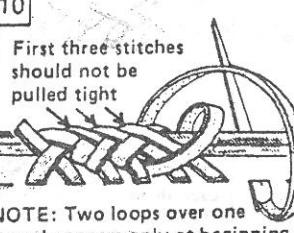
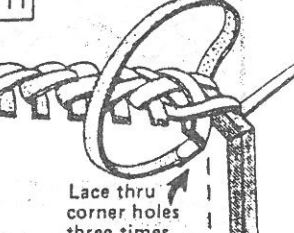
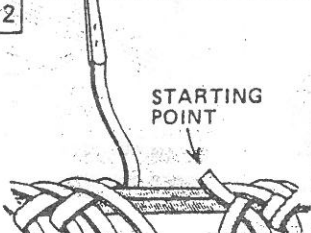
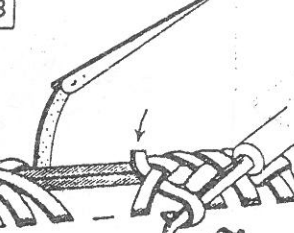
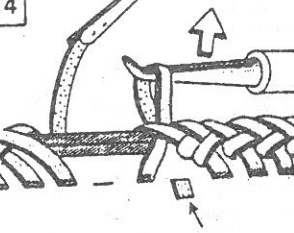
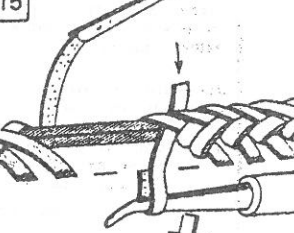
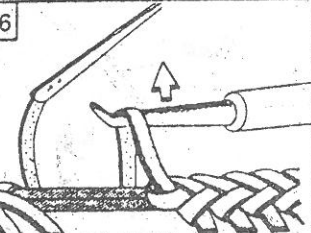
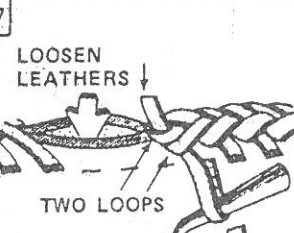
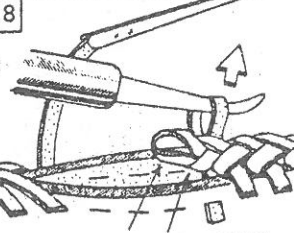
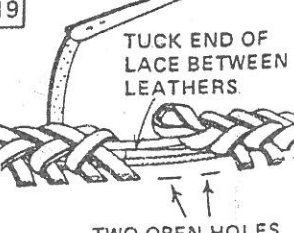
26
When Double Loop Lacing on a single thickness of leather, you can begin just as you did in Step 24.



27
When ending, run the needle back under the last few stitches on the back of the leather.



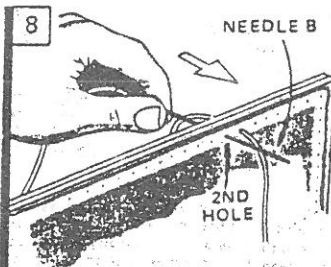
TRIPLE LOOP LACING

<p>RECOMMENDED USAGE:</p> <p>Heavier projects such as purses, briefcases and holsters, because it will cover thicker edges.</p> <p>Triple Loop Lacing uses approximately 9 times more lace than the length of the project. For example: If your project measures two feet around laced part, you will need 18 feet of lace.</p>	<p>1</p>  <p>As with other types of stitches, the front side of the project should be facing you. Begin as shown. Lace through next hole left.</p>	<p>2</p> <p>END</p>  <p>Pull stitch snug over end. Lace through first hole to right.</p>	<p>3</p> <p>BIGHT</p>  <p>Pull stitch snug; lace under bight (cross) same as with double loop stitch.</p>
<p>4</p>  <p>Pull snug; lace through next hole.</p>	<p>5</p> <p>ONE STRAND</p>  <p>Lace under bight. However, lace goes under TWO strands on front; under ONE strand on back side.</p>	<p>6</p>  <p>Pull snug; lace through next hole.</p>	<p>7</p> <p>ONE STRAND</p>  <p>Lace under bight; under TWO strands on front, ONE strand on back.</p>
<p>8</p>  <p>Pull up snug; lace through next hole.</p>	<p>9</p> <p>ONE STRAND</p>  <p>Continue lacing; under TWO strands on front, ONE at back.</p>	<p>10</p> <p>First three stitches should not be pulled tight</p>  <p>NOTE: Two loops over one strand appears only at beginning. Continue lacing. First 3 stitches pulled up snug—but not tight. Pull all remaining stitches tight.</p>	<p>11</p>  <p>Lace thru corner holes three times. Be sure to go under two strands at front; one at back with each stitch at corners.</p>
<p>12</p> <p>STARTING POINT</p>  <p>Splice often as required. Splice same as for double loop. Continue lacing to starting point.</p>	<p>13</p>  <p>Begin removing end of lace as shown.</p>	<p>14</p>  <p>Pull end out of hole from back side.</p>	<p>15</p>  <p>Pull end from under lacing at top side.</p>
<p>16</p>  <p>14 Pull end out of hole from back side.</p>	<p>17</p> <p>LOOSEN LEATHERS</p> <p>TWO LOOPS</p>  <p>Use stylus to loosen and spread leathers; breaking cement adhesion.</p>	<p>18</p> <p>MAINTAIN TWO LOOPS</p>  <p>Pull end up BETWEEN leather. BE SURE to maintain the two loops.</p>	<p>19</p> <p>TUCK END OF LACE BETWEEN LEATHERS</p> <p>TWO OPEN HOLES</p>  <p>Trim some end; tuck between leathers. Lace to 2 open holes on front; one open hole on back.</p>

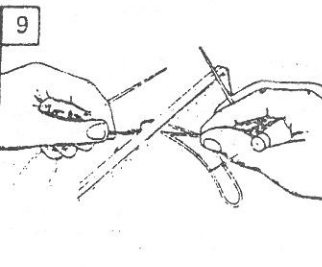
<p>20</p> <p>1ST LOOP</p> <p>Lace under bight and down through 1st loop.</p>	<p>21</p> <p>1ST LOOP 2ND LOOP</p> <p>Lace through next hole; filling open hole at back.</p>	<p>22</p> <p>Lace UP through 1st loop.</p>	<p>23</p> <p>Lace under bight; under ONE strand only at front.</p>
<p>24</p> <p>1ST LOOP 2ND LOOP</p> <p>Carefully push needle down through BOTH loops.</p>	<p>25</p> <p>Push on lacing with fingers to adjust.</p>	<p>26</p> <p>Go back to step 23 and begin pulling slack out of lace.</p>	<p>27</p> <p>Continue pulling slack and tightening stitches.</p>
<p>28</p> <p>Pull slack down through both loops. Lacing should be adjusted to give an even appearance.</p>	<p>29</p> <p>Lace through remaining hole and up between lacing at top.</p>	<p>30</p> <p>Carefully cut off end. Tap lacing around project and rub or roll for evenness.</p>	

SADDLE STITCHING

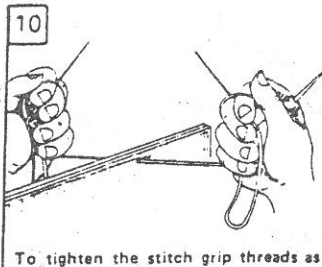
<p>RECOMMENDED-USAGE:</p> <p>Saddle stitching is the best method for sewing two or more pieces of leather together.</p> <p>Use a Stitching awl to punch holes. You will also need: two harness needles, stitching groover, over-stitch tool, unwaxed linen thread and beeswax or prewaxed thread.</p> <p>THREADING THE NEEDLE</p>	<p>1</p> <p>Use the stitching groover and gouge a channel around the edges of the leather. Gouge the leather on both sides. Keep tool tight against leather edges to insure a uniform gouge along the edge.</p>	<p>2</p> <p>Moisten the gouged channels lightly with a damp sponge, and run the over-stitch tool all around the channel on the front side only. This marks position of awl holes to insure even stitches.</p>	<p>3</p> <p>CORRECT ANGLE</p> <p>Stab first hole with awl as shown above. Be sure to stab proper angle with the awl blade.</p>
<p>4</p> <p>Push one needle through hole and pull until equal amount of thread is on each side of leather.</p>	<p>5</p> <p>NEEDLE A NEEDLE B</p> <p>Punch second hole with awl. Hold needles as shown above.</p>	<p>6</p> <p>NEEDLE A</p> <p>NEEDLE B</p> <p>Push needle "A" through second hole from back side as shown. Always push back side needle through hole first.</p>	<p>7</p> <p>NEEDLE B NEEDLE A</p> <p>Push needle "B" through second hole from front of leather. Be careful not to pierce "A" with needle "B".</p>



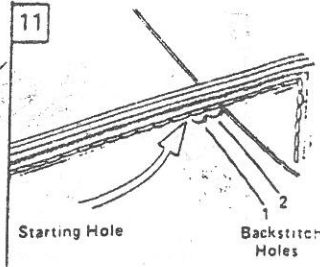
When putting needle "B" through always put it on the same side of thread "A". This will insure uniform appearing stitches.



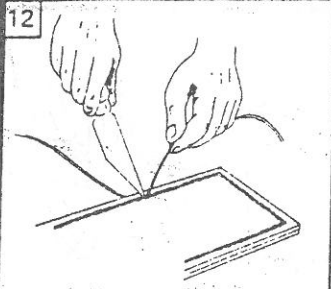
Pull both threads until all slack is taken up.



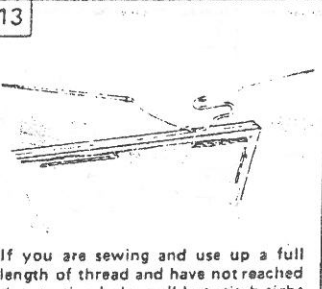
To tighten the stitch grip threads as shown and pull into gouged channel. Use equal tension with both hands. Continue stitching around project to starting hole.



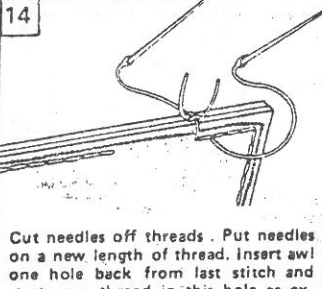
To complete stitching backstitch two holes from starting hole. Pull threads tight with each stitch.



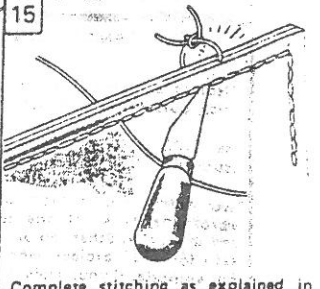
Cut threads off in stitching channel on both sides with a sharp knife.



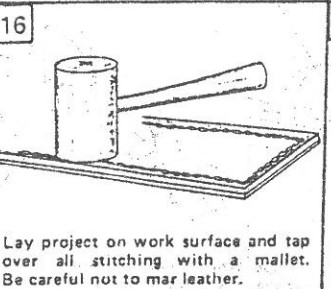
If you are sewing and use up a full length of thread and have not reached the starting hole, pull last stitch tight and tie threads together on top edge of leather as shown.



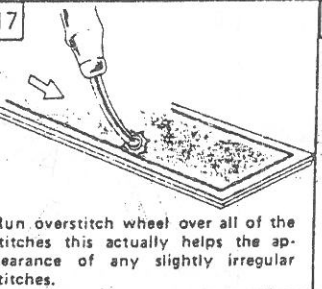
Cut needles off threads. Put needles on a new length of thread. Insert awl one hole back from last stitch and start new thread in this hole as explained in step 4. Continue stitching around project to starting hole.



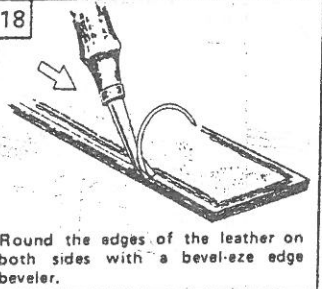
Complete stitching as explained in step 11, then cut off both sets of threads as explained in step 12.



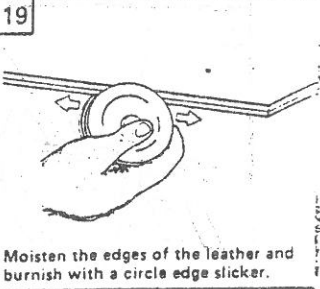
Lay project on work surface and tap over all stitching with a mallet. Be careful not to mar leather.



Run overstitch wheel over all of the stitches this actually helps the appearance of any slightly irregular stitches.



Round the edges of the leather on both sides with a bevel-edge beveler.



Moisten the edges of the leather and burnish with a circle edge slicker.

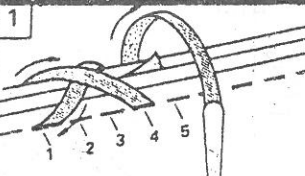
ROUND BRAID OR MEXICAN BASKETWEAVE

RECOMMENDED USAGE:

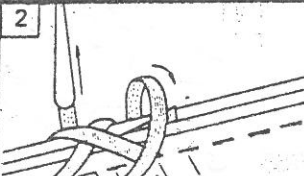
Use this stitch on any edge where a round braided effect is desired.

Use 1/8" or 3/16" lace with correspondingly sized slits or holes.

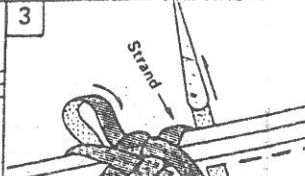
Round braid uses 8 times more lace than the length of the project. For example: if your project measures 2ft. around laced part, you will need 16 ft. of lace.



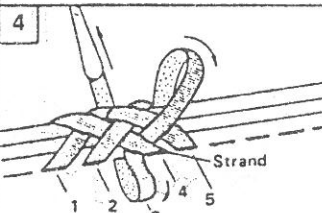
Push needle and lace down between leathers then out the back through third slit. Leave 1/4" of lacing end tucked down between leathers. Bring lace over to front of leather and push lace through first slit. Bring lace back over to front side of leather and lace through fourth slit.



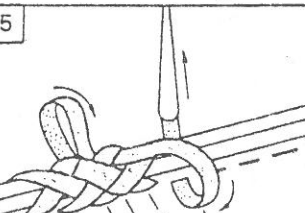
Bring lace over to front of leather then lace through second slit.



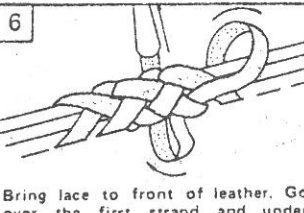
Push lace up under nearest strand and over next strand. Bring lace to front of leather then lace through fifth slit.



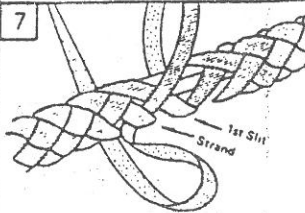
Bring lace to front of leather over first strand and down under next strand as shown, then push lace through third slit.



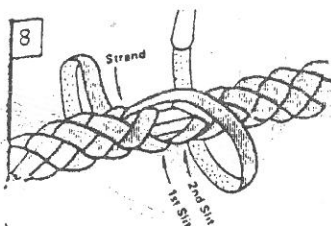
Push lace up under nearest strand and over next strand as in step 3, then lace through next open slit in line.



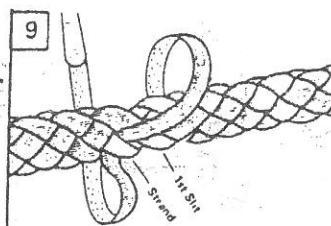
Bring lace to front of leather. Go over the first strand and under the second strand, then lace through the fourth slit for the second time, continue lacing going under and over and forward three, then over and under and back two. Each slit should be laced through twice.



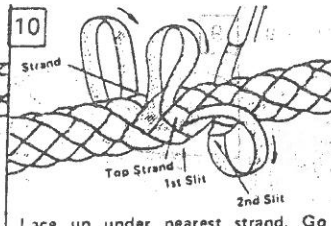
Lace around project until you reach first or starting slit. Lace through first slit again then bring lace to front of leather and over first strand and under second strand as shown. Lace through next to last slit again.



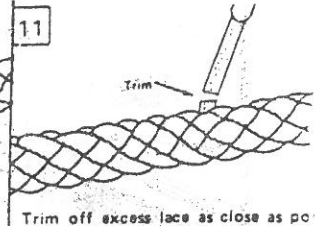
Lace up under first strand and over next strand, then bring lace to front of leather. Push lace through second slit.



Bring lace over to front of leather going under strand then through the last slit.



Lace up under nearest strand. Go over next strand then down under strand on top as shown. Lace through third slit, pushing the lace up between the leathers and out stitching on top.



Trim off excess lace as close as possible. Note: When lacing around corners lace through the corner slits four times and through the slits on either side three times each.

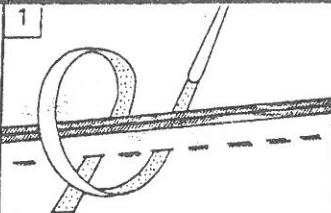
DOUBLE LOOP TWO TONE LACING

RECOMMENDED USAGE:

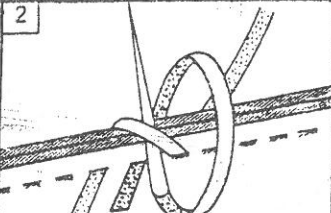
Medium size projects such as billfolds, purses, clutches, etc.

Use 3/32" or 1/8" lace with correspondingly sized slits.

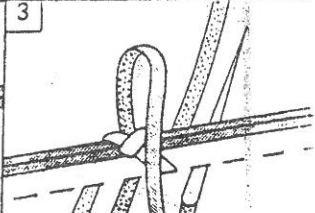
Two color double loop lace takes approximately 4' of one color lace and 4' of another color lace for each foot of project length laced. For example: if your project measures 2 ft. around laced part, you will need two 8ft. lengths of different colored lace.



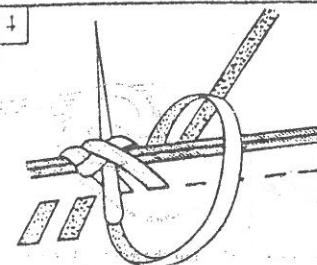
Beginning on front side of project, pull the needle and light color lace through the first slit. Leave about 3/4" of the lacing end, in the slit, skip one slit and lace through next slit from front. Pull the stitch snug.



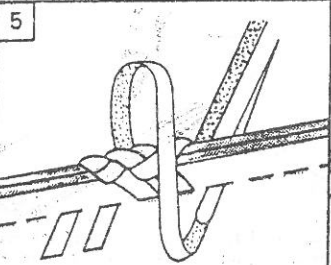
Pull the needle with dark color lace through second slit leaving 3/4" of the lacing end in the slit. Push this needle under the first lace where it crosses over the edge of the leather.



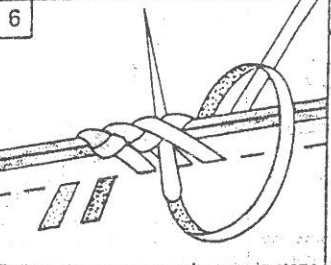
Pull this stitch snug but not tight. Lace through next open slit. This will form a cross or "bight".



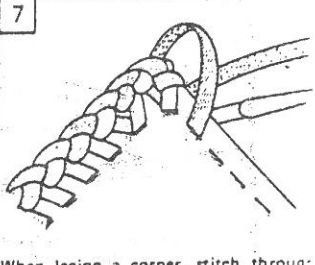
Push the needle with light lace under the cross or bight formed by the dark lace in steps 2 and 3.



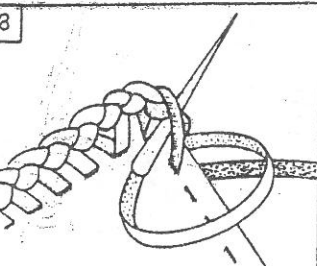
Pull the stitch under the bight snug but not tight. Lace through the next open slit.



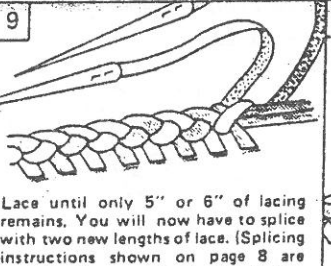
Follow the same procedures as in steps 4 and 5 with dark lace going under the bight formed by the light lace then on through the next slit in line.



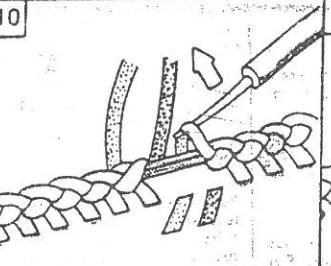
When lacing a corner, stitch through the three corner slits twice remembering to alternate between the two colors of lace.



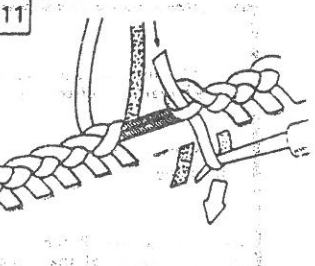
Be sure to go through bight on all corner stitches.



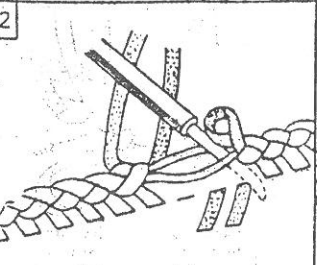
Lace until only 5" or 6" of lacing remains. You will now have to splice with two new lengths of lace. (Splicing instructions shown on page 8 are basically the same for 2 color double loop lacing except that two lengths of lace must be added in, side by side, instead of one.



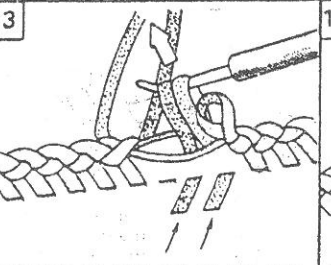
Continue lacing to starting point. Use modeling tool from backside to pull light lace out of the slit.



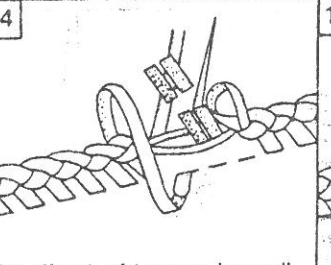
From front side, Pull light lace out of loop formed by dark lace.



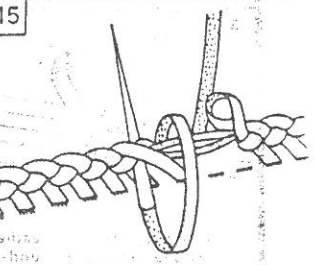
Push stylus down between the leathers and hook it over the ends of both laces.



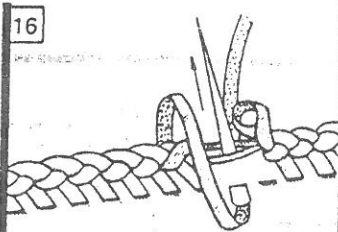
Pull ends of laces out of slits and up between leathers. Three empty slits should appear on the front side; one on the back.



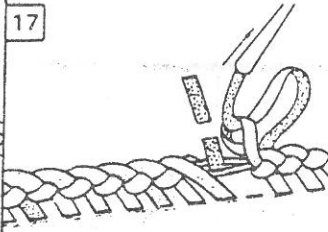
Cut off ends of laces you have pulled out and tuck ends of laces between the leathers. Lace light lace through next slit in line.



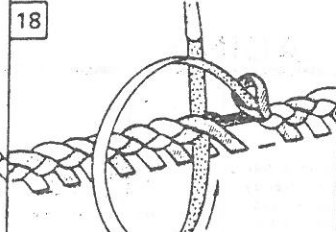
Lace dark lace under the bight formed by light lace.



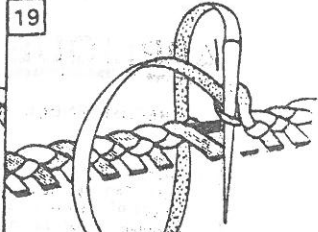
16 Lace dark lace through next slit in line. Go through hole in front leather only then bring lace up between leathers.



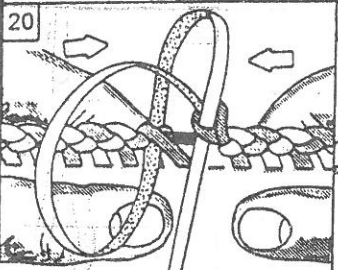
17 Cut off the end of the lace you have pulled out and tuck down between leathers. Pull light lace tight then lace up through loop, formed by dark lace, from the back side.



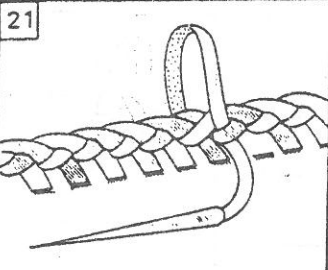
18 Lace under bight formed by dark lace. Do not pull this stitch tight.



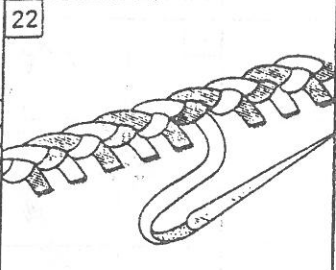
19 Carefully cross light lace over as shown and push needle down through loop formed by dark lace.



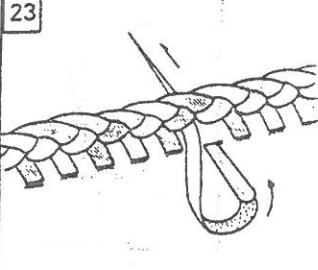
20 Pull needle through. Push laced areas together to adjust starting loop for easier completion.



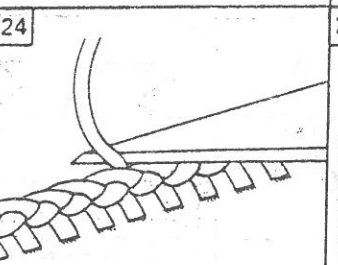
21 Pull any slack out of the first loop and adjust lacing with fingers to make all your stitches appear equal.



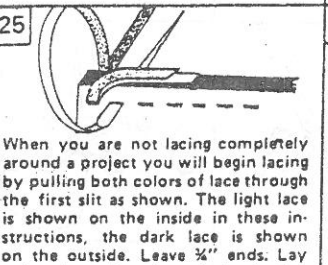
22 Pull end of light lace down tight. Make sure all your stitches appear equal.



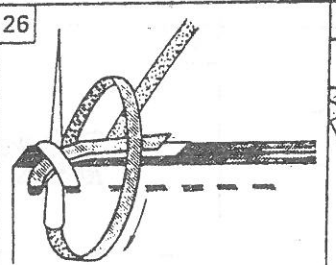
23 Push needle through the last slit as shown. Bring it up between the leathers and out between the lacing.



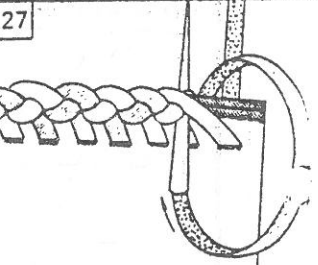
24 Carefully cut off the end of this lacing. Tap lacing flat with a mallet or roll flat with a wooden dowel.



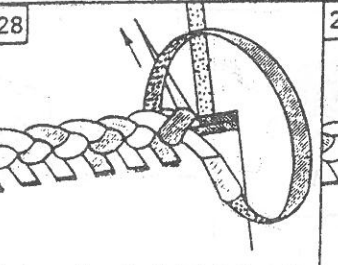
25 When you are not lacing completely around a project you will begin lacing by pulling both colors of lace through the first slit as shown. The light lace is shown on the inside in these instructions, the dark lace is shown on the outside. Leave 1/4" ends. Lay ends along the edge of the leather and lace over them starting with the light lace coming from the back and going into the second hole in line from the front.



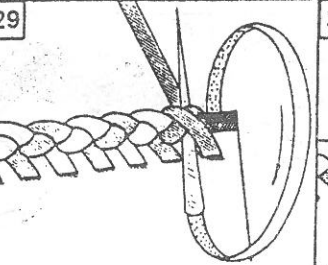
26 Pull the stitch tight, push the needle with dark lace through cross or bight formed in step 25. Continue lacing as shown in steps 3, 4, 5, and 6.



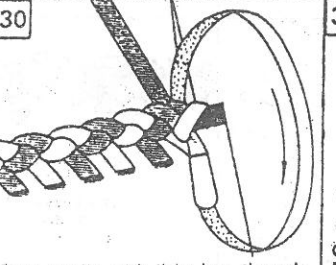
27 When ending, go through last slit with light lace as shown. Push needle and dark lace through bight formed by light lace.



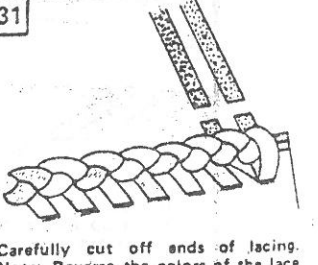
28 Push needle with dark lace through the last slit, through front only. Come up between the leathers and back a stitch.



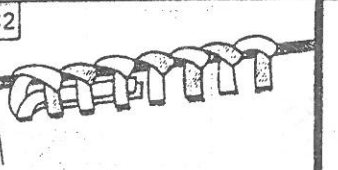
29 Push needle with light lace through bight formed by dark lace and pull the stitch snug.



30 Push needle with light lace through last slit through front only. Come up between the leathers and back a stitch.



31 Carefully cut off ends of lacing. Note: Reverse the colors of the lace in steps 27 through 30 if you end with dark lace going through the last slit first.



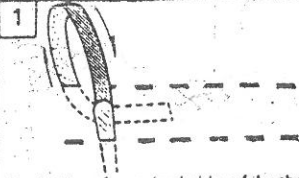
32 When two color double loop lacing on a single thickness of leather, begin as you did in step 25. When ending, run the two needles back under the last few stitches on the back of the leather.

APPLIQUE LACING

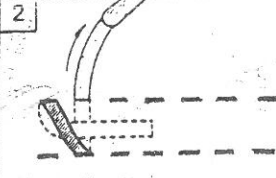
RECOMMENDED USAGE:

Decorative stitch on belts, purses, wallets. Can also be used to overlay piece of leather on another, such as a tooled initial patch on a purse.

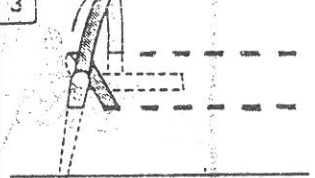
Use 3/32", 1/8" or 3/16" lace with correspondingly sized holes or slits.



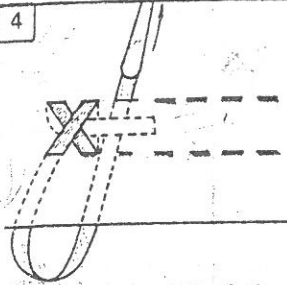
Beginning from backside of leather, pull needle and lace through first slit in top row. Leave about 3/4" of lacing end in slit, then push needle and lace through second slit on bottom row. Pull stitch snug but not tight.



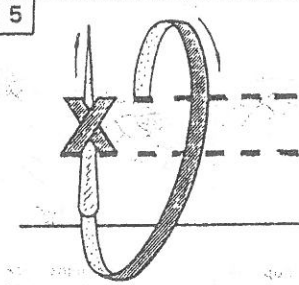
Lace up through second slit in top row, latching lacing end under stitch on back of leather.



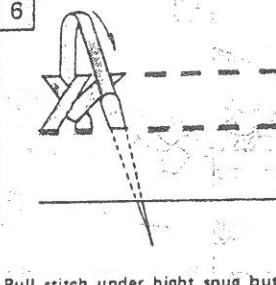
Cross over first stitch and lace through first slit on bottom row. This will form a cross or "bight".



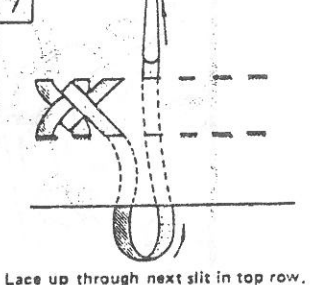
Lace up through third slit on top again catching lacing end and under stitch on back of leather.



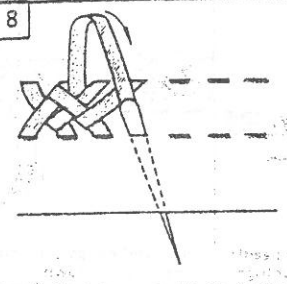
Push needle under cross or bight as shown.



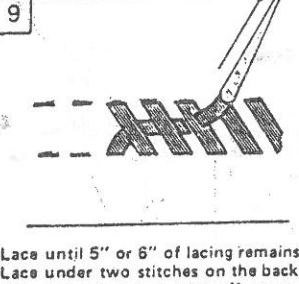
Pull stitch under bight snug but not tight. Lace through next slit in bottom row.



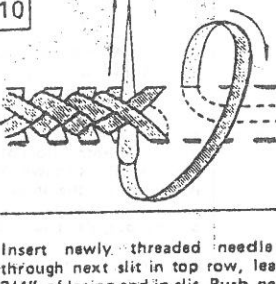
Lace up through next slit in top row, (second bight formed). Lace under second bight as in step 5.



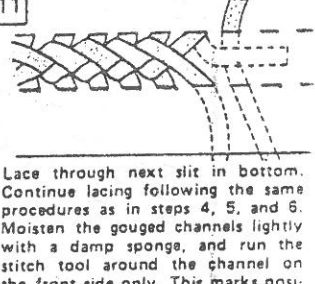
Lace through next slit in bottom. Continue lacing following the same procedures as in steps 4, 5, and 6.



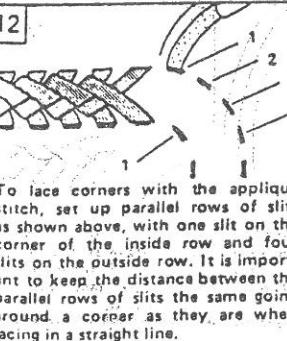
Lace until 5" or 6" of lacing remains. Lace under two stitches on the backside of leather and trim off excess. You are now ready to splice in a new length of lace.



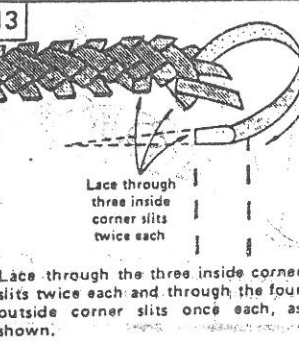
Insert newly threaded needle up through next slit in top row, leaving 3/4" of lacing end in slit. Push needle up through bight as shown and pull snug but not tight.



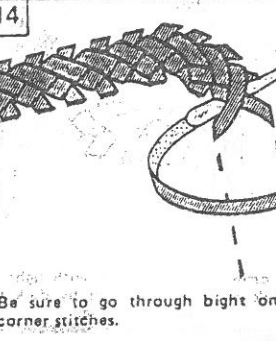
Lace through next slit in bottom. Continue lacing following the same procedures as in steps 4, 5, and 6. Moisten the gouged channels lightly with a damp sponge, and run the stitch tool around the channel on the front side only. This marks position of awl holes to insure even stitches.



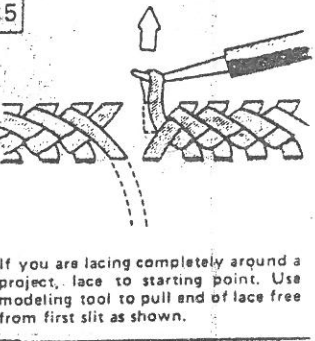
To lace corners with the applique stitch, set up parallel rows of slits as shown above, with one slit on the corner of the inside row and four slits on the outside row. It is important to keep the distance between the parallel rows of slits the same going around a corner as they are when lacing in a straight line.



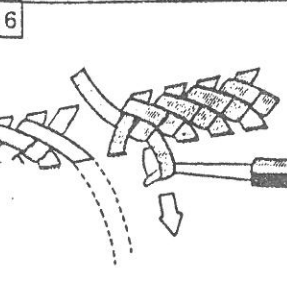
Lace through the three inside corner slits twice each and through the four outside corner slits once each, as shown.



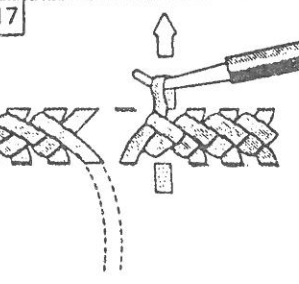
Be sure to go through bight on all corner stitches.



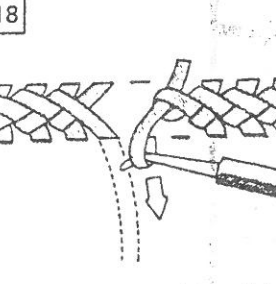
If you are lacing completely around a project, lace to starting point. Use modeling tool to pull end of lace free from first slit as shown.



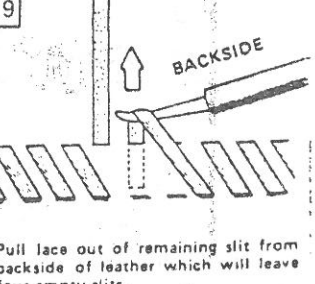
Pull end of lace out of loop.



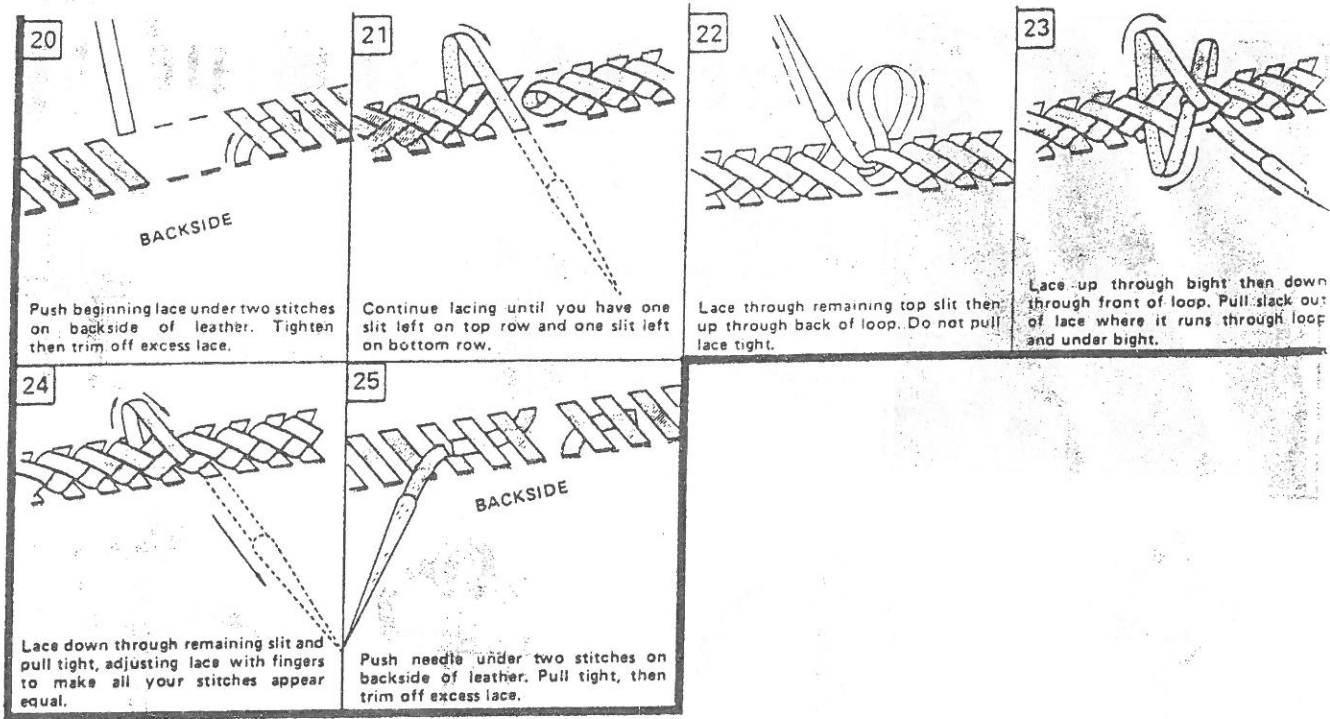
Pull end of lace out of second slit in bottom row and second slit in top.



Pull end of lace out of loop. Enlarge loop slightly with modeling tool.



Pull lace out of remaining slit from backside of leather which will leave four empty slits.



The Art of Hand Sewing Leather

By Al Stohlman

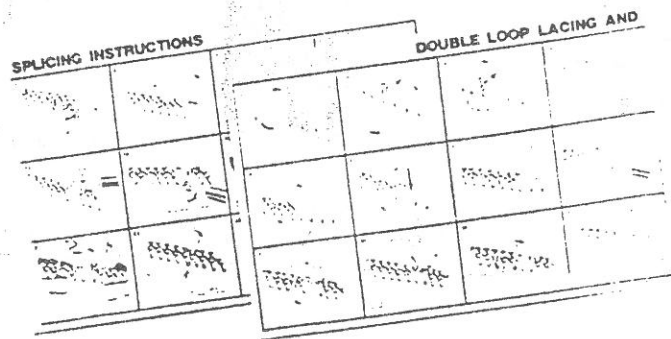
#1944



How to Buckstitch

By Al Stohlman

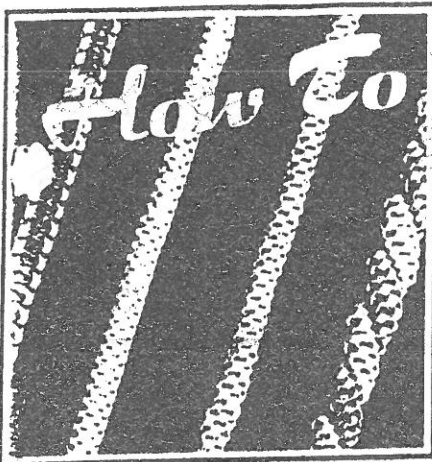
#1946



Lacing Charts

Ideal for classroom use

#1896

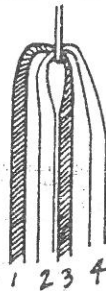


have FUN with Braiding

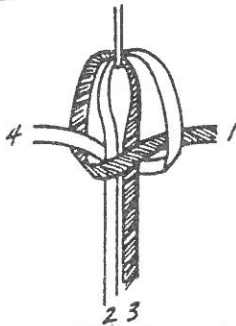
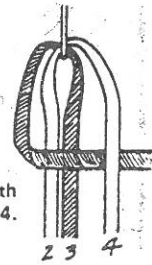
The Cobra Braid

STEP 1. Put 2 laces into hook as shown. Pull outside strands 1 and 4 until they are twice as long as the inside strands 2 and 3.

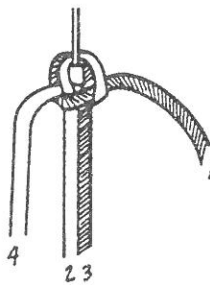
NOTE: All braiding will be done with the long, outside strands.



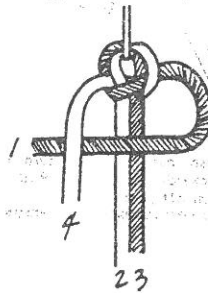
STEP 2. Bring 1 over both 2 and 3, and then under 4.



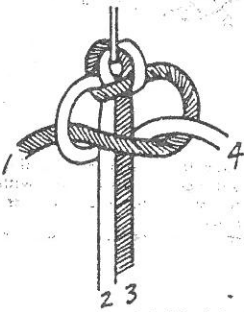
STEP 3. Bring 4 behind both 2 and 3, and then up through the gap between 1 and 2.



STEP 4. Pull both strands 1 and 4 tight.

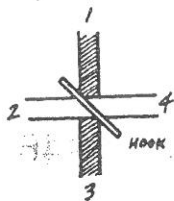


STEP 5. Bring 1 back over both 2 and 3 and then under 4.



STEP 6. Bring 4 behind both 2 and 3, and then up through the gap between 1 and 3.

The Square Braid



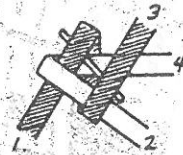
STEP 1. Put both laces half-way through the hook.



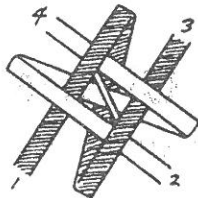
STEP 2. Fold 1 over 2.



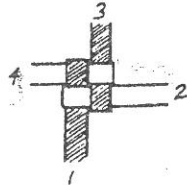
STEP 3. Fold 2 over 1 and 3.



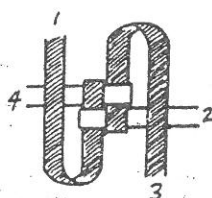
STEP 4. Fold 3 over 2 and 4.



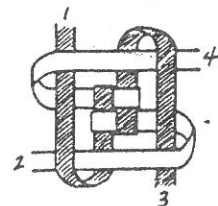
STEP 5. Fold 4 over 3 and under 1.



STEP 6. Pull tight to form the square.



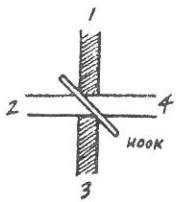
STEP 7. Fold 1 over 4 and fold 3 over 2.



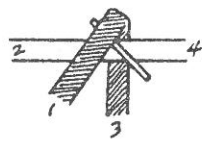
STEP 8. Fold 2 over 3 and under 1. Fold 4 over 1 and under 3. Pull tight to form square.

STEP 9. Repeat steps 7 and 8 to desired length.

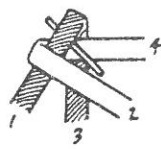
The Round Braid



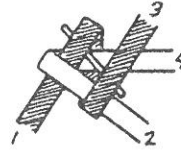
STEP 1. Put both laces halfway through the hook.



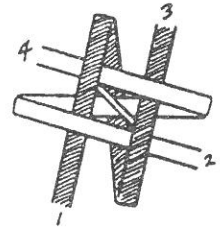
STEP 2. Fold 1 over 2.



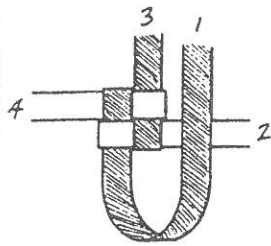
STEP 3. Fold 2 over 1 and 3.



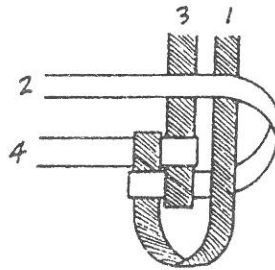
STEP 4. Fold 3 over 2 and 4.



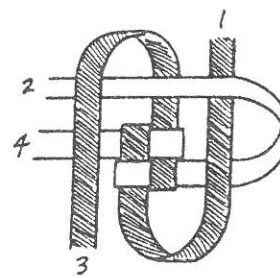
STEP 5. Fold 4 over 3 and under 1.



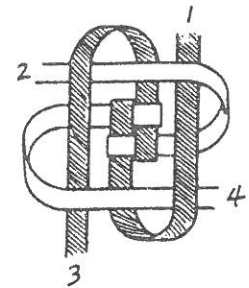
STEP 6. Fold 1 over 2.



STEP 7. Fold 2 over 1 and 3.



STEP 8. Fold 3 over 2 and 4.

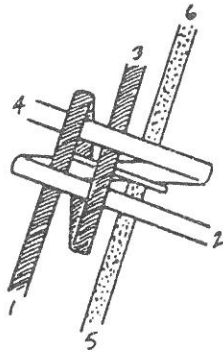


STEP 9. Fold 4 over 3 then push through loop made by 1. Pull all strands tight. Repeat steps 6 through 9 until desired length is reached.

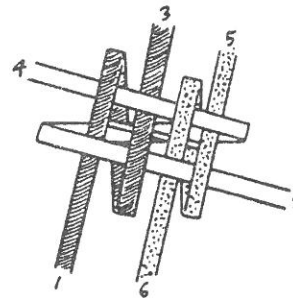
The Spiral Braid



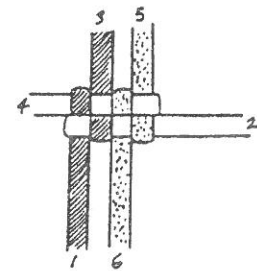
STEP 1. Follow steps 1 thru 5 for The Round Braid or The Square Braid to begin.



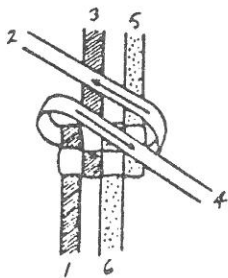
STEP 2. Add another strand, marked 5 and 6, as shown.



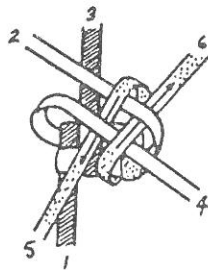
STEP 3. Fold 5 over 2 then push through loop formed by 4. Fold 6 over 4 then under 2.



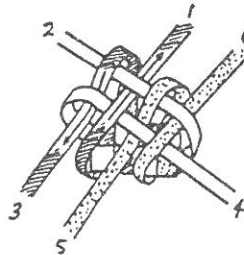
STEP 4. Pull all strands tight.



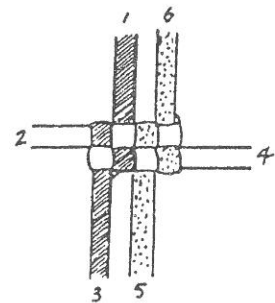
STEP 5. Fold strands 2 and 4 over diagonally forming two new loops, as shown.



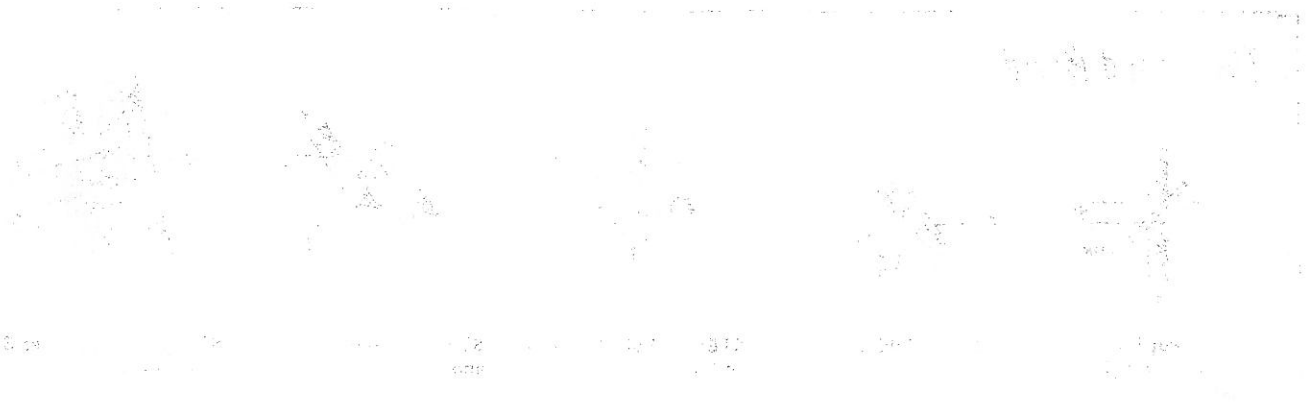
STEP 6. Fold 6 over 4 then under 2. Fold 5 over 2 then under 4.



STEP 7. Fold 3 over 2 then under 4. Fold 1 over 4 then under 2.



STEP 8. Pull all strands tight. Repeat steps 5 through 8 until desired length is reached.



1370
 1371
 1372
 1373
 1374
 1375
 1376
 1377
 1378
 1379
 1380
 1381
 1382
 1383
 1384
 1385
 1386
 1387
 1388
 1389
 1390
 1391
 1392
 1393
 1394
 1395
 1396
 1397
 1398
 1399
 1400

NOVEMBER 1993-UNDER THE BIG TOP

IDEAS FOR PACK ACTIVITIES

- . Volunteer to do a flag ceremony at a P.T.A. meeting
- . Go roller skating
- . Hold a pack uniform inspection
- . Collect food for the less fortunate

IDEAS FOR DEN ACTIVITIES

- . Make decorations for Thanksgiving
- . Bring a friend to a Den meeting
- . Plan a den family night
- . Have a hot dog roast
- . Learn to juggle
- . Make a game box for the den
- . Rake leaves for an older person



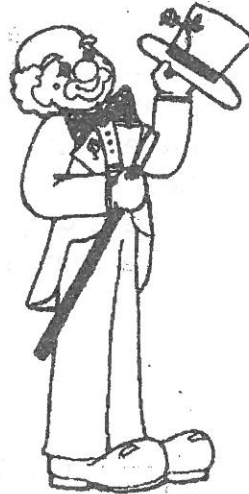
SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30				

CEREMONIES

OPENING:

A den of Cub Scouts come onto stage dressed as clowns. One has a large sad mouth painted on, others have large smiling mouths painted on. Another way this could be done, the boys could have large clown faces cut from poster board and fastened onto paint stirring sticks or yard sticks. These could be hold up in front of faces as narrator reads the following lines.

If your life is to be as happy,
As a Circus, bright and gay,
There is something you can do,
As you hurry through each day.
Be happy and cheerful,
And remember not to frown.
But give freely of your smiles,
And you can be happy as a clown.
For a smile costs so little,
But to others means to much,
So if everyone keeps smiling,
Our lives will have that happy touch.



When the line about frowning is read, boys holding sad clown faces take a step forward and when the line about smiles is read those boys step forward with others. If desired, boys could turn over clown faces as last four lines are read to expose smiley faces which are fastened on back of the clown frowning clown faces.

UNDER THE BIG TOP OPENING

Props: Balloon shaped signs in different colors spelling out CIRCUS. The boys dressed as clowns carrying the balloons and read each line (written on the back of the balloon)

C- Come and watch what we have in store
I- Including fantastic acts never seen before
R- Roaring lions may fill you with fright
C- Clowns will be making you laugh all night
U- Using the Pledge of Allegiance for our show to begin
S- Stand now together as our flag is brought in
(Color guard brings the flag into the circus ring.)

OPENING-Done by the Den Leaders

Recorded music appropriate for clowns played for the opening and for each act as it appears.

Led by two Scouts who carry the U.S. Flag and the Pack Flag, rest of the Den follows in. All come to attention while everyone is led in the Pledge of Allegiance.

1. Be a clown, we think it is a dilly
Both clowns and little boys can sometimes be quite silly.
2. Den Mothers find it natural to do this kind of show.
We run a three-ring circus every single week you know.
3. When clowning around there is shouting, roaring, stamping,
whistles tooting,
Tumbling, pushing, falling, wrestling and a-rolling and a rooting.
4. At Den meetings things keep moving, constant motion constant
noises. On, there are lots of things in common between clowns
and boys.
5. Throughout the year there have been times we thought we wouldn't
bear it.
But we've pulled our jangles nerves in shape so that all of you
can share it.
6. We've pulled all the den's together true, it's not the Ringling
Brothers. But you will see the reason that we have called it
TINGLING MOTHERS.

Now introduce the first act.....

ADVANCEMENT

Hang several colored balloons on a 3 x 3 ft piece of cardboard, then put the cardboard on an easel. Underneath each balloon is a boy's name that is to receive an award.

Each boy to receive an award is called forward and given three darts. When he pops a balloon the Cubmaster walks over and calls the boys name that was popped. Then the next boy to receive an award, and etc. until all the awards have been awarded.

Make sure the darts are thrown toward the back of the stage. Also tape balloons down and thrown no more than about 6 feet so as not to take too much time.

ADVANCEMENT CEREMONY BOARD

Tie the boy's awards onto helium balloons or blow up balloons with the awards inside and pop the balloon to present the award.

ADVANCEMENT

CUBMASTER- (dress at Ring Master)

Ladies and gentlemen, you're about to see a parade of achievements the like of which you have never seen before.

AWARDS CHAIRMAN

For our first act tonight, we have trained Bobcats brought forward by their trainers (parents). They will stand for us in the center ring. (Bobcats and parents come forward--go through some of the Bobcat requirements and present their badges). Notice how well they have been trained by their trainers. Let's have a fine round of applause for this act we have just seen with our own eyes.

And now for our second colossal act, we have the Wolf act. The Wolves in this act are (names): Here come those Wolf Cubs and their trainers to center rings. (Award badges and have them relate a requirement--wolf arrow points can also be awarded at this time. Continue with the Bear awards in the same manner.)

And now, ladies and gentlemen, we have a stupendous act which takes much skill and requires work and patience as these young men climb to great heights--in fact to the very top of the Cub Scout parade of achievements. (call Webelos and their leaders to center ring. Present the Activity badges with flowery circus talk.)

These are the stars of our show. These young men have worked hard and have completed all these requirements. Let's give them all a big round of applause.



ADVANCEMENT

JACK IN THE BOX--You will need a large box (one big enough to comfortably hold a person for however long it takes to present your advancements and recognitions) that has been decorated to look like a case for a Jack in the box. Make sure that you have left a top that can pop open and that you have attached a handle or crank that can be turned. Have the box already in place with a clown inside holding all of the advancements. As the ringmaster calls up the Cub Scouts for their recognition, the boys can turn the handle one or two times and the clown will pop up and dangle out their award. Perhaps as the advancements or recognitions become more challenging, the boys will need to turn the handle several times to get the clown to pop out!

CLOSING

EVERYONE IN THE ACT

A den of 8 Cubs line up across stage, dressed in circus costumes.

Narrator: Ladies and gentlemen, just as in our Cub Scout Circus tonight all the dens got into the act, so in Cub Scouting all the families get into the act. so, with that in mind, for the conclusion of our Cub Scout Circus tonight the fantastic Den___ would like to leave this important message with you through their own unique performance.

CUB 1: You've seen our circus tonight in fun did not lack.

CUB 2: Because in teamwork we were not slack.

CUB 3: To get a family involved, Cub Scouting has a knack

CUB 4: And each of you as a part of our pack

CUB 5: Can help our program be sharp as a tack

CUB 6: By doing your share and not be caught slack.

CUB 7: So next month, one and all, we'll look for you to come back.

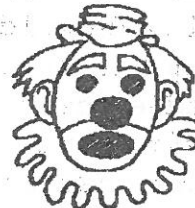
As soon as the last boy say ``back'', all together the boys turn with their backs to audience and expose signs hung which spell out the following message with one work one each boy's back. SEE YOU NEXT MONTH, SAME TIME, SAME PLACE---OR---WE NEED YOU IN THE ACT, ATTEND--or any desired message you wish to leave with the audience.

CLOSING

We've closed the curtain on our show. We've hushed our circus band. It's time for curtain calls, and so, let's give these guys a hand.

Den Leaders all, you sure deserve a CROWN all star be-spangles. We wish for you, before next year, a set of nerves untangled!

Our Ring Master all year long-for leading Cubs he has a knack. Stand up, Mr _____ Cubmaster of our Pack.



UNDER THE BIG TOP CLOSING

We've all watched some terrific acts tonight, but I think the greatest act is that of bringing us all together in a night of fun. I hope as you leave tonight, you will think about the joy you saw in your son's eyes and remember that is what Cub Scouting is all about.

CHEERS

BALLOON APPLAUSE - Put hands to mouth and blow. As you Blow, put your hands out in a circle getting bigger. When it gets real big yell, 'BANG!' while clapping hands together.

TIGHTROPE WALKING - Pretend you are walking on a tightrope. Fall and hit the net saying, 'WHOOOOOOO' as you run the back of your hand over your forehead.

ELEPHANT APPLAUSE - Hold arms down in front of you like a trunk. Putting your hand flat together, lean over slightly and swing arms slowly back and forth while saying, 'I WORK FOR PEANUTS.'

TONY THE TIGER - You're GRRRRRRRRREAT!

SEAL OF APPROVAL - Put elbows together, open and close forearms and hands and bark at a high pitched, 'ARF, ARF, ARF!'

JUGGLER'S APPLAUSE - Take out pretend objects you are going to juggle. Pretend to juggle all of the times then slip and let one of them fall on your toe or head. You yell 'OOPS or OUCH'.

ELEPHANT APPLAUSE - Hold arms down in front of you like a trunk, placing hands palm to palm, lean over slightly and swing arms slowly back and forth and moving the fingers of both hands in a clapping motion while saying: I WORK FOR PEANUTS (three times)

SKITS

JUMBO, THE ELEPHANT

Announcer: "We are at the zoo, in front of the elephant cage." (point to a sign that says 'QUIET SICK ELEPHANT')

Two keepers enter, walk up and down, wringing their hands, moaning:

"What are we going to do? Where is that doctor? Why doesn't he come. Jumbo may die. This suspense is awful....etc."

Doctor enters keeper grab hold of him, pleading,
"You must save him!"

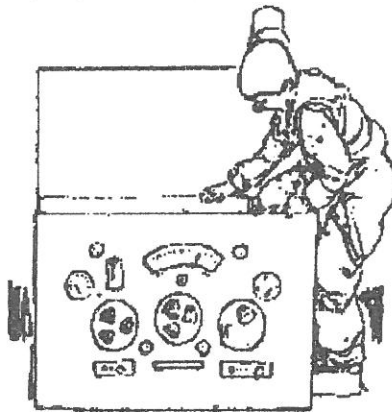
Doctor: "I'll try but Jumbo is very, very sick."

Keepers moan and sob, behave desperately.

Doctor: "I realize that you love the poor animal, but don't you think you are overdoing it?"

Keepers (sobbing)

"Love has nothing to do with it. If Jumbo dies, we're the ones who have to bury him."



SHRINKING MACHINE. For this funny skit, you need a very large carton with dials, levers, gauges, and tape reels painted on its side. All den members are clowns. The largest is Jojo. The smallest, dressed exactly like Jojo, is hidden in the Shrinking Machine. Jojo tells the other clowns about this fabulous machine which can shrink him. He volunteers to demonstrate. When he gets in, there are loud groans, clatters, and grunts. All is silent, then out steps the small clown, who says in a high voice, "I told you wise guys the thing worked. And you know what? Even my voice shrank!"

TICKET LINE

People are standing in line waiting to buy tickets to the circus. Four people are standing in line.

1st Person: "Wow, I've heard that this circus is great."

2nd Person: "I've been waiting for six months for it to come to town."

3rd Person: "I can't wait for it to start."

4th Person: "I wonder when the ticket window will open to sell tickets. I've been here for twenty minutes.

(A person walks up to the front of the line. The four others get all upset.)

1st Person: "Hey, you can't butt in line. We were here first!"

2nd Person: "Back to the end of the line buddy!"

(They all shove him to the end of the line. The person tried again and again:

"I'm giving up. They can get someone else to open this ticket window."

(He leaves and all the others stand with mouths open looking at each other.)

NO SOAP

Clown #1 walks on carrying a large pail full of soapsuds and an armful of clothes representing dirty laundry

Clown #2 walks on carrying a pail full of soapsuds and a pail full of confetti.

All 3 pails are labeled ``Soapy Water``

They set the pails down with the pile of laundry between them. They each take an article of clothing and pretend to wash it. When they reach for another item to wash, they both grab the same thing. The clowns fight over who gets the clothing, and have a tug of war in which the clothing may be torn.

One clown lets go of the clothing and the other clown is still pulling. He is thrown off balance and falls over. This clown gets even madder and thrown the clothing back at the other clown, who then retaliates by throwing soapsuds. Both clowns engage in a soapsuds battle, and one finally dumps the suds in his pail on the other clown. But at this point, the clowns realize that the audience is laughing at them. They give each other a knowing look; then, pick up the pail full of confetti and throw the contents at the audience.

SCENE: Four Scouts are hitting a fifth Scout on the head with big rolled up wads of newspaper.

1st bystander	Gracious, what are they doing?
2nd bystander	Trying to knock some sense into him.
1st bystander	Doesn't it hurt?
2nd bystander	Sure!
1st bystander	Doesn't he mind?
2nd bystander	No.
1st bystander	How come?
2nd bystander	It feels so good when they stop!

SONGS

THE DEN TRAPEZE

(Tune-Man of the Flying Trapeze)

We flew to our task with the greatest of ease,
Our circus would have a study trapeze.
With hammer and nails and our den leader's care,
We thought we'd be able to fly through the air.

We finished the job for our big circus flying,
But our trapeze was leaning,
We hope it would swing.
The pack was assembled and ready to go,
When our trapeze crashed down-
The star of the show!

CIRCUS FUN

(Tune-Clementine)

At the circus there are lions
And they roar so very loud.
They send shivers sharp as slivers
Through the anxious, waiting crowd!

Chorus:

O, the circus, yes the circus,
Lots of fun for young and old.
Peanuts, popcorn, cotton candy,
Till your mouth no more can hold.

See the circus when it's in town
For a day that's filled with fun.
You'll have thrill and lots of chills
That will last will day is done.

Chorus

BE A CLOWN

(Tune-You Are My Sunshine)

Put on your costume,
Put on your makeup,
Put on your red nose,
And be a clown.
Let's see you best smile!
Show Cub Scout spirit.
Clowns spread happiness around.

Clowns are the jokers,
Clowns are the tricksters,
They are the funsters
In Circus Town.
Come on then, Cub Scouts,
And show Scout spirit,
Paint a smile, cheer the town, be a clown

CIRCUS DAYS

(Tune-When Johnny Comes Marching Home)

The circus parade has come to town, Hurrah, Hurrah.
With lions and tiger and bears and clowns, Hurrah, Hurrah.
The acrobats will do some trick,
The juggler performs with balls and sticks,
And we'll all be glad when
The circus comes to town.

The African lions growl so loud, Hurrah, Hurrah.
They make the people quake. Hurrah, Hurrah.
The tightrope walker walks so high, he makes me shake.
I laugh at the clowns as they perform,
Eat peanuts, candy and hot popcorn.
Oh, join in the fun when
The circus comes to town!

GAMES

BIG TOP WRESTLING

Two Scouts with left hands tied together and balloons tied to their backs, stand in a circle. The object of the game is to pop the other's balloon with a rolled up news paper and yet stay inside the circle.

TIGHTROPE WALKING

Draw two straight lines on the floor, or stretch two cords from one wall to the other. Have each boy stand at one end of the line. Give him a pair of binoculars and tell him to look down at his feet through the wrong end of the glasses, and to walk along the line placing each foot directly in front of the other, heel touching toe. When he reaches the end he must race back to the start and give the binoculars to the next boy in line, who repeats the actions. The first team to have all boys walk the line, wins.

HAIR RAISING RACE

This game demonstrated the effects of static electricity. Give each boy in the den a balloon. On the signal ``GO'', each boy blows up his balloon, ties it off and then rubs it against his hair to create the static electricity. The balloon is then placed against a wall. The balloon that stays up the longest is the winner. the boys will probably want to do this one over and over again!

HATS OFF MEN

This game is played like musical chairs with the boys sitting in a circle (with or without chairs). Each boy except one has a hat. On the signal, each boy takes off his hat and puts it on the person to his left. Continue, until the music stops or the whistle blows. The one without a hat drops out of the game. Resume the game after removing one more hat from play. Continue until there is one hat left.

JUGGLER

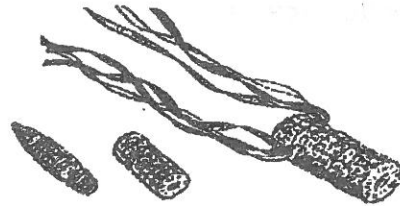
Line players up on a starting line an arm's distance apart. A finish line should be set up 50 feet away. Players stand with right arm straight forward at shoulder height, palm down. Place a 6 oz cup filled with water on the back of each right hand. At the signal, each player, keeping the right arm at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

FEED THE CLOWN

Divide the group into teams. Each team is either the 'feeder' or the 'clowns'. Neither team knows beforehand what the activity will be. The 'clowns' are seated in a row, facing the 'feeders' who stand in front of the 'clowns'. Each boy taking part is given a small cup or bowl of apple sauce, a plastic spoon and is blindfolded. At the signal, the 'clowns' try to feed the apple sauce to the 'clowns'. Clowns may not use their hands to guide the spoon to their hands to guide the spoon to their mouths, but may give the 'feeders' all kinds of advice and directions as to how to reach their mouths. First pair to finish the apple sauce wins points for their team. Then they switch positions. (You can try this with popcorn too.)

CORNCOB DARTS

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



CHURNING BUTTER

Put a small amount of whipping cream into a jar and screw the lid of tightly. Boys are to shake the jars until butter is formed. (Try this ahead of time to determine just about how long it will take.) The boy who finished first is the winner. Have some crackers on hand.

CORN SHELLING CONTEST

Give each boy an ear of hard field corn and a sack or a bowl. At the signal, the boys begin shelling their ears of corn. First boy to finish wins. Put the shelled corn out for the birds. (Try using popcorn, then pop the corn for the den treat)

PUMPKIN PIE TOSS

Suspend a hoop from a high spot, or use a coat hanger bent to a round shape. Players attempt to said five 9" paper plates through the hoop. Score: 25 points for each successful try.



CRAFTS

ROLY POLY CLOWNS

MATERIALS:

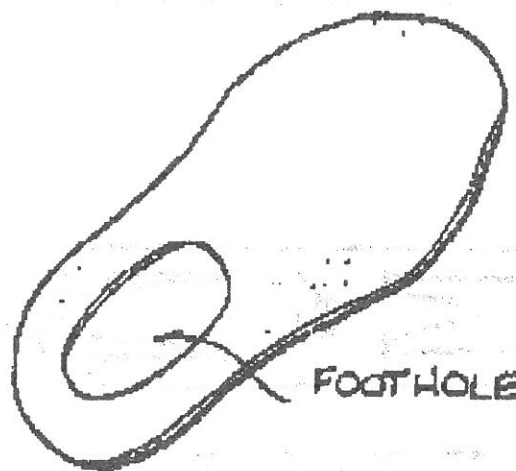
Raw egg or panty hose egg
Sand
Tape
Markers

1. Blow the contents from the shell by blowing. Carefully rinse the eggshell inside and out.
2. Fill the wider end of the shell with fine sand or salt, (1/4 full) by pouring it through one of the holes.
3. Put tape over the holes.
4. Decorate.

If using an egg shaped panty hose package, separate the halves and fill the bottom about 1/2 full of sand or salt. Snap on top half and glue halves together. Now decorate.

CLOWN SHOES:

Cut from an old inner tube, heavy vinyl sheet or poster board. Make shoes three to four inches bigger than the 'clowns' regular shoes. He slips the clown shoes on first before putting on his real shoes. Decorate by painting large flowers, polka dots or use an awl to poke holes and 'lace up' with bright yarn or extra long shoe laces!

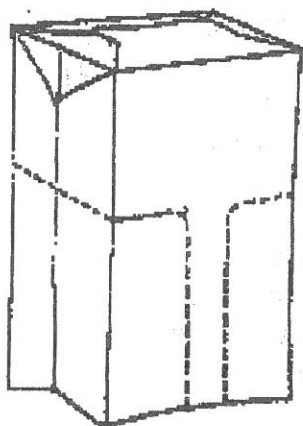
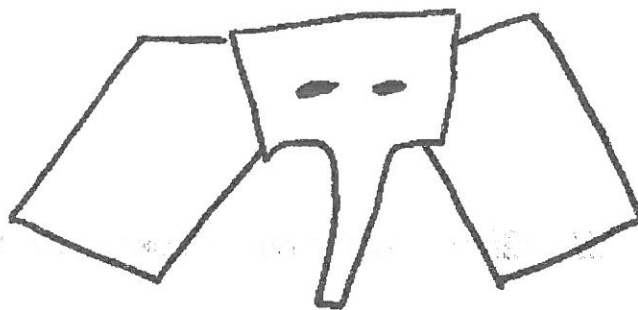


BROWN BAG ELEPHANT MASK

Cut a brown paper bag as shown. Leave about 7" of the bottom of the bag with the trunk extending.

Decide where the eyes should be placed, and cut hole there.

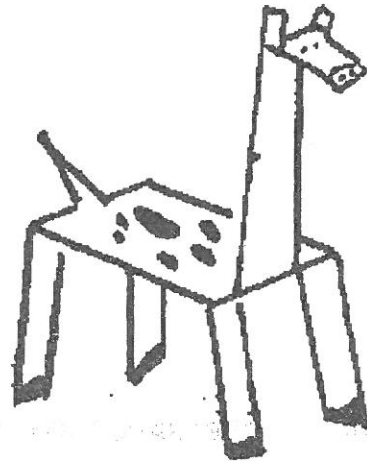
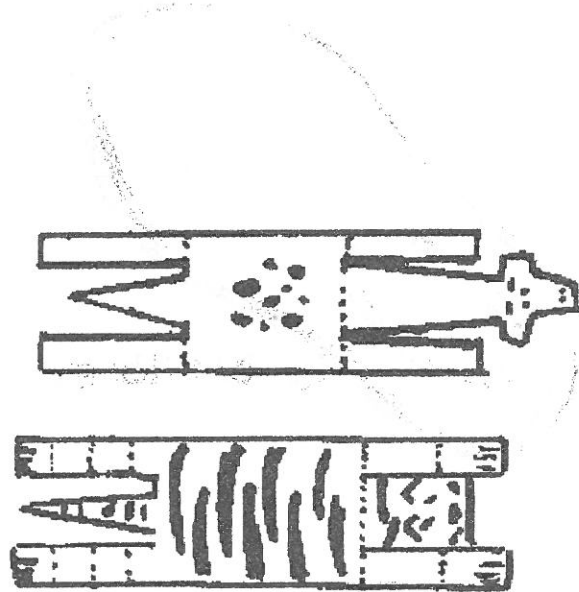
Use the cutaway part of the bag to make ears or cut them from a second bag. Staple one ear to each side of the head.



FOLDED ANIMALS

MATERIALS: Construction paper
Markers

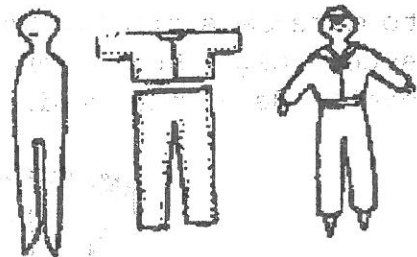
1. Trace the animals on construction paper along the solid lines. Use colors appropriate for the animal.
2. Cut out the animals and draw on face and coat patterns.
3. Fold the animals on the dotted lines.



CLOTHESPIN CHARACTER- (CLOWN, SCOUT, ESKIMO,)

MATERIALS: Construction paper
Paint, markers
Pipe cleaners
Clothespin (round head)

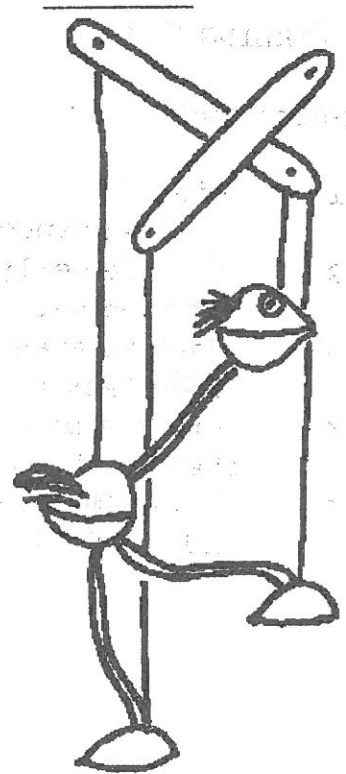
1. Draw on a face (wiggly eyes can be used) and paint on the clothes
2. Cut out needed decorations out of construction paper-
3. Cut the pipe cleaner in half and glue one half to each side for the arms. Bend ends around to make the hands and bend to show elbows.



WALLEY, THE ENGLISH WALNUT BIRD

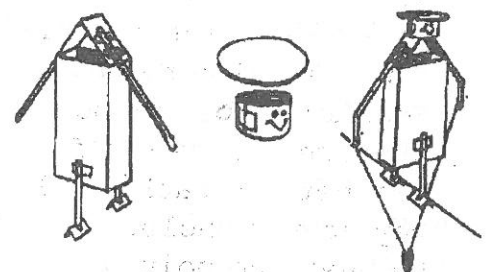
MATERIALS: Walnuts (2 whole, 2 split)
2 Craft sticks
Thread
Yarn
Feather pieces
Wiggly eyes
Hot glue gun

1. Drill a small hole in each end of both craft sticks. Glue them together in the middle at right angles.
2. Cut thread (4", 6" and two 11")
Cut yard 3" and two 6"
3. Using hot glue on each half walnut shell, attach an 11" thread and a 6" piece of yarn to each shell. These will be the feet. Glue the other ends of the yarn to the bottom of the body (a whole walnut shell)
4. Glue one end of the 3" piece of yarn to the top round end of the body and the other end to the bottom of the head (the other whole walnut shell).
5. Glue one end of the 6" piece of thread to the top of the body and glue one end of the 3" piece of thread to the top of the head.
6. Glue eyes on top of the head near the pointed end of the shell.
7. Tie ends of the threads from the head and body to opposite ends of one craft stick. Tie the threads from the feet to the ends of the other craft stick. Pull the body thread tight enough so that there is slack in the neck yarn. Pull the leg threads tight enough so that the yarn legs are slack.
8. Glue pieces of feathers to the top the head and back of the body.



TIGHT ROPE WALKER

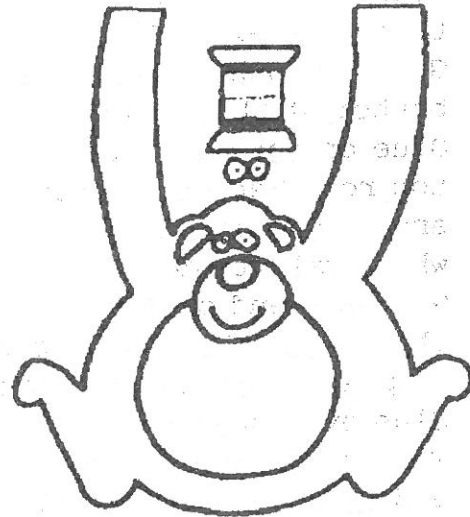
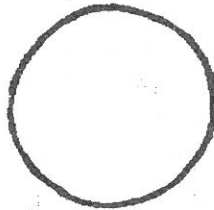
Make with a matchbook and drinking straws.
For legs, cut quarter lengths of straws, slit the ends and tape on pieces of cardboard or construction paper for feet. Tape to body. For neck, cut light cardboard about twice as long as the top of box, fold in half and tape to body. Head is a rolled paper disc for hat. Arms are on half straws. Weight is modeling clay. Swing weight to make him walk down a string stretched taut.



TWIRLING APES

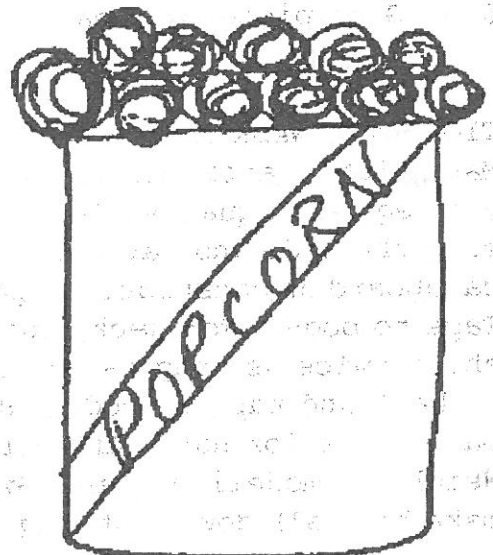
Here's what to do:

1. Using colored papers, cut out all the shaped shown below.
2. Glue the belly, mouth, ears, nose eyes and hat into place.
3. Draw the eyes, grin, and hatband with black marker.
4. Curl the paws over a straw and glue then to the straw.
5. Twirl the straw with your fingers and watch the Twirling.



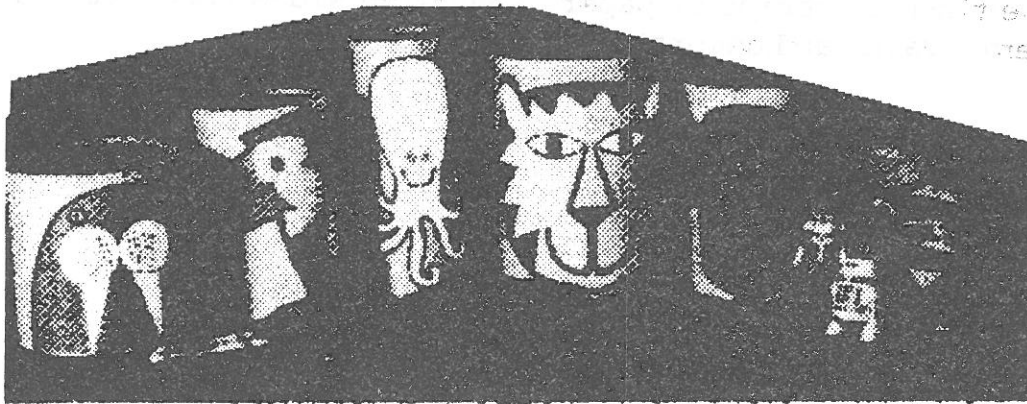
POPCORN TIE SLIDE

Use a film canister. Glue cotton Balls in it and paint the outside of the canister with red and white stripes to resemble a bag of popcorn. Write popcorn across the front. Add pipe cleaners to back for loop. (An easy way to make holes in a film canister is to heat the pointed end of an ice pick or a nail and push into the side of the film canister in two places. The heat will melt a nice neat hole.



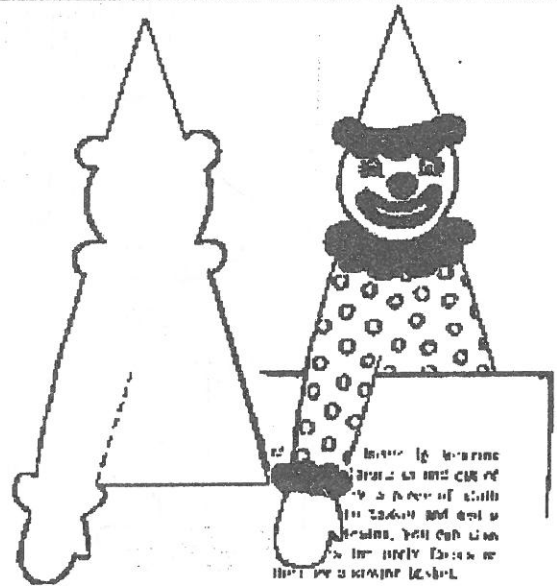
CANISTERS

You can use a variety of different sized cans. Use construction paper and glue.



CLOWN BOOK MARKERS

Draw the outline of a clown as shown of heavy white paper or cardboard. Put in features and color. Cut along dotted line so that arm fits over a book page.



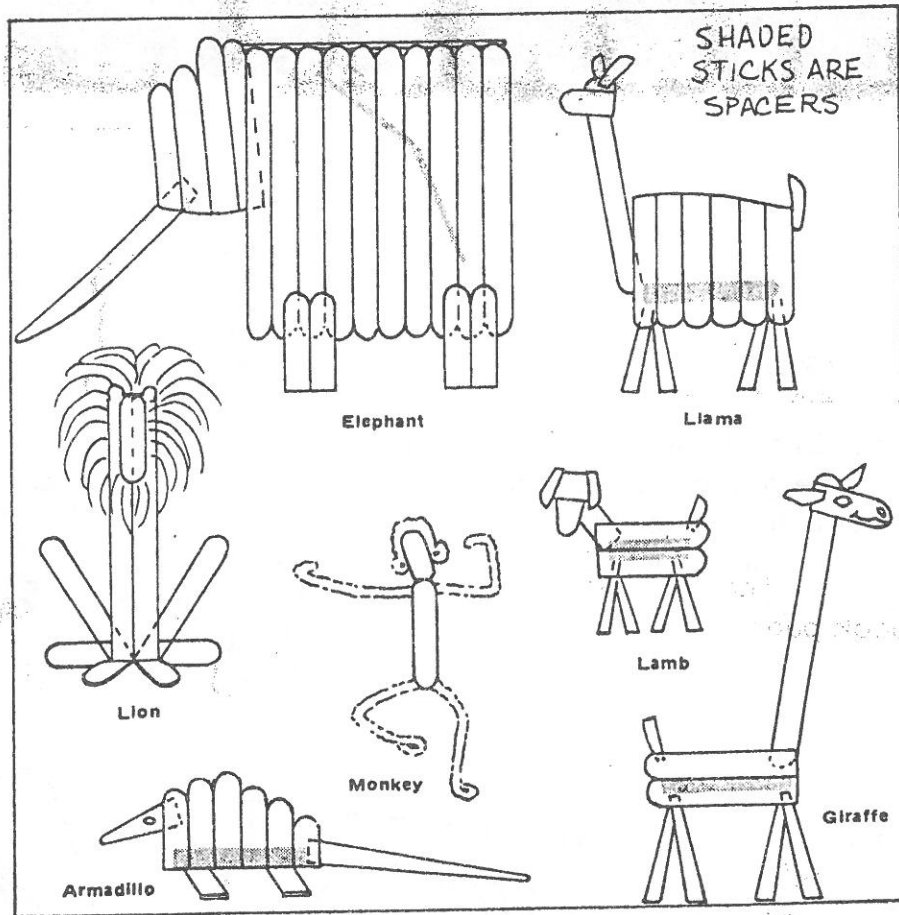
BEAN BAG BOARDS



ANIMALS

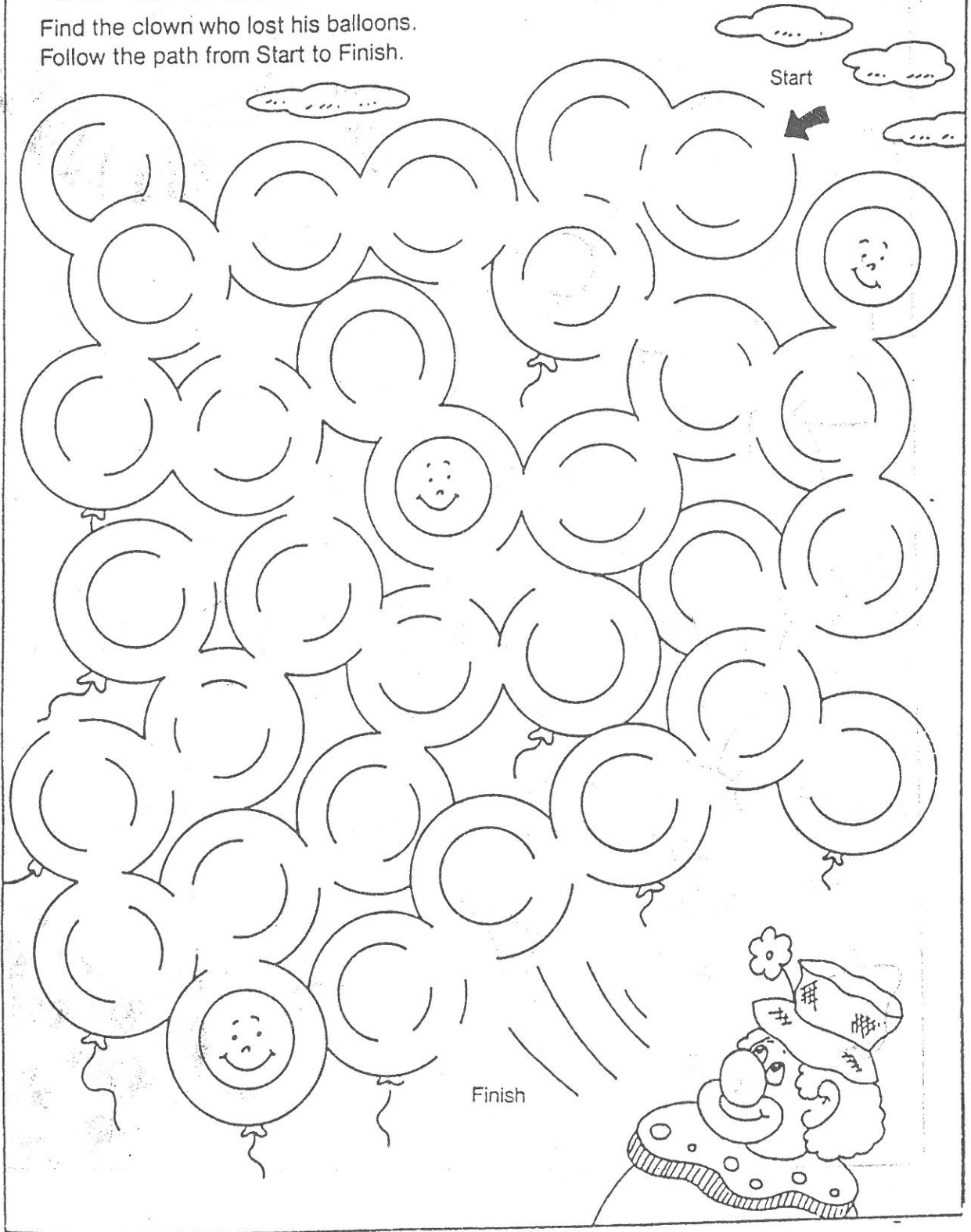
30072114

You can make animals using craft sticks, pieces of sticks, and pipe cleaners. Glue the craft sticks together for each side of body. It is easier to glue them to strips of paper, then glue sides together with a spacer between. Paint and decorate as desired.



UP IN THE AIR

Find the clown who lost his balloons.
Follow the path from Start to Finish.

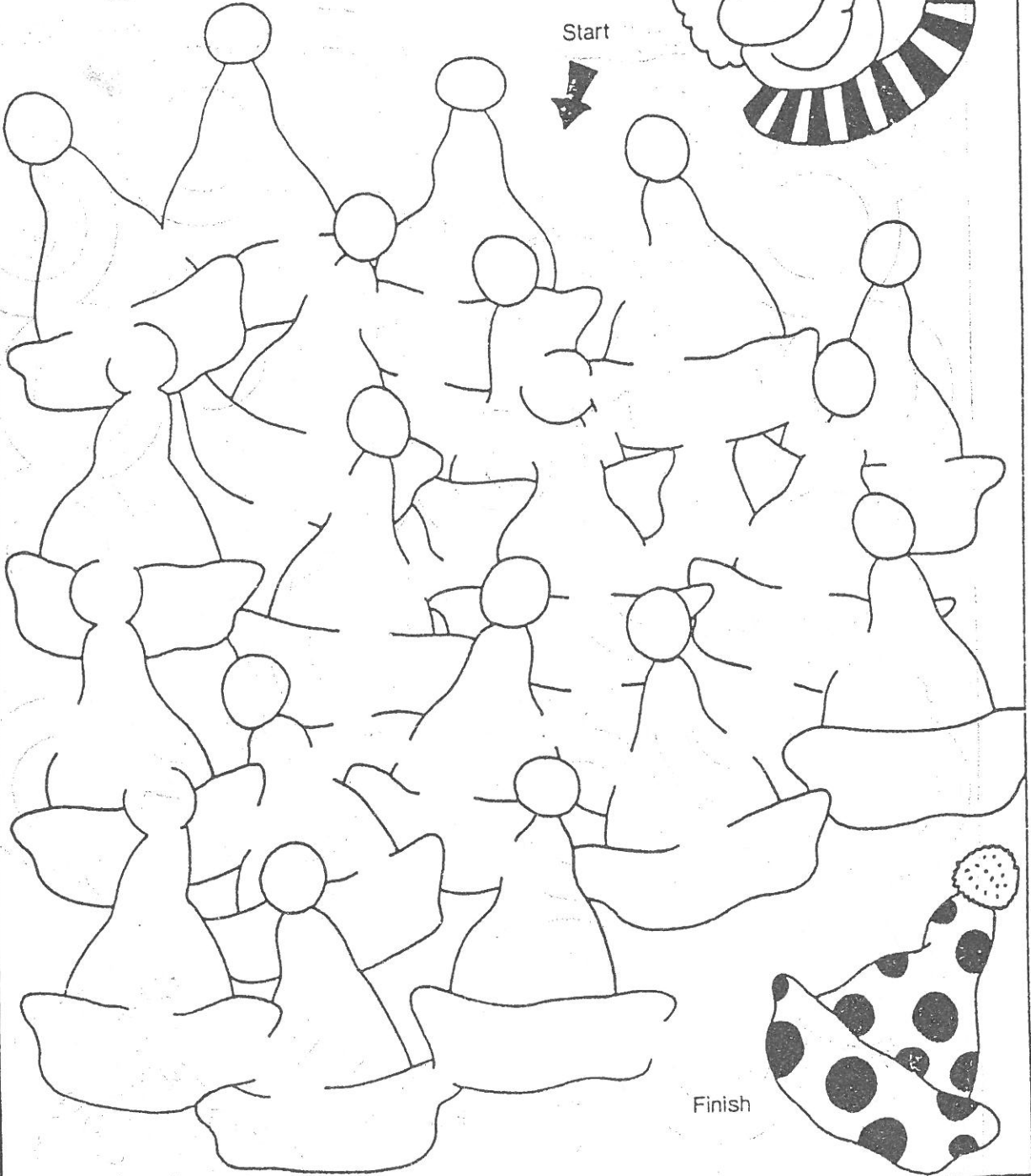


CLOWNIN' AROUND

Help the clown find his favorite hat.
Follow the path from Start to Finish.



Start

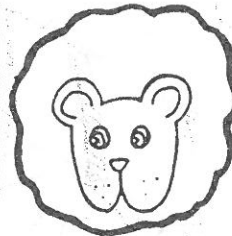
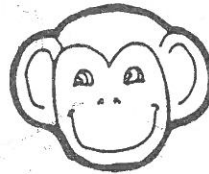
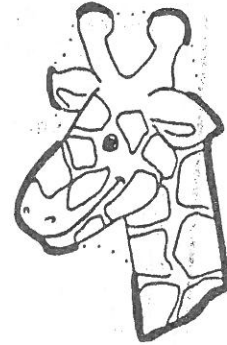
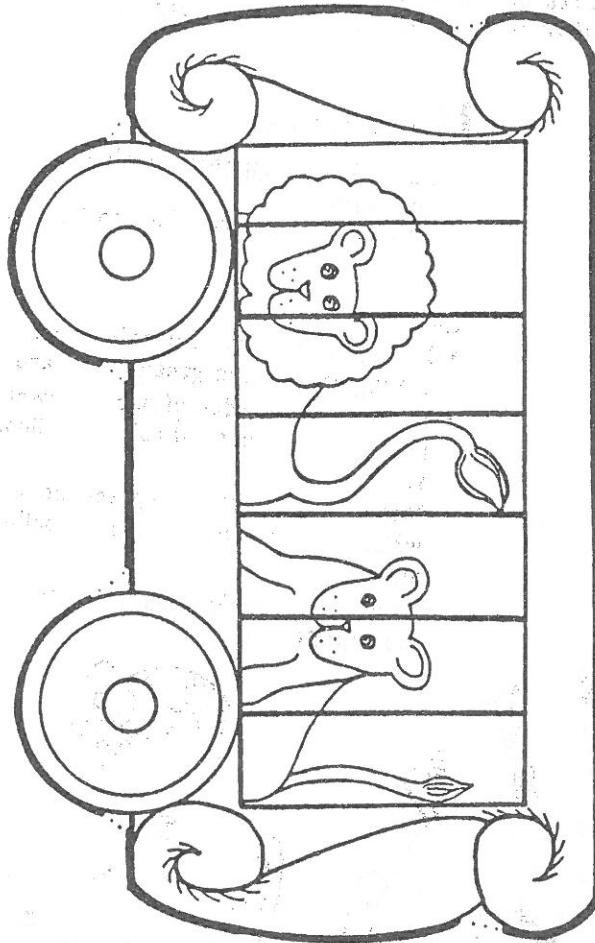


Finish

CIRCUS ANIMAL RECIPE BOX

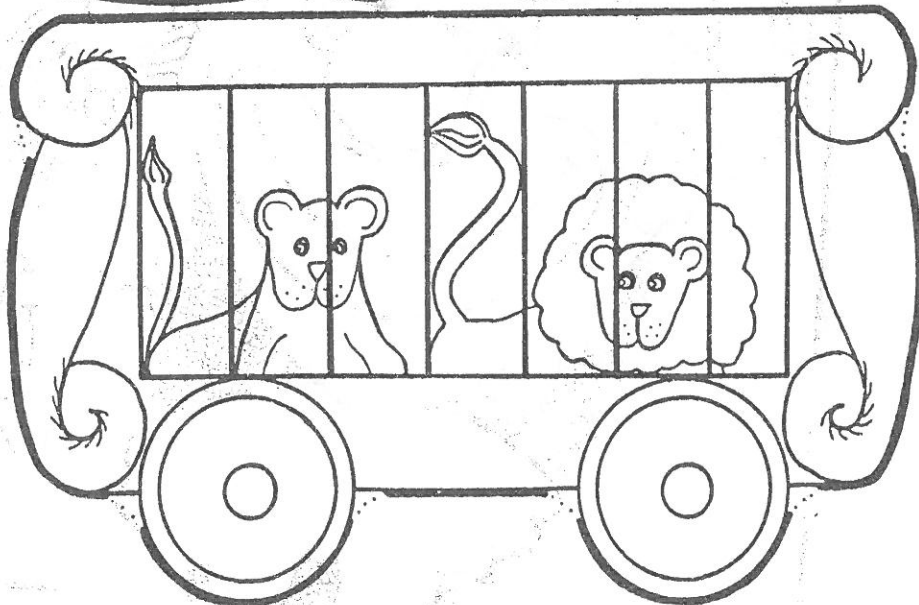
Materials: Cornbread, muffin or frosting mix box, recipe cards, markers or crayons, scissors, glue, enamel spray paint

1. Cut the long side of the box off. Spray the box with the color of your choice.
2. Reproduce on heavy paper, color and cut out all pieces on this page.
3. Attach the trains to the sides of the box. (See picture diagram)



4. On each recipe card glue an animal head in the right or left hand corner for a recipe card decoration.

Substitute boxes:
Dream Whip or
macaroni and
cheese boxes



BALLOON CENTERPIECE

Put a clown or pumpkin party face on a balloon to make this easy project. There's no end to the characters you can create!

Materials

- Reproducible pattern on page 34
- 9" round balloon
- Permanent markers
- 7" cardboard square
- Scissors
- Utility knife

Preparation

Inflate balloon and knot. Use pattern to cut out cardboard feet. Cut slits in feet with knife.

Instructions

1. Pull balloon knot through slits in cardboard feet.
2. Use markers to draw face on balloon.

OPTIONS

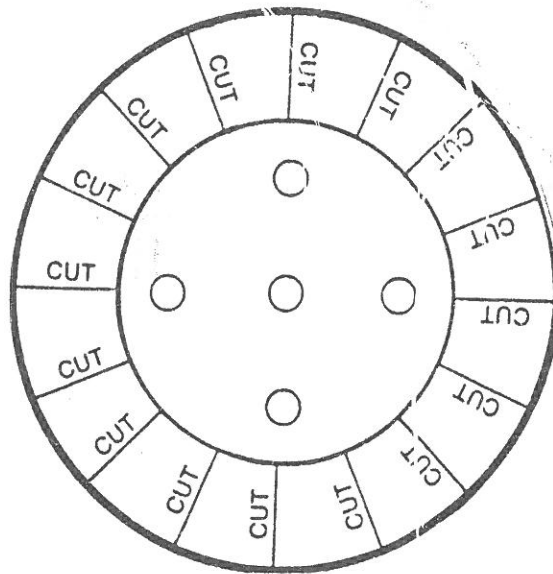
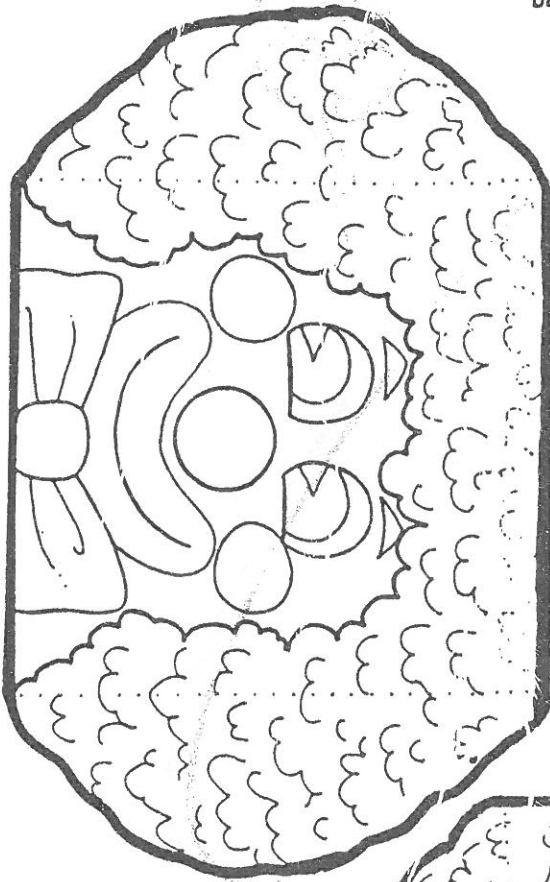
- For jack-o'-lantern centerpiece, use orange balloon and green cardboard.
- For a spring garden of happy flower faces, use a variety of colored balloons and feet.
- Make a green balloon leprechaun, a white balloon bunny, or a pink balloon animal.
- Add paper hats and ears to centerpieces as appropriate.



CLOWN AND SUCKER BALLOONS

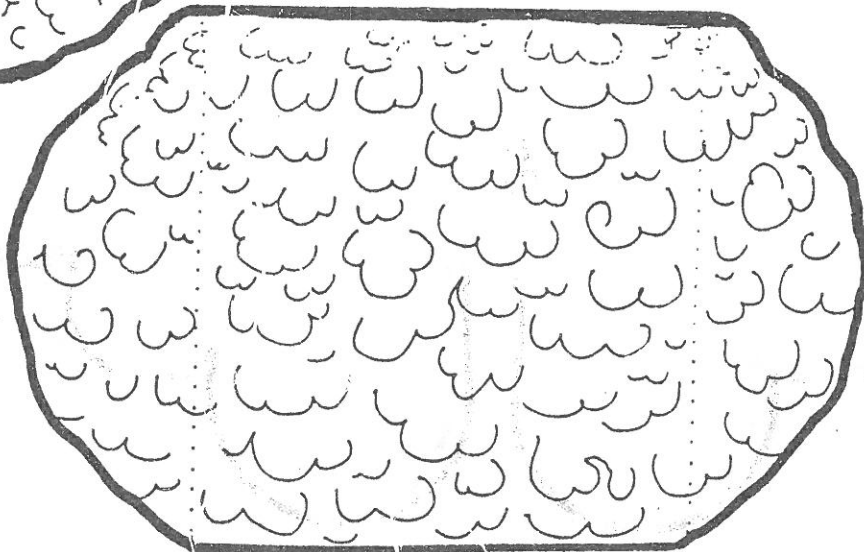
Materials: 6 oz. tomato paste can, 5 suckers, markers or crayons, scissors, glue, hole punch

1. Reproduce on heavy paper, color and cut out the pieces on this page.
2. Punch out the five holes on the circular top piece. Cut the slits on the circular top piece of the clown. Apply glue to the underside of each of the tabs. Fasten the circular top piece to the top of the can.
3. Fold along the dotted lines on both of the clown's head pieces. Paste the front and back pieces of the clown's head onto the can. The hair will stick out on both sides.

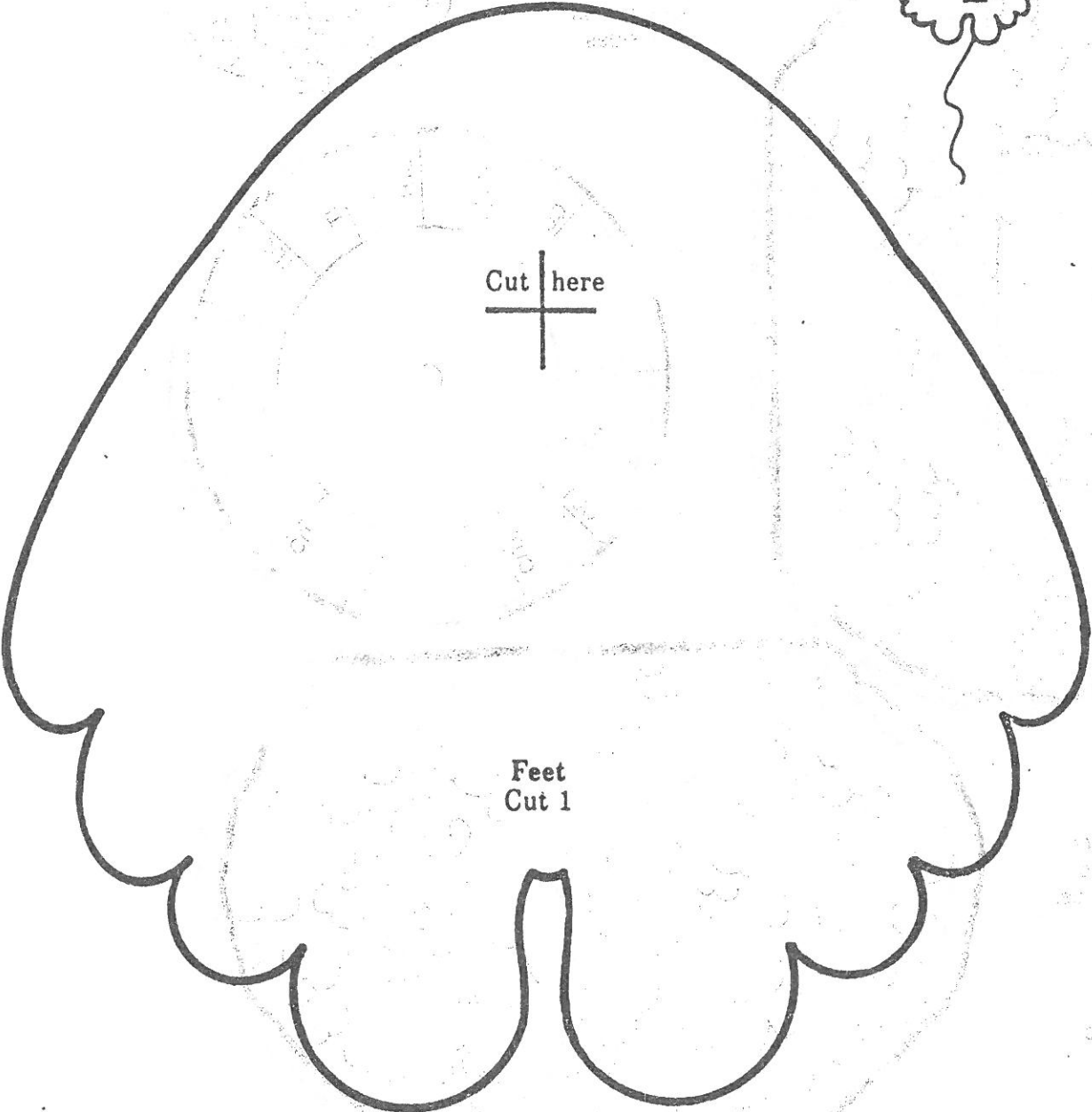


4. Put five suckers into the clown's top circular piece. What a "tasty" gift!

Substitute cans:
Orange juice cans



BALLOON CENTERPIECE Pattern



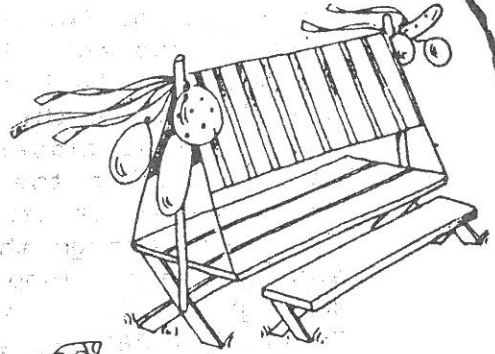
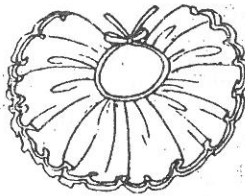
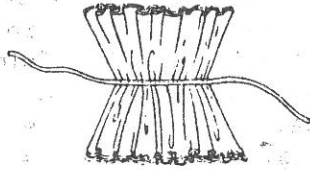
Cut here

Feet
Cut 1

Under the Big Top

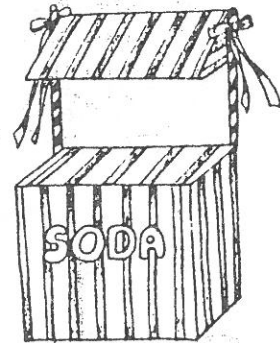
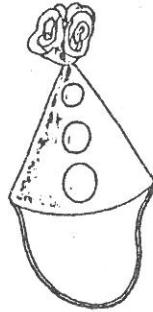
CLOWN COLLAR

Use 3 sheets of crêpe paper, stacked together, for each ruff. Fold sheets in half lengthwise into a 10" x 30-inch strip. Crease. Unfold sheets and baste down the center of crease using long stitch on sewing machine. Gather crêpe paper until center measures 12 inches. Center ruff on a strip of ribbon, allowing 12-inch streamers on each side. Sew in place with 2 rows of normal machine stitching about 1/2 inch apart.

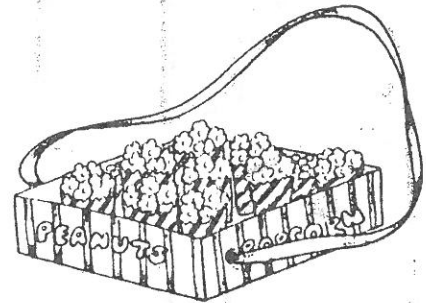


CLOWN HAT

CUT A 15" CIRCLE OF POSTER BOARD. SLIT ONE SIDE TO THE CENTER. ROLL IT INTO A CONE SHAPE. STAPLE IT. MAKE POM POM FROM CRÊPE PAPER ROLLED 5" X 20" TIED IN THE CENTER.



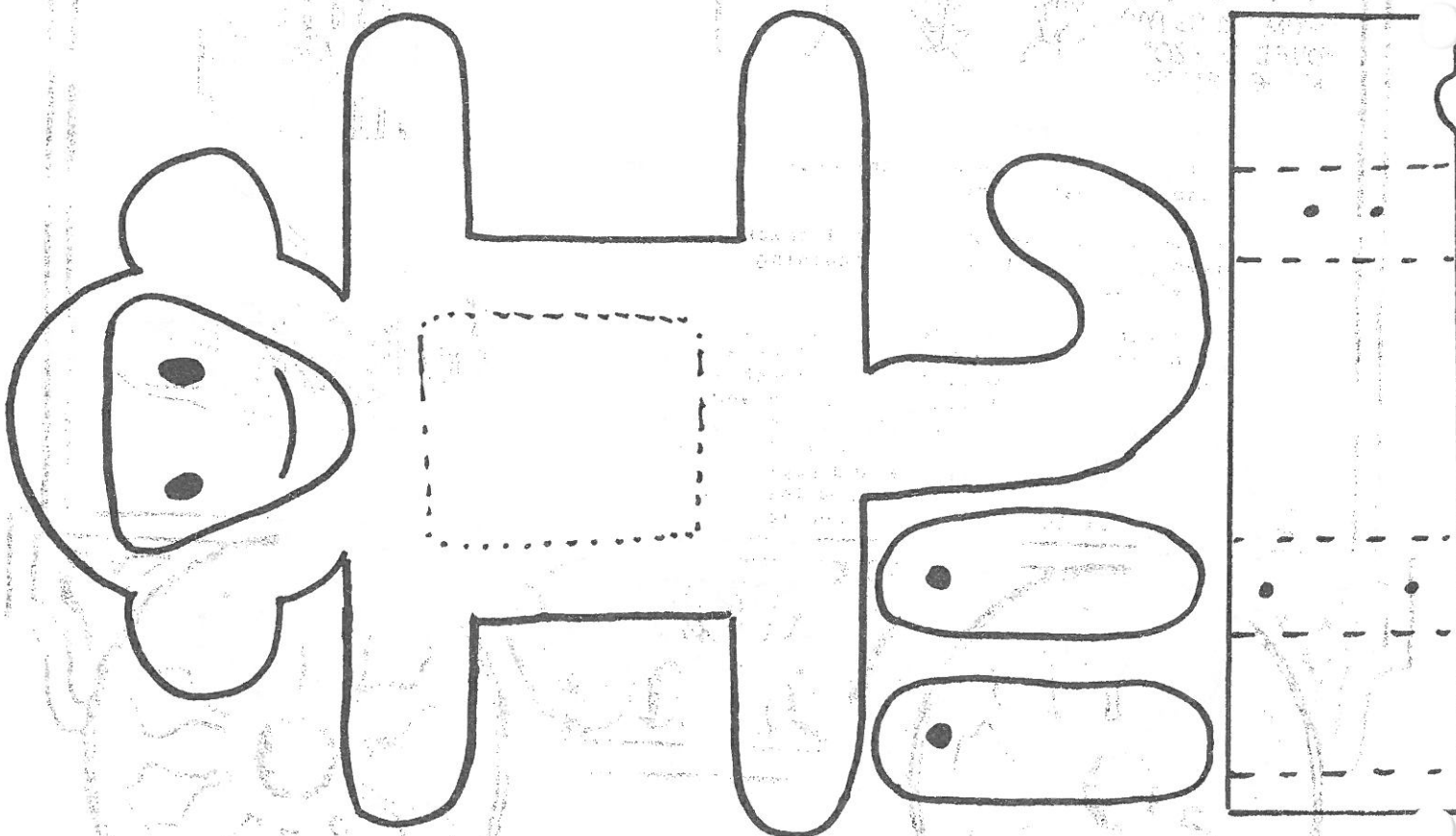
- A joke-telling contest
- A contest to see who can make the most people laugh in the shortest period of time.
- A prize for the person who does not crack a smile in a given period of time -- no touching or tickling allowed.
- Before the party, prepare several small strips of paper with directions such as: bark like a dog; stand on one foot; meow like a cat; touch your toes; etc. Roll the strips of paper up and put one into each balloon. Blow the balloons up and put in one big, colorful bouquet. At the party, each "clown" picks out two balloons and pops the balloons. Each "clown" must follow the directions on each paper at the same time. Fun to watch!



CLIMBING MONKEY

MATERIALS: Poster board
String
Craft sticks

1. Trace the patterns on poster board and cut out.
2. Using a pencil point, punch the 4 holes in the strip and the two holes in the tabs. Fold the strip on the solid lines to make a box. Over lap the ends to the dotted line and glue together.
3. Glue the box to the back of the monkey as indicated with the hole closer together at the top.
4. Drill 3 holes in the craft stick (center and each end) Cut 3 pieces of string, 1-10" and 2-36" long. Tie the 10" piece through the center hole in the craft stick and make a big loop in it. Tie the 36" pieces of string through the holes at each end of the craft stick.
5. Thread the 36" pieces of string through the holes in the box on the back of the monkey. Tie the tabs on the ends of these strings.
6. To make the monkey climb, attach the center loop to something high and holding your hands about 6" apart, alternately pull down on each string while holding the other taut so there is no slack in it.



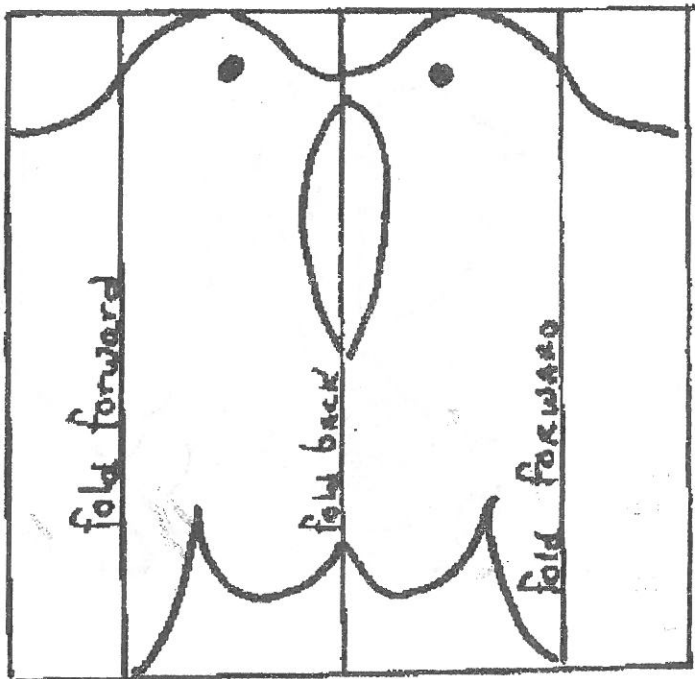
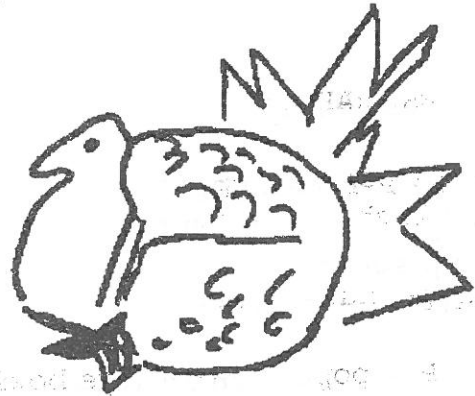
PAPER BAG PILGRIMS

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. Use pattern as place cards, hanging ornament, or wooden cut out for a den doodle. Use your imagination for the possibilities

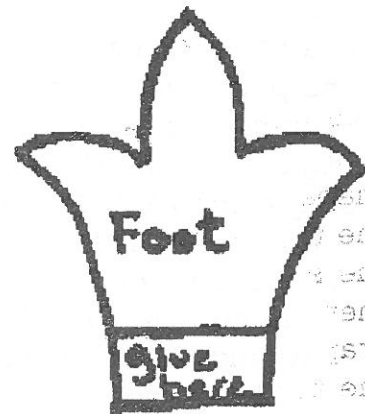


PAPER BAG TURKEY

Using the biggest bag you can find, stuff it with crumpled newspapers. Tie it closed with a string and fan out the top of the bag. Following the pattern, 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 decorate the feathers.

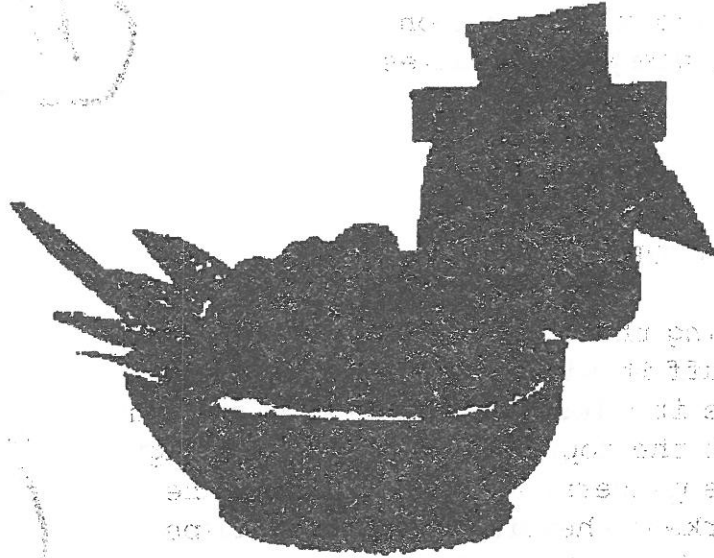


ENLARGE



ORANGE TURKEYS

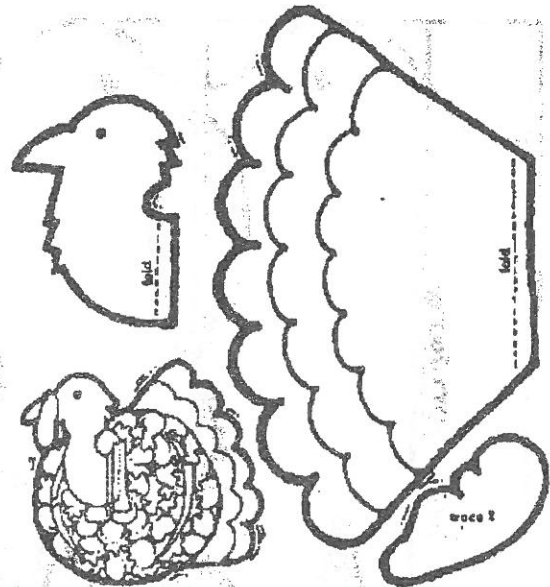
Cut an orange in half and scoop out the insides. Mix the orange bits with cranberry sauce. Fill the orange peel with the mixture. Draw and cut out the parts. Glue to a toothpick and stick into the orange. Add carrots for a turkey tail.



KITCHEN KRAFTS

18 cups popped popcorn
1 cup light corn syrup
1 cup sugar
1 cup peanut butter

1. Put popcorn in large bowl
2. In a medium sized pan mix the corn syrup with the sugar. Blend in peanut butter and stir over low heat until mixture bubbles and sugar is dissolved.
3. Pour the mixture slowly over the popcorn, stir to coat.
4. When cool enough to handle, lightly grease hands and shape into 3 1/2" balls. So the turkey will sit, flatten one side of each ball.
5. When cool, wrap balls in plastic wrap and secure ends with tape on the flat side.
6. For each turkey, trace one set of patterns, color, Glue wattle to each beak. Take head and tail feathers in place.



THANKSGIVING PAPOOSE TIE SLIDE

MATERIALS: 20mm headbead with painted faces

3 1/2 x 5 inch tan felt

1 1/2 inch ribbon, 3 inches long

2 1 inch tan pom poms

1 1/2 x 3 inch shirt cardboard

2 2 5/8 inch mini stick

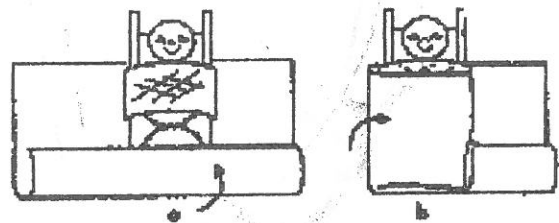
Brown suede lacing 24 ''

Assorted 1 1/2 to 2 1/2 inch feathers

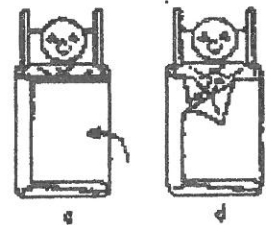
Black yarn

Thick white craft glue

1. Glue head and pom poms to cardboard and allow to dry. Glue head, tilted slightly downward to center top of cardboard. and pom pom vertically 1/2" below head.
2. Glue sticks onto the outer sides of the with the ends extending 1/2 inch beyond top edge.
3. Center ribbon horizontally under chin and glue over top pompom. fold ribbon ends to back of cardboard and glue.
4. Place felt horizontally on table. Place cardboard vertically on top with top felt and ribbon edges even. Slide cardboard 1/2" to right.
5. Fold and glue the felt around the papoose.
6. Wrap with lacing and trim with feathers and beads if desired.



Fold felt bottom up, sides over front and fold back upper corners for collar. Glue top fold in c and left collar fold in d.

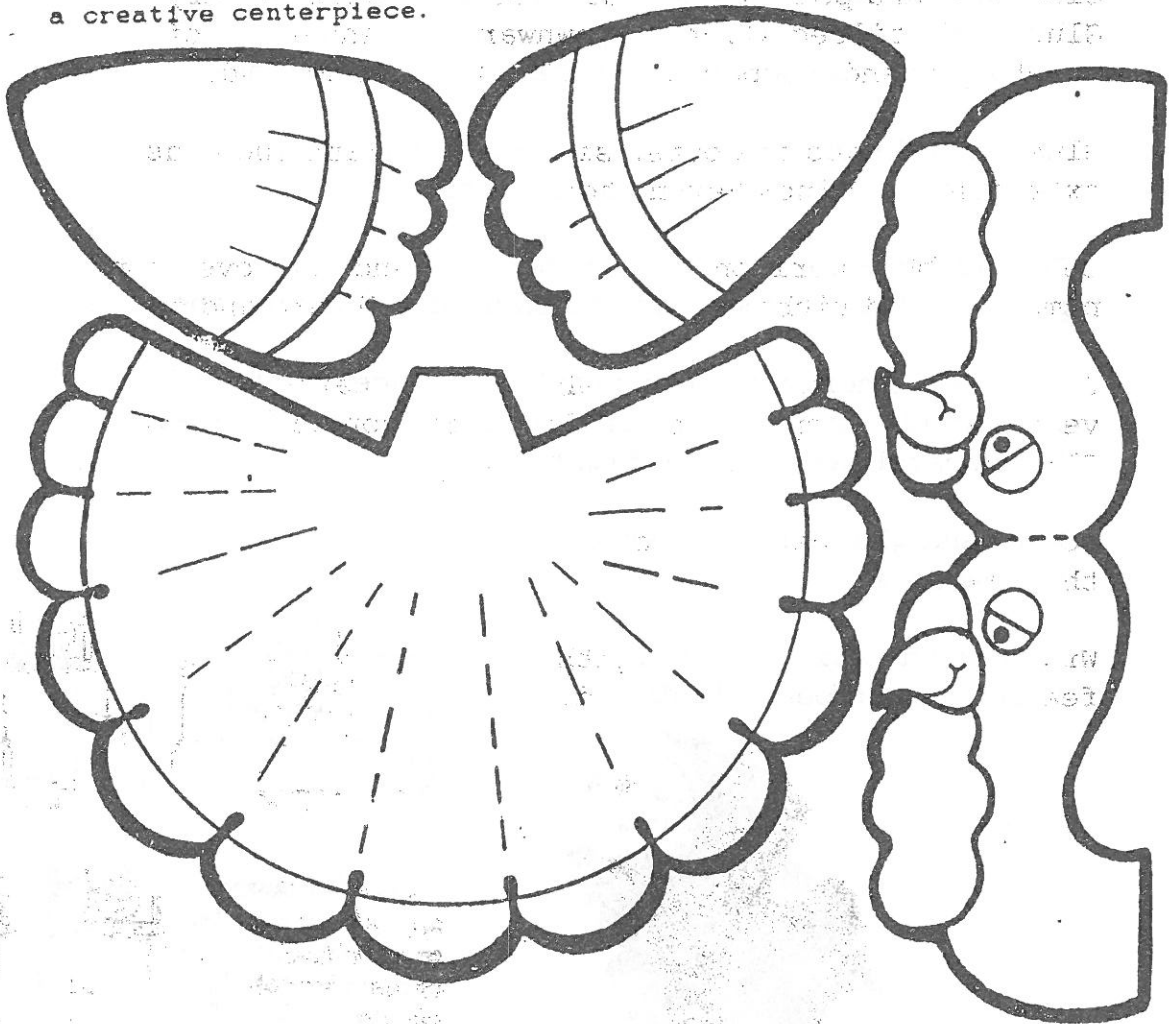
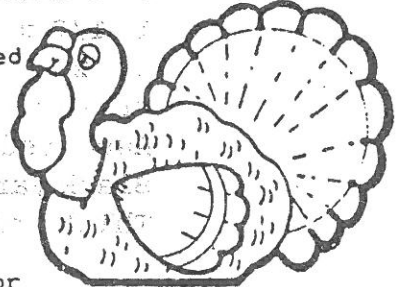


STAND-UP TURKEY

Cut out the turkey patterns and color with crayons. Fold the turkey head at the dotted line.

Cut a small flat spot on the bottom of a potato to avoid rolling. Cut a small slit in the potato for the turkey head. Attach the wings and tail with toothpicks.

Set the turkey on the thanksgiving table for a creative centerpiece.

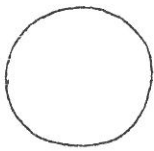
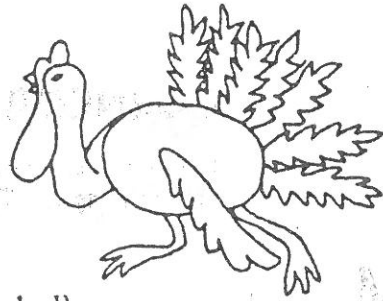


TURKEY

1-1/2 Loaves Rhodes Frozen Bread Dough
(Honey Wheat or Cracked Wheat Recommended)

Whole beaten egg

1 Raisin



1. Form body from one half loaf by kneading into a 4-5 inch ball. Place on large greased cookie sheet.



2. Cut other loaf in half, then cut each half into four pieces lengthwise. Form seven of those pieces into teardrop shapes. Flatten slightly and feather edges with scissors. Place around turkey for tail feathers.



3. Cut two one-inch pieces from final eighth for feet; cut a small sliver for beak. Form the remaining dough into a 15-inch rope.



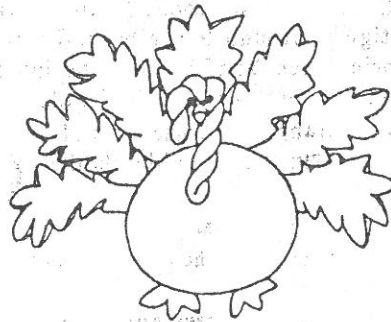
4. Twist rope into a candy cane shape for head and neck. Make 2-1/2" long depression in body and place head in depression.



5. Flatten piece reserved for beak and cut into a one-inch diamond shape and fold in half. Position in curve of head shape. Flatten raisin and cut in half and place on both sides of beak for eyes.



6. Form pieces reserved for feet into one-inch balls, and cut wedges out to form feet. Pinch top of feet and tuck under bottom of body.



7. Brush with egg, cover with plastic wrap and allow to rise for 30 minutes. Bake at 350°F for 20-25 minutes or until nicely browned.

CORNCOB INDIAN CENTERPIECE

Celebrate the contributions of the first Americans by decorating for Thanksgiving with this clever craft.

Materials

- Heavy brown corrugated cardboard
- Scissors
- Corncobs (shelled)
- 12" brown pipe cleaners
- Felt and fabric scraps
- Black yarn scraps
- Kernels of field corn or unpopped popcorn
- Small feathers
- White glue

Instructions

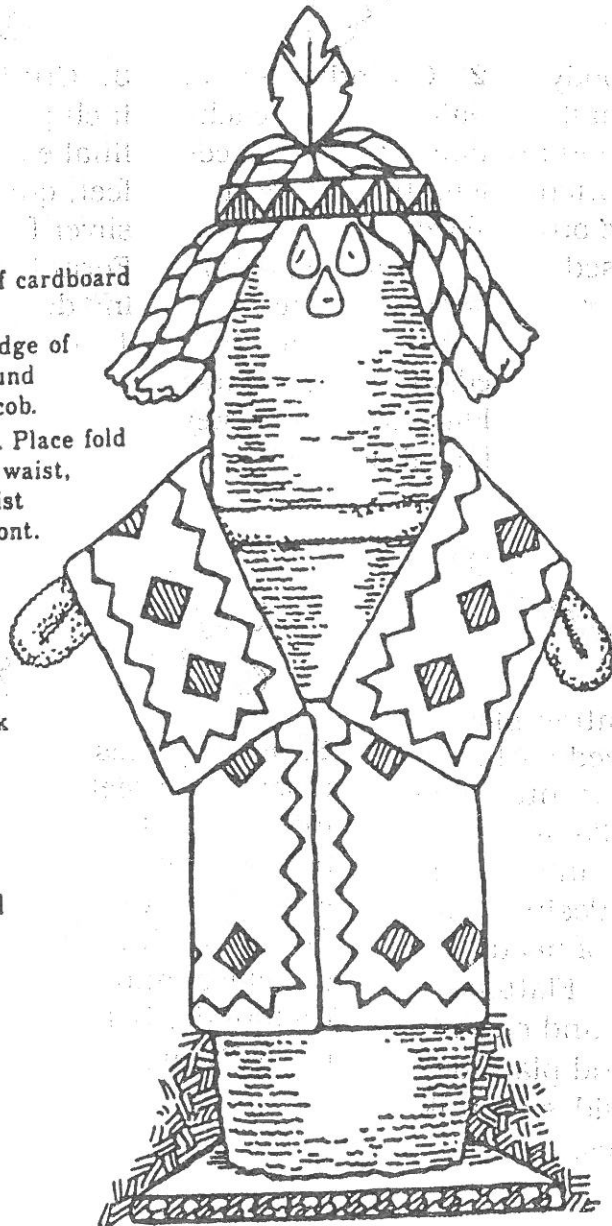
1. Glue corncob, tapered end up, to center of cardboard base. (Use a glue gun if it is available.)
2. Put a heavy line of glue along one long edge of small rectangle of fabric and wrap it around the "waist," about the middle of the corncob.
3. Fold the pipe cleaner in half, then unfold. Place fold at center front of "chest," about 1" above waist, and wrap tightly around to the back. Twist once and bring each "arm" back to the front. Fold ends of pipe cleaner to make hands.
4. Drape large rectangle of fabric around neck and over arms to resemble blanket shawl.
5. Glue on yarn scraps for hair.
6. Glue on tiny felt strip for headband. Tuck feather in back.
7. Glue on corn kernels for eyes and nose.

OPTION

- If corncobs aren't available, try cardboard paper towel tubes (cut in 9" lengths) and paint with tempera.

Preparation

Cut one 3" square or 3" diameter circle of cardboard for each Indian. For each Indian, cut two rectangular pieces of fabric or felt, one 3" x 5" and one 2½" x 11". These figures are approximate because the lengths of corncobs will vary.



DECEMBER-1993 HOLIDAY MAGIC

IDEAS FOR PACK ACTIVITIES

- . Collect canned goods and give to the needy
- . Adopt a family
- . Collect toys for needy children
- . Collect coats for needy
- . Have a cookie swap
- . Take part in local Christmas parade
- . Have Santa present awards
- . Winter Christmas hay ride and caroling
- . Have a pack Christmas party, decorate tree with homemade items
- . Have dens make Christmas card to send to people who have helped the Pack during the year.

IDEAS FOR DEN ACTIVITIES

- . Have an old fashion taffy pull
- . Go caroling
- . Make Christmas presents for Mom and Day
- . Visit retirement home-put on a program
- . Pizza party for den
- . Get an angel from church or Salvation Army Christmas tree
- . Do a good turn for the neighbors

SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

DECEMBER - HOLIDAY MAGIC

OPENING:

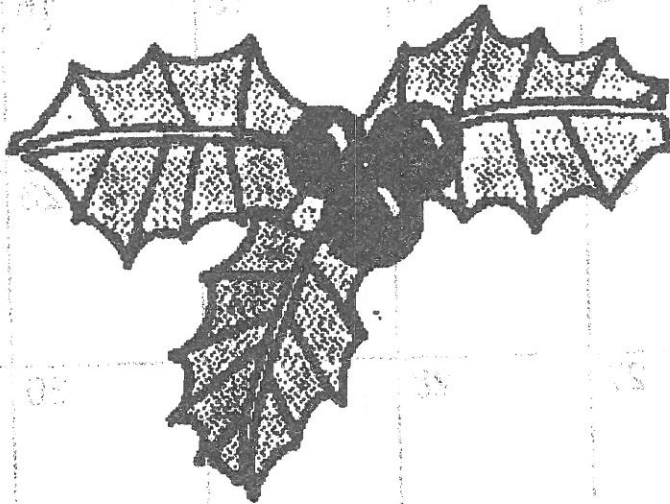
- PROPS:**
- Bed or cot with blankets and pillow
 - Person in PJ's-(parent or grandparent)
 - American flag and pack flag posted
 - Copy of 2 or 3 Christmas songs
 - Rocking Chair and end table with a lamp on it
 - Nine cards with letter and meaning of Christmas on them
 - Piano player.

SCENE: Stage in either bedroom or living room

- A. Have person in PJ's in place on stage
- B. Cubs enters singing "We wish you a Merry Christmas"
- C. Den leader introduces the scouts singing to the elderly person in the scene.
- D. Scouts recite the meaning of Christmas

- C Cubs having fun with friends
- H Happiness is helping those less fortunate
- R Ready to help others at any time
- I In God we trust
- S Sharing gifts with others
- T Thankful for our parents and leaders
- M Memories of doing service to others
- A Always prepared
- S Service is fun to give to those in need

- E. Cubs and audience sing "Have yourself a Merry Little Christmas"
- F. All stand, face the flag and repeat the Pledge of Allegiance.



OPENING: Each boy is asking 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.

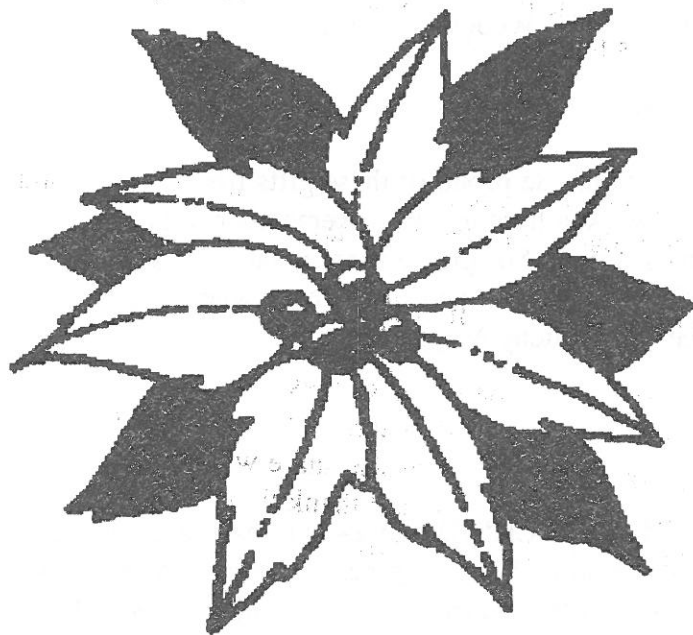
Suddenly an angel appears and says:

“It is a beautiful tree, but something is missing.”

Someone says: “It’s the star!”

Angel: Agrees that the star is missing and explains 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 so 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 to **DO OUR BEST AND HELP OTHER PEOPLE.**”

Angel disappears.



ADVANCEMENT CEREMONIES

Arrangement: Gift wrap awards in holiday paper and place beneath small decorated tree (or hang as decorations on the tree) on advancement table.

CUBMASTER: We are in the Holiday Magic season, Christmas. This is a time when we give and receive gifts among our friends and families. Tonight we have some special gifts to give to some of our Cub Scouts. These gifts are special because these gifts have been earned. These gifts represent hard work on the part of these boys. The first gifts go to our newest Cub Scouts-who have earned the Bobcat badge.

(Read names and present with "gift")

And now, to celebrate the time and effort spent by these boys, we would like to give gifts to those who have earned their Wolf badges.

(Read names and present with "gift")

Next a group of boys who richly deserve this gift. They have completed requirements for their Bear badges.

(Read names and present with "gift")

Our Webelos Scouts are not forgotten. They have been working and have earned activity badges and Webelos Badges.

(Read names and present with "gift")

We congratulate each of you! Be proud of these gifts from Scouting that you have worked hard to earn. Remember, a gift is much richer when you share it. So, please share what you have learned in Cub Scouting with others, and thank those who have helped you experience this Holiday Magic.

AN ADAPTATION OF THIS CEREMONY--is to have a Christmas tree light bulb with the Cub Scout's name lettered on with marking pen. Use one colored bulb for Bobcats, Red for Wolf, Green for Bear and Gold for arrow points, orange for Webelos. Boy being given awards are called forward with their parents and screw in a bulb into a strand not plugged in. When all the awards have been presented-Plug in the strand of **ADVANCEMENT** lights. These show how much these boys have added to our pack. Boy can take the bulbs home after the meeting.

CHRISTMAS ADVANCEMENT CEREMONY

Arrangement: Small Christmas tree hung with paper ornaments with badges earned by Scouts on them. Awards are placed on the tree with the Bobcats on the bottom and the higher ranks going up the tree. Put an Arrow of Light badge on the top of the tree on a star.

CUBMASTER: What have we here? What unusual decorations this Christmas tree has. It appears to be decorated with Cub Scout Badges. Wait a minute, there are names on these ornaments.

It seems that several Cub Scouts have been hard at work, and I think it's time that we recognize them for their efforts.

First we have some Bobcats. they have been learning the basics of Cub Scouting, and we are proud to have them join us.

(READ NAMES AND PRESENT BADGES.)

Next I see some Wolf badges. These boys have really been busy learning about the flag and being helpful to their family.

(READ NAMES AND PRESENT BADGES OR ARROW POINTS.)

Why, I believe there are some Bear badges here. These boys are a little older, and they have had to work a little harder to earn their Bear.

(READ NAMES AND PRESENT BADGES OR ARROW POINTS)

Now I see some Webelos activity badges. Look at what these boys have achieved.

(READ LIST OF WHAT THE BADGES ARE AND SUMMARY OF REQUIREMENTS.)

(READ NAMES AND PRESENT ACTIVITY BADGES.)

But I see another rank badge still on the tree. It is a Webelos badge. These boys have been in the Webelos den for several months now and have earned three activity badges including Fitness. (READ NAMES AND PRESENT BADGES.)

At the top of our tree is the star--The Arrow of Light. All of you Scouts continue working and advancing so that star can be earned by you.

CHRISTMAS CLOSING

This ceremony is done with all the lights turned off. Have a bright flashlight with a disk of dark paper with a star cut out of the center of the disk on the flashlight lens. Shine the light on a white surface and it will make the star shape.

Narrator: The star led the shepherds and wise men to the Christ Child. That child grew to teach of love, peace and joy. As we look upon the star tonight, let us each renew in our hearts the phrase "And on earth, peace, goodwill to men."

END OF THE YEAR CLOSING

STAGING: Houselights are dimmed. Four posters with the four Cub Scout ranks, eight candles (two by each poster).

CUBMASTER: This last ceremony of 19__ is a fine time to reconfirm our beliefs in ourselves and the Scouting program.

(Lights two candles by the Bobcat poster.) Will all Bobcats Cub Scouts and their parents please stand. Bobcats, do you promise in 19__ to do your best, to be true, to help other people, to obey the Law of the Pack? (they respond) **WE WILL DO OUR BEST.**

(Follow the same procedure for Wolf and Bear Scouts.) Will all Webelos Scouts and their parents stand. Webelos Scouts, do you in 19__ promise to do your best, to be true, to help other people, to obey the Law of the Pack, and to earn the Arrow of Light? (They respond) **WE WILL DO OUR BEST.**

ASSISTANT: The first four candles are the four parts of the

CUBMASTER: Cub Scout Promise-DUTY TO GOD, DUTY TO COUNTRY, TO HELP OTHER PEOPLE, AND TO OBEY THE LAW OF THE PACK.

The second four candles are the four parts of the Law of the Pack-the Cub Scout follows Akela, the Cub Scout helps the Pack go, the Pack helps the Cub Scout grow, the Cub Scout gives good will.

CUBMASTER: I know you will be loyal Cub Scouts in 19__. As the Spirit of Cub Scouting burns here, it also burns in the hearts of Cub Scouts everywhere. May it continue to burn in your hearts during the coming year as we go upward and forward in Pack_____.

AUDIENCE PARTICIPATION

HELPFUL CHRISTMAS MOUSE

MOUSE: SQUEAK, SQUEAK

SANTA: HO, HO, HO

NIGHT: HO-HUM



Twas the NIGHT before Christmas, and fast asleep in the house,
Was wonders of wonders little fat MOUSE.
A MOUSE sleeping at NIGHT, oh what a riot,
But the reason it happened, he was on a diet.
How the MOUSE's stomach began to hurt and growl,
But since he was dieting, at NIGHT he shouldn't growl.
Mom was so thoughtful before she retired at NIGHT,
And for dear old SANTA she had left a bite.
That NIGHT in his dreams, the MOUSE's nose did twitch,
As the smell of the food into his nostrils crept!
Soon the poor little MOUSE began to claw at his nose
Then he began to quiver from his head to his toes.
Though he was trying to sleep with all of his might,
His sleep had been ruined for the rest of the NIGHT.
So up the mouse got and with a great, bug yawn,
He peeked out the window and there on the lawn,
He saw something there that was, indeed a strange sight,
For there sat SANTA in the cold, dark NIGHT.
He was holding his bag as if ready to leave,
But great salty tears were bouncing off his sleeve.
The MOUSE just stood there as if in fright,
Trying to imagine what was wrong that NIGHT.
Then he crept to the door and threw it open wide,
And motioned for SANTA to come and join him inside.
So SANTA came in and sat down with the MOUSE
And confessed that NIGHT he felt like a louse.
He had eaten so much during the Holiday Season,
He almost got stuck in the chimney and that was the reason.
So SANTA and the MOUSE made a contract that NIGHT
That he would help SANTA make Christmas come out right.
So off they went together, Old SANTA and that MOUSE
To pay the yearly visit to each and every house.
With the fat little MOUSE so filled with delight,
As he ate for old SANTA all the snacks left that NIGHT.
When the journey was over, the MOUSE returned to his home,
With his stomach full of goodies, he no longer wanted to roam.
But he had followed SANTA and helped a Merry Christmas to give,
So he'd just sacrifice and as a fat MOUSE live.
When he went fast to sleep with a not a worry in him,
Since he had eaten all NIGHT he would just dream he was slim.

CHRISTMAS TIME

(Tune: Jingle Bells)

School is out, we won't pout.
Cubs shout "Hip Hurray"
Something special's coming soon,
And it's Christmas Day.

Wrap the gifts, trim the tree.
Mind your Mom and Dad.
You'll get presents if you do.
Boy, won't we be glad?

GIFT GIVING

(Tune-I'd Like to Teach the World to Sing)

I'd like to give the world a gift,
That all men will be free.
And though I'm just a growing boy,
There's thing that I can see.

To see that Scouting is a way,
To start to understand.
That caring, helping, smiling, learning
Help me be a man.

And so at Christmas there's a gift,
That you can give to me.
Please help me grow in mind and spirit,
To be what I can be.

S-A-N-T-A

(Tune-Bingo)

There was a chubby, merry man
And Santa was his name-o
S-A-N-T-A-, S-A-N-T-A-, S-A-N-T-A,
And Santa was his name-o

(Leave a letter out of the "Santa" line
each time you sing the verse and clap or
say HO for each letter replaced)

CUB SCOUT CHRISTMAS SONG

(Tune: Chestnuts Roasting)

Cub Scouts sitting round the Christmas tree,
Making wishes big and small.
Christmas time is a beautiful time.
When love's available for all.

And a Cub Scout know
that love is the greatest gift.
It flows so freely from their hearts.
So they say with a smile on their face.
That Christmas is the time for cheer.

They know that Scouting really works;
It makes them close and friendlier each day.
And when another is in need of help
They'll jump to it
And will help right away.

As our spirit grown,
And Christmas time comes into view,
Please learn this lesson from your Scout
As he smiles and he says to the world:
"Merry Christmas, to you.

COMIN' DOWN THE CHIMNEY

(Tune-She'll Be Coming Around the Mountain)

He'll be comin' down the chimney when he comes
He'll be comin' down the chimney when he comes
He'll be comin' down the chimney
He'll be comin' down the chimney
He'll be comin' down the chimney when he comes.

He'll be bring n' lots of goodies....

He'll have all of his reindeer....

And he'll need some milk and cookies....

He'll be comin' down the chimney....

GAMES

DRAW THE CHRISTMAS GIFT

Divide the boys into pairs. Arrange chairs so the pairs are seated back-to-back. Each pair is furnished a pencil and a piece of paper. One of the boys describes some Christmas gift he would like to receive, without naming the gift. The other boy tries to draw what is described. The one giving the description must not look until the leader calls time on the group. The name of the article is written beneath the drawing, and the "works of art" are passed around for all to see.

MAILING UNCLE HENRY'S PACKAGE

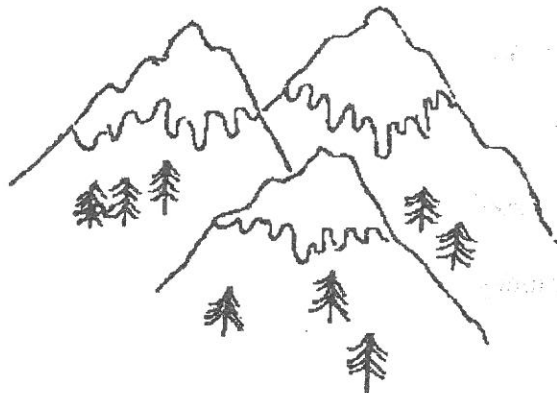
Begin by saying that Uncle Henry cannot come home for the holidays and his gift must be mailed. Have the boys form a circle and place their hands behind them. With eyes closed, pass the articles needed to be mailed around the circle. Begin with the gift (gloves, tie) and then the box, wrapping paper, ribbon, mailing paper, string, sticky tape, mailing label, stamp. After all things have been passed around, put them away. The boys are unblindfolded and asked to write down all the things they remember that they felt. The one remembering the most wins.

SNOW CONE RELAY

Materials: PAPER, TAPE, CHAIRS, STRING

Divide the den into two teams. Each team must do the following:

1. Cut out two 5" square pieces of paper.
2. Shape each square into a cone and tape it.
3. Tie a long piece of string onto one chair, and tie the other end onto a second chair.
4. Position the chairs about 6 feet apart.
5. Position the cone near one chair, with the tip pointing towards the other chair.
6. Take turns blowing into the cone to make it move towards the other chair.
7. Have a wind relay race against the other team. Ask one person to say "ready, set, go." Each person on your team must blow the cone to the other end and then push it back to the beginning with his hand.



WHERE ARE YOU IN THE BLIZZARD?

Divide all the boys into pairs. Place 5 marshmallows on a plate in front of each boy. Blind-fold all boys and have them feed marshmallows to their partners. First pair to eat all their marshmallows wins.

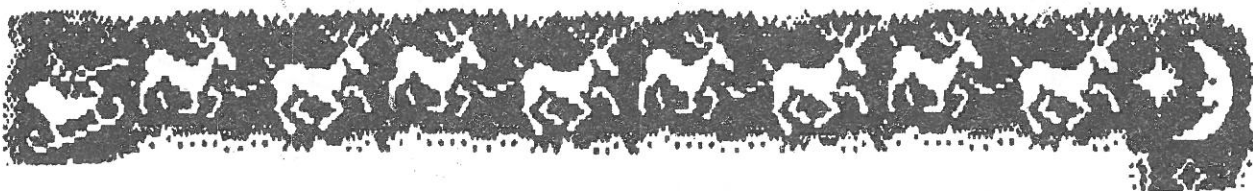
SNOWBALL RELAY

Equipment for each team - 1 styrofoam ball 3" in diameter
1 cardboard fan

Divide the players into teams and line up for starting. Have the first player put the snowball on the floor and at the signal fan it to the finish line. He returns to the start line and gives the snowball to the second player. This continues until all have had a turn. the first team finished wins.

SNOWBALL RELAY

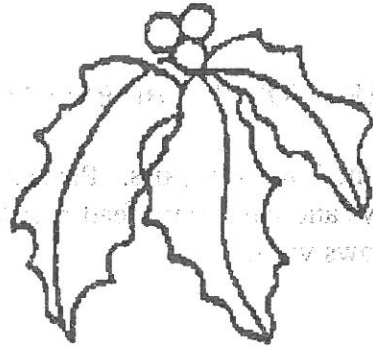
Equipment for each team: 1 styrofoam ball 3" in diameter and 1 cardboard fan. Divide the players into teams and line up for starting. Have the first player put the snowball on the floor and at the signal fan it to the finish line. He returns to the start line and gives the snowball to the second player. This continues until all have had a turn. The first team finished wins.



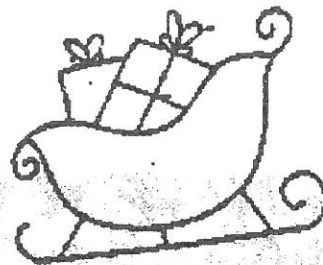
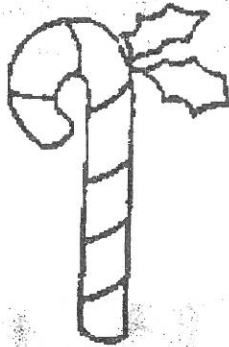
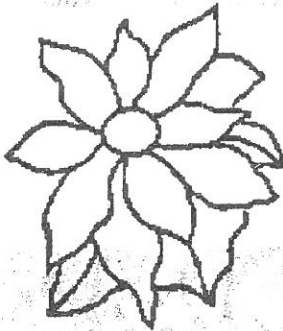
CRAFTS

STAINED GLASS ORNAMENTS

- MATERIALS:**
- Old newspapers
 - Liquid white glue
 - Food coloring
 - Pipe cleaners
 - Scrap of plastic foam
 - Spoon and small bowl



1. Pour liquid white glue into the bowl to a depth of at least 1/2". Add food coloring to make proper color. Mix well.
2. Shape pipe cleaners to desired shape leaving a handle to hold. (Make sure design is flat)
3. Hold the stem and dip the shape into the glue mixture. Be sure it is completely immersed.
4. Slowly pull it out and hold over the bowl until dripping stops. If the film should pop, slowly re-dip the shape again.
5. Prop up shapes to dry in scrap of foam. Shaped take about 1 hour to dry.



BATH SALTS- Great gift for Christmas, Mother's Day

- 5 lb of Epsom salt
- Food Coloring
- Perfume
- Jar with tight fitting lid

Shake salts and coloring. Put in jars and add perfume. Close jar tightly and let age for 3 weeks.

COFFEE DOUGH

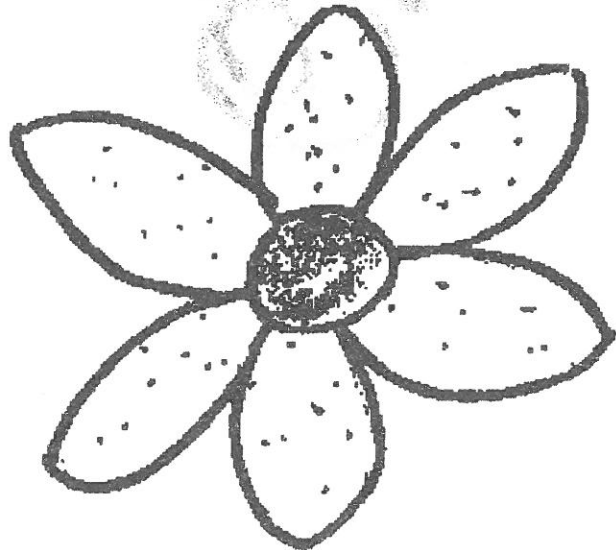
MATERIALS: 2 cups flour
1 cup salt
1/4 cup instant coffee
3/4-1 cup warm water
varnish
bread board, cookie sheet
plastic wrap

Mix flour and salt together in bowl
Make a well in the center
Add coffee to water in cup and stir
Pour coffee-water into flour/salt well, stir
Form a ball (add more flour or water if needed)
Knead until smooth on lightly floured board (5 min)
Wrap in plastic and refrigerate until ready to use
Model as with any clay
Bake 325 for 1 1/2 hours, until hard, on foil lined cookie sheet
Varnish to seal project

NUT ORNAMENT

MATERIALS: 5-6 Almonds
1-hazelnut
lightweight wire
hot glue gun

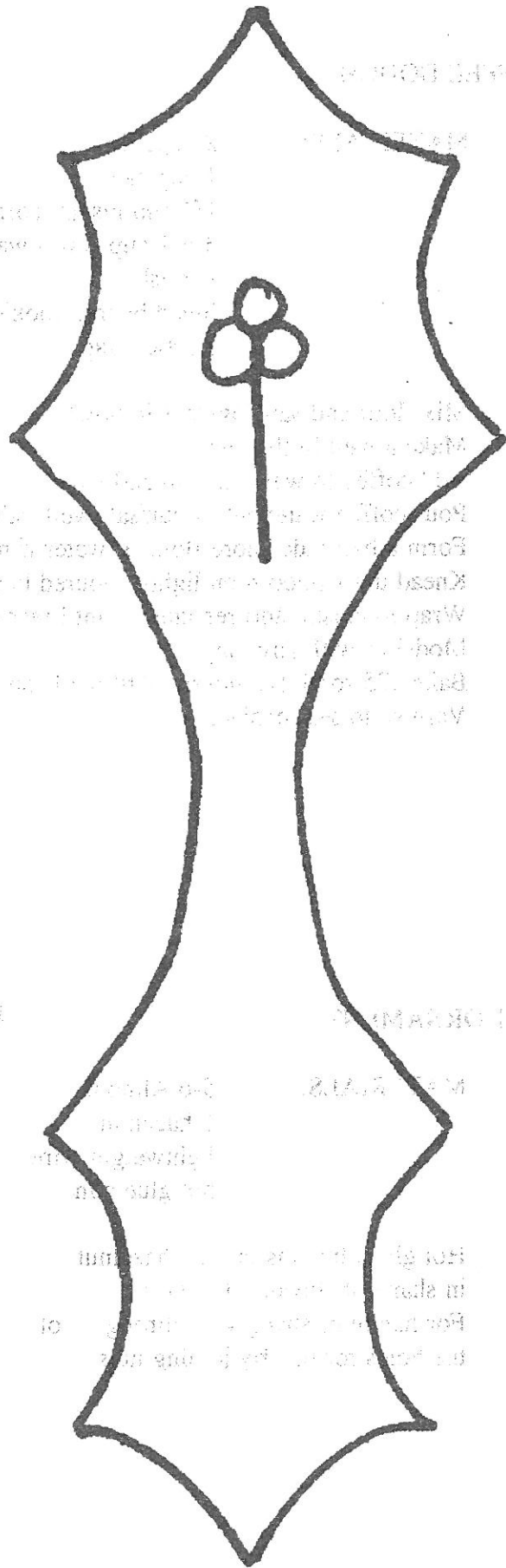
Hot glue almonds around hazelnut
in shape of flower. Let Dry.
For hanging, string wire through 2 of
the holes formed by joining nuts.



HOLLY NAPKIN RING

MATERIAL: GREEN FELT
RED POM POMS

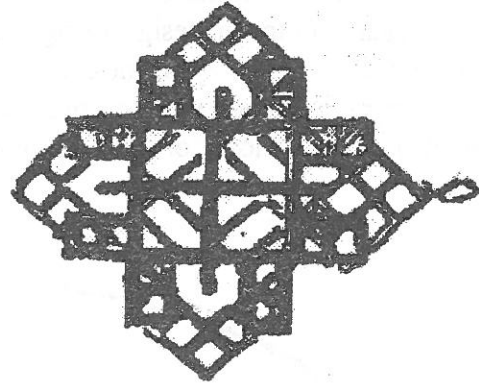
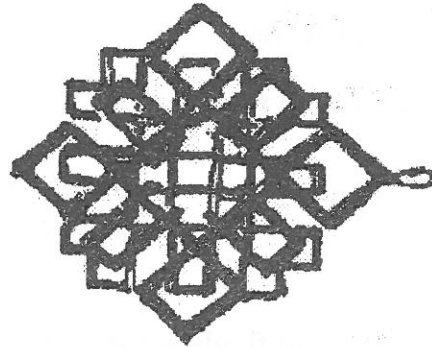
1. Cut napkin ring from green felt using pattern. Cut slit as indicated on pattern
2. Insert small end of napkin ring through the slit.
3. Glue a group of three pom poms berries on the holly leaves.



BERRY BASKET SNOWFLAKES

MATERIALS: Plastic berry or tomato basket
Scissors
White spray paint
Glue

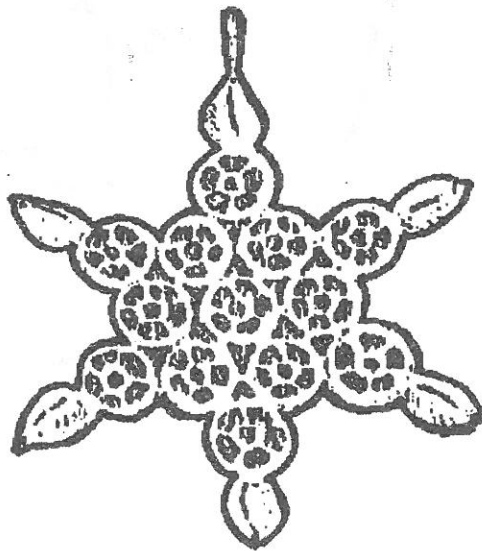
Cut snowflakes from the bottom of plastic berry or tomato basket. Spray paint (if desire). Add a thread-loop hanger. For a more complicated design, glue two snowflakes together catercorner before painting.



PASTA SNOWFLAKE

MATERIALS: Wheel shaped pasta
Shell or spiral shaped pasta
White glue
Waxed paper

1. Roll one piece of wheel shaped pasta in a pie plate containing white glue, and then place it on a sheet of waxed paper.
2. Position additional piece of pasta to encircle the first piece. Be sure that each piece butts against the glue covered pasta.
3. One at a time, dip six more pasta wheels in glue and butt the glued portion of each between two previously glued pasta wheel.
4. Squeeze a generous drop of glue on each of the exterior pasta wheels, opposite the center of the design. Place a shell or spiral shaped pasta in each glue drop, butting against the wheel-shaped pasta.
5. When dry, peel the "snowflakes from the waxed paper and spray paint them white.
6. When the paint is dry, you may spray the snowflakes with adhesive spray and sprinkle on glitter.



PAINTED PLATES

MATERIALS: Nontoxic permanent acrylic paints for glass
(Liquitex "Glossies")
Stencil and paint brushes
Clear-Ovenproof glass plates, bowls etc,
(pyrex)

Enlarge pattern to fit glass ware. Wash the glass in hot soapy water; rinse in equal parts water and vinegar. Transfer design to right side of glassware; paint from the back side. Outline all parts and paint arms, eyes, mouths, nose wrinkles, and buttons with black: let dry. Paint noses, scarf, and hats, painting over previous colors where necessary. For bodies, tap with stencil brush for snowy effect. Paint snow dots. Set Paint according to manufacturer's directions.



CINNAMON DOUGH (smells nice, but inedible)

MATERIALS: 2 cups flour
1 cup salt
5 tsp cinnamon
3/4-1 cup warm water
bowl, cookie sheets
bread board
plastic wrap

Mix flour, salt and cinnamon in a bowl.

Make a well in the center and pour in the water

Mix with hands until dough forms a ball

HINT: More flour or water may be added so
dough is neither crumbly or sticky

Knead on lightly floured board until smooth and satiny
(about 5 minutes)

Wrap in plastic, refrigerate 20 minutes before using

Makes excellent cookie cutter ornaments- roll 3/4" thick

Bake 350° for 1 hour until hard

Sandpaper and varnish when cool

- Ideas
1. Use garlic press for hair
 2. Thread ribbon through to hang.

JAR LID PICTURE FRAME ORNAMENTS

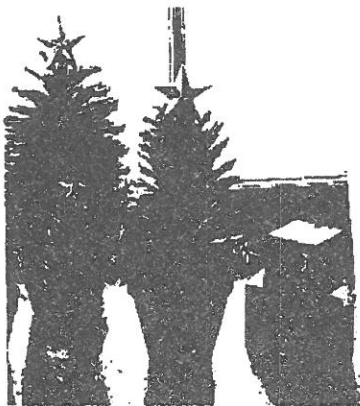
MATERIALS: Canning jar rings
Lightweight cardboard
Corrugated cardboard
Flocked adhesive-backed
paper or braid trim
Photographs
Glue
Ribbon
Picture hangers
Scissors, craft knife



1. Cut a circle of lightweight cardboard to fit inside the fruit jar ring.
2. Glue rim of photograph to cardboard. Dry.
3. To form colored mat around photo,
 - a. Cut circle of flocked adhesive backed paper the same size as photo circle. Cut out center of flocked circle to form mat. Peel off backing and position mat on photo.
 - b. Glue pieces of narrow braid trim around the outside edge of the photo circle. Make sure you have enough braid bands to mat the photo when you place it in the jar ring.
4. Position matted photo circle in ring
5. Cut as many corrugated cardboard circles as necessary to fill jar ring. (Note: Cut circle slightly larger than ring to allow pressure-fitting them in place.)
6. Place corrugated cardboard circles behind photo circle in ring.
7. Add glue on picture hanger to back. Or make your own hanger by bending a short length of wire into a circle. Slip a 2" strip of tape through wire circle.
8. Tie a bow. Position it and glue in place.

PINECONE TREES

MATERIALS: Assorted sizes of terra cotta pots
White acrylic paint
Sponge
pinecones with base diameters to fit pot openings
sheet moss
plaster of paris
hot glue gun



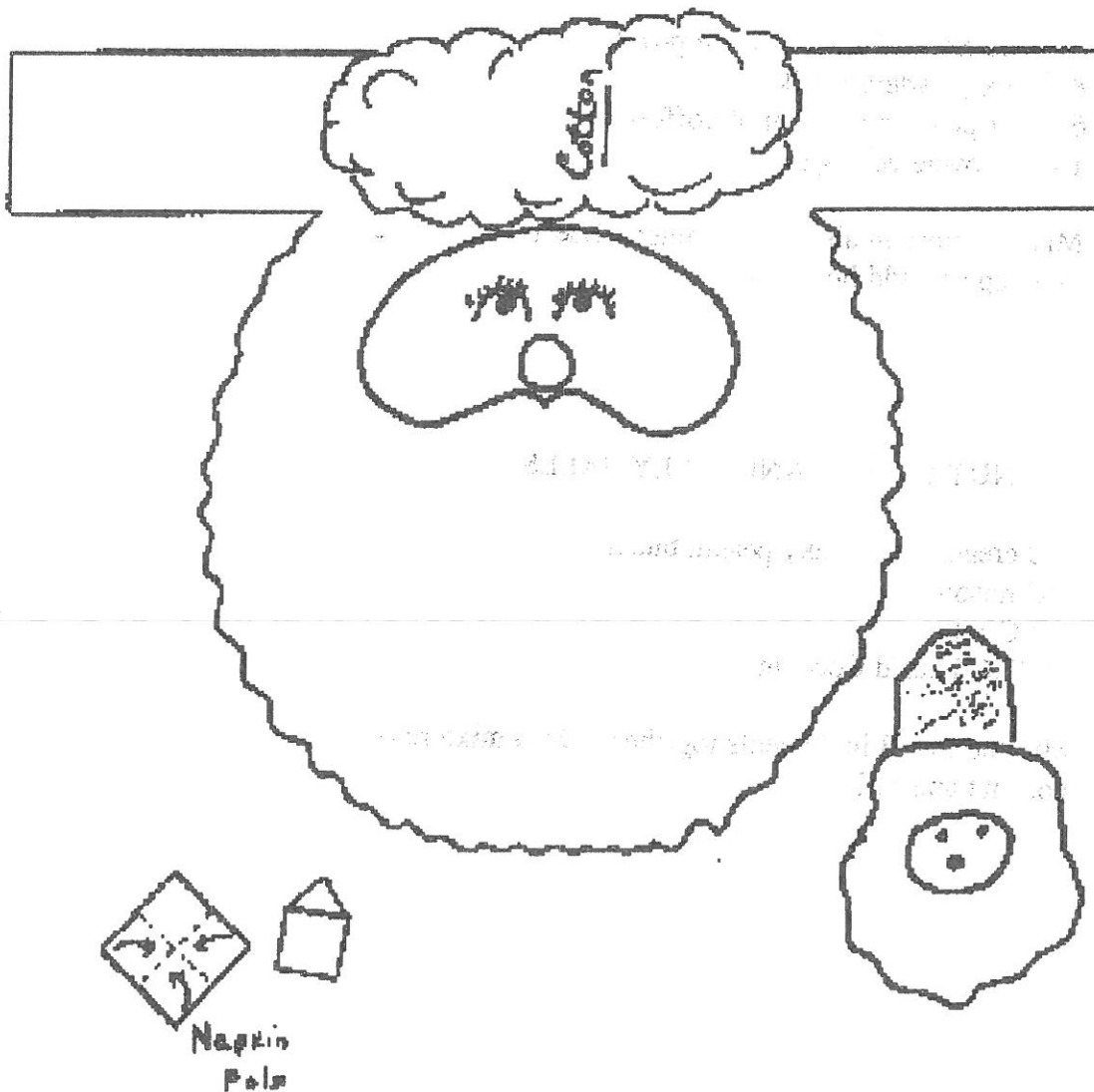
Dilute acrylic paint with water to runny consistency. Sponge pot unevenly with the diluted paint to give them a mineral buildup look. Hot glue cone bases in pots with matching diameters. Edge pots with sheet moss for finished look. Decorate trees with beads, sequins and glitter.

SANTA NAPKIN RINGS

0004 10 27110

- MATERIALS:**
- Felt in pink and white
 - 2 small movable eyes
 - 1 red Pom pom
 - Red napkin
 - Cotton, scissors and glue

Using pattern shown, cut out beard and rim of hat in one piece. Cut out pink face, and glue behind center hole. Glue rim of hat to face where it overlaps. Add the movable eyes, red pompom nose and white cotton trim for brim of hat.



GIFTS OF FOOD

EASY CARAMEL CORN

1 1/2 C. Brown sugar 3/8 C Corn syrup
1 1/2 C. Margarine 3/4 tsp Cream of Tarter

Cook the above ingredients on the stove. Let the mixture come to a boil and boil for 5 minutes. Then stir in 3/4 tsp of soda.

BULK HOT COCOA

1 pound Box instant chocolate powder
8 qt box powdered milk
6 oz jar powdered cream of coffeemate
1 Cup powdered sugar

Mix and store in airtight container. Use 1/3 c. - 1/2 c. in a cup and add hot water.

PEANUT BUTTER AND JELLY BALLS

1 C creamy or chunky peanut butter
1 C raisins
1/2 C Jelly
1 1/2 C Flaked Coconut

Mix the first 3 ingredients together. Drop mixture on coconut and roll.

Santa Candy Holder

Boot - black
cut 2 glue to
inside edge of front
body and bottom.

Cut out of
front piece only-
candy hole

Body
cut 2 - red felt
only the front has
square cut out.
Edges only are glued.

Bottom cut 1- red
glue bottom edge to bottom of
body to form a cone. It should then
sit up by itself.

Glue only tab
to the body. Face
should lift to expose
candy hole.

Cut out of
white face

Face - cut 1
white felt

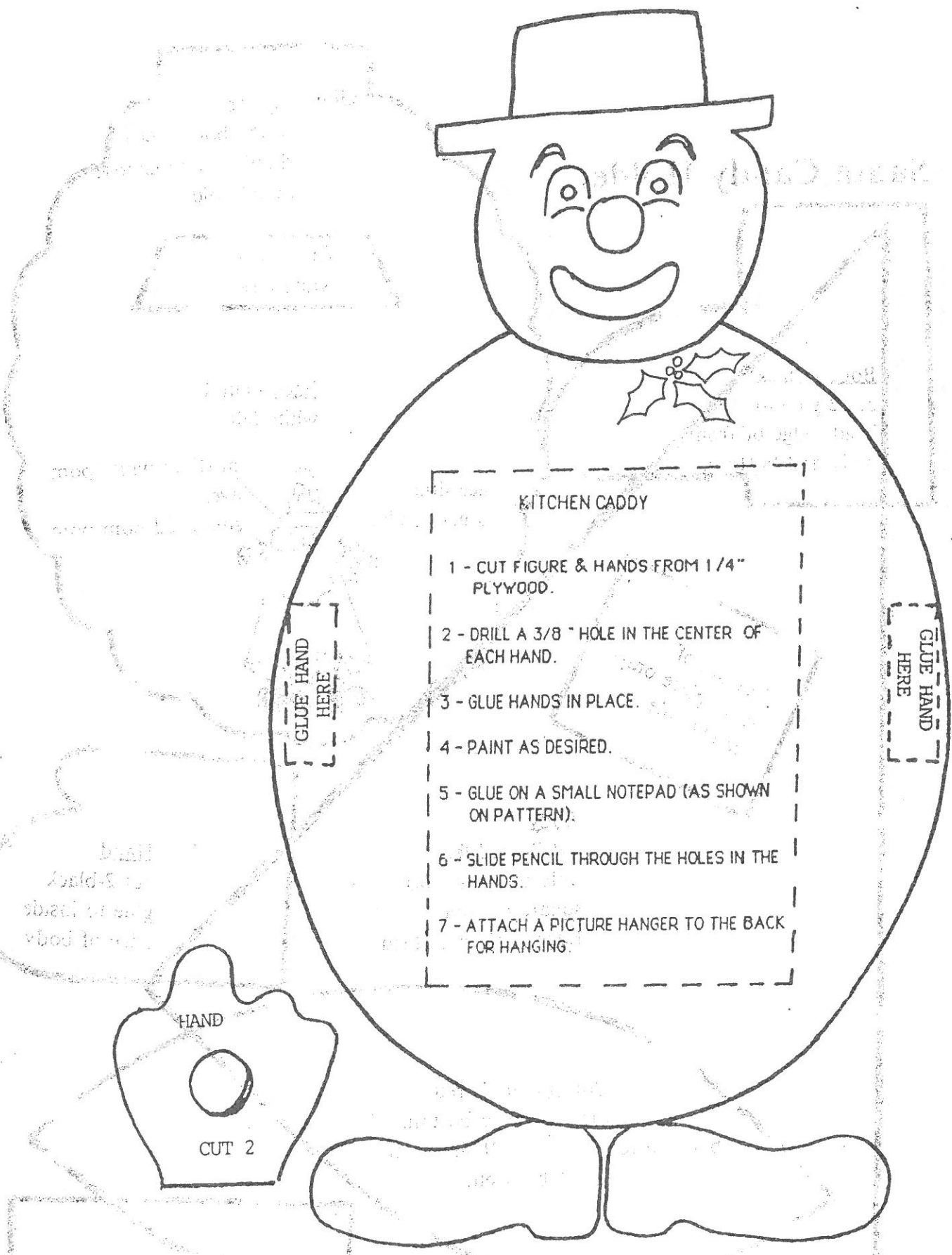
face lifts
to get candy



medium white pom
eyes
small red pom pom

Hand
cut 2-black
glue to inside
edge of body

Eye patch- cut 1
Pink - glue under
side of face, add eyes



KITCHEN CADDY

- 1 - CUT FIGURE & HANDS FROM 1/4" PLYWOOD.
- 2 - DRILL A 3/8" HOLE IN THE CENTER OF EACH HAND.
- 3 - GLUE HANDS IN PLACE.
- 4 - PAINT AS DESIRED.
- 5 - GLUE ON A SMALL NOTEPAD (AS SHOWN ON PATTERN).
- 6 - SLIDE PENCIL THROUGH THE HOLES IN THE HANDS.
- 7 - ATTACH A PICTURE HANGER TO THE BACK FOR HANGING.

GLUE HAND
HERE

GLUE HAND
HERE

HAND

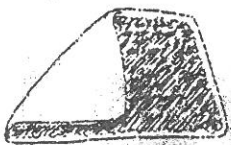
CUT 2

CHRISTMAS TREE

8 Rhodes Texas Rolls, 13 (1.25 oz.) Dinner Rolls or 1 loaf Rhodes Bread
1/3 cup butter, softened
1/3 cup brown sugar
1 teaspoon cinnamon
1/2 cup sliced almonds
white frosting (thin)

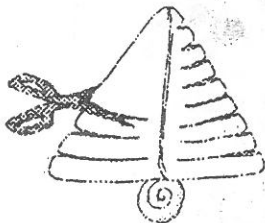
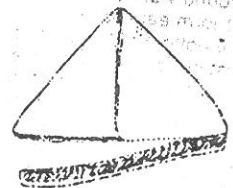
Thaw rolls until warm and bubbly; knead into a ball. Roll out dough into 12" by 18" rectangle.

1. Spread with butter, sprinkle on cinnamon and sugar.



2. Fold dough into triangle as shown, overlapping edges. Leave one inch uncovered along bottom.

3. Cut off bottom inch of dough to use later for tree trunk. Place on greased cookie sheet. Roll 6" x 1" piece and tuck under bottom of tree as trunk.

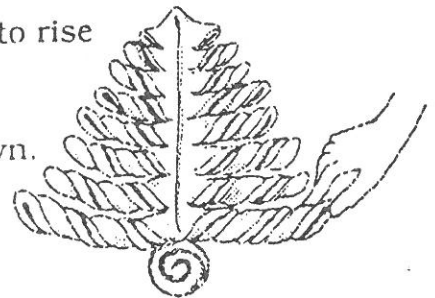


4. Using a clean ruler, mark branches every 3/4" and cut with scissors. Twist each branch several times and curve upward.

5. Cover with plastic wrap and allow to rise for 40 minutes or until double.

6. Bake for 20 minutes at 350°F or until golden brown.

7. Frost while still warm; sprinkle with almonds.



Frosting

Mix 1 cup powdered sugar, 5 tsp. milk or water, 1 Tbsp. butter, and 1/2 tsp. vanilla **OR** 1/4 tsp. almond extract. Thin to drizzling consistency with milk or water.

Christmas Crafting Foam Visors

Materials:

Crafting foam — red, black, green, white, brown
peach, orange, blue, pink

Visor — peach for nutcracker and elf,
white for snowman, black for Rudolph

Snowflakes — 1" for snowman

Paint pen — black for nutcracker

Jingle bells — 15mm gold for Rudolph

Other Supplies:

Scissors

Ruler

Pencil

Hot glue gun

and glue sticks

Hole punch — 1/4"

Wire and wire cutter

General Directions:

1. Cut shapes from crafting foam using patterns provided.
2. Attach all foam pieces using hot glue. Press foam down to be sure it adheres.

Snowman Directions:

1. To form carrot nose, cut a 6" square piece of orange foam. Roll square at a diagonal, gluing and pressing as you roll. Trim roll so it is approximately 2" long, cutting bottom at an angle to match visor brim.
2. Gluing order: hat, hat band, holly leaves, berries, eyes, mouth pieces, nose.
3. Randomly glue snowflakes to snowman.

Nutcracker Directions:

1. Draw teeth onto foam using a black paint pen.
2. Cut four 1/4" x 3-1/2" strips of red foam. Position strips on hat as shown and glue in place. Trim ends so they are even with outside edges of hat. Glue hat top behind top center of hat.
3. Gluing order: hat, hair, eyes, eyebrows, teeth, mustache, nose, cheeks. Glue beard to underside of visor.

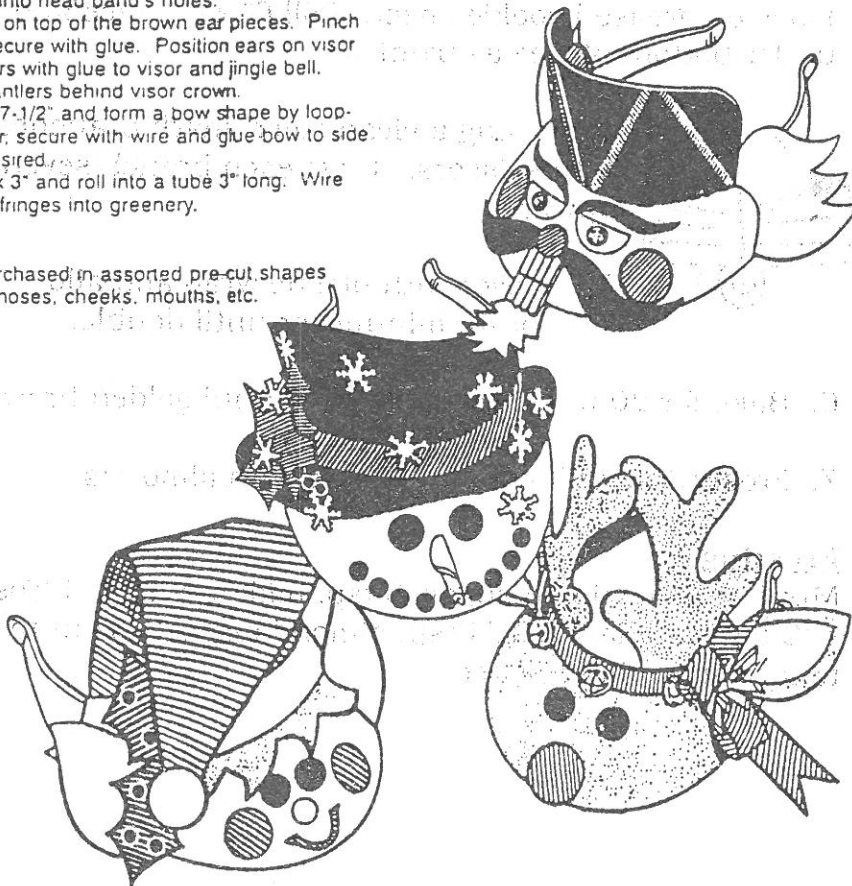
Elf Directions:

1. Gluing order: hair, hat, hat brim, ears, eyes, nose, mouth, cheeks, holly leaves, holly berries.
2. Fold top of hat down and secure with glue. Glue hat pom pom to tip of hat.

Rudolph Directions:

1. Attach Rudolph's foam head piece to visor using hot glue.
2. To form head band, cut a 1/2" x 16" piece of red crafting foam. Use a 1/4" hole punch to punch holes into head band spaced 2" apart. Glue head band around visor crown. Glue jingle bells into head band's holes.
3. To form ears, glue the pink ear pieces on top of the brown ear pieces. Pinch the bottom of the ears together and secure with glue. Position ears on visor just in front of a jingle bell. Secure ears with glue to visor and jingle bell.
4. Attach eyes and nose to visor. Glue antlers behind visor crown.
5. Cut a piece of red crafting foam 1" x 17-1/2", and form a bow shape by looping ends over the center. Pinch center, secure with wire and glue bow to side of visor by ear. Trim ends of bow if desired.
6. Cut a piece of green crafting foam 2" x 3" and roll into a tube 3" long. Wire center and glue to inside of bow. Cut fringes into greenery.

HINT: Crafting foam can also be purchased in assorted pre-cut shapes which can be used for eyes, noses, cheeks, mouths, etc.



Elf Hat
Pom Pom
Cut 1
from white felt

Rudolph Nose
Cut 1
from red foam

Elf Hat Brim
Cut 1
from white foam

Elf Hat
Cut 1
from red foam

Rudolph Inner Ears
Cut 2
from pink foam

Rudolph Ears
Cut 2
from brown foam

own from ...

not be

Rudolph Antlers

Cut 2
from brown foam

Elf Ears

Cut 2
from peach foam

Snowman Hat

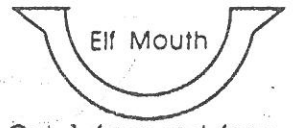
Cut 1
from black foam

Snowman Hat Brim

Cut 1 from red foam

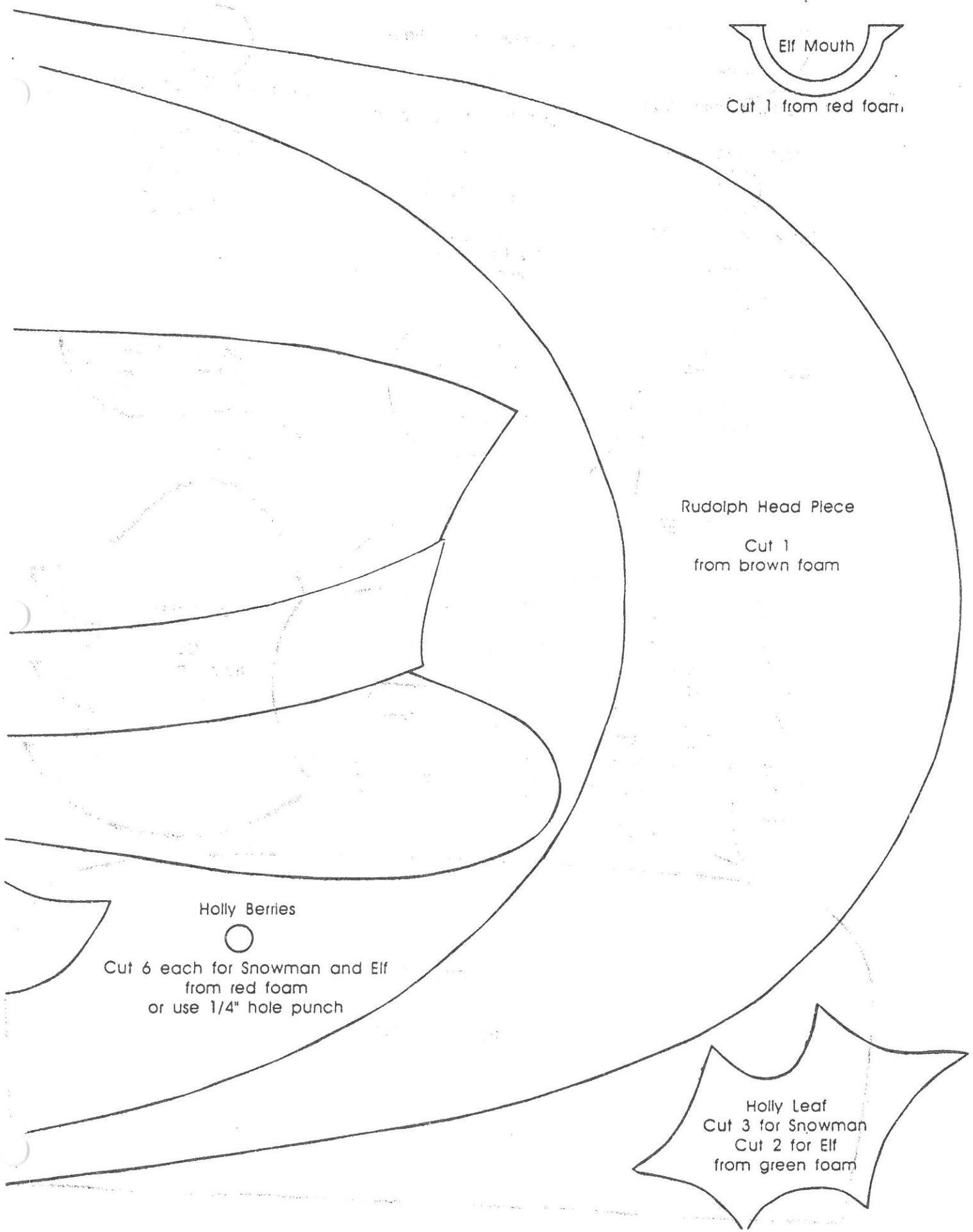
Elf Hair

Cut 1
from brown foam



Elf Mouth

Cut 1 from red foam



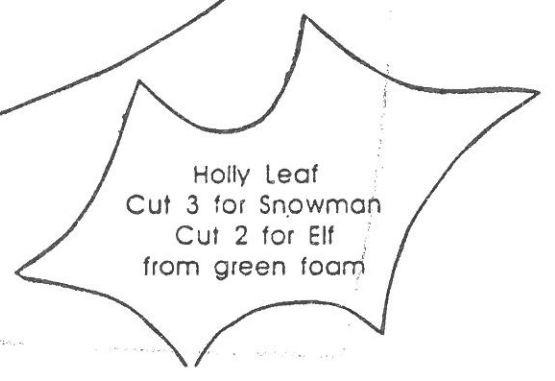
Rudolph Head Piece

Cut 1
from brown foam

Holly Berries



Cut 6 each for Snowman and Elf
from red foam
or use 1/4" hole punch



Holly Leaf
Cut 3 for Snowman
Cut 2 for Elf
from green foam



Nutcracker Eyes

Cut 2 from white foam

Nutcracker Eyes

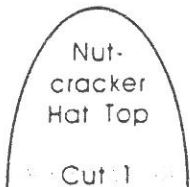


Cut 2 from blue foam



Nutcracker Nose

Cut 1 from red foam



Nutcracker Hat Top

Cut 1

from red foam



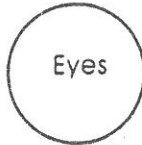
Nutcracker Beard

Cut 1 from white foam

Snowman Mouth Pieces



Cut 9 from black foam



Eyes

Cut 2 from black foam for Snowman, Elf & Rudolph



Nutcracker Cheeks
Cut 2 from red foam



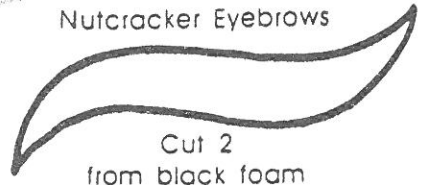
Elf Nose

Cut 1 from peach foam



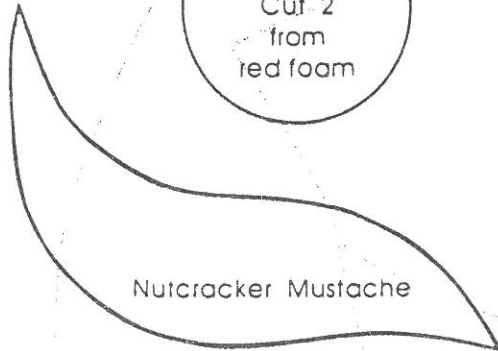
Elf Cheeks
Cut 2 from red foam

Nutcracker Eyebrows

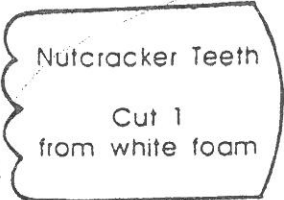


Cut 2 from black foam

Nutcracker Mustache



Cut 2 from black foam



Nutcracker Teeth

Cut 1 from white foam

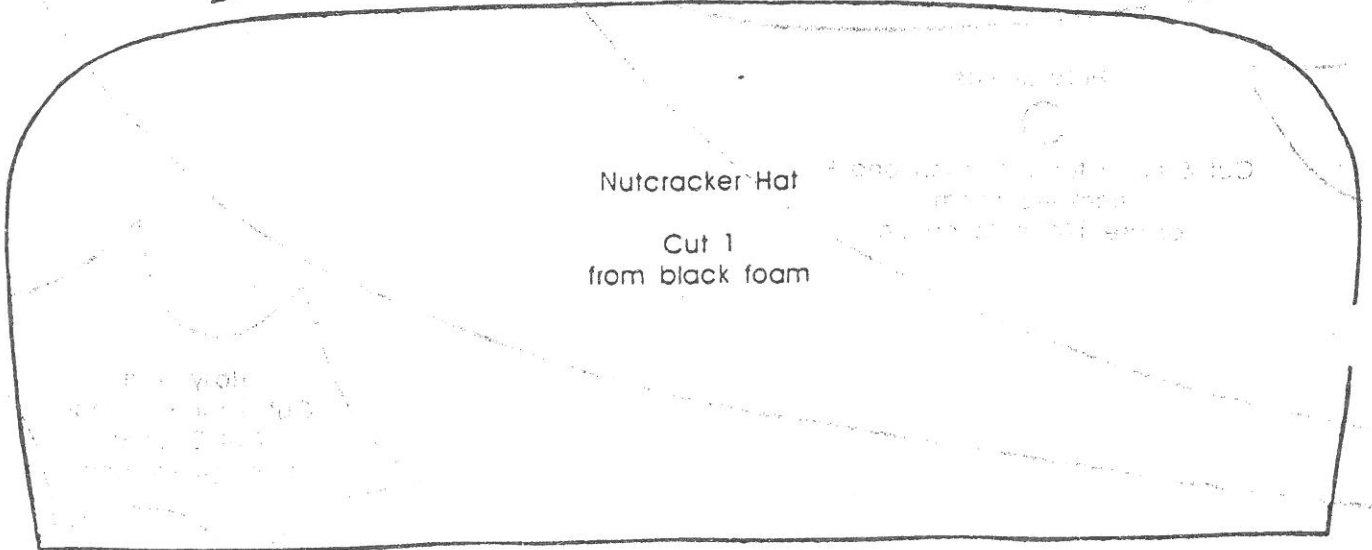
Nutcracker Hair



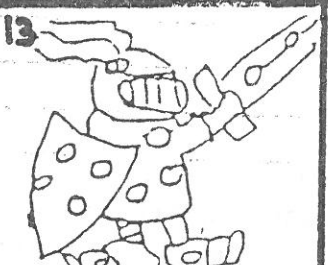
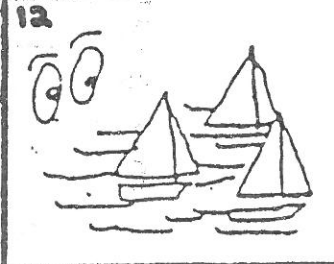
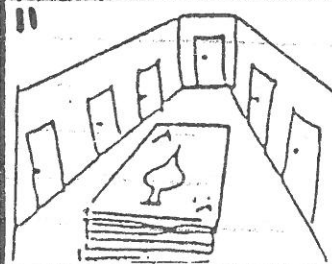
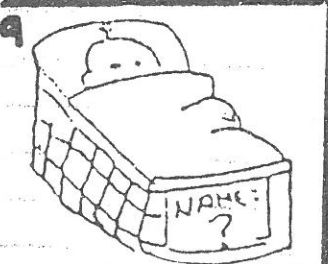
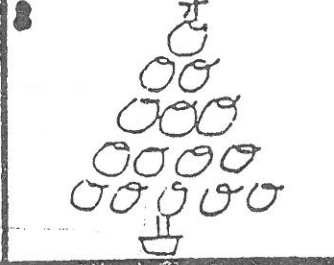
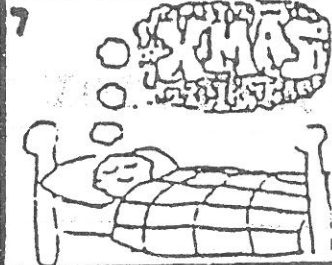
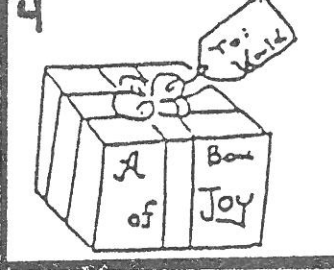
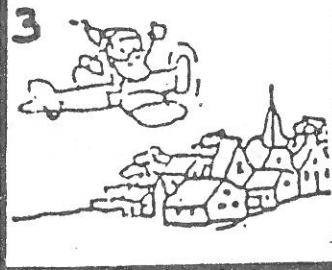
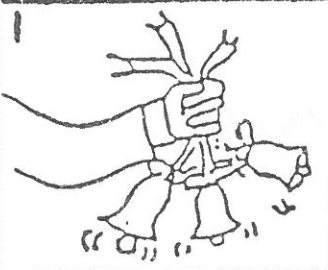
Cut 2 from white foam

Nutcracker Hat

Cut 1 from black foam

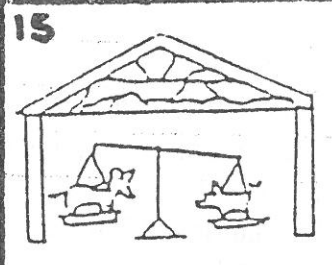


NAME THE CHRISTMAS CAROLE



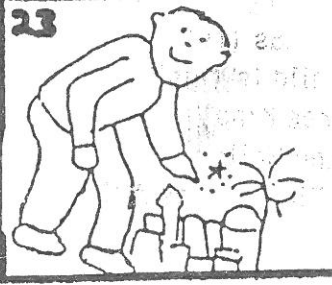
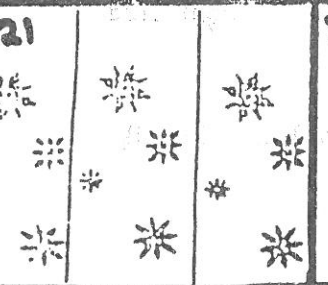
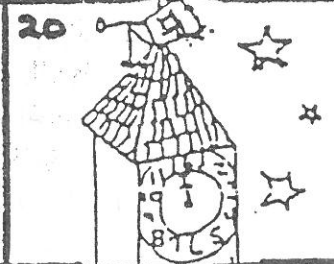
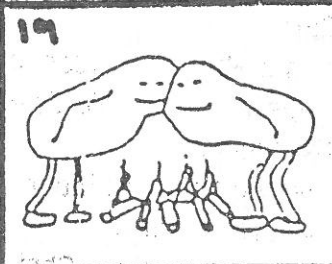
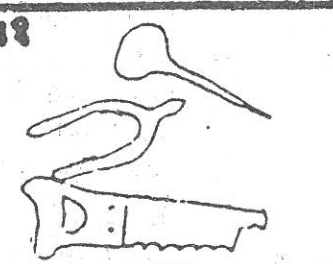
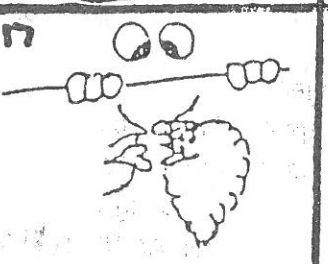
14

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



16

DECEMBER				
	1	2	25	4 5
25	7	25	9	10 25 12
13	25	15	25	17 25 19
25	21	25	23	25 25 26
27	28	29	25	31



NAME THE CHRISTMAS CAROLE

- | | |
|-----------|-----------|
| 1. _____ | 13. _____ |
| 2. _____ | 14. _____ |
| 3. _____ | 15. _____ |
| 4. _____ | 16. _____ |
| 5. _____ | 17. _____ |
| 6. _____ | 18. _____ |
| 7. _____ | 19. _____ |
| 8. _____ | 20. _____ |
| 9. _____ | 21. _____ |
| 10. _____ | 22. _____ |
| 11. _____ | 23. _____ |
| 12. _____ | 24. _____ |

Answers:

- | | |
|--------------------------------------|--|
| 1. Jingle Bells | 13. O Holy Night |
| 2. Walking in a Winter Wonderland | 14. Noel |
| 3. Santa Claus Is Coming To Town | 15. Away in a Manger |
| 4. Joy to the World | 16. The Twelve Days of Christmas |
| 5. Rudolph the Red Nosed Reindeer | 17. I Saw Mama Kissing Santa Claus |
| 6. O Come All Ye Faithful | 18. All I Want For Christmas is My 2 Front Teeth |
| 7. I'm Dreaming of A White Christmas | 19. Chestnuts Roasting Over An Open Fire |
| 8. O Christmas Tree | 20. It Came Upon A Midnight Clear |
| 9. What Child Is This? | 21. Let it Snow |
| 10. We Three Kings | 22. Silent Knight |
| 11. Deck the Halls | 23. O Little Town Of Bethlehem |
| 12. I Saw Three Ships A Sailing | 24. Silver Bells |

JANUARY-1994 EXPLORING ALASKA

IDEAS FOR PACK ACTIVITIES

- . Hold a pinewood derby
- . Have a Cub Scout lock in
- . Indoor swimming party
- . Hold a Klondike Derby
- . Have a family outing in the snow

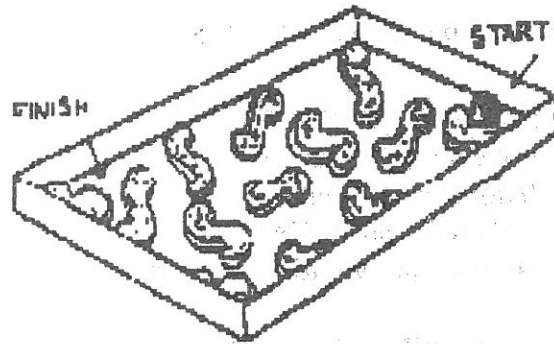
IDEAS FOR DEN ACTIVITIES

- . Display den items at pack meeting
- . Build pinewood derby cars
- . Alaska is famous for fish-visit a fish hatchery
- . Learn about ice fishing
- . Build your own totem pole

SUN	MON	TUE	WED	THU	FRI	SAT
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

PRE OPENING ACTIVITY

Follow the trails with the Eskimos,
Glue S-shaped pieces of plastic foam
packing material into the top of a
cardboard box (any size) so they will
form a maze for a marble to go through,
Complete with dead ends. Each player
tries to move his marble from the
start to the finish by tilting the box
in the shortest time.



ALASKA DICTIONARY

The following vocabulary is use by the Eskimos in their songs, games and skits. See if you can translate some of their words to the language you use.

- | | |
|--------------|--------------------------------|
| 1. HUSKY | JAIL |
| 2. KAYAK | THE UNITED STATES |
| 3. MUSH | SOD HOUSE, ANY ESKIMO DWELLING |
| 4. OUTSIDE | SLED DOG |
| 5. PANHANDLE | A SINGLE PASSENGER SKIN BOAT |
| 6. SKOOKUM | FUR BOOT |
| 7. MUKLUK | SOUTHEASTERN ALASKA |
| 8. IGLOO | “GET ON” COMMAND TO A DOG TEAM |

ANSWERS:

1. SLED DOG
2. A SINGLE PASSENGER SKIN BOAT
3. “GET ON”
4. THE UNITED STATES
5. SOUTHEASTERN ALASKA
6. JAIL
7. FUR BOOT
8. SOD HOUSE

The use of costumes can be a very effective prop in ceremonies. This is one of the themes than lend itself to costumes. There are also many props that can make ceremonies very impressive.

The cubmaster could be dressed as an eskimo and hand out awards from a totem pole or an igloo.

OPENING CEREMONY-ALASKA'S FLAG

Cub Scout prepare a replica of Alaska's flag to be displayed during the opening. Have each Scout read one or two lines while two Scouts hold the flag for the Pack to see.

Cub #1: Eight stars of gold on a field of blue,
Alaska's flag, may it mean to you:

Cub #2: The blue of the sea, the evening sky:
The mountains lakes and the flowers nearby.

Cub #3: The gold of the early sourdough's dreams;
the precious gold of the hills and streams.

Cub #4: The brilliant stars in the northern sky:

Cub #5: The Bear, the Dipper and shining high,
The great North Star with it's steady light,
Over land and sea a beacon bright.

Cub #6: Alaska's flag, lo Alaskans dear,
The simple flag of the last frontier.

ALASKA OPENING

A- is for all working together for one common goal

L- is for leaders, it takes leaders to carry out the job at hand.

A- is for attitude, with the proper attitude nothing is impossible to accomplish.

S- is for Scouting the means by which all of use can be and do anything we want.

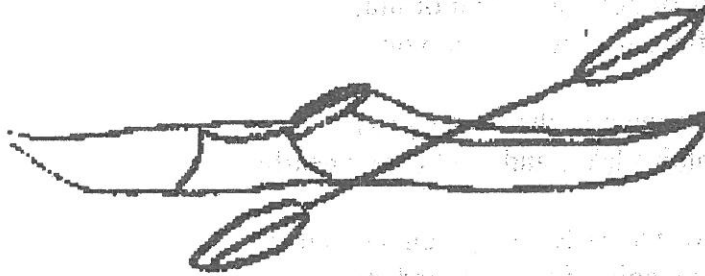
K- is for keeping, keeping American and Scouting one of the strongest forces in the world today and forever.

A- is for Alaska it represent the challenge, vast and unexplored. Just as Scouting has many challenges to explore, the only limitation is your willingness to try.

PLEASE JOIN US IN THE PLEDGE OF ALLEGIANCE.

ADVANCEMENT:

CUBMASTER: Alaska has many upward trails, just as Cub Scouting has an upward trail from Bobcat to Arrow of Light. It is as if we were climbing a mountain peak in Alaska. Before we begin our climb, we must first prepare ourselves for the task ahead. Tonight we have several brave eskimo cubs, who, along with their parents, have decided to begin their ascent of the mountain. These boys have learned the basic skills which will provide a strong foundation for their Cub Scout venture. Will _____, and _____ come forward with their parents. With this foundation, I award to the parents and their Cubs their Bobcat award. This badge is pinned on upside down. When you have done a good deed. It can be turned around and sown on. **CONGRATULATIONS!**



CLOSING CEREMONY

(Dim or turn off room lights. Have flashlights with star constellations over the light (pin hole planetariums) to shine on the ceilings. The night Alaskan sky with the Aurora Borealis-when the days are short and the nights are long.)

Lord Baden-Powell, the founder of Scouting, once said this to his scouts. "I often think when the sun goes down, the world is hidden by a big blanket from the light of heaven. But the stars are little holes pierced in the blanket by those who have done good deed in this world. the stars are not all the same size; some are big, and some are little. So some men have done great deeds, and some men have done small deeds, but they have all made their hole int eh blanket by doing good before they went to heaven."

Let's remember when we look at the starry sky, to make our own hole in the blanket, by doing good deeds and helping other people.



AUDIENCE PARTICIPATION SKIT

This is a fun skit. It should be used only if the "NORTH WIND" has a good sense of humor.

CHARACTERS: South wind, Boys to be flowers, Boys to be trees
Narrator, (Call a volunteer to be the North Wind
(e.g. Cubmaster)

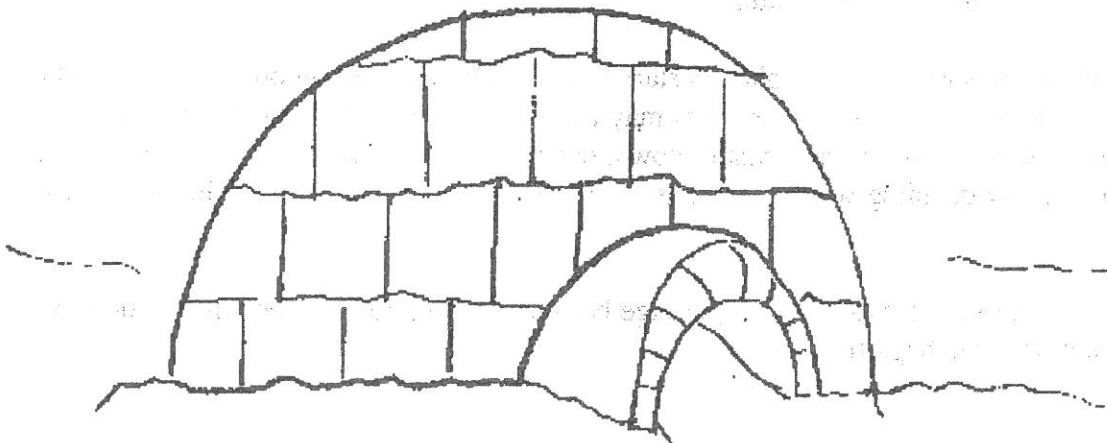
SCENE: "Trees should have their arms folded around their heads until the word "unfold" is read, then they spread out their arms and fingers, palms down to provide shade for the flowers. Reverse for "dying."
"Flowers" are squatting in front of each tree and will "grow" (stand up) and bloom (hand up, fingers out). Reverse for "dying."
South Wind runs through the trees blowing gently, "Whoosh, Whoosh, etc."
North Wind runs through the trees blowing harshly, "Brrr, Brrr etc."

NARRATOR:

It is a wonderful sight to watch nature at work. In the winter the flowers are dead and the trees have no leaves. But then comes spring and the gentle, warm South Wind starts embracing the land, blowing like back into all of nature's living thing.

As the South Wind blows through the trees, their limbs unfold to a new life and new leaves enrich their branches. The flowers sprout from the ground and begin to grow. Soon the flowers are in bloom and beauty covers the land. The South Wind blows through spring and on through summer and the flowers and leaves shimmer in its warm embrace.

Soon fall is to come and with fall comes the cold North Wind, chilling everything in its path. First the blooms on the flowers wither and die, and then the flowers themselves disappear back into the earth from where they come. Next the trees lose their leaves and the limbs shrivel back from the bitter cold of the North Wind. From all appearances the trees also appear dead. **BUT, LOOK!** They are not dead...the SAP is still running through them!



GAMES

ESKIMO KAYAK RACE

Divide boys into two even teams. Each team will have a course in front of them made up of four "ice burgs" (use traffic cones or paper plates). The boys will run up to each "ice burg" and run completely around each of them as fast as they can. The first team finished wins.

THE BLIND ESKIMO TRAIL

A hundred yards or so of nylon rope are tied to trees and shrubs, making a winding trail with no intersections or branchings. Each boy is blindfolded and given a cup full of water. The object is to follow the rope trail through the woods without spilling any water, and in the fastest time possible. At the end of the trail the water will be dumped from the cups into a measuring container. The winner will be the one with the most water.

DOG TEAM RELAY

One boy is to sit on a paper sack. Four to six boys make up the dog team. The boys must first tie square knots to join several short pieces of rope to form one long piece. The combined pieces should be long enough to go around the dog team of Cub Scouts. The dog team lines up in front of the musher, who holds onto the two end of the rope. On the command of "Mush", the dog team grabs the rope and pulls the sled to the finish line. The first team to cross wins.

SNOWFIGHT

Divide into two teams and put a divider down the center of the room (Like a couple of rows of chairs, back-to-back.) The two teams are on opposite sides of the divider. Give each team a large stack of old newspapers, then give the 5-10 minutes to prepare their "snow" by wadding the paper into balls-the more the better.

When the signal to begin is given, players start tossing their snow at the opposing team which really does look like a snowstorm. Players may pick up "snow balls" that have landed and throw them back also. When the whistle blows, everyone must stop throwing. Judges determine the winner by deciding which team has the least amount of snow on its side of the divider.

After the game is over, provide plastic garbage bags and have a race to see which side can stuff the snow into the bags first.

SNOW SHOE RACE

Each boy makes a pair of snow shoes in the den meeting prior to the pack meeting. Snow shoes can be made of wood using pieces of fire hose for straps, pieces of cardboard tied on with yarn, or glue an empty large jello box on top of each "snow shoe" with the opening toward the heel. The boys slip their feet into the box and have a nice race. Let the pack decide so that every den has an equal footing! On the word "GO" the boys ties on their snow shoes and race through a course of activities. Use your parents to help run the stations. There are 6 things that must be done before the Eskimo returns from his hunting trip.

STATION 1: The natives use seal blubber to chew on as a source of energy. Each boy is to quickly unwrap a piece of gum, chew it and blow three bubbles.

STATION 2: Pylons or some type of marker are set up so that the boys must maneuver through them in a zig zag manner (as if skiing through a forest). Keep close together to make it challenging.

STATION 3: Stop for lunch, eat soda crackers. Remember that when you are hunting you want to keep your provisions light.

STATION 4: Snow storm! Cubs place a white blind fold over their eyes and proceed on for a short (safe) distance to next station.

STATION 5: It's getting colder! Put on a pair of mens pants and a shirt. This represents the animal skins an Eskimo would wear to keep warm. Why not add a hat just for fun! Undress before proceeding.

STATION 6: You see a bear! Run to the finish line!

ESKINOSE

Teams line up. One person on the end of each line gets a lipstick smear on the end of his nose. The idea is to see how far down the line you can pass the lipstick smear by rubbing noses. The team that can get the farthest or the team that can get it to the farthest in the time limit (thirty seconds, for example) is the winner. A good prize might be 'Eskimo Pies.

FOLLOW THAT NUGGET

Boys sit in a circle with one boy in the center. The boys in a circle start passing around a nugget (pebble) while the one in the center tries to guess who has it. If he points to the boy who actually has it, they change places. If he's wrong, he remains in the center.

MELTING ICICLE APPLAUSE: Hang fingers down say "Drip, drip!"

FROZEN APPLAUSE: Wrap your arms around yourself. Shiver and shake, chatter your teeth and say: Burr!! Burr!! It sure is cold!! Burr!! Burr!!

FISH APPLAUSE: Pretend to hold a fish up by it's tail with one hand and plug your nose with the other and say "PEE-U-EEEE!!!!"

SGT. PRESTON CHEER: Yell "Yukon ho!"

BLUBBER CHEER: Yell "Greasy, Greasy, Greasy, yuk, yuk!!"

ESKIMO CHEER: Pretent to rub noses with your partner



SONGS

EXPLORING ALASKA

(Tune-I've Been Workin On The Railroad)

I've been explorin in Alaska, Because I lost my way.
I've been explorin in Alaska, Where the bears and eskimos stay.
Can't you feel the snow a blowin, Here come the Polar Bears.
Can't you hear the Eskimos a laughin, Where is your underwear?

CHORUS: Snow don't you blow
Snow don't you blow
Don't blow in my underwear

IF YOUR GOING TO ALASKA

(Tune-If You're Happy)

If you're going to Alaska you'll find gold? (SHOUT-WE'LL BE RICH)
If you're going to Alaska you'll find gold? (SHOUT-WE'LL BE RICH)
If you're going to Alaska then I really have to ask ya'
If you're going to Alaska you'll find gold? (SHOUT-WE'LL BE RICH)

If you're going to Alaska will you mush? (SHOUT-HUSKIES MUSH)
If you're going to Alaska will you mush? (SHOUT-HUSKIES MUSH)
If you're going to Alaska then I really have to ask ya'
If you're going to Alaska will you mush? (SHOUT-HUSKIES MUSH)

If you're going to Alaska will you drill? (SHOUT-WE'LL FIND OIL)
If you're going to Alaska will you drill? (SHOUT-WE'LL FIND OIL)
If you're going to Alaska then I really have to ask ya'
If you're going to Alaska will you drill? (SHOUT-WE'LL FIND OIL)

If you're going to Alaska is it cold? (SHOUT-50 BELOW!)
If you're going to Alaska is it cold? (SHOUT-50 BELOW!)
If you're going to Alaska then I really have to ask ya'
If you're going to Alaska is it cold? (SHOUT-50 BELOW!)

If you're going to Alaska watch for bears! (SHOUT-WE'LL STAY HOME)
If you're going to Alaska watch for bears! (SHOUT-WE'LL STAY HOME)
If you're going to Alaska then I really have to tell ya'
If you're going to Alaska watch for bears! (SHOUT-WE'LL STAY HOME)

THE POLAR BEAR SONG

(Tune: Sippin Cider)

The other day
I saw a bear.
A big White bear.
I had to stare.

(group sings all four lines together
after having repeated leader)

He stared right back,
And seemed to grin.
His long white fangs
Hung to his chin.

(sing together)

He moved toward me
Upon four paws,
And those four paws
Held six inch claws.

(sing together)

I couldn't move,
My feet were froze
As I saw steam
Shoot through his nose.

(sing together)

But I was safe.
Because I knew,
this polar bear
Was at the zoo!

(sing together)

POLAR BEAR SONG #2

(Tune: Bicycle Built for Two)

In big ig-loo Two polar bears we know,
Live here year through Up in the land of snow.
The winter is long and dreary, But they are bright and cheery,
'Cause ev'rywhere they look up there,
There's an icicle built for two.

THE CLIMATE

(Tune-Man On Flying Trapeze)

We sing of the eskimo fearless an bold,
He never feels hot and he never feels cold.
Because where he lives summer never occurs,
and the rest of year he wears plenty of furs.

Too-ra-lee, Too-ra-lay,
And the rest of the year he wears plenty of furs.

The Hawaiian lives in the tropical belt,
And neither the cold nor the heat ever felt.
Because in the winter his summer begin,
And the rest of the year he wears crocodile skin.

Too-ra-lee, Too-ra-lay,
And the rest of the year he wears crocodile skin.

Now we poor unfortunates live in a clime,
That call for at least three fall suits at a time
A tick one and thin one for days cold and heat,
And a medium weight for the days that are not.

Too-ra-lee, Too-ra-lay,
And a medium weight for the days that are not.

HOME IN THE SNOW

(Tune-Home on the Range)

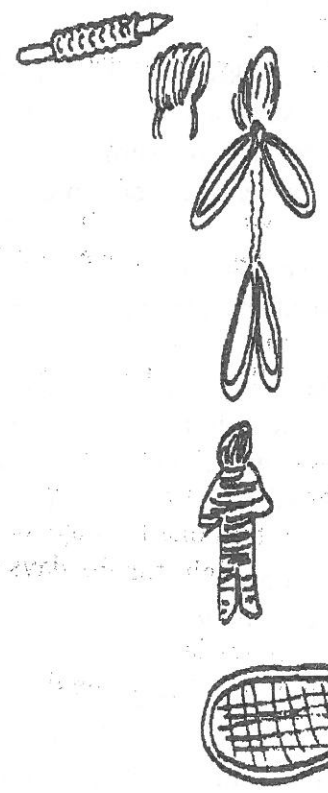
O give me a home, between Fairbanks and Nome,
Where the moose and the caribou play;
Where nothing will grow,
'Cause it's covered with snow
From June to the following May.

Home, home in the snow
Where it's mild when it's 90 below.
The tundra for me by the great Bering Sea,
And the life of a tough sourdough.

ESKIMO EXPLORERS

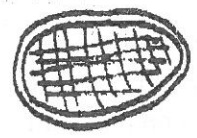
- MATERIALS:**
- Pipe cleaners
 - Pencil
 - Popsicle stick
 - Toothpicks
 - Glue
 - Wooden clothespin (not spring)
 - Paints

Wrap a pipe cleaner around a pencil to make a head. Follow the diagram to make body frame from pipe cleaners. Add arms double thickness below the neck. Wrap arms, body and legs with additional pipe cleaners, making body bulky to suggest a parka jacket.



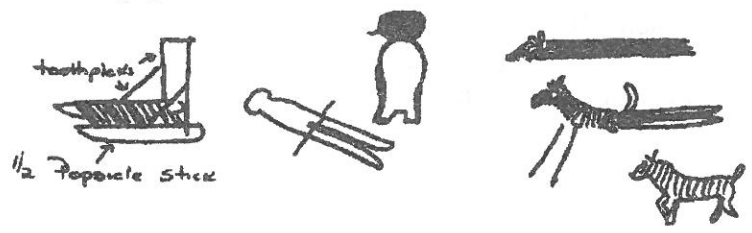
SNOWSHOES: Bend a piece of pipe cleaner into a oval. Crisscross this with thread. Tie to feet.

SLED: Cut a popsicle stick in half and round ends for runners. Glue half toothpicks across tops of runners. Add two upright toothpicks to back of sled and glue on braces to the sides and top.



DOGS: Make a bundle of four pipe cleaners, 3" long. Twist together at one end for head, letting two points extend for ears. Wrap with an additional pipe cleaner, starting at nose. Wrap head and neck, bend down two lengths for front legs, wrap body and bend down two lengths for rear legs. End of wrapping becomes tail. Trim front legs to proper size. Harness dogs with string.

PENGUINS: Frequent curious visitors of the Eskimos were the penguins. Make several to place about your seen. Saw off a wooden clothespin just below where the prongs begin. Glue the tip of a toothpick to the clothespin head for a beak. Paint head and wings black and chest and eye, white. Add paper feet at the bottom of each prong.



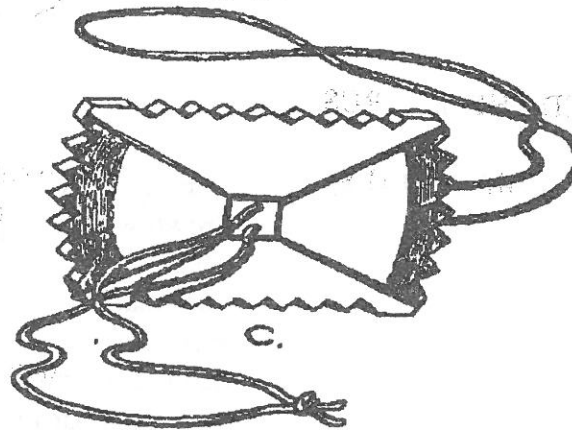
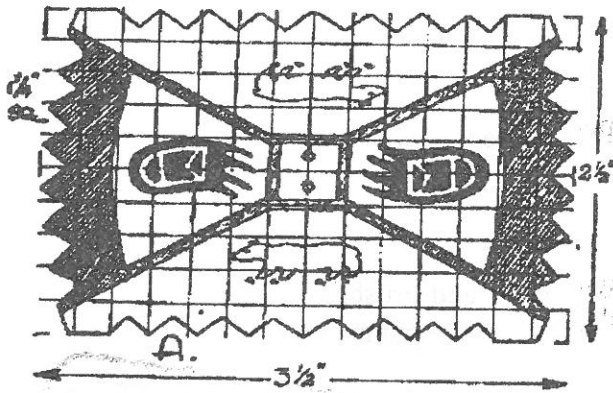
ESKIMO BUZZ BOARD

During the long sunless period in the far north, Eskimo children amuse themselves with their carved buzz boards. This is not a game you will want to play, but a toy that boys will enjoy and that is interesting to make.

With a coping saw cut the outlines of the board, taking care that the notches are all even. If you have a wood-burning set, you may burn the designs into the wood.

In the middle of the board, above and below the exact center, make two small holes through the wood with your drill. Pass the 40 inch cord through these two holes and knot the ends together.

Grasping the loops of string, pull the cord tight and then release it; put it again, the release it. Do this in quick succession, and the board will spin and whirl and buzz. The faster you work it, the more noise it will make.



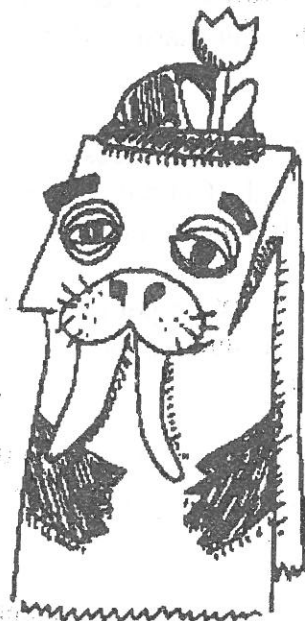
WINIFRED WALRUS

MATERIALS:

Brown paper bag
Construction paper
Glue
Markers
Scissors

1. Fold the paper bag flat against on side to make a space for your hand.
2. Give Winifred tusks, arms and a pretty hat.

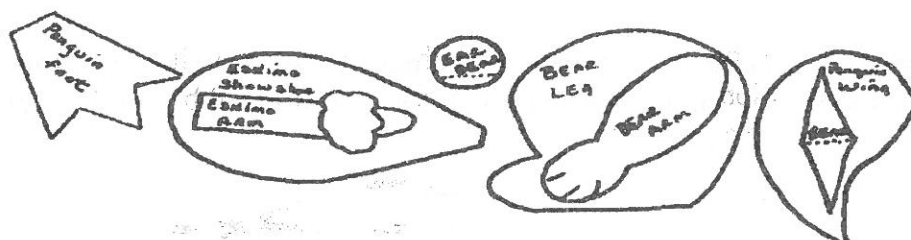
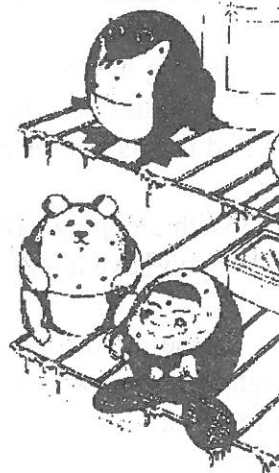
Making Winifred will get you off to a good start as a paper bag puppeteer.



PLASTIC EGG ESKIMO AND FRIENDS

MATERIALS: Plastic hosiery eggs
Felt
Acrylic paint
Glue
Metal washer

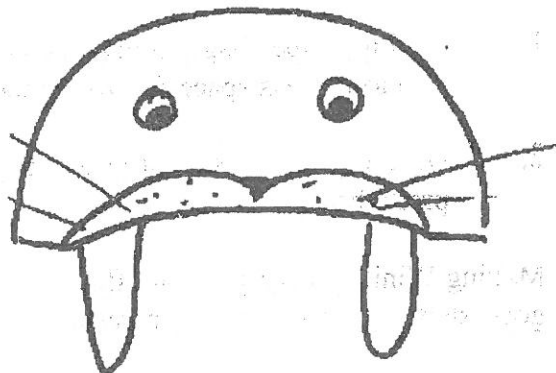
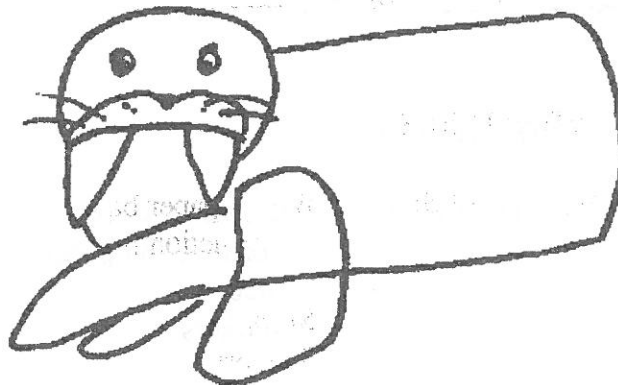
Cut the parts from felt, using the actual size patterns. Glue them into place. Glue a heavy washer in the wide end of the egg to keep it upright. Paint the facial features.



FEED THE WALRUS

MATERIALS: 3 empty coffee cans
Brown wrapping paper (grocery sacks)
Glue
Cardboard
Scissors
Red construction paper, paint and brushes
Small balls or marbles to play the game

1. Cut out 3 cardboard head halves as shown. Cut sharp teeth and tusks.
2. Cut out 3 tails and 6 legs out of cardboard. Cut out 3 tongues out of red construction paper.
3. Wrap the brown paper around the coffee cans and glue the paper to the can.
4. Glue heads, tails and legs to the cans. Glue the tongue to the can as shown.
5. On the tails, paint the numbers 1,2,3. Set the cans up and try to roll marbles into their mouths.



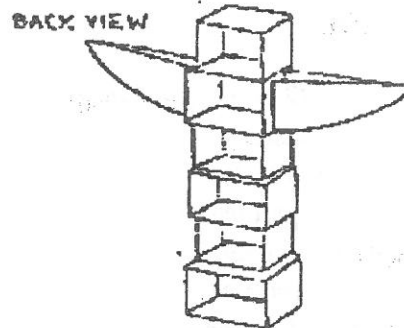
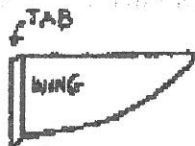
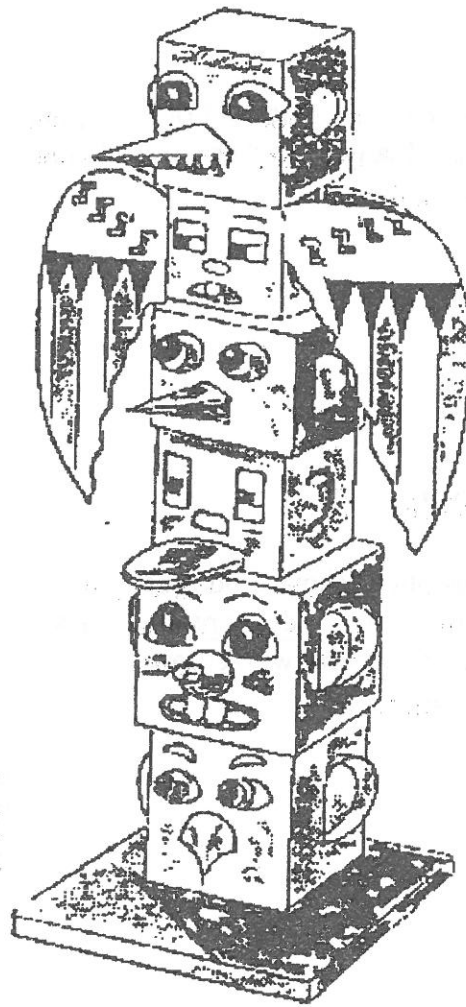
TOTEM POLE STORAGE CHEST

This life size totem pole is made by stacking and gluing similar sized cartons together.

Before gluing the cartons together, have the boys decorate each carton as a totem head. Make "junk" available for the kids to use-beaks from plastic bottles-ears-butter tubs, egg cartons, or what ever.

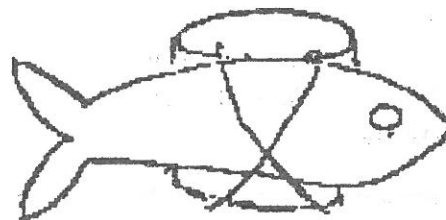
Wings-Cut corrugated cardboard bend ends to make tabs to fasten to the boxes.

After all the heads are completed and painted, glue the bottom one to a wood base. Stack and glue the other cartons together. It's now ready to hold any supplies or treasures.



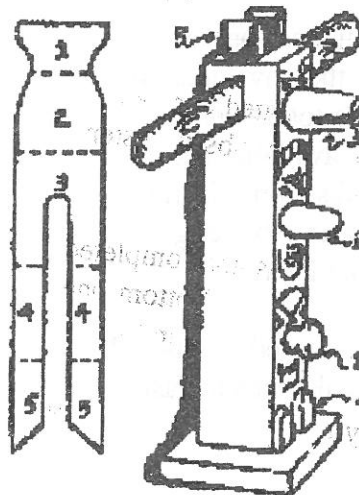
FISH TIE SLIDE

Remove hooks from a fishing lure attach a piece of PVC pipe or needle point canvas. Tie the fish to the ring as if it were caught in the line.



IGLOOS

Make Eskimo igloos out of sugar cubes. Start with a circle about 5" in diameter; as add layers, gradually push them towards the center. When completed, use a hardening frosting to shape into a dome.



TOTEM POLE

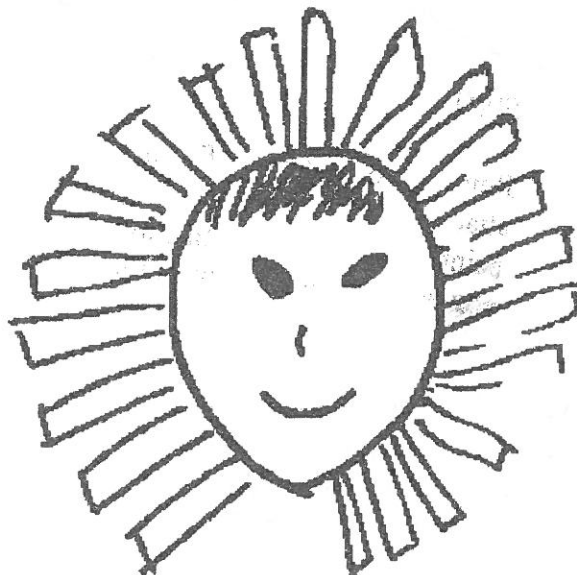
Cut a clothes pin as shown and glue pieces to a block of wood. Add "popsicle" stick wings and a base. Paint with colorful fast drying paint.

TOTEM POLE
Cut a clothes pin as shown and glue pieces to a block of wood. Add "popsicle" stick wings and a base. Paint with colorful, fast-drying airplane dope.

ESKIMO TIE SLIDE

MATERIALS: 1/2 of english walnut shell for each slide (nut removed)
plaster
white felt
pipe cleaner

Mix a small amount of plaster and put in the shell. Twist a 4" loop of pipe cleaner and put in the plaster for the slide. Cut a strip of felt about 1 3/4" wide and 4" long. Make cuts into the felt along the length. Glue around the outside of the shell for the fur. Decorate face features with a marker.



FEBRUARY-1994 BLUE AND GOLD TRADITIONS

IDEAS FOR PACK ACTIVITIES

- . Have a father son cake bake
- . Observe Scout Sunday
- . Blue and Gold Banquet
- . Do the flag ceremony at your school PTA meeting
or at your unit's Charter Partner.
- . Ask a local merchant if you can put a poster or display of
the packs activities in his window.
- . Collect books for a children's home or children's ward of a
hospital.

IDEAS FOR DEN ACTIVITIES

- . Wear your uniform to school on Scout Week
- . Attend church on Scout Sunday in uniform
- . Prepare decorations and invitations for Blue and Gold
- . Attend blue and gold banquet
- . Learn about the history of scouting
- . Start getting bicycle ready for bicycle inspection
- . Visit a bakery to see how birthday cake is made.

SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28					

BLUE AND GOLD

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

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

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

This is the secret of a successful BLUE AND GOLD BANQUET.

IMPORTANT THINGS TO REMEMBER

1. Be sure that pack leaders, boys, and parents know that the Blue and Gold banquet is Cub Scouting's birthday celebration.
2. Begin planning at least 2 months in advance.
3. **KISMIF-KEEP IT SIMPLE MAKE IT FUN**
4. Share responsibilities with leaders and parents--easier and more fun for all.
5. Let the boy's help plan and make the decorations.

A banquet chairman should be selected early so the banquet can be well planned. That person recruits helpers to carry out the responsibilities listed on the following pages. This is a general outline to help make planning easier. Try to involve as many people as possible, and avoid giving Den Leaders too many additional responsibilities--they will be working with their dens. The banquet often taken the place of the February pack meetings, although it is not necessarily held on the regular night.

BLUE AND GOLD CALENDAR PLANNING

Start planning early. Allow you and your boys plenty of time to make the evening a success.

AUGUST: Annual pack planning meeting. Decide on time and place Blue and Gold (if possible). If the school location is desired, be sure all requisitions for building use are started. RECRUIT THE BLUE AND GOLD CHAIRMAN.

SEPTEMBER-OCTOBER: Recruit committee sub chairmen (physical arrangements, invitation, program, dinner.) Don't forget the Blue and Gold sessions at Pow Wow.

NOVEMBER: Be sure location has been selected and reserved. Subcommittee to begin duties as stated.

DECEMBER: Write down plans, share with others on committee.

JANUARY: Week one: Blue and Gold Committee to meet with Den Leaders to give ideas for decorations, program, invitation information etc. Dinner committee needs to have decision made on what to eat and how it will be served. Entertainment should be secured and/or assignments made. Physical arrangements committee visit location of banquet to check out needs.

Week two: Dens begins work on decorations.

Week four: Invitations for Blue and Gold Banquet to families. Special guest invitations mailed.

FEBRUARY: Re-confirm location, time, place, and entertainment.

Purchase any supplies (plates, coffee etc)

Have program agenda ready for printing

Deadline for R.S.V.P.-Let dinner committee know reservations for final food order and table set up.

BANQUET DAY: Early P.M. set up, needs to be scheduled so people time to go back home it needed. Have FUN!

Clean up.

Write "thank you" notes for entertainment and donations.

COMMITTEES FOR THE BLUE AND GOLD

PHYSICAL ARRANGEMENT COMMITTEE

1. Arrange for banquet location at least 6 weeks in advance.
2. Check seating capacity and number of tables available.
3. Check lighting, stage, heating, P.A. system
4. Make sure restroom facilities are open
5. Coat rack availability
6. Make arrangements to get into building to set up and decorate early the day of the banquet
7. Set up chairs and tables for the dinner
8. Arrange for a clean up committee.

INVITATIONS COMMITTEE

1. Arrange for invitations to be sent to each family through the dens. Every family should know the date, time, place, cost if any, and what food they are to bring if any.
2. Send written invitations to honored guests. You may wish to include such people as the principal of the school, charter organization representatives, PTA President, District Executives, Unit Commissioners, neighborhood Scoutmasters--Don't forget the Den Chiefs.
3. Follow up to see how many guests plan to attend and notify the physical arrangements committee so seating can be planned.
4. On banquet night, meet guests at the door, furnish them with a name tag, and help them find their seats.

PROGRAM COMMITTEE

1. Select Master of Ceremonies
2. Make assignments for various parts of the program:
 - a. invocation
 - b. welcome
 - c. introduction of guests
 - d. opening
 - e. recognition
 - f. entertainment
 - g. closing
3. Plan room decorations, exhibits and displays. Table decorations can be handled by each den.
4. Make copies of program for people participating (or you may wish to have a printed program for everyone attending)
5. The Cubmaster should be a member of this committee
6. Avoid speeches on the program.
7. Decides whether to include a Friends of Scouting presentation.

DINNER COMMITTEE

Decides serving method-catered, potluck, or committee prepared.

IF CATERED

1. Contact caterer-agree on menu and cost
2. Take reservations and estimate cost.
3. Check with caterer on time of delivery, finding out if they provide plates, silverware, and napkins. Are drinks and dessert included?
4. Plan two serving lines, if more than 150 people are attending.
5. Collect money prior to banquet.

IF POTLUCK

1. Decide if dens will plan their own menus-or if each den family will bring food to contribute to an overall menu.
2. If dens plan their own menus, each Den Leader should act as coordinator.

IF COMMITTEE PREPARED

1. Select menu.
2. Recruit committee to prepare food.
3. Take reservations and estimates of attendance.
4. A few days before banquet, purchase food and deliver it to members of the committee who will be preparing it.
5. Collect money prior to banquet.

Decide if the pack will provide such things as salt, pepper, sugar, napkins, drinks, etc. If so, make arrangements to buy or have these items donated. Inform dens of your plans. You could have each family bring their own plates and silverware.

INVITATION

WHAT is a Blue and Gold Invitation? It is just about everyone's first notice that something special is coming in Cub Scouting. Put your best face forward.

WHAT should an invitation look like? It can take almost any shape but it should reflect the ideals of Cub Scouting and the type of celebration you are planning.

WHAT information should be on the invitation?

WHO'S doing the inviting...the pack number.

WHAT they're invited to...a banquet, celebration, birthday party, ice cream, social, etc.

WHEN the celebration is to take place...the date.

WHAT the time the celebration starts...the time.

WHERE the celebration is being held...the name and address of the facility.

R.S.V.P.....the name and phone number of the Den Leader.

WHO makes the invitation? The Cub Scouts! Keep it simple, make it fun.

WHO do they invite?

- | | |
|--|------------------------|
| Every Cub Scout Family | District Commissioners |
| The Tiger Cub Group | The Clergy |
| Scoutmasters of Area Troops | Past Cubmasters |
| Unit commissioners | Guest Speaker |
| District Executives | Entertainer |
| Chartering Organization | |
| "Owner" of banquet Representative facility | |

WHEN should the invitations be delivered? **THREE (3) weeks** before your celebration.

FELLERS CAKE BAKE

Blue and Gold is a good time to hold this event. If an auction is held, proceeds can go toward World Fellowship Fund, Charity of special interest of your chartering organization, or other worthy cause.

Suggested rules and regulations are detailed in the Cub Scout Leader How to Book. This is a fun event!!!!!!

SELECT DATE, TIME AND PLACE:

In selecting the place consider the following:

- Adequate space for seating and displays.
- Availability of parking space, restrooms, coat racks.
- Program needs, such as microphone, stage, etc.
- Convenience for food preparation and/or serving.
- Reserve the meeting place well in advance.

DINNER

- Select meal plan - catered or pot luck.
- Determine serving needs - kitchen and utensils.
- Select menu and estimate cost.
- Assign serving and cleanup jobs.

PROGRAM

- Make assignments for various parts of the program.
- Invocation
- Welcome and introduction of guests
- Ceremonies - prepare props.
- Recognition's of boys , leaders and parents.
- Entertainment.

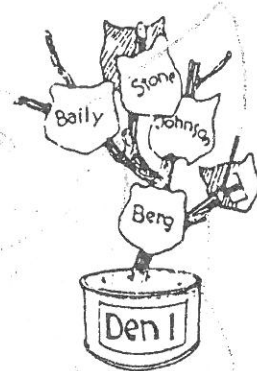
DECORATIONS

- Room decorations
- Table decorations
- Displays

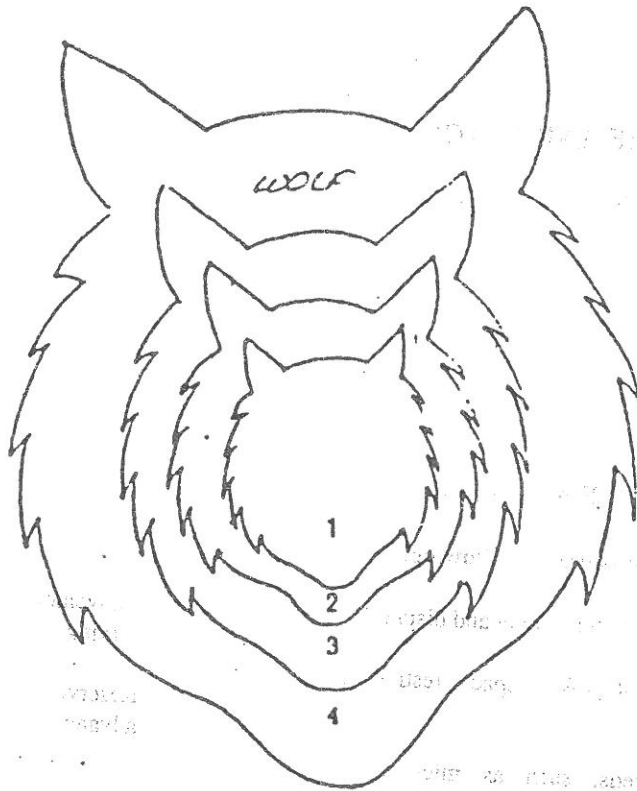


PUBLICITY

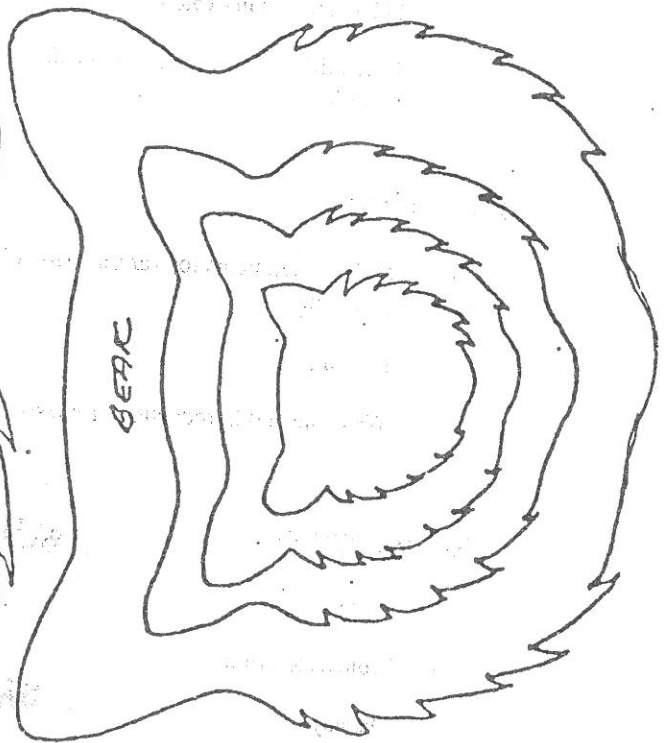
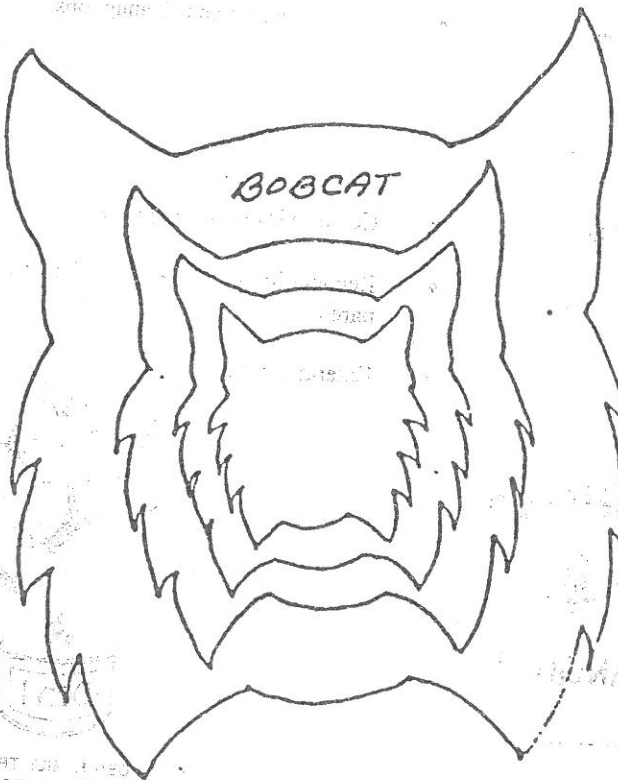
1. Inform all pack families of date, time, place, and cost.
2. Invitations - Consider inviting guests such as the head of the chartering organization, school principal, Chartering Organization Representative, Scoutmaster, and District Commissioner.



DEN FAMILY TREE
CENTERPIECE



1. nutcup
2. place card or napkin ring
3. Invitation, Program, mobile
4. Optional



MAGIC CANDLE OPENING CEREMONY

Arrangement: On head table are arranged magic candles (instructions below) which should be lighted as the ceremony begins.

Narrator: Our candle stand tall, straight, and white.
It burns and gives forth inspiring light.
As its light shines forth, you will see
Our colors blue and gold are regal as can be.
As the blue appears, think of truth and loyalty
The sky so blue, steadfastness, and spirituality.

When the gold shines forth, be of good cheer
And think of the happiness and the sunlight so clear.
As our candle's flame reaches toward the sky so blue
Let us ask the Lord to give us wisdom to lead each boy
straight and true.
Hold each of us to be like our candles, straight and
tall
And be inspired to give to God and our Country all.

NOTE: Each Scout can hold a candle for this ceremony and then at the end of the ceremony the candles can be placed on the tables.

HOW TO MAKE MAGIC CANDLES: Use tall white candles. Drill 1/4" diameter holes every two inches down opposite sides of the candle. Place scraping of blue and gold crayons in the holes. Melt paraffin and whip with egg beater. Cover candles with whipped paraffin using a fork to give the candle a rough decoration. As the white candle burn, it will drip blue and gold was decoratively down the side of the candle.

FEBRUARY-BLUE AND GOLD TRADITIONS

Narrator: We're gathered here tonight,
To honor the Blue and Gold,
And pay a tribute to Cub Scouting,
Which is ___ years old.

Now, as we look all about us,
Scouting in other lands we see,
Bringing fun and adventure,
As Baden-Powell meant it to be.

Let us join together,
As our program we start,
By pledging allegiance to our Flag
With our hand over our heart.

RED, WHITE AND BLUE OPENING

The U.S. Flag is held by Webelos honor guard. Narrator has scraps of red white and blue cloth.

Narrator: Cub Scouts, what is our flag of the United States? You could say that it is just a few pieces of red, white, and blue cloth, like these in my hand. That would be true. But our flag is really much more than that. We all recognize the flag as the banner of our country. In other words, it stand for our country. And so we should respect it by pledging allegiance to the Flag of the United States.

After the pledge, honor guard post colors.

THE SPIRIT OF SCOUTING

In the beginning, God created the Heaven and the Earth, and the earth was without form, and void, and darkness was upon the face of the deep,;and the spirit of God moved upon the face of the deep, and the spirit of God moved upon the face of the waters. God said "Let there be light", (light a candle) and God saw that the light was good.

So began our world, with God sharing his light with man. I'd like to share my light with you this evening. My light is this candle. It represents the Spirit of Scouting to our Cub Scouts. Now the candle loses none of it's brilliance when we share it, and we can give the boys something to brighten their world. Hopefully, this Scouting Spirit will light their way to Wolf, Bear, Webelos and Boy Scouts.

Let us hope that the Spirit of Scouting will still glow within these young men as they grow into adulthood. Now, as adults, we hope each one will have the desire to kindle the Spirit of Scouting within yet another young boy, and so it goes on. We have profited by sharing our lights. Not only is their world brightened, but we can see our own way even more clearly now, because of their lights.

So remember a better world starts with us. When we light the Spirit of Scouting in a boy, our world cannot help but be a better place.

(As each boy comes forward to receive his award, let him light a candle to place in a holder on a tablet in front of the room for all to see.)

CLOSING CEREMONY-A CUB SCOUT'S PLEDGE TO HIMSELF

Arrangement: Pack flag is placed in center of stage. Nine Scouts in uniform, in turn, come on stage, stand near the Pack flag and recite one of the statements below. Upon finishing, each Cub Scout salutes the Pack flag and retires to rear of stage, where a horseshoe is formed.

1st Cub: May I grow in character and ability as I grow in size

2nd Cub: May I be honest with myself and others in what I do and say.

3rd Cub: May I learn and practice my religion.

4th Cub: May I always honor my parents, my elders and my leaders.

5th Cub: May I develop high moral principles and the courage to live my them.

6th Cub: May I strive for healthy in body, mind and spirit.

7th Cub: May I always respect the rights of others.

8th Cub: May I set a good example so that others may enjoy and profit from my company.

9th Cub: May I regard my education as preparation for the future.

(As last Cub Scout finished his lines and completes the horseshoe, all nine boys form Living Circle and repeat the Cub Scout Promise.)

CLOSING:

Growing up is an adventure. Every day bring new and exciting things in our lives. Cub Scouting provides many doorways to adventure for boys as they develop in character, personal fitness and citizenship. as we salute the United States Flag, let's think about all the adventures which are ahead of us, and silently promise to "Do our Best."

OLD GLORY

We all know that our U.S. Flag is a symbol of our country- what it's people stand for and believe in. As we stand and pledge allegiance to our flag, we promise to honor our citizen- ship in the United State of America.

We also have a Pack Flag that should remind us of our membership in the Boy Scouts of America. Several of our boys have shown honor to our Pack Flag, our Pack, and the Boy Scouts of America by working hard to achieve the awards and advancements of the Cub Scout Program this past month. We wish to honor them tonight, at the birthday party of Cub Scout- ing.

(Call the boys and their parents forward)

STUNTS, APPLAUSE AND EVEN A RIDDLE

LEAPING SALT OR THREAD-Put a small amount of salt on the table. Run a comb through your hair. Then hold comb about 1" above the salt. The salt will leap up and stick to the comb. A piece of thread will move in circles when the comb moves.

BRUSH IT OFF-Put a coin in the palm of your open hand and challenge anyone to brush it out with a whisk broom or shoe brush. Practically impossible!

ACROBATIC MATCHBOOK- Using a paper clip and empty matchbook, try to make the matchbook automatically turn crazy somersaults. Open match book and clip onto the striking strip. Close and clip onto the striking strip. Close cover, bend a slightly across the middle. Stand matchbook on end with paperclip up and watch it flip.

IT CAN'T BE DONE-Tell your friends that you can jump backwards farther than they can jump forward, if they do exactly as you do. Prove it by grasping your toes and hopping backward a few inches. When assuming the same position, they find they cannot budge.

CUB: Why don't you join the Cub Scouts?

BOY: I thought about it. Bobcat is okay, I can do it. It wouldn't be so bad as a Wolf. If would be cool to be a Bear and even a Webelos, but my Dad was an Eagle and I don't want to be BALD.

BANQUET GAMES

CUB SCOUT INTELLIGENCE TEST

Hand out copies of the following test to the people attending the banquet. If their answers are correct, they will find an appropriate message.

1. If you ever saw a cow jump over the moon, write V in spaces 14 and 18. If not, write a C in these spaces.
2. If X comes before G in the alphabet, write a Z in spaces 1 and 10. If it comes after G, write and H in these spaces.
3. If 31,467 is more than four dozen, write an I in spaces 7 and 22. If not, do nothing.
4. If you like candy better than mosquitoes, write A in spaces 2 and 23. If not, you'd better see a doctor.
5. If elephants are pink, write the fourth letter of the alphabet in spaces 6 and 16. If not, write the second letter in these spaces.
6. If Shakespeare wrote "Twinkle, Twinkle Little Star", put a Q in spaces 15 and 20. If not, write a U in those spaces.
7. If black and white are opposites, write Y in spaces 5 and 13. If not, write nothing.
8. If 8 quarts make a pint, draw a star in spaces 9 and 21. If not, write a T in those spaces.
9. If blue and gold are the Cub Scout colors, write as S in space 17 and a P in spaces 3 and 4.
10. If summer warmer than winter, put a D in space 11 and an R in space 8.
11. If Cub Scouting comes after Boy Scouting, put a Y in space 19. Otherwise, put an O in that space.
12. If October comes after November, put a B in space 23 and an F in space 24. If not, put an N in space 23 and a G in space 24.
13. If you think this is foolish, read the message you have written.

1 2 3 4 5 6 7 8 9 10 11 12 13
14 15 16 17 18 19 20 21 22 23 24

APPLAUSE

OVEREATER'S APPLAUSE-Looking uncomfortable, rub stomach and say slowly: "I CAN'T BELIEVE I ATE THE WHOOOOOOOOOLLE THING."

FLAPJACK APPLAUSE-Pretend to pry a spatula under a pancake, then throw it up into the air, not your head three times up and down as if watching the pancake flip, and then catch it on the spatula.

NEW PERSON APPLAUSE-Yell-"Welcome ya'll!" three times.

NUTTY APPLAUSE-Have your group yell out "cashew, cashew, cashew" you say "God bless you", or "ga-sun-height!!" This always gets a good laugh.

GRAND SALUTE APPLAUSE-Group stands and salutes the person to be honored and say "WE THINK YOU'RE THE GREATEST!!!"

THE PACK MEET

(Tune-Take Me Out to the Ballgame)

Let's go out to the pack meet,
Let's all join in the fun;
Song and games and lots of joys,
We'll have fun with all of the boys,
So, come on, let's work together
And make cub Scouting a treat
For it's Wolves, Bears, Webelos Scouts
At the old pack meet.

FINEST PACK OF CUB SCOUTS

(Tune: Yellow Rose of Texas)

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

We follow our Akela,
We always do our best;
We work on our 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

THE CUB SCOUT PACK

(Tune-You're A Grand Old Flag)

We're a Cub Scout pack, we're a high flying pack;
Down the trail of Akela we go.
From Wolf to Bear to Webelos.
As into good Cub Scout we grow.
Every Cub is true to the gold and the blue.
And he never forget the fact
That all the fun a boy could want
He can find in a Cub Scout pack.

WE ARE CUB SCOUTS
(Tune: Are You Sleeping?)

We are Cub Scouts*
We are Cub Scouts*
Who are you?
Who are you?
We are (lively) Cub Scouts.
We are (lively) Cub Scouts.
So we see.
So we see.

* (Can be anyone-Den Leaders, Parents, Actors, get the idea?)

The group sings the first and last verses. The boys or a single den signs the second verse, substituting various adjectives for the word in the parenthesis and adding the appropriate actions. Some suggestions and actions are below--use your imagination.

lively-	waving arms or jumping up and down
happy-	making large exaggerated smiles
sleepy-	yawning and stretching
ornery-	making ornery faces and waving arms
excited-	jumping and clapping

O BLUE AND GOLD
(Tune: O Tannenbaum)

Oh blue and gold, oh blue and gold,
You know it stand for truth untold.
Oh blue and gold, oh blue and gold,
The youth that wear it aren't so old.

So carry on your colors bright,
Until the whole world you will light,
Oh blue and gold, Oh blue and gold,
The memories live though we grow old.

BIRTHDAY B.S.A

(Tune: On Top of Old Smokey)

We were all at the banquet
On Blue and Gold day,
The whole family came here
To eat and to play.

Then somebody told me
We're ___ years old.
I could not believe
What I had been told.

They brought out a cake
With candles on top
I counted the candles,
And I didn't stop.
Now how could a Cub Scout
Be are _____?
When I get that old
I won't be a Cub anymore.

Then somebody told me
An astonishing fact''
The Boy Scouts of America
Is older than that.

My den leader told me
That I shouldn't fret,
That's the age of Cub Scouting,
I'm not that old yet.

I'M A LITTLE GROUND HOG

(Tune: I'm a Little Tea Pot)

I'm a little groundhog, short and stout;
February second I will come out!
If I see my shadow, they will shout:
"Six more weeks of winter without a doubt!"

THAT'S WHY WE'RE IN CUB SCOUTING

(Tune: Deep in the Heart of Texas)

The fun things in life,
Our family's delight,
(Clap hands 4 times)
That's why we're in Cub Scouting.

We do our best,
To pass each test,
(Clap hands 4 times)
That's why we're in Cub Scouting.

Just me and my son,
Work, play, and have fun,
(Clap hands 4 times)
That's why we're in Cub Scouting.

We think our pack's great,
We'll keep it first rate,
(Clap hands 4 times)
That's why we're in Cub Scouting

BE KIND TO YOUR CUB SCOUTING FRIENDS

(Tune-Stars & Stripes Forever)

Be kind to your Cub Scouting friends.
That's a pledge from one scout to another.
Be kind to your leaders today,
Cause for helping, they don't get any pay.

Be kind to your neighbors and friends,
'Cause by caring you follow Scouting's letter.
Cub Scouting and friendship are grand.
And as we grow, the world will know,
We've made things better.

PINEWOOD DERBY CAR

(Tune-My Bonnie)

My car is hung up on the race track,
The darn thing won't move up and down
If only I'd followed instructions,
I'd have the best race car in town.

Bring back, Oh bring back,
Oh bring back Pinewood Derby again, again
Bring back, oh bring back,
The race cause next time I'll win.

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THE BIRTHDAY SONG

(Tune: She'll Be Comin' Round the Mountain)

Note: Have the boys and adults stand and sing when there birthday month verse is sung.

It was in a JANUARY long ago,
that the stork delivered me through ice and snow,
And he sighed, "I don't know whether,
it was worth it in this weather,
But he'll make a good Cub Scout
Bye and bye."

FEBRUARY is the birth month of great men,
But the stork took one look at me and then,
He said, as he stood there blinkin'
"This here ain't no future Lincoln,
But he'll make a good Cub Scout
Bye and Bye."

It was MARCH when I first headed toward this shore,
And the wind was blowing sixty miles or more,
And the stork cried, "Holy Moses!
My job ain't no bed of roses,
But he'll make a good Cub Scout
Bye and Bye."

I was born beneath an APRIL thundercloud,
And I heard the poor stork
As he groaned aloud,
"Oh the one and only reason, I am flying in this damp season
Is we'll have a good Cub Scout
Bye and Bye."

It was in the merry, merry month of MAY
When the stork found out he had a stowaway,
They he drooped my, yes, he dropped me,
On my little head he dropped me,
But I'll make a good Cub Scout
Bye and Bye."

You know JUNE is the vacation month that's best,
But I didn't give my private stork no rest,
And he moaned, "I can't help wishin'
That instead, I'd gone a fishin'
But he'll make a good Cub Scout
Bye and Bye."

Oh, the stork almost passed out that hot JULY,
As he lugged me through the burning, scorched sky,
But he gasped, "I ain't no quitter,
I will safely land this critter,
Cause we'll have a good Cub Scout
Buy and Bye."

I was born in sultry AUGUST, hot and dry,
And the poor old stork, that brought me thought he'd fry.
Still he didn't mind the bakin'
For he said, "There's no mistakin'
We will have a good Cub Scout
Bye and Bye."

Twas upon a windy, cold SEPTEMBER day,
The stork brought me and my mother heard him say,
"I'll admit he ain't no beauty
But at least I've done my duty
And he'll make a good Cub Scout
Bye and Bye."

Oh, OCTOBER is the nippy time of year,
And the stork got frost bite when he brought me here,
How his voice shook as he quivered,
"He's the worst that I've delivered,
But he'll make a good Cub Scout
Bye and Bye."

I was born upon a wet NOVEMBER night,
How the stork shook when he got me in the light,
Said "I's like to drown this baby,
But I guess I won't 'cause maybe,
We will have a good Cub Scout
Bye and Bye."

It was in a cold DECEMBER long ago,
And the temperature was sixty-two below,
And the stork cries out "This blizzard
Is a goona freeze my gizzard,
But we'll have a good Cub Scout
Bye and Bye."

ALL:

Now we've gathered
These Cub Scout here tonight
And we're glad to see their faces shining bright.
Think the stork would have a "Mirth day"
He would wish us "Happy Birthday"
And we'll all be good Cub Scout
Yes, we'll Try!

RACE YOUR CAN

(Tune: Row, Row, Row Your Boat)

Race, race, race your can,
Swiftly down the track.
If we don't place first this year
Next year we'll be back.

THE BANQUET

(Tune- On Top of Old Smokey)

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

Cub Scouting's a pleasure,
And eating is too.
So pass the fried chicken,
Hurray, Gold and Blue!

GAMES

DRESSED FOR BLUE AND GOLD

Have the den line up for a relay, each with a suitcase filled with the following clothing: Dad's old hat, trousers, shirt, jacket or overcoat and tie. On signal, the first boy in each den races with the suitcase to the center of the room, dons the clothing, then scrambles back with the suitcase to the starting point. He then takes off the clothing and repacks it in the suitcase. The second boy repeats the performance and so on until all have finished. First den to finish is the winner.

STIR THE SOUP

One boy is chosen to be IT. IT stands in the center of a large circle of boys sitting on chairs, one chair for each boy except IT. IT holds a cane (broomstick, yardstick, umbrella). The boys leave their chairs and gather around IT. They walk around him in a close circle, saying, "Stir the soup! Stir the Soup!"

IT goes through the motions of stirring the soup with the cane. Suddenly, when no one expects it, IT taps the floor three times, drops the cane and runs for a set. This is the signal for the other boys to find a seat. The boy without a chair is the new soup stirrer.

BLUE AND GOLD MINTS

These are edible and very tasty.

Cream together

6 tbsp butter

2 tsp Peppermint or spearmint flavoring

dash of salt

7 tbsp water colored with food coloring

Add 2 lb confectioners sugar, and Blend with a mixer.

Knead with an additional 1 lb confectioners sugar.

Cut or shape mints in mold. Spread on cookie sheet and refrigerate.

HAVE YOU THOUGHT ABOUT DOING BLUE AND GOLD CENTERPIECES OUT OF BREAD DOUGH OR DOUGH ART?

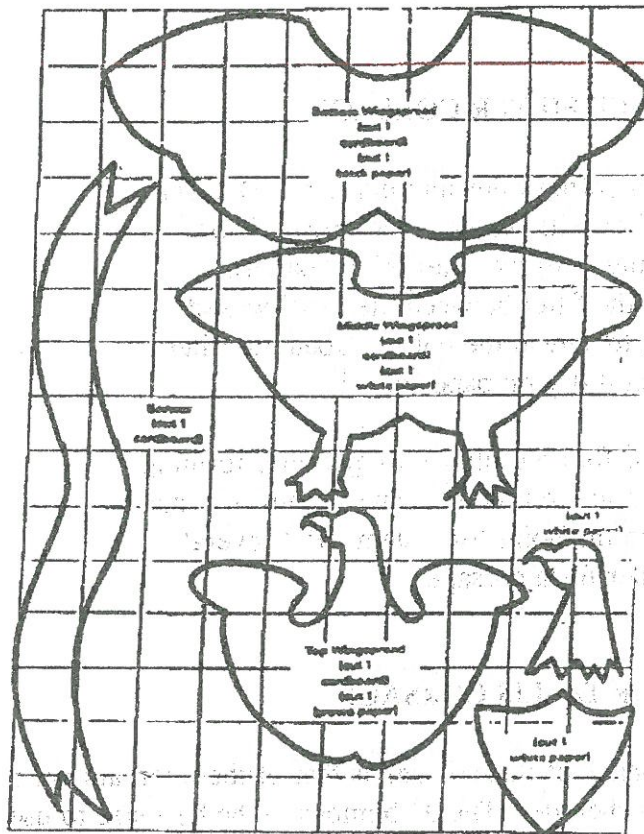
WINGED EAGLE CENTERPIECE

MATERIALS: Colored Poster Board
Corrugated Cardboard
Shirt box

Enlarge the graph to make pattern.
Trace and cut from appropriate colored posterboard. Color the beak on the white eagle head piece yellow, Write "For God and Country" on the banner. Color the striped on the shield red.

To assemble, cut eight 1" x 4" strips of corrugated cardboard.

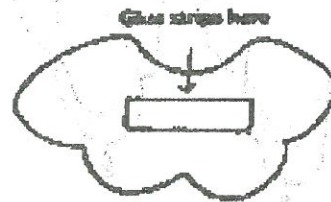
Lay the back wingspread, face up, on a table. Glue 4 strips on top of one another across the middle of the wings as shown:



Glue the middle wingspread to the strips.
Glue 4 more strips, then glue top wingspread to head. Glue banner to eagle's claws and secure with tape at back.

To brace the eagle, cut a 4 1/2" x 9" corrugated cardboard strip. Cover the strip with blue construction paper. Glue one end to back of eagle.

Cover a shirt box with construction paper, or paint it. Place the eagle on top of the box. Tape the bottom of the brace to the box.



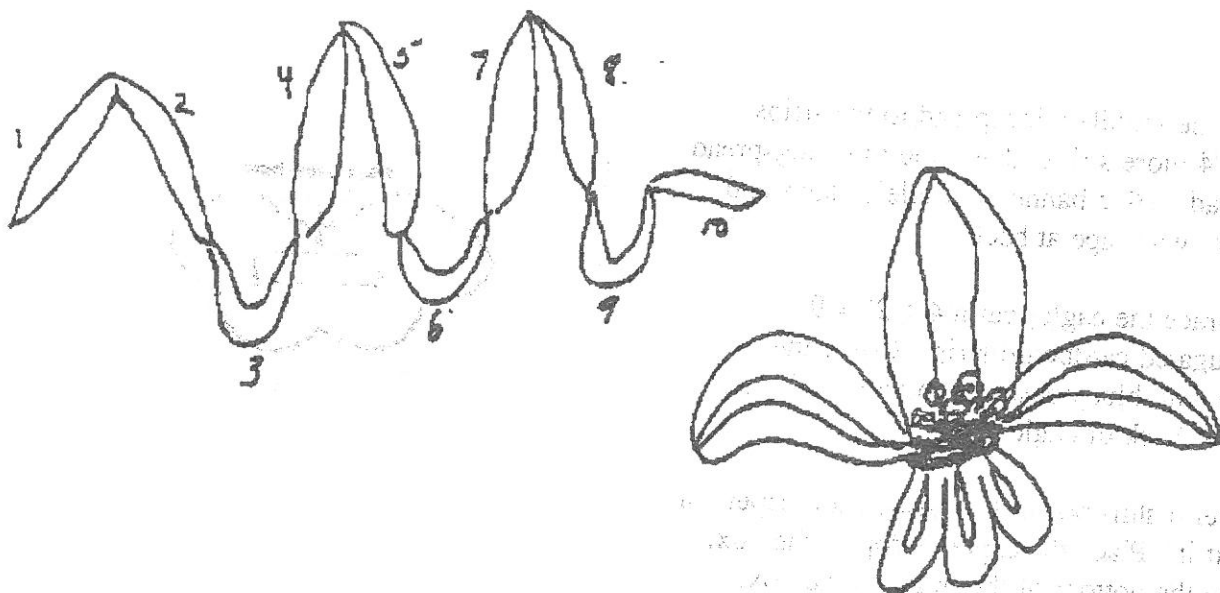
COFFEE FILTER CORSAGE

Fold a coffee filter into quarters. Dampen the filter with water. Add drops of food coloring onto the filter in any pattern. Press the filter between pieces of waxed paper to spread the color. Open the filter and let it dry on paper towels.

Again, fold the filter into quarters, forming a point at the bottom. Twist a pipe cleaner around the point for a stem. Put several together for a corsage.

FLEUR-DE-LIS CORSAGE

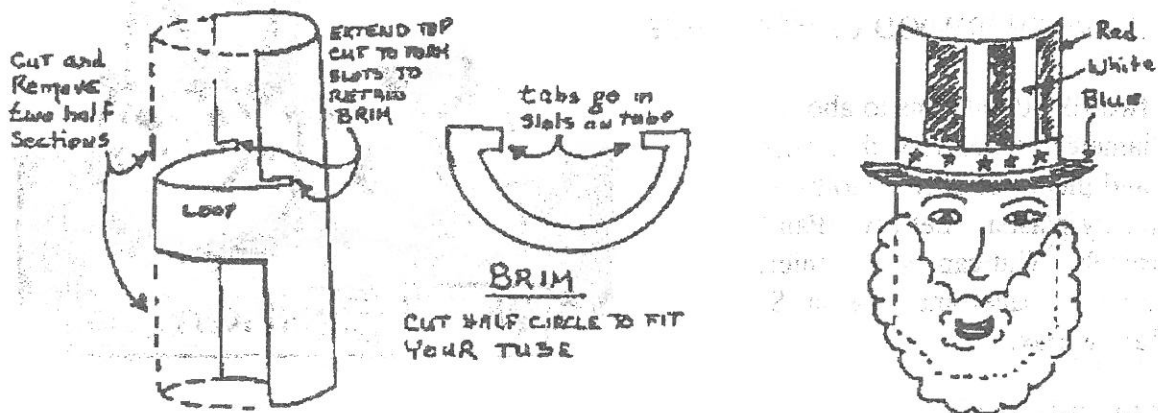
The shape of this corsage is that of the international Scouting emblem and is made from blue bump chenille. The 3" bumps are the best size to use. One corsage uses 10 bumps. Follow the diagram below using the 10th bump to wrap around-holding the 9 in position. Work with the bumps to get the desired shape. Use an artificial flower or yellow ribbon behind the 10th to really spice it up.



UNCLE SAM TIE SLIDE

- MATERIALS:** Length of tubing 2 1/4" long
(pvc, toothpaste pump, cardboard)
- Cotton
Glue
Sharpie markers, or paint markers

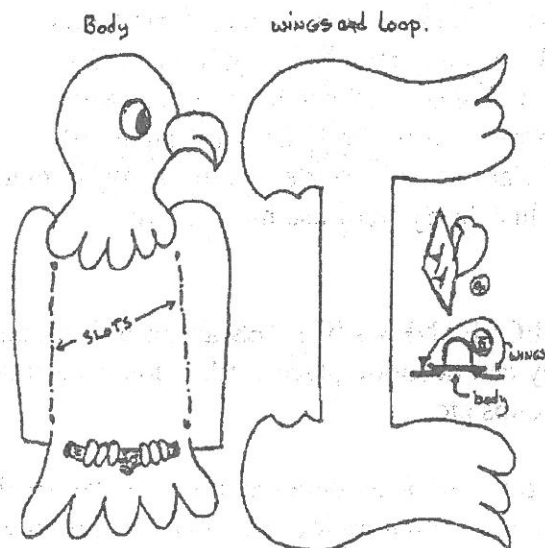
1. Cut tube as shown by dotted lines
2. Cut out hat brim (cardboard or light plastic) size to fit your tube.
3. Snap brim into place and glue on
4. Paint to decorate hat and face features
5. Glue on cotton beard
6. Use stick on gold stars on hat



EAGLE TIE SLIDE

- MATERIALS:** Leather, card stock, soft plastic

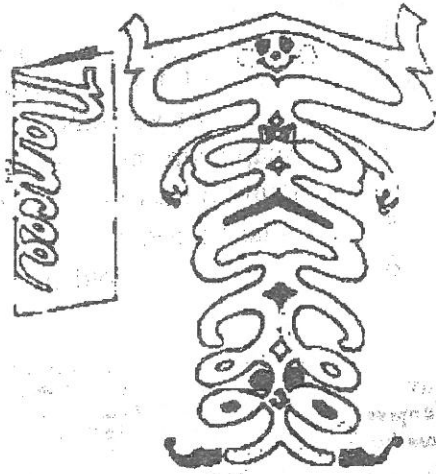
1. Trace and cut out the two parts
2. Color or draw in details with markers
3. Cut slots (dotted lines) Start the slot at the top (near neck) and cut it as short as will allow assembly.
4. Start with the wing tips and slide or roll the wings through the slots from the rear.
5. Straighten wings and align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



NAME DESIGNS

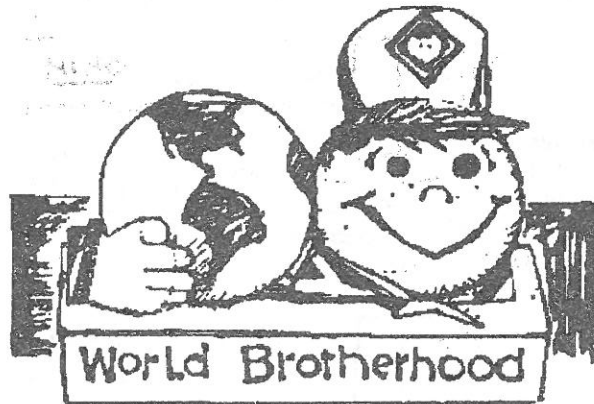
MATERIALS: Construction paper 9" x 12"
Glue, scissors, pencil
Crayons

1. Fold paper lengthwise and write your name on it
2. Write your name a couple of time to make the lines thick enough.
3. Cut on both sides of the crayoned line making sure the name is held together on the fold.
4. Glue the name on a sheet of contrasting colored paper.



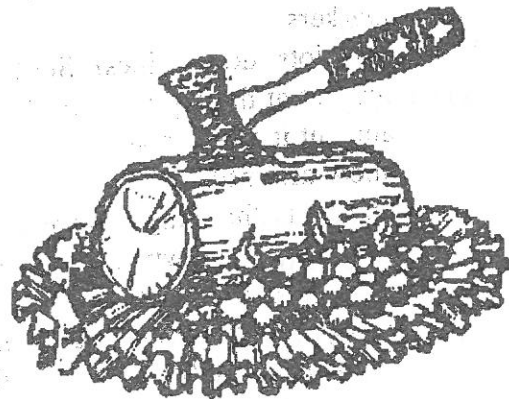
WORLD BROTHERHOOD CENTERPIECE

Inflate two round balloons to about 9" in diameter. Overlay with papier-mache and pieces of cheese cloth set with creamy plaster. Let dry. Paint appropriately. Cut cap, neckerchief, and hand from paper and glue on. Set on a shallow box.



LOG CENTERPIECE

Log is a round cereal box covered with brown crepe paper to simulate bark. Paint ends yellow and add thin brown lines to make it look authentic. Cut hatchet from heavy cardboard and paint red, white, and blue. Set the log on a cardboard oval trimmed with red, white and blue crepe paper. If you want to add cherries--(George Washington and his cherry tree) use hard candy.

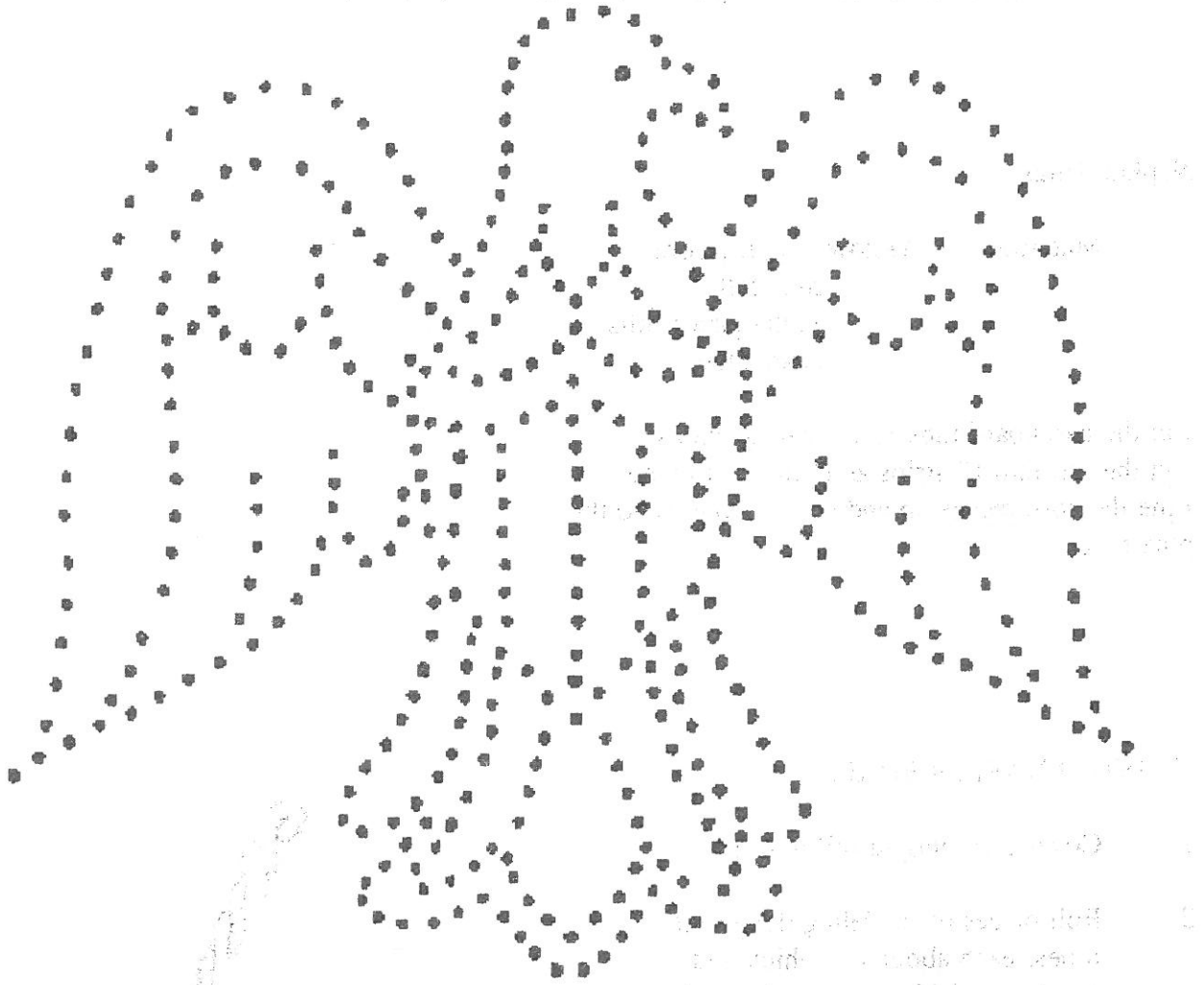


PIPECLEANER FIGURES-are useful in many ways. They can decorate place cards, table decorations, nut cups etc.

Yellow cellophane wrapped lollipop can be the start for a Cub Scout Favor. Cut a cap from blue paper, A scarf from yellow, and draw on facial figures. Put in a styrofoam or wood base to hold it up.

TIN PUNCH EAGLE

Tape this pattern to aluminum flashing, cooper, or any metal you have available. (You may use a solid faced can and make a lantern also) Punch out on the dots, frame or use as a decoration for blue and gold banquet.



BIRTHDAY CAKE CENTERPIECE

MATERIALS: Shoe box
Construction paper
Yarn
Dowels
Cub Scout stickers



Cover shoe box with construction paper and decorate like a birthday cake. Use yarn around edges. Write Happy Birthday on the cake and use dowels for candles. Finish by putting Cub Scout stickers around the sides for decorations.

BIRTHDAY CAKE CENTERPIECE

A large round ice cream carton is used as the base for the cake. Place it upside down on a large piece of round cardboard which serves as the plate. Mix patching plaster to the consistency of icing and frost the "cake". Decorate with candy cake decorations. Add a paper silhouette for Cub Scout.

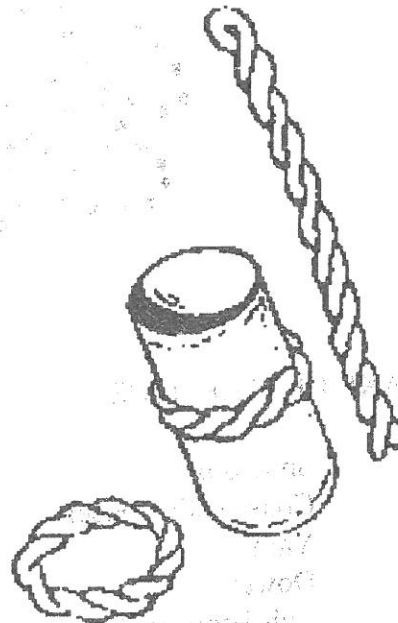
Napkin Rings

Materials: Yellow popping corn
Blue felt
Toilet paper rolls
Craft glue

Cut the cardboard tube in 1" wide sections.
Cut the felt into 1" strips and glue on to tubes
Line the corn pieces up and glue in rows onto the blue tube.

TWISTED NAPKIN RINGS

1. Cover a cardboard roll with foil.
2. Roll pieces of modeling dough into ropes, each about 1/4" thick and 12" long. fold each rope in hand and twist.
3. Wrap the twist around the foil covered tube, dab the ends of the twisted ring with water, and press to seal.
4. Bake or let dry, depending on type of clay used.
5. When dry, slip rings off tube. Give napkin rings a coat of clear shellac or varnish or paint a bright color.



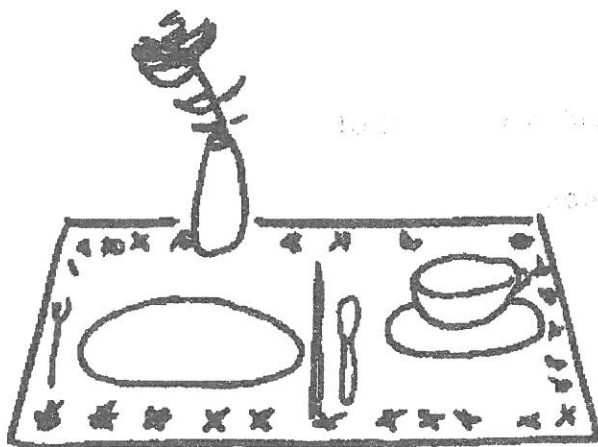
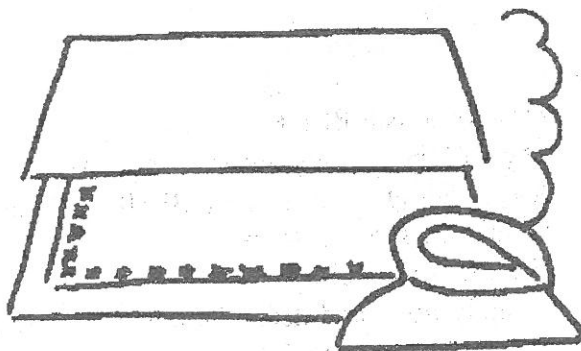
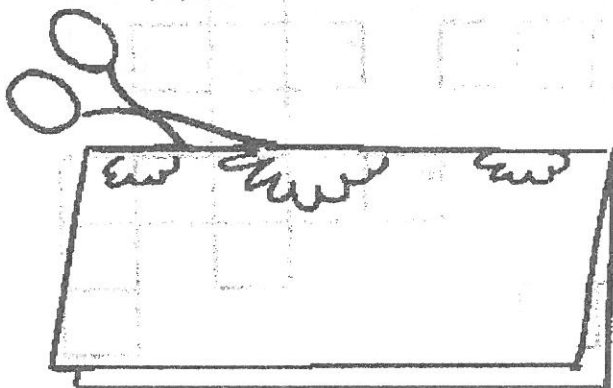
PLACE MATS

MATERIALS: Colored tissue paper
Colored construction paper
Waxed paper

Fold a piece of 12 x 15 tissue paper or construction paper several times (in quarters, eighths) Cut out a series of designs, such as diamonds, trees, large flower, scallop the edge. Experiment to achieve different effects.

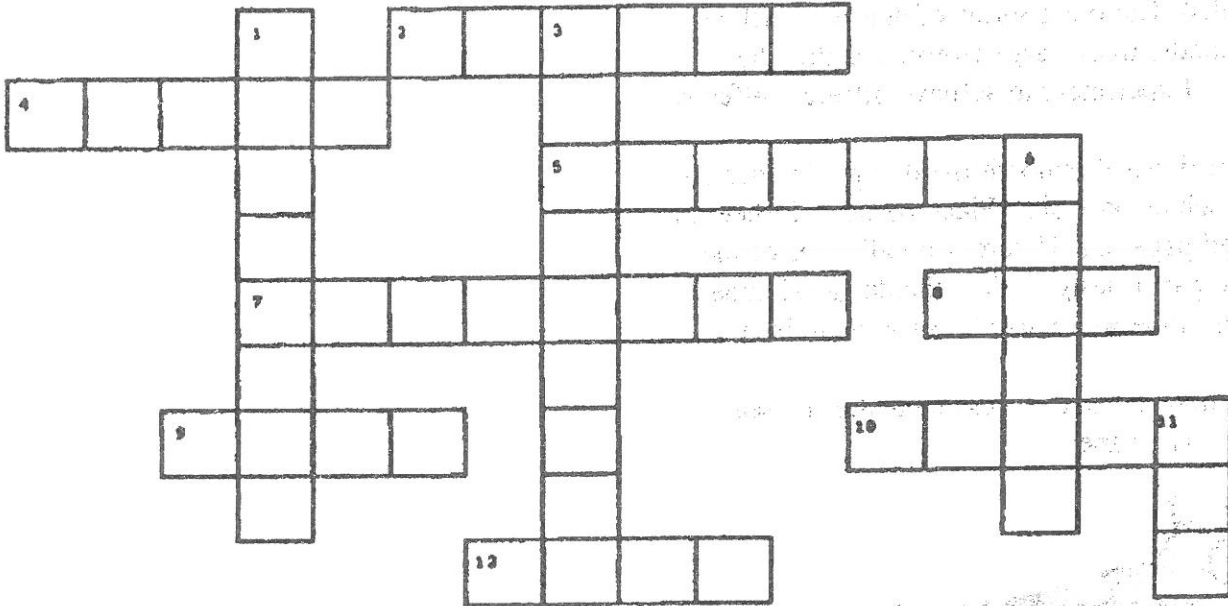
When finished, smooth the designed paper out as much as possible. Place between 2 sheet of waxed paper cut 1" larger on all sides of the tissue paper design. Seal the designed paper between the wax paper sheet with an iron.

The more cut out spaces-the better the seal of the wax paper.



BLUE AND GOLD PLACEMAT PUZZLE

Here's an idea for an interesting placemat design. Put a crossword puzzle on it with a few picture decorations to liven it up.

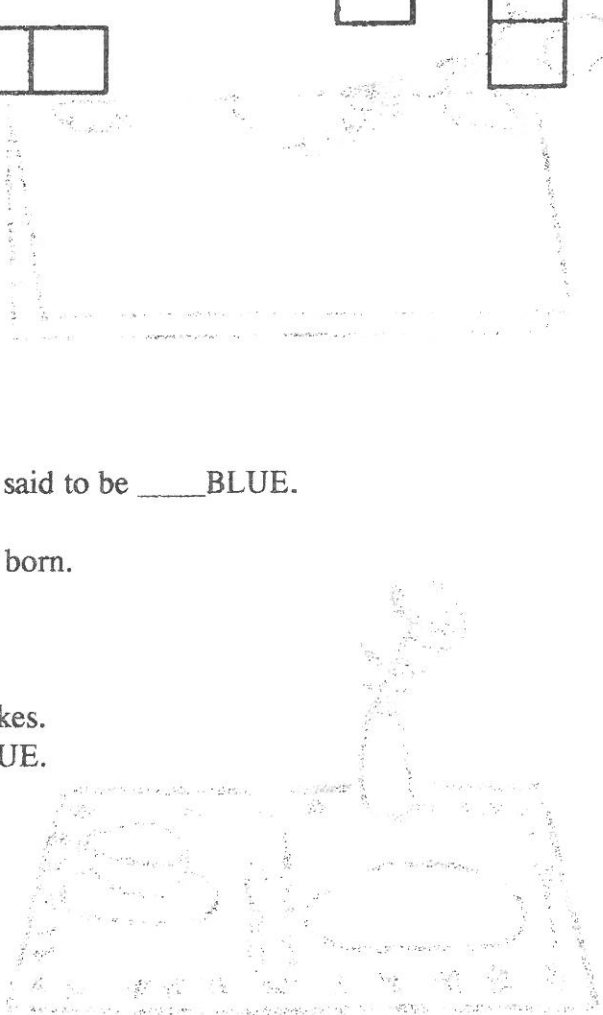


Across:

2. First prize is a BLUE _____.
4. The BLUE _____ is a giant sea mammal.
5. A Cub Scout's _____ is navy BLUE.
7. Small bell-shaped flower.
8. Used in a fountain pen.
9. A really good and dependable Cub Scout is said to be _____ BLUE.
10. Denim pants are BLUE _____.
12. Many babies have BLUE _____ when they are born.

DOWN:

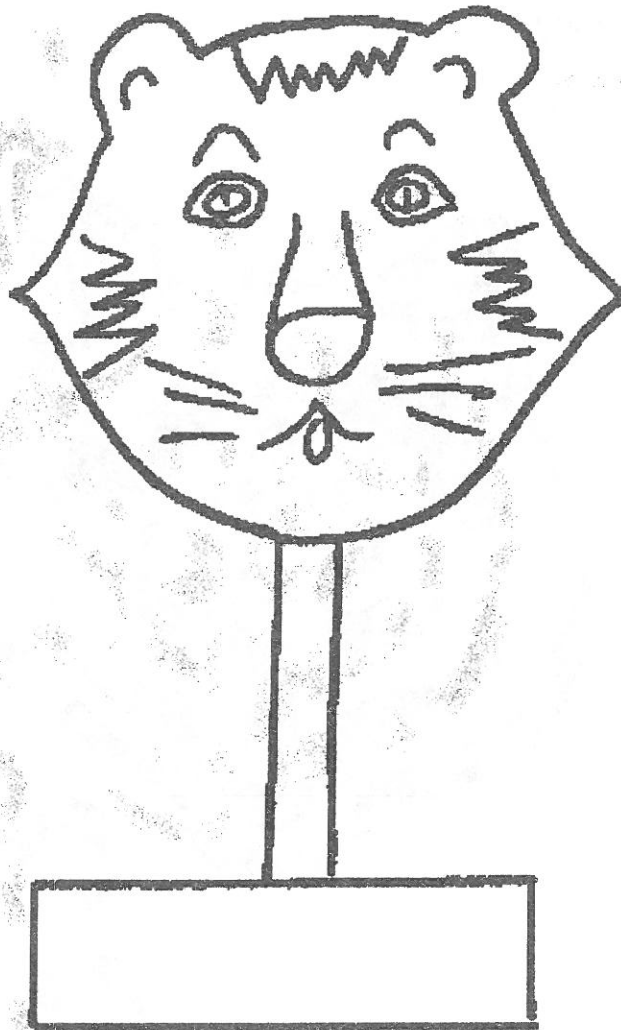
1. A bird which has BLUE feathers.
3. Small fruit used to make muffins and pancakes.
6. The day of the week which is said to be BLUE.
11. There isn't a cloud in the _____.



PLACE MATS

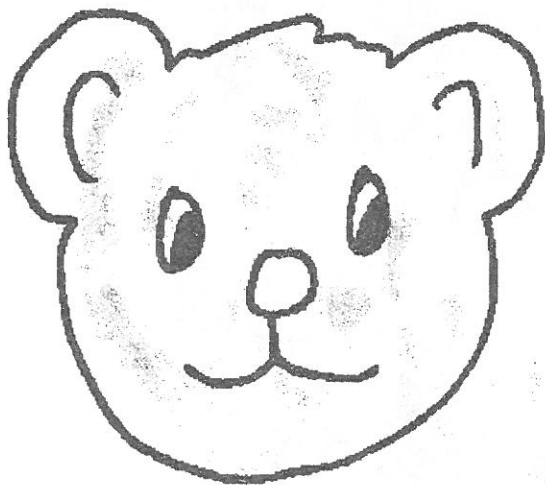
MATERIALS: 14" x 12" sheet of yellow construction paper
8 1/2" x 11" sheet of blue construction paper
7" x 9 1/2" sheet of yellow construction paper
Blue marker or ink pen

Glue the three pieces of construction paper together, centering the smallest yellow on blue, then that on large yellow paper. Write the names of the boys on the outside yellow perimeter. Write the Cub Scout Promise on the center



PLACE CARDS

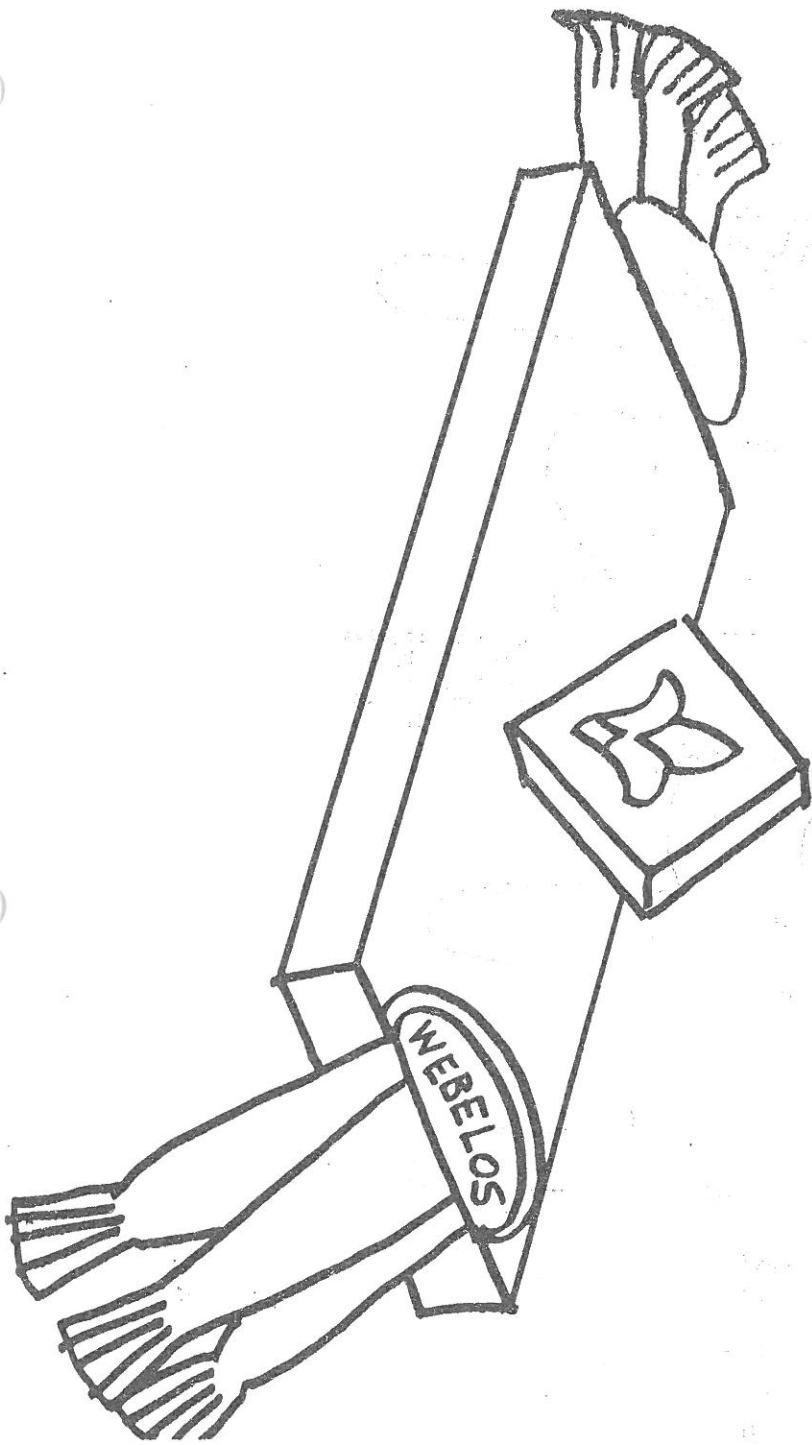
Cut out of wood or heavy cardboard.
Attach to a wooden dowel that has
been glued to a wooden base.
Write name on the wooden base.



PLACE MAT STENCILS

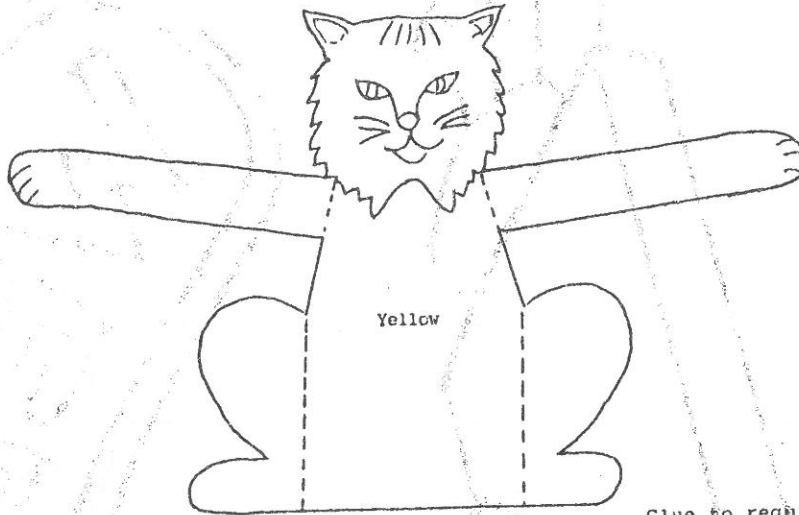
Cut Stencils from cardboard from the patterns below. Have the boys color them in on blue or gold construction paper with felt pens or crayons. (You could also do this with a splatter paint technique using toothbrushes and a popsicle stick)





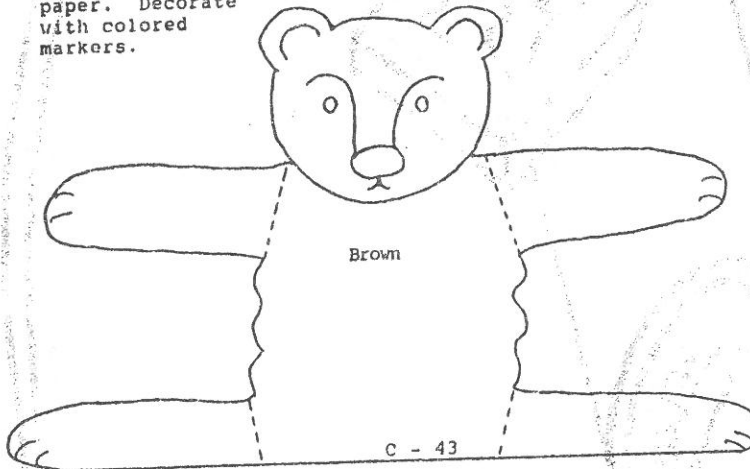
WEBELOS

Bobcat, Wolf and Bear Nutcups

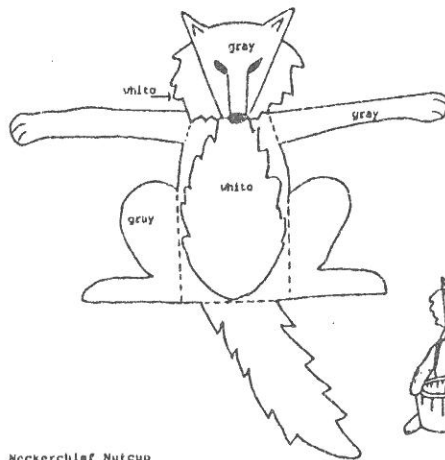


Cut animals on this and the following page from construction paper. Decorate with colored markers.

Glue to regular nut cups by folding arms and legs on the dotted lines.



c - 43



Neckerchief Nutcup

Cut a triangle from yellow construction paper or crepe paper. Make the base $3\frac{1}{2}$ " across and the sides 6". Add detail with felt-tip pen or paint. Roll the edge as you would a real neckerchief.

Bring the two ends together at the point where the tie slide usually goes. Staple there. Bend up the points so the neckerchief will stand up. Set a regular nutcup inside.

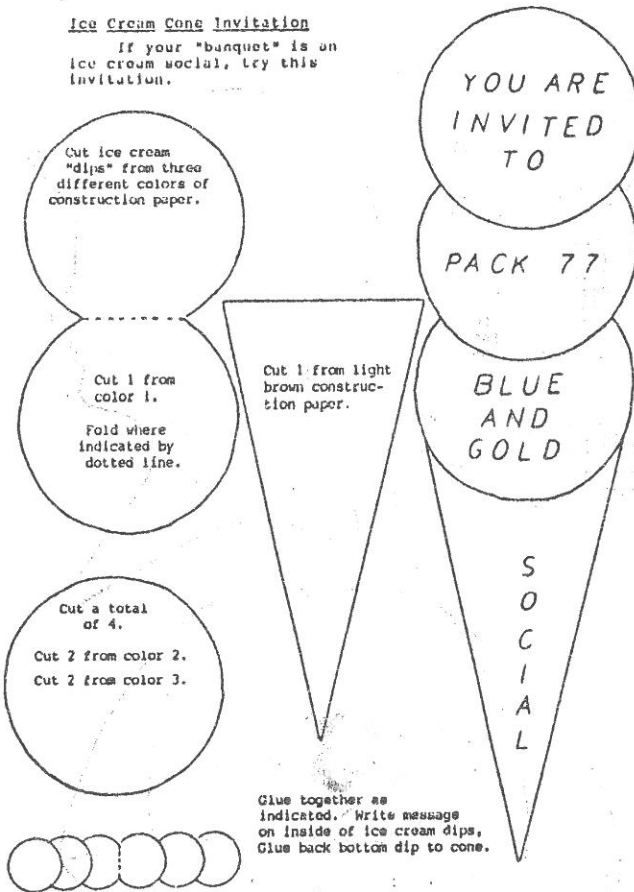


Scout Simplicity

Carry out your theme simply by making small representations of your Blue and Gold emblems and pasting them to the side of a regular nut cup. Have the top of your design extend slightly

Ice Cream Cone Invitation

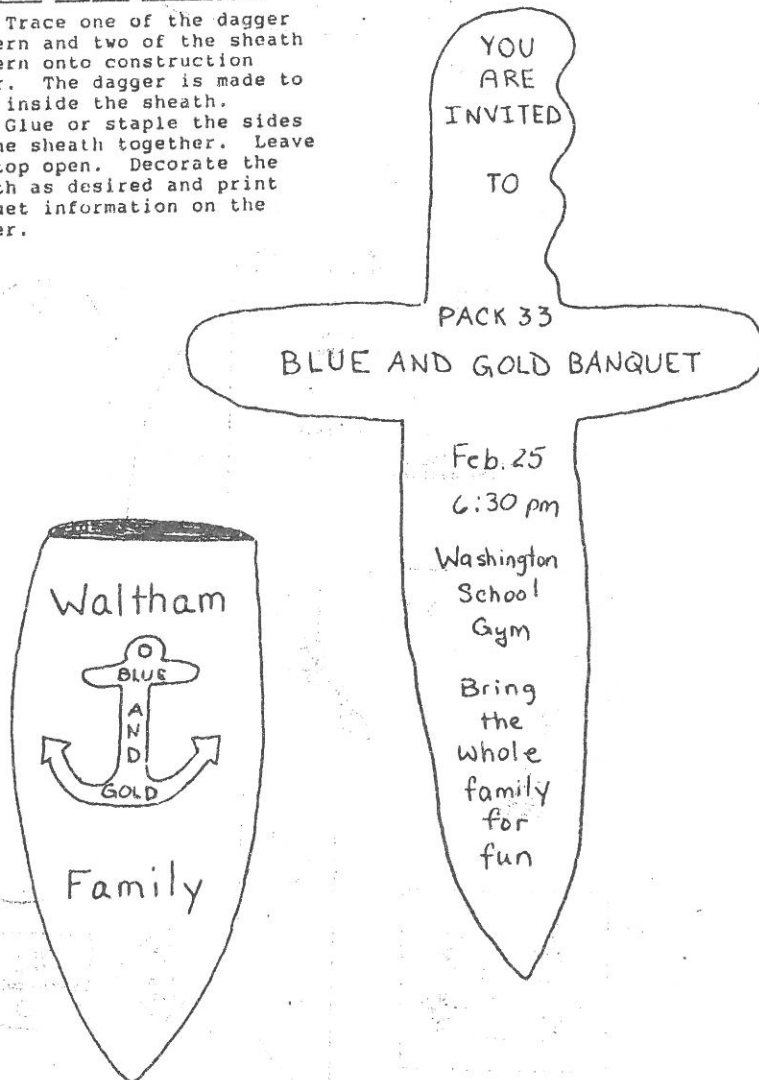
If your "banquet" is an ice cream social, try this invitation.



Pirate's Dagger Invitation

Trace one of the dagger pattern and two of the sheath pattern onto construction paper. The dagger is made to slip inside the sheath.

Glue or staple the sides of the sheath together. Leave the top open. Decorate the sheath as desired and print banquet information on the dagger.



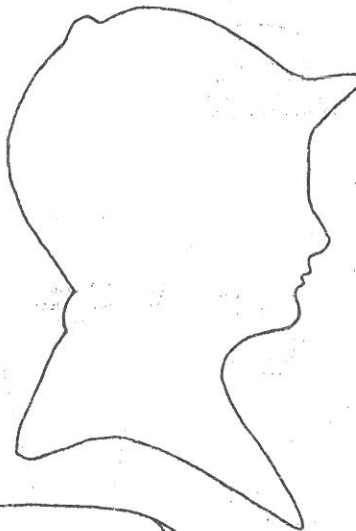
CRAFTS

BANQUET INVITATIONS

Use a design that follows a Scouting theme or the theme of your banquet. Include the following information:

- Date
- Time
- Place
- Cost (if any)
- What to bring
- Table service
- Potluck dish
- R.S.V.P. number

Place both of these designs on the fold of a piece of construction paper. Add needed information inside.

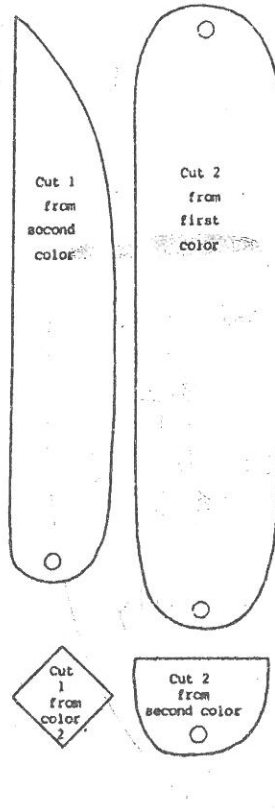
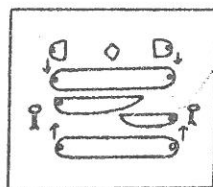
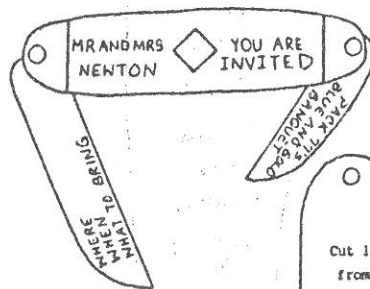


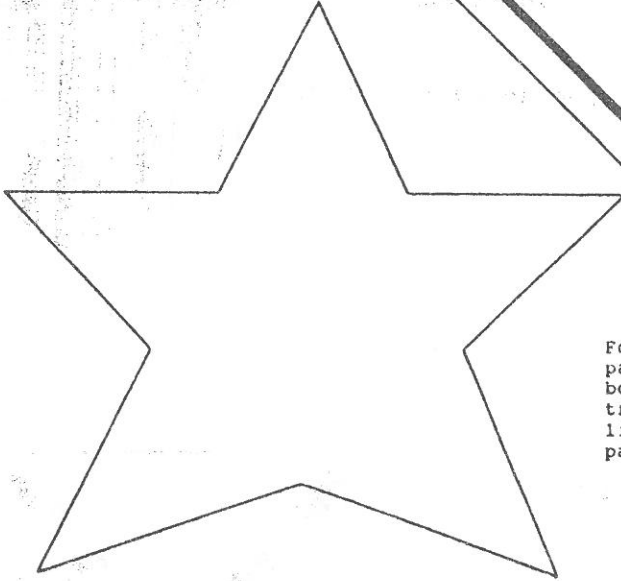
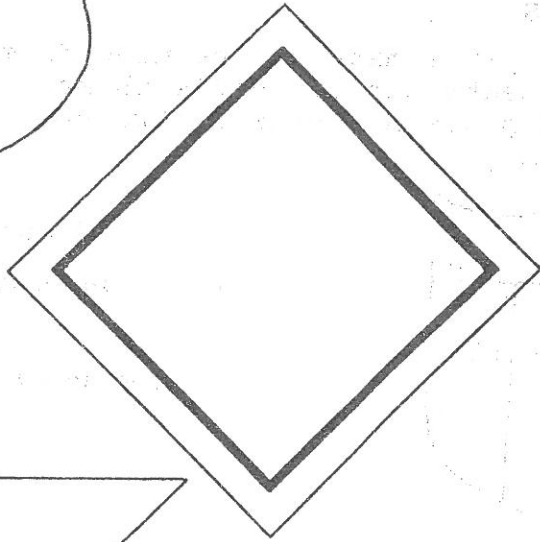
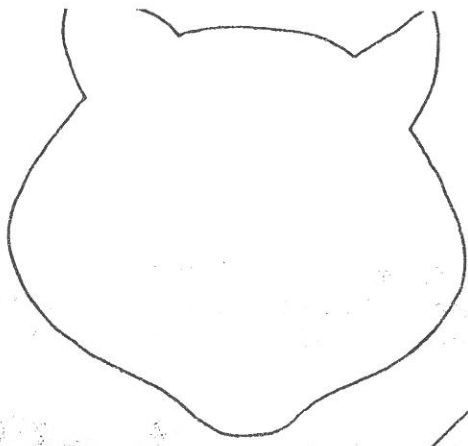
Cub Scout Pocket Knife Invitation

Materials Needed:

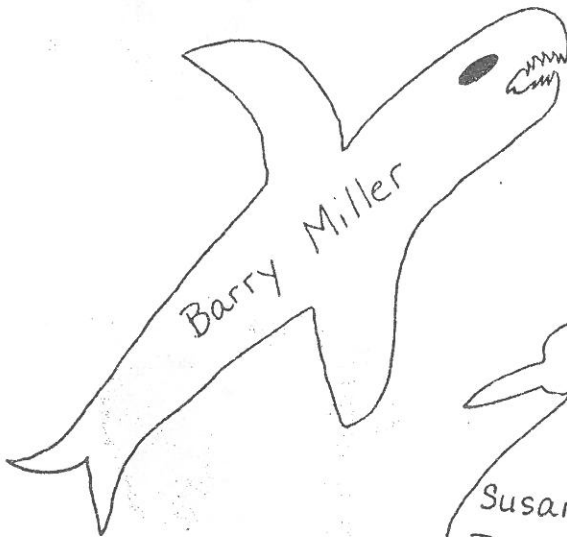
- Construction paper (2 colors)
- 2 3/4" paper fasteners (brads)
- Scissors
- Fine line felt marker

1. Cut out pattern pieces from construction paper.
2. Glue emblem on the front. (You may want to put your den number in it.)
3. Join together with brads.
4. Use marking pen to write in the details.



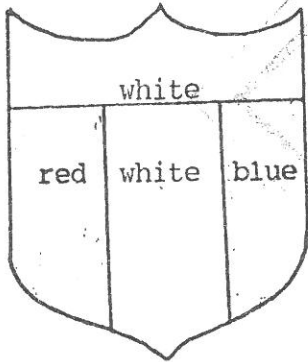


For best results, cut patterns out of poster board and have Cubs trace around them on light-colored construction paper.

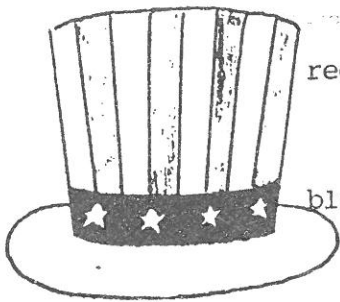


PLACE MATS

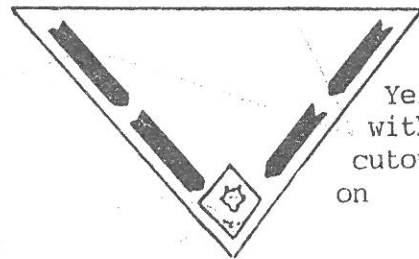
Most place mats can be made from colored construction paper to complement your banquet's theme. For extra durability, sandwich your place mat between two sheets of clear contact paper.



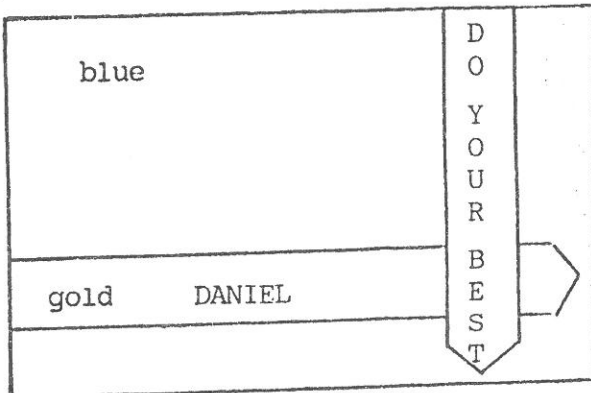
blue background
large gummed stars
red and white stripes



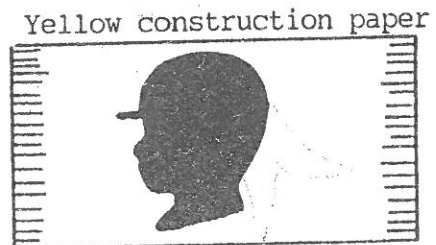
red and white stripes
blue band with white stars
red brim



Yellow paper with blue cutouts glued on



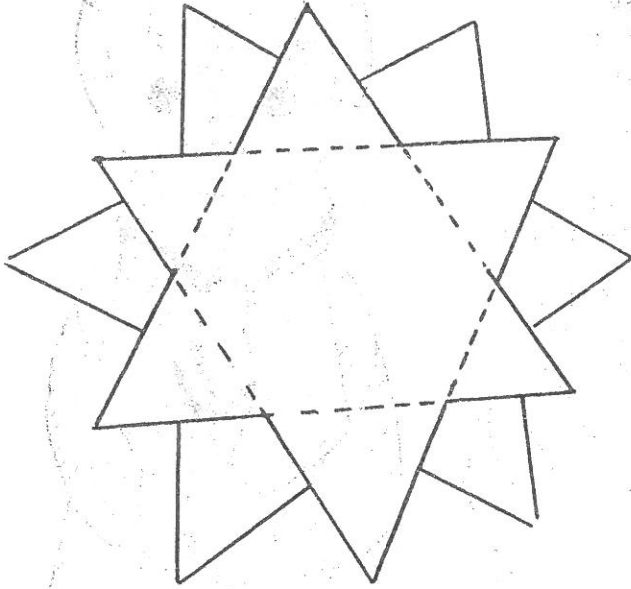
fringe ends



Yellow construction paper

Blue silhouette cut from construction paper and glued on

NUTCUPS



Star Nutcup

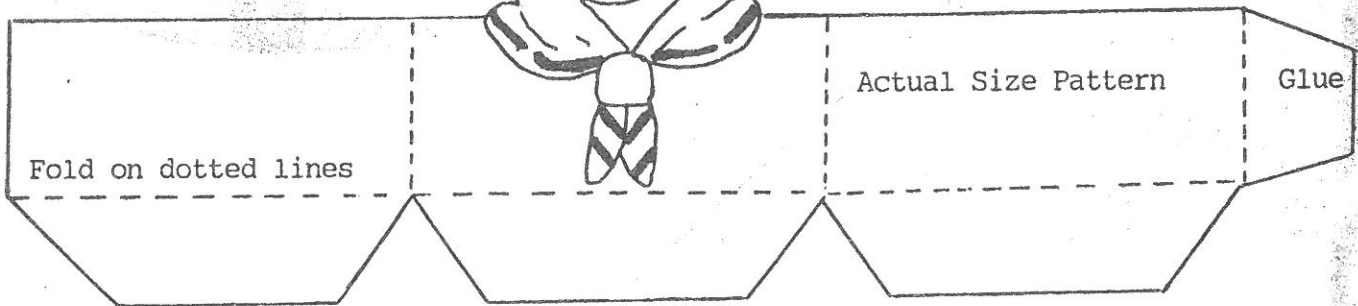
Cut the bottom star from blue construction paper. Cut the top star from gold construction paper. Glue together. Fold up on dotted lines.

Yellow for Cubs
Light blue for Webelos
Dark Blue



Cub Scout Nutcup

Trace pattern onto construction paper and cut out. Fold lower tabs under and fold on upright dotted lines to form a three-sided cup. Glue all edges together.



Cardboard Roll Nutcups

Start with a 2" to 2½" section of a cardboard roll and then use your imagination. Paint or cover with paper. Add streamers or stickers or crepe paper ruffles. Add a circle of cardboard to make a hat brim. Use a longer section of roll to make an Indian totem pole.

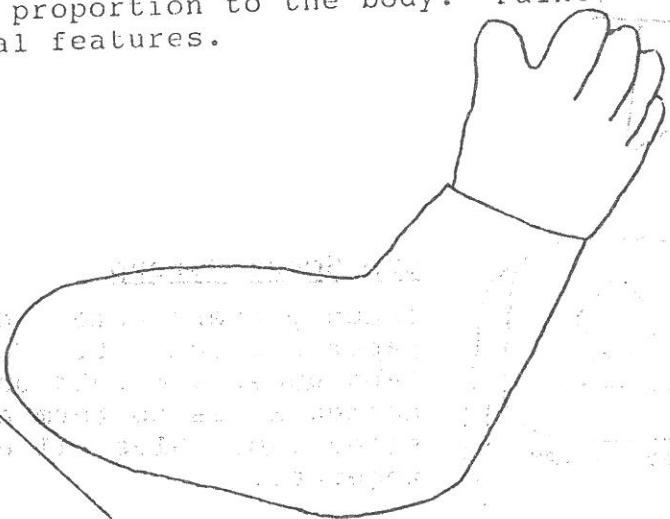
Cardboard rolls make good napkin rings, too.

Cub Scout Centerpiece

Use a large commercial thread cone or styrofoam cone. Paint this dark blue. Paint a black triangle in front and back to represent the separation between pant legs.

Cut two arms from lightweight cardboard, using the pattern below. Paint these dark blue, except for the hands. Glue or pin the arms to the cone in the proper position.

Use a wooden, rubber or styrofoam ball for the head. Make sure it is in correct proportion to the body. Paint on facial features.



NECKERCHIEF PATTERN

Cut neckerchief from yellow cloth and use blue liquid embroidery pen or permanent marker to add trim

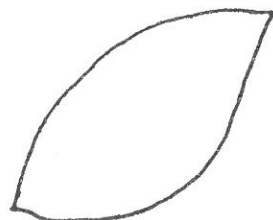
Tie neckerchief around neck and use a bead for a neckerchief slide.



BOBCAT PLACEMAT

$\frac{1}{2}$ Pattern

Place on Fold



Cut from yellow construction or
mat paper.

Eye may be cut out or colored in.

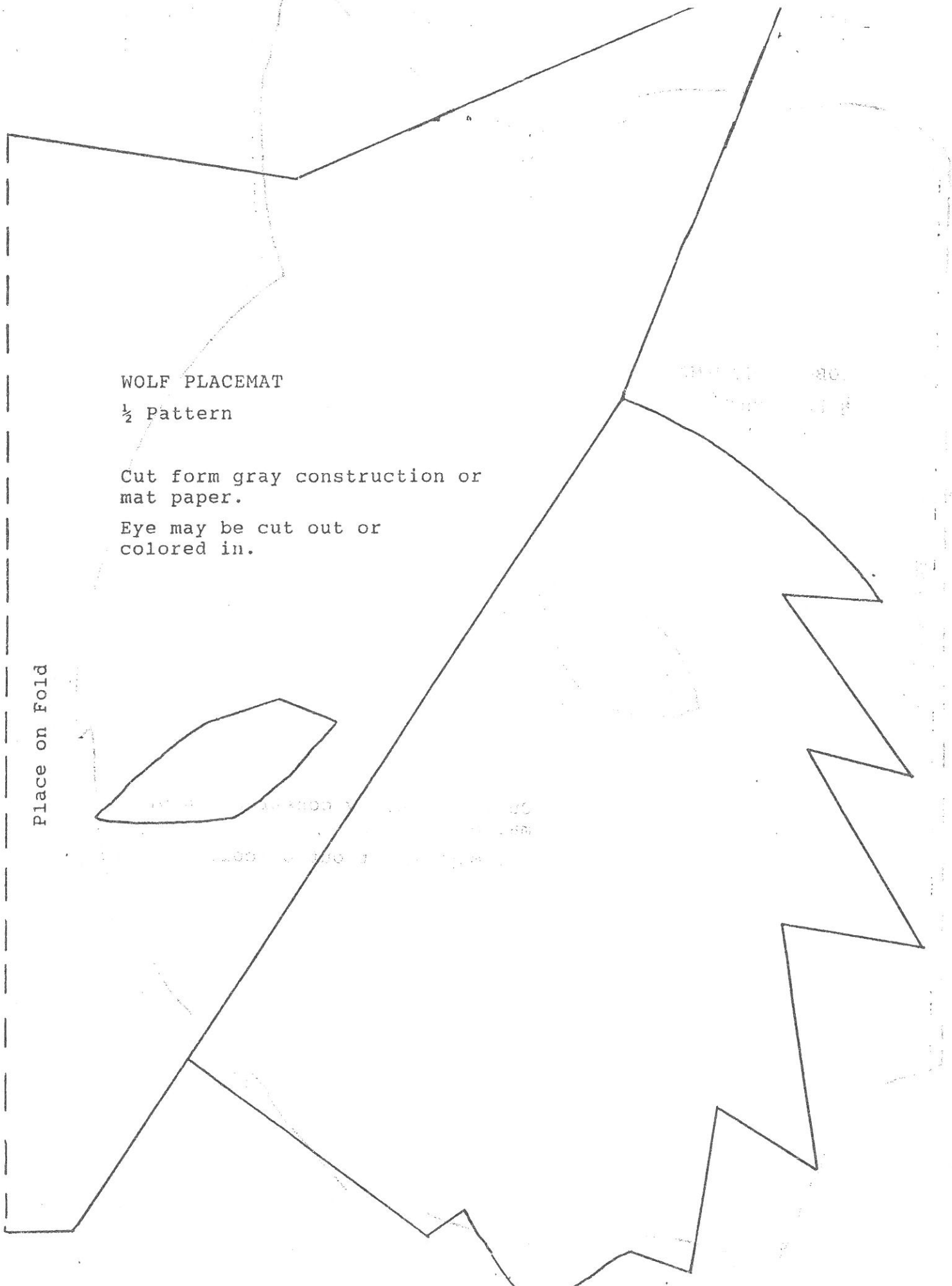
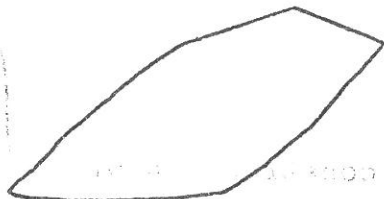
WOLF PLACEMAT

½ Pattern

Cut form gray construction or
mat paper.

Eye may be cut out or
colored in.

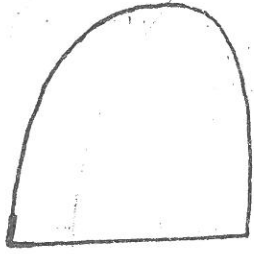
Place on Fold



the end of the line
is the end of the line
the pattern of the
left out of the line
each one of these

BEAR PLACEMENT
1/2 Pattern

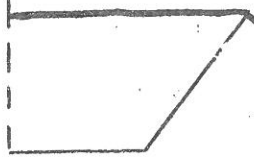
Place on Foil



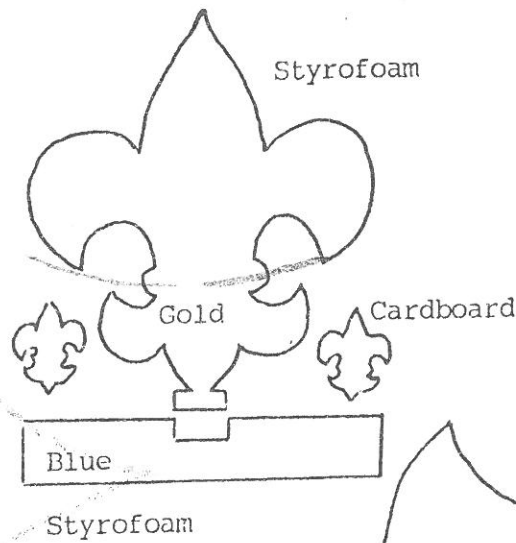
Cut from brown construction or
mat paper.

Eye can be cut out or colored
black.

Nose is black.



Fleur-De-Lis Centerpiece



The small fleur-de-lis are cut from the pattern on the left out of cardboard. Glue these on toothpicks to insert in the styrofoam base.

Additional fleur-de-lis can be cut for place cards. Insert these in small styrofoam pieces and write guests' names on them.

Upper
Quarter
Pattern

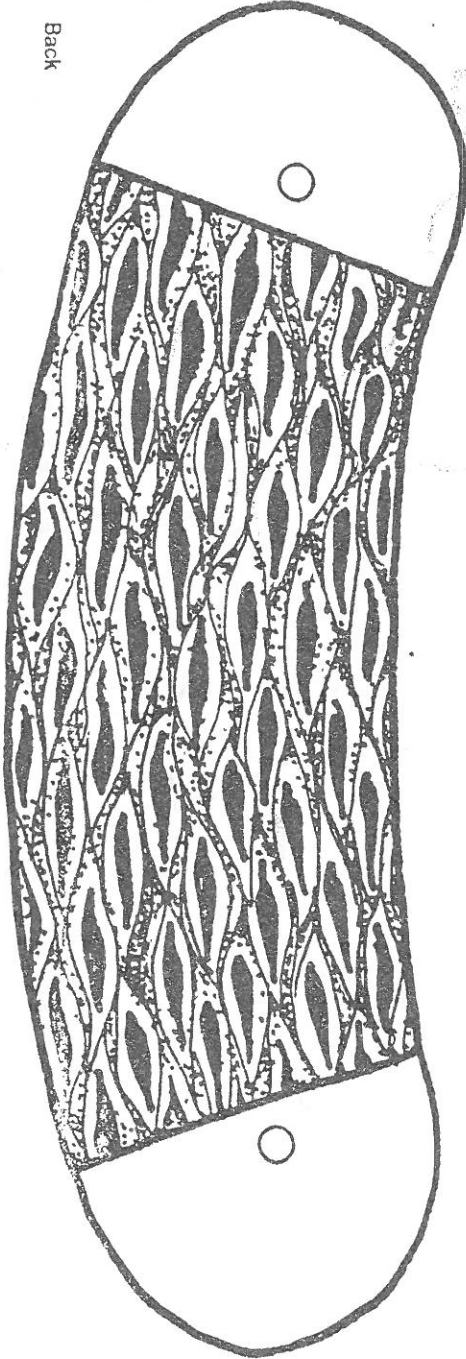
Lower
Quarter
Pattern

Cut out two large pattern pieces and tape them together. Place them on the fold of a sheet of newspaper and cut the full pattern from the newspaper.

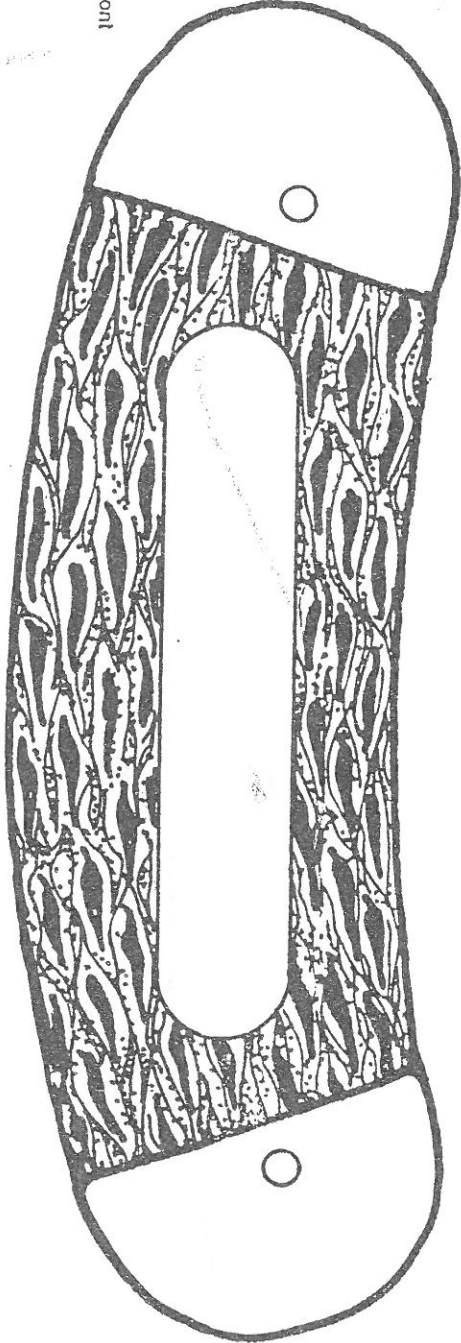
Lay the pattern on a thin sheet of styrofoam and cut with a styrofoam cutter or serrated knife. Spray paint gold with styrofoam paint.

The base is a rectangular piece of styrofoam spray-painted blue.

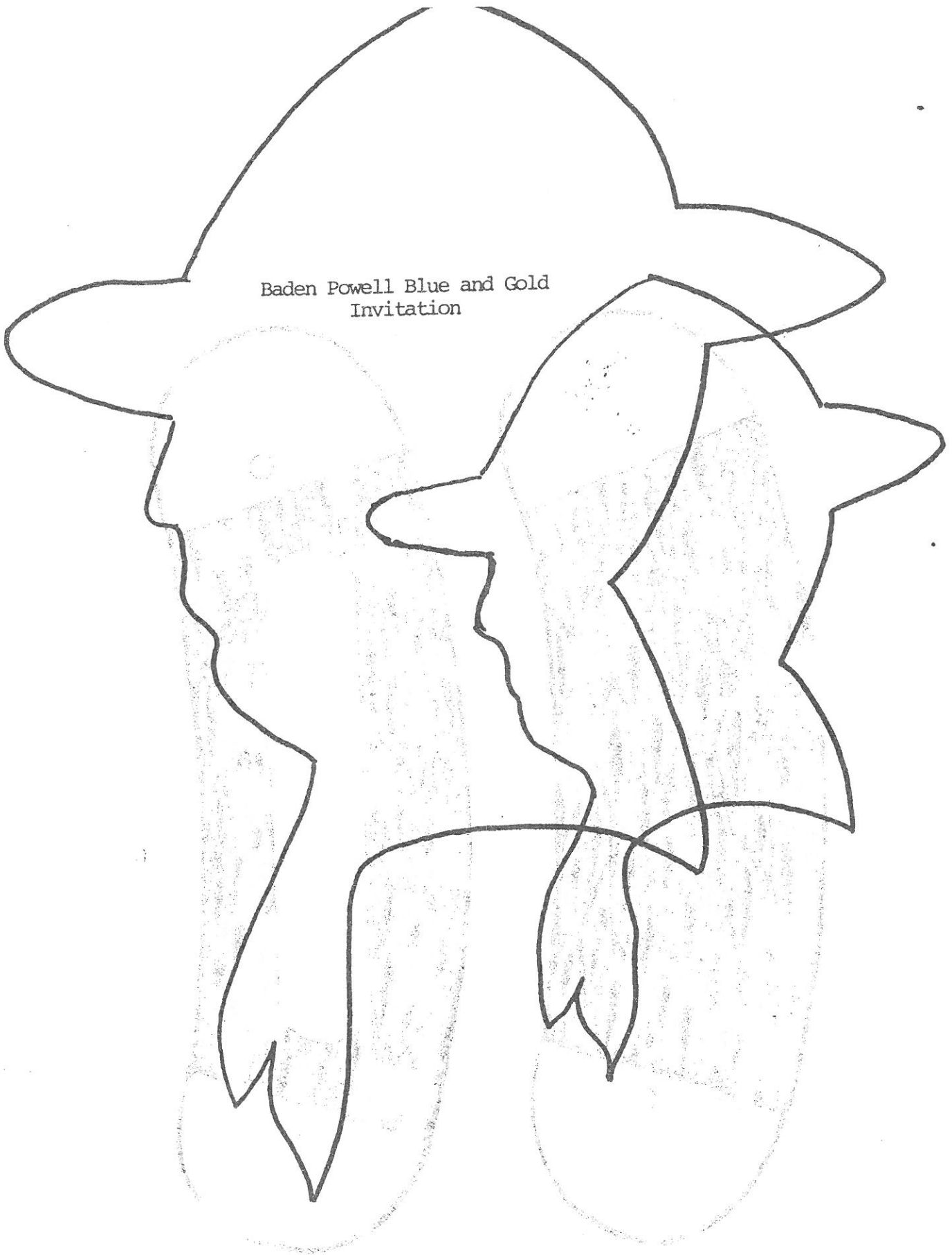
Back



Front



Baden Powell Blue and Gold
Invitation

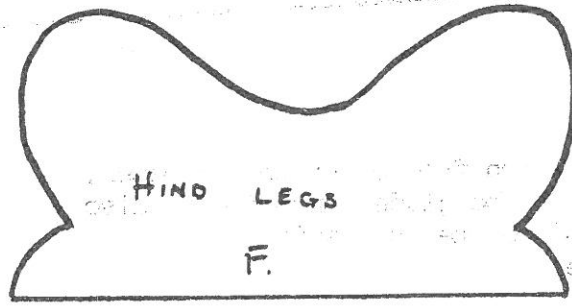
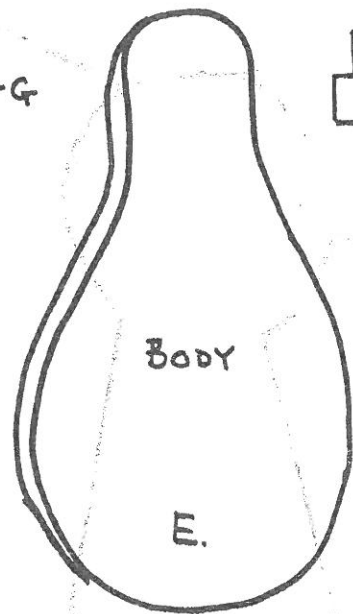
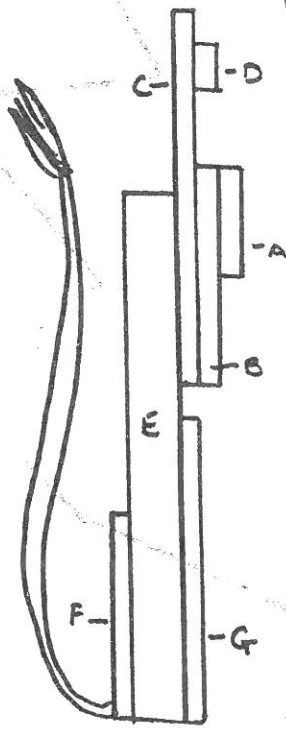
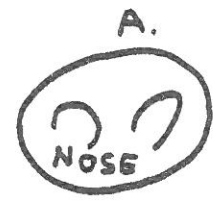
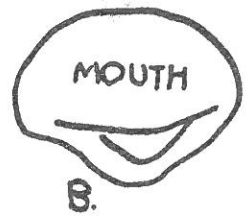
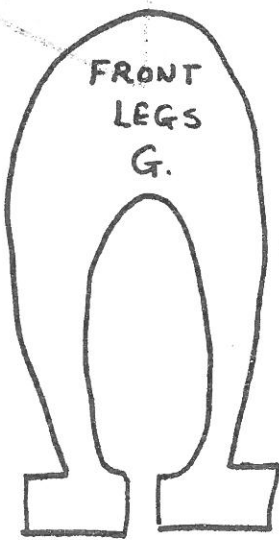




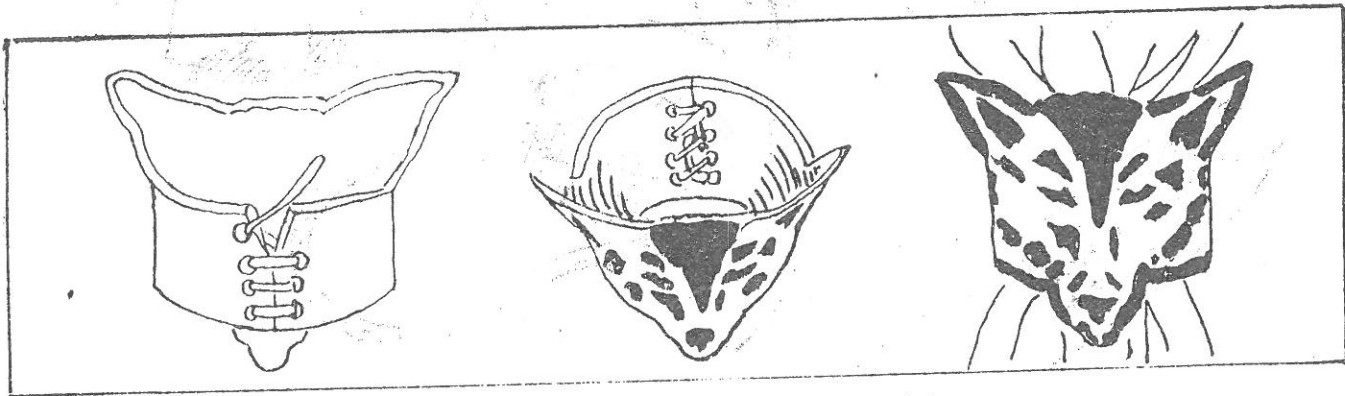
INDIAN HEAD DRESS INVITATION

Cut invitation from construction paper.
Feathers may be glued onto front, also
a headband. Write invitation on the
back side.

Use pattern as place cards,
 hanging ornament, or wooden
 cut out for a den doodle.
 Use your imagination
 for the possibilities



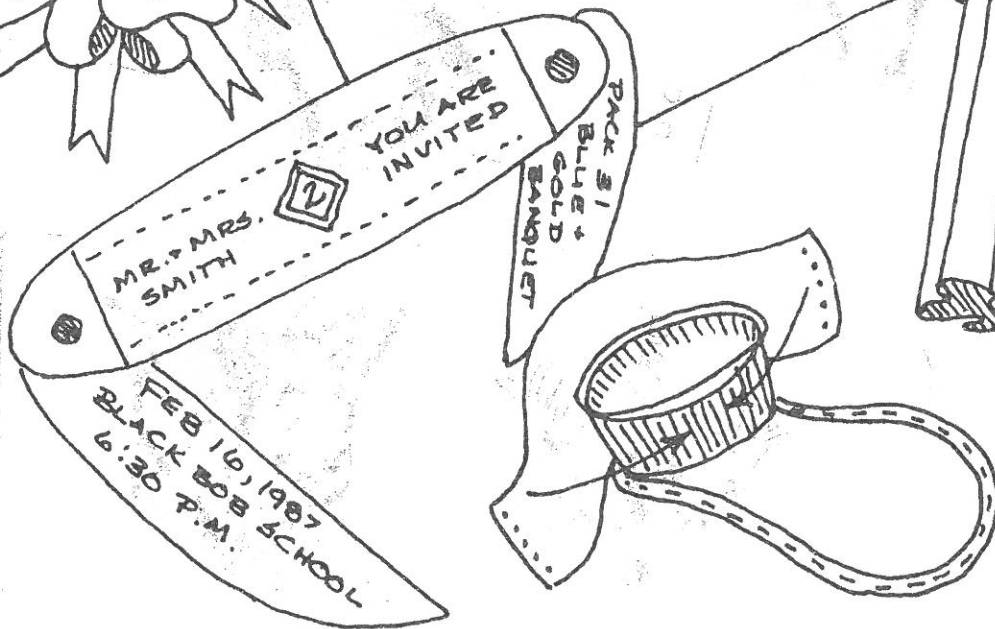
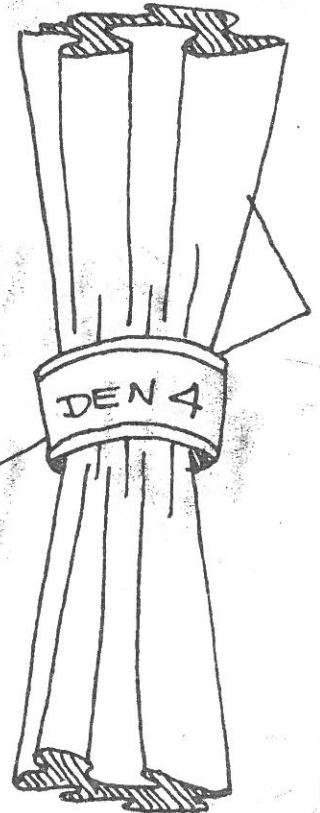
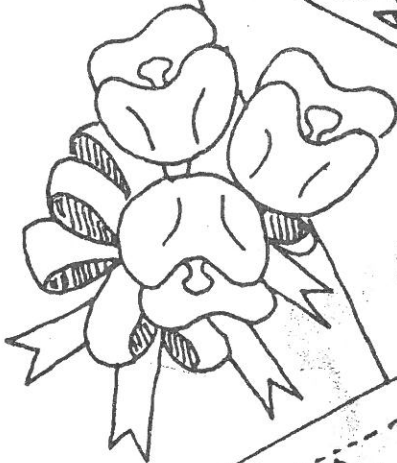
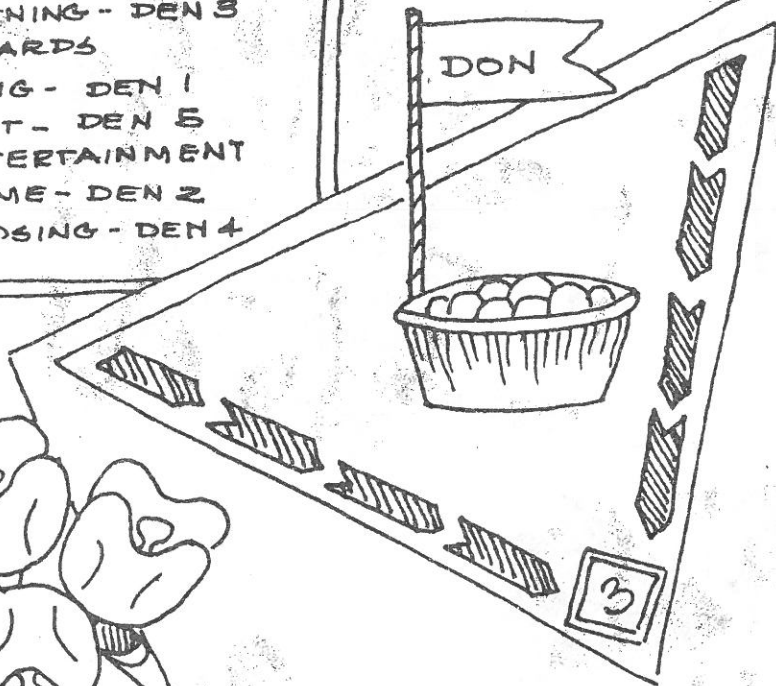
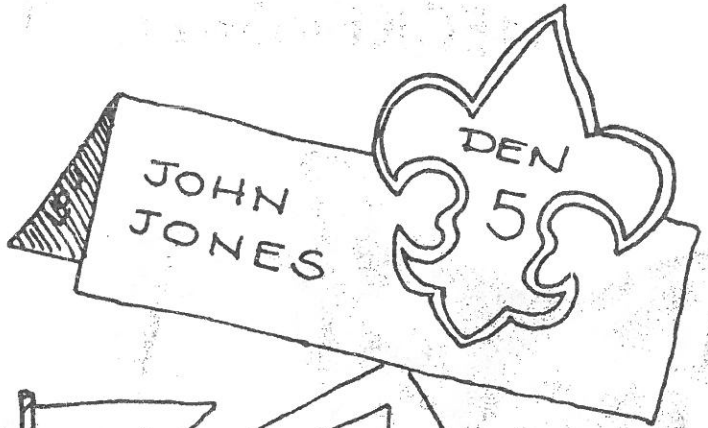
NECKERCHIEF SLIDES



PACK 3467
BLUE + GOLD
BANQUET

PROGRAM

INVOCATION 6:30
DINNER 6:30 - 7:00
MEETING 7:00 - 9:00
OPENING - DEN 3
AWARDS
SONG - DEN 1
SKIT - DEN 5
ENTERTAINMENT
GAME - DEN 2
CLOSING - DEN 4



Blue and Gold Banquet

Pre-opening and Games

Know Your Alphabet

Tell us what letter is:

- (1) A drink? (T)
- (2) A body of water? (C)
- (3) Part of the Head? (I)
- (4) An exclamation? (O)
- (5) A Female sheep? (U)
- (6) An insect? (B)
- (7) A bird? (J)
- (8) A unit of measurement in printing? (M)
- (9) Half the width of an em? (N)
- (10) An actor's signal? (Q)
- (11) A query? (Y)

Can you spell the following in two letters?

- (1) Chilly? (IC)
- (2) Too much (XS)
- (3) Rot (DK)
- (4) Not Hard (EZ)
- (5) Vacant (MT)
- (6) Jealousy (NV)
- (7) Composition (SA)
- (8) Indian Tent (TP)
- (9) Surpass (XL)

Now suppose we try the following:

- (1) Happiness in three letters? (XTC)
- (2) A funeral poem in three letters? (LEG)
- (3) A poet's place of simply and quiet pleasure? (RKD)
- (4) A small boy has lots of it, in three letters? (NRG)
- (5) A drug in three letters? (OPM)
- (6) Fitness in five letters? (XPDNC)
- (7) Describe a snake's eye in two letters? (BD)
- (8) A foe in three letters? (NME)

BIRTHDAY QUIZ

- (1) What two things can't be eaten at a Blue and Gold banquet? (breakfast and lunch)
- (2) Which birthday candles burn longer - wax or tallow candles? (Neither, they both burn shorter)
- (3) What country is useful at a birthday dinner? (China)
- (4) What bird is essential when eating a birthday cake? (A swallow)

COMPLETING QUOTATIONS

Sweet as (sugar)
Light as a (feather)
Sore as a (boil)
Fit as a (fiddle)
Proud as a (peacock)

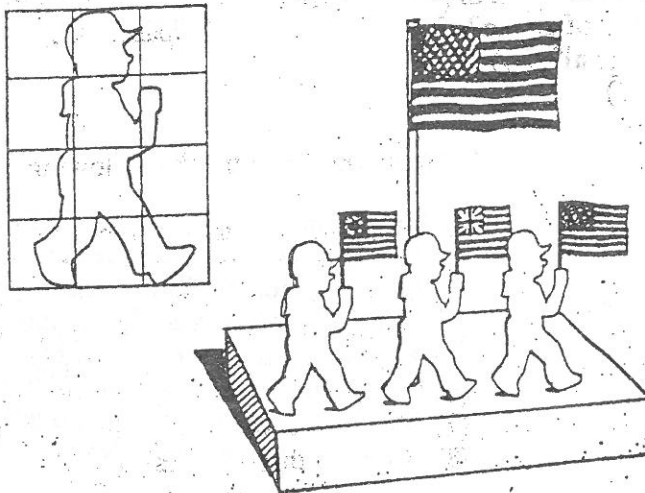
Hard as (rocks or nails)
Sly as a (fox)
Still as a (mouse)
Neat as a (pin)
Slick as (glass)

Blue and Gold Banquet

Centerpieces

Den Table Centerpiece

Base is shallow cardboard box lid or piece of scrapwood. Cut marching Cub Scouts from plywood and glue on scrapwood base. Each carries an historic U.S. flag. In center put today's flag on dowel pole.



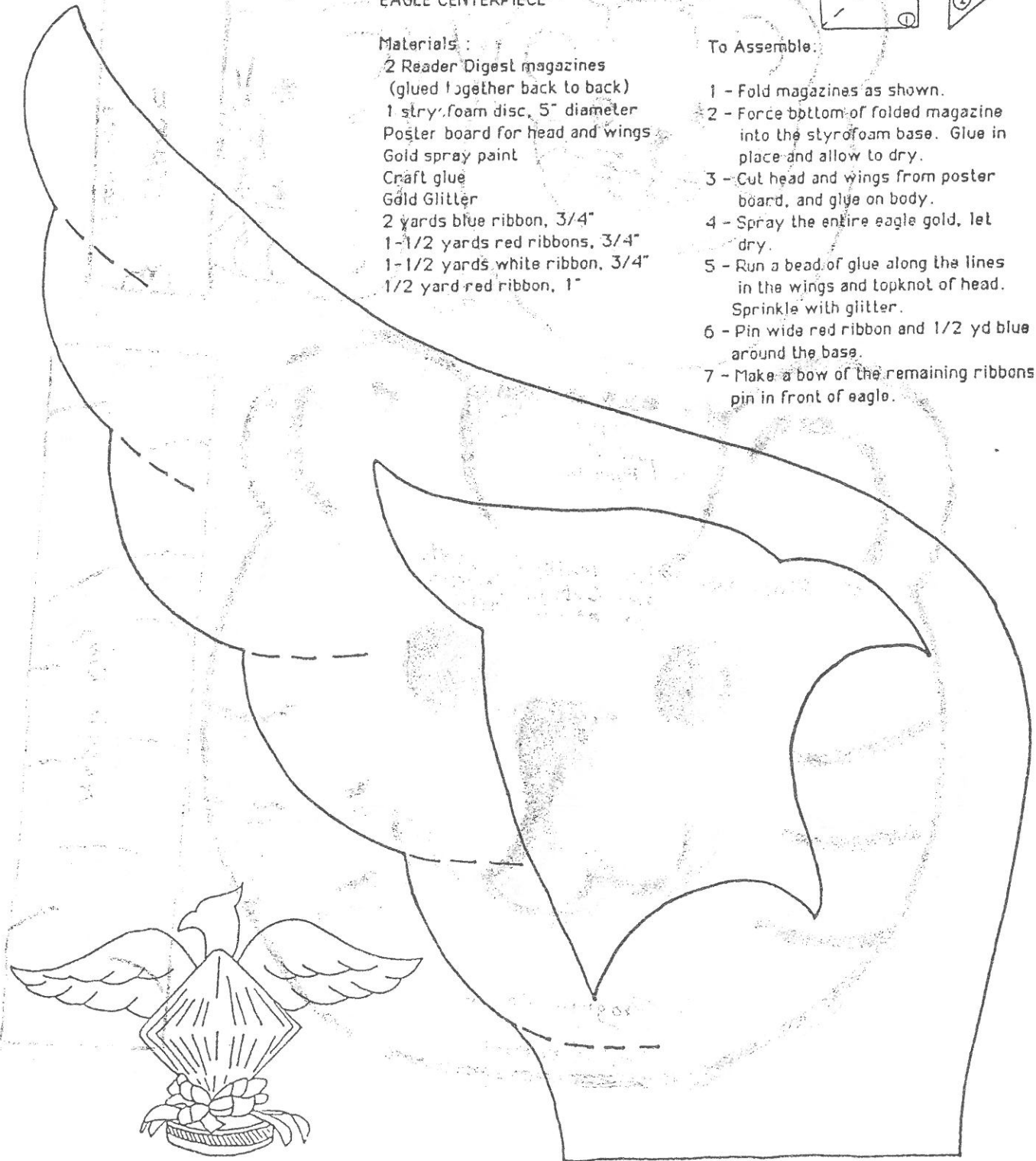
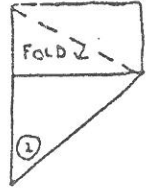
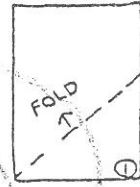
EAGLE CENTERPIECE

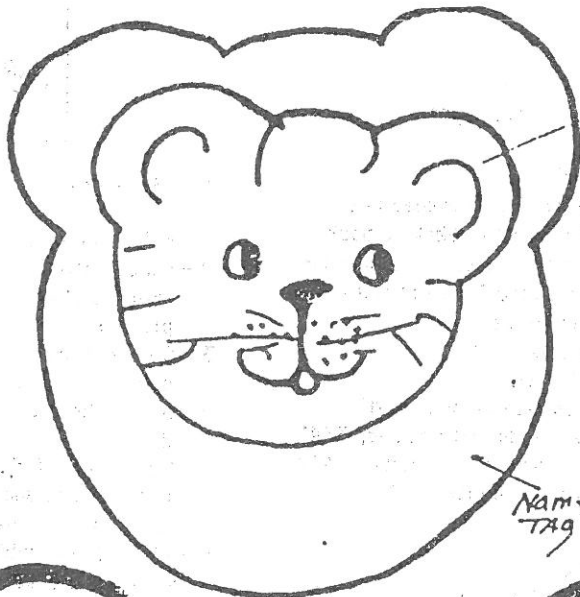
Materials:

- 2 Reader Digest magazines (glued together back to back)
- 1 styrofoam disc, 5" diameter
- Poster board for head and wings
- Gold spray paint
- Craft glue
- Gold Glitter
- 2 yards blue ribbon, 3/4"
- 1-1/2 yards red ribbons, 3/4"
- 1-1/2 yards white ribbon, 3/4"
- 1/2 yard red ribbon, 1"

To Assemble:

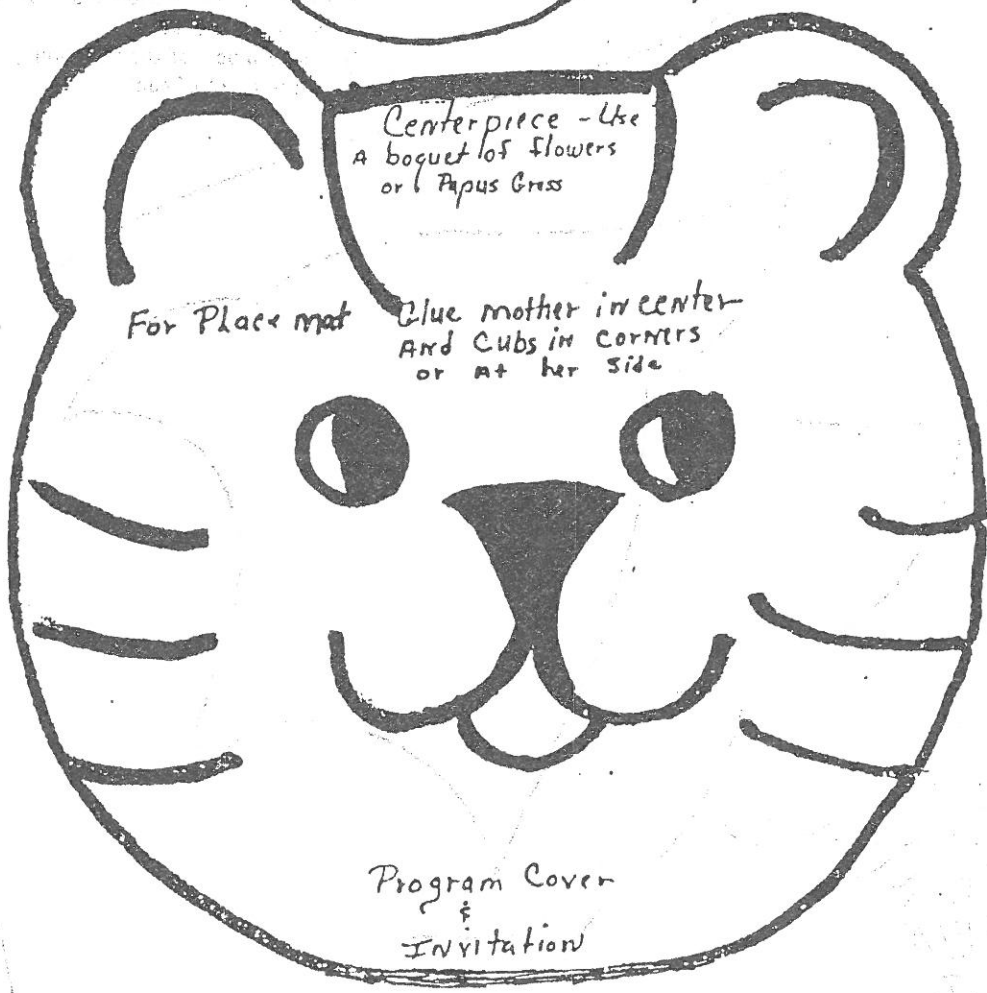
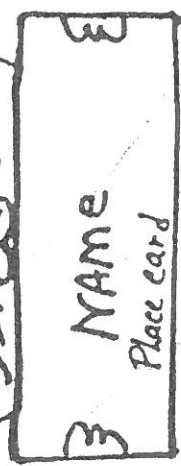
- 1 - Fold magazines as shown.
- 2 - Force bottom of folded magazine into the styrofoam base. Glue in place and allow to dry.
- 3 - Cut head and wings from poster board, and glue on body.
- 4 - Spray the entire eagle gold, let dry.
- 5 - Run a bead of glue along the lines in the wings and topknot of head. Sprinkle with glitter.
- 6 - Pin wide red ribbon and 1/2 yd blue around the base.
- 7 - Make a bow of the remaining ribbons, pin in front of eagle.





Glue to
NAPKIN ring

NAME
TAG

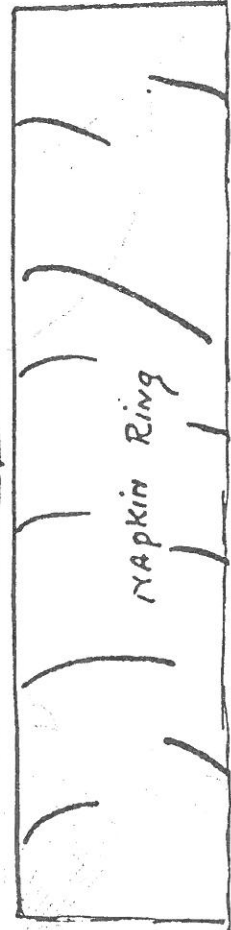


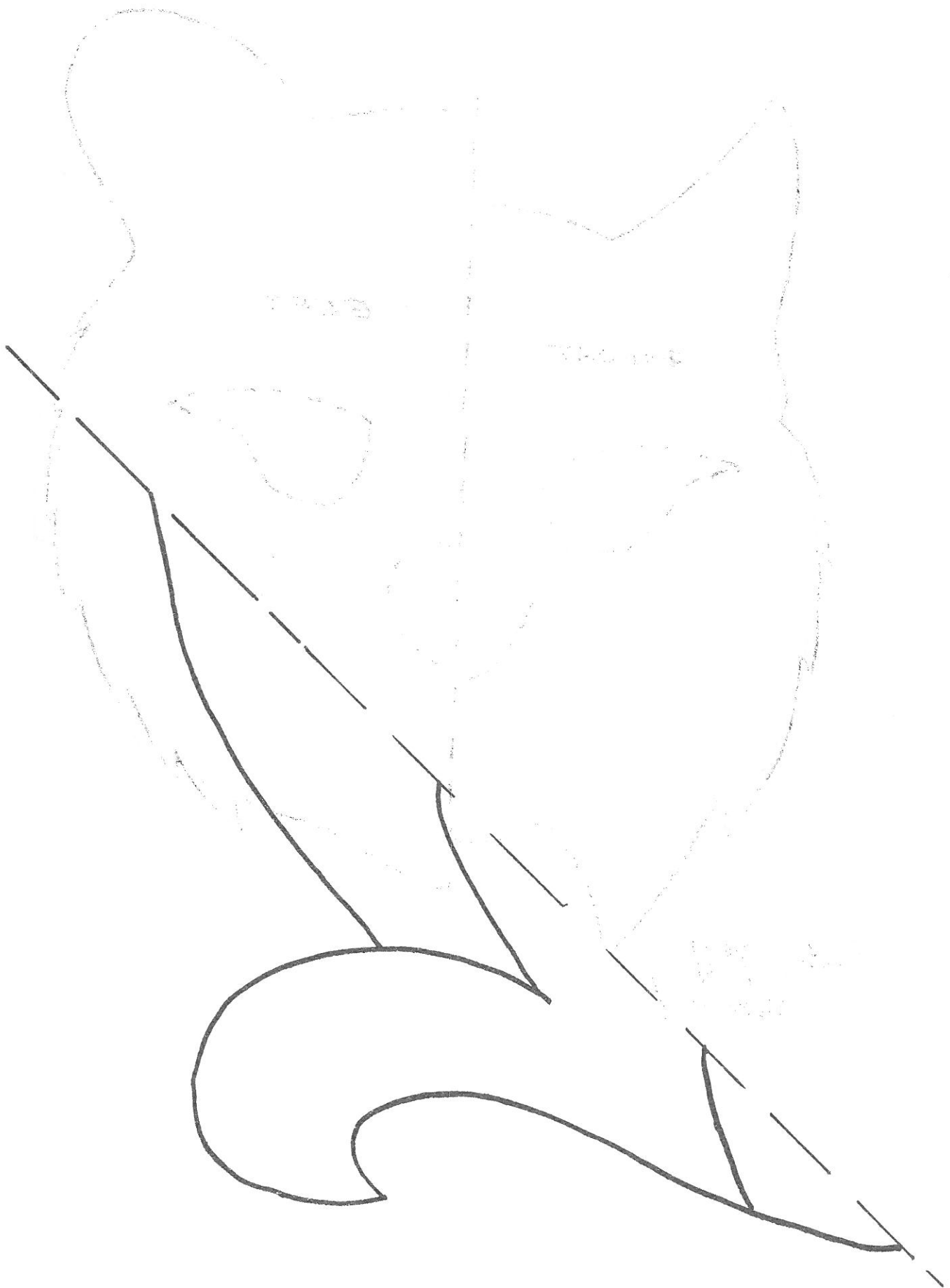
Centerpiece - Use
A bouquet of flowers
or Papyrus Grass

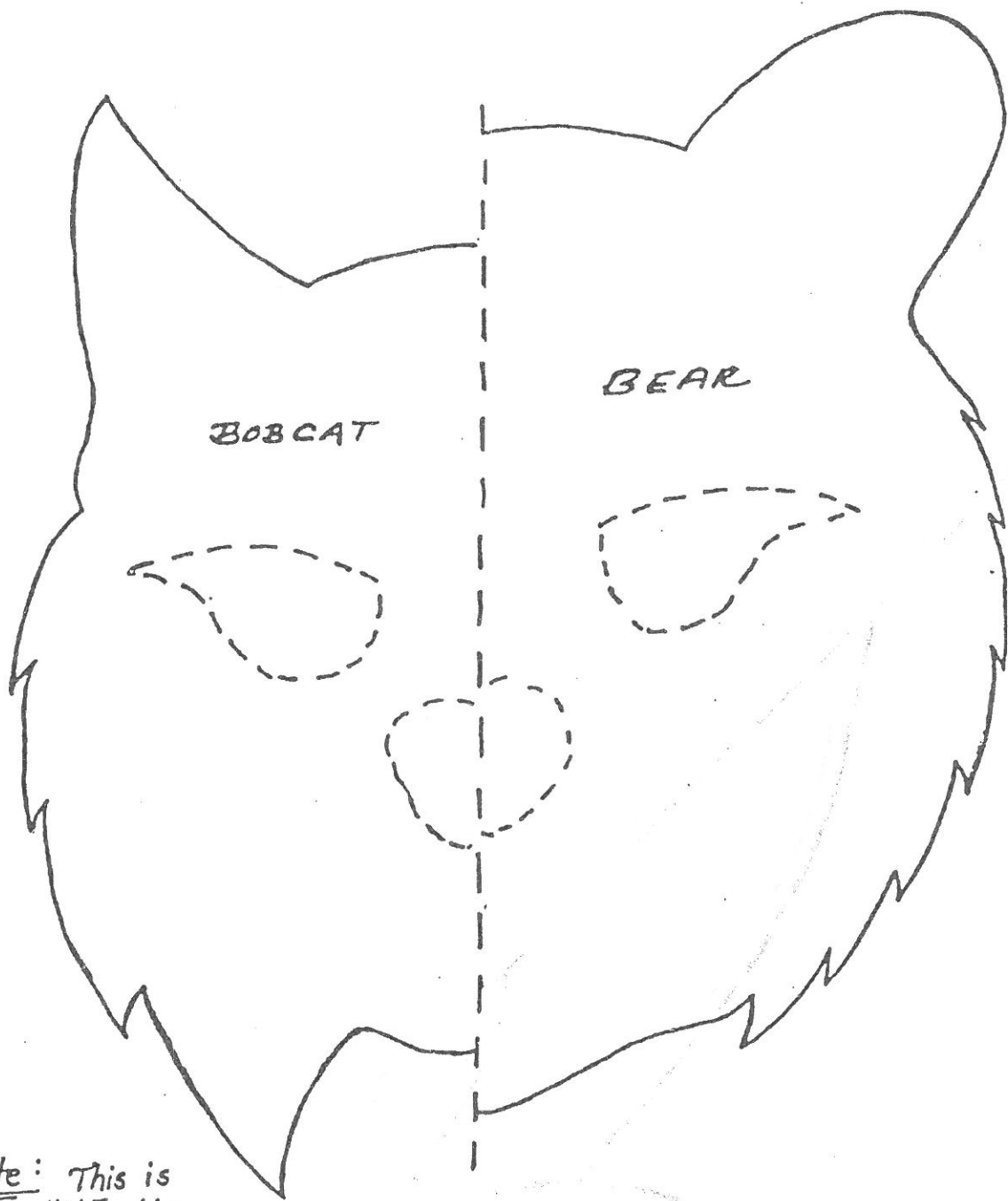
For Place mat

Blue mother in center
And Cubs in corners
or at her side

Program Cover
&
Invitation

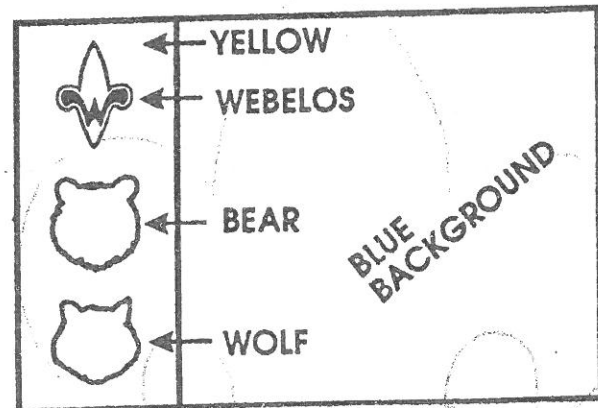
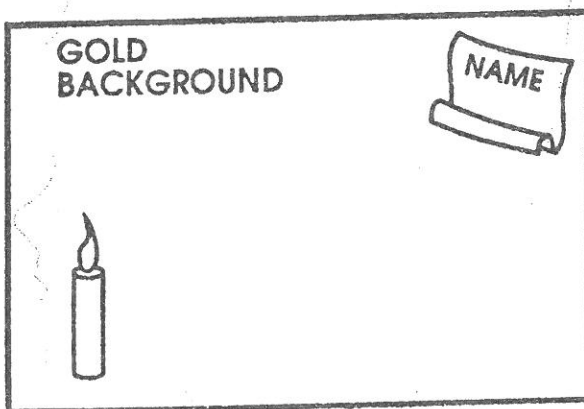
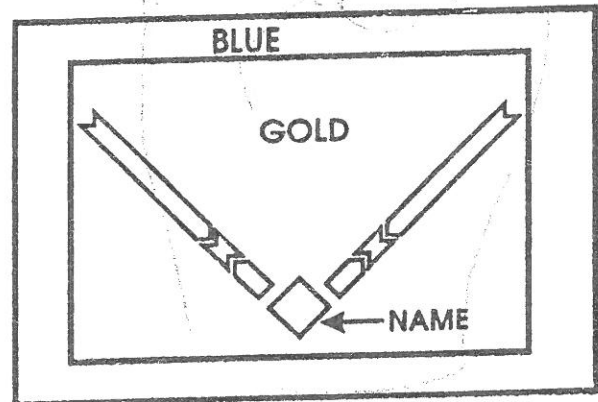
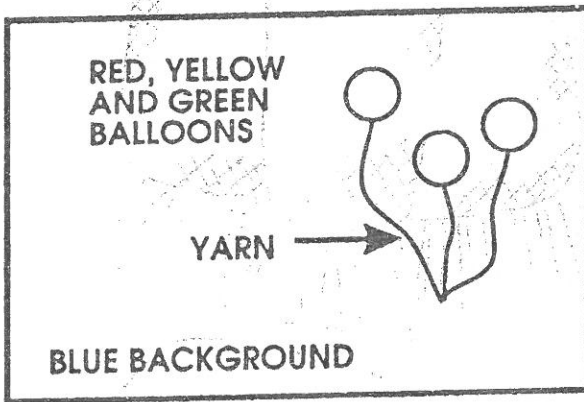
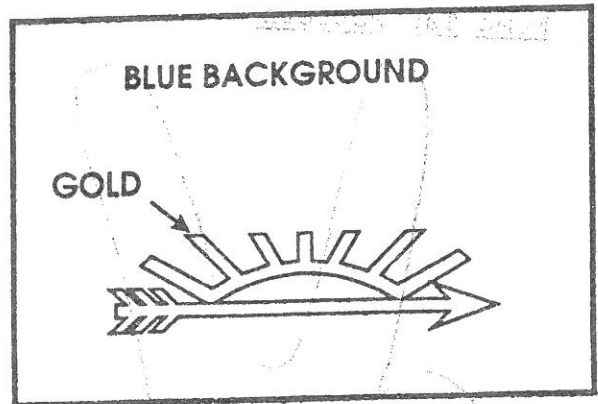
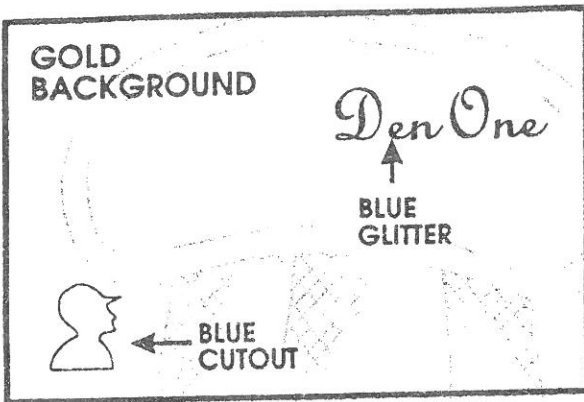






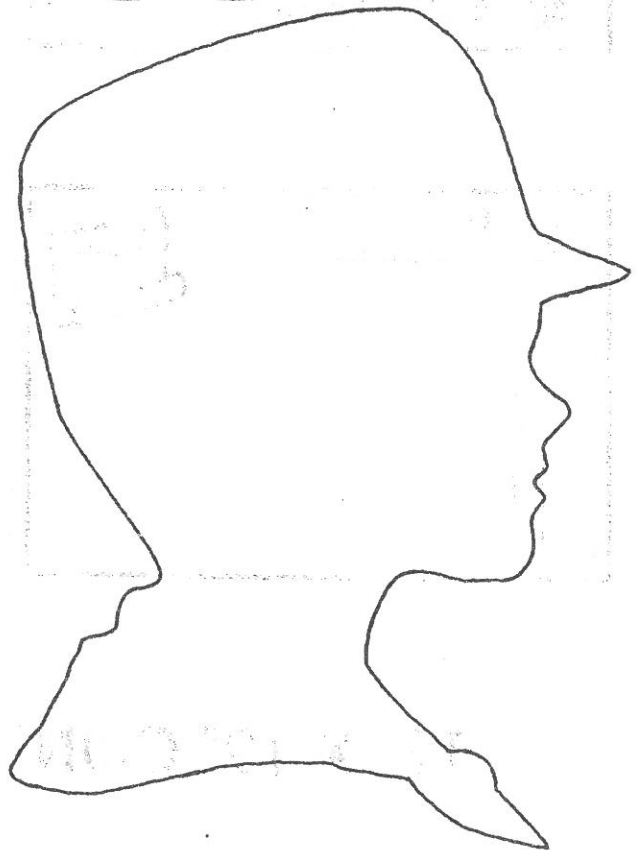
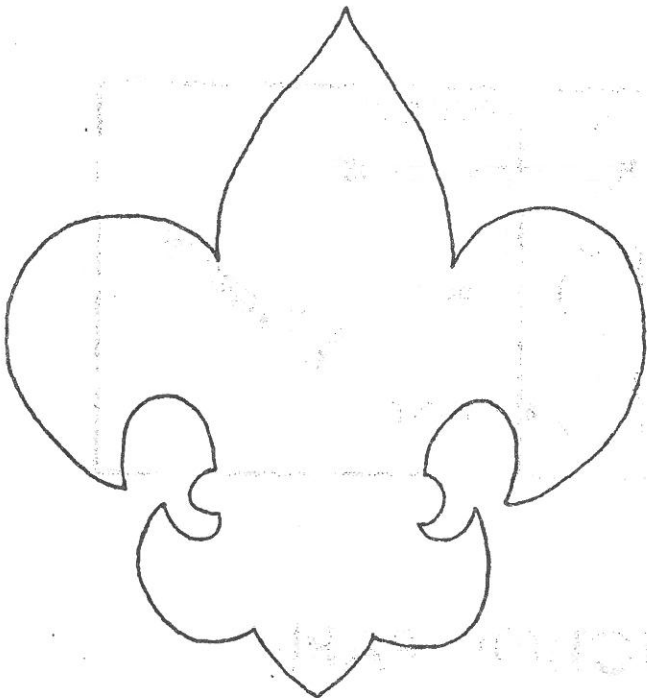
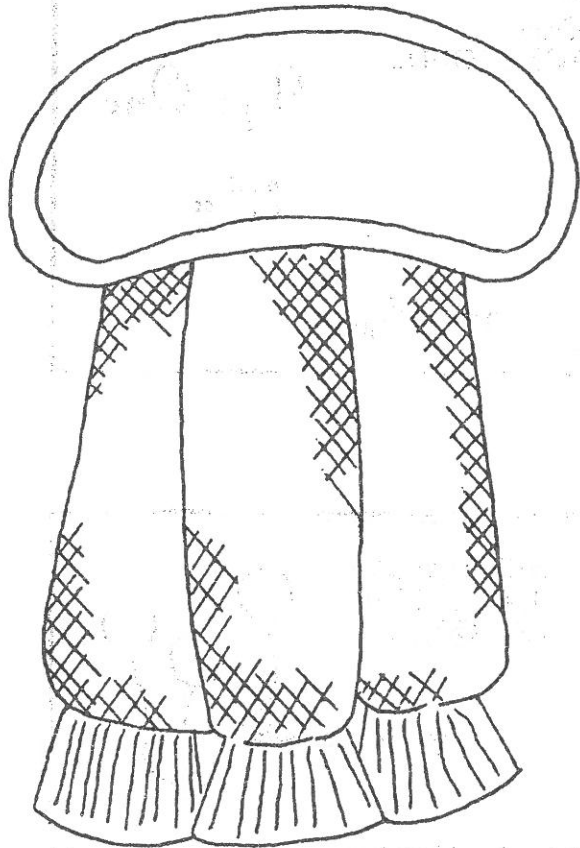
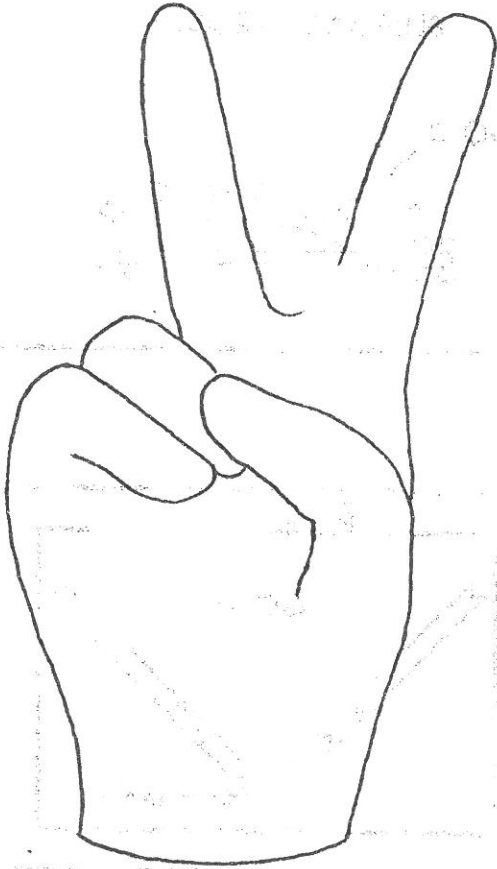
Note: This is
HALF the
Pattern!

Placemats



12" X 19" CONSTRUCTION PAPER

Name Tag Patterns



MARCH-1994 WHEELS, WINGS, RUDDERS

IDEAS FOR PACK ACTIVITIES

- . Promote Day Camp and Scout Show
- . Have a bicycle safety inspection
- . Have a rain gutter regatta
- . Do a clean up project for school, church, or street
- . Release balloon with name and address
- . Have a kite derby
- . Have a space derby



IDEAS FOR DEN ACTIVITIES

- . Visit a Scout Troop
- . Plant a garden
- . Take a hike
- . Go on a den bike ride
- . Visit an airport
- . Learn about boat and safety afloat

SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31		

MARCH-WHEEL-WINGS-AND RUDDERS

OPENING

ARRANGEMENT: This can be performed by Cubs holding large cardboard cutouts as they read their lines off the back of the cutouts. Or, large posters with the lines printed on them can be displayed instead of opening ceremony.

- 1st Cub: (holding train engine) When engineering a project, keep on the right track, this way you never will be caught stack.
- 2nd Cub: (holding canoe) As the wise old Indian would say to you, learn to paddle your own canoe.
- 3rd Cub: (holding covered wagon) The covered Wagon served folks well in the old days. But don't get caught in a rut-you won't get far that way.
- 4th Cub: (holding an airplane) To guide you life, like a good pilot you'll find it's important to keep an open mind.
- 5th Cub: (holding a car) If spinning your wheels causes a terrible rumbling, you may not be moving, but just setting there grumbling.
- 6th Cub: (holding a space ship) Just as an astronaut flies into space, with a lot of determination, you can go anyplace.

Cub Scouts prop cutouts against back wall and join hands in living circle while the Den Chief reads the following:

Just like the cars in a train, we're joined together as one; we do our best to help the pack go, while having Cub Scout fun. And when it's time to part and each take a separate trail, We'll do our best for God and Country--in that we will not fail.



ARROW OF LIGHT GRADUATION CEREMONY

PERSONNEL: Cubmaster, Webelos Leader, Scoutmaster, Cub Pack Committee Chairman, 4 Cubs (1 of each rank), Graduating Webelos and parents.

EQUIPMENT: Graduation certificate, Arrow of Light Badge, Mother's pin, Arrow painted gold, Candle display, Scout neckerchief and bridge.

CUBMASTER: (Call forward 4 cubs to screw in light bulbs-or light candles when told to do so.) TONIGHT WE ARE RECOGNIZING A WEBELOS SCOUT FROM OUR PACK WHO HAS EARNED THE ARROW OF LIGHT AWARD, THE HIGHEST IN CUB SCOUTING. HE BRINGS HONOR NOT ONLY TO HIMSELF, BUT TO ALL OUR PACK AS WELL. WOULD _____ AND HIS PARENTS PLEASE COME FORWARD.

LET'S GO BACK AND REVIEW THE CUB SCOUT TRAIL OVER WHICH YOU HAVE TRAVELED. WE ALL KNOW THE LIFE STORY OF AKELA, AND INDIAN BRAVE OF THE MYTHICAL WEBELOS TRIBE. AS WE FOLLOW THE CUB SCOUT TRAIL, WE FOLLOW IN THE FOOTSTEPS OF AKELA AND LIKE AKELA LEARN MANY THINGS SO THAT WE TOO MAY BECOME BRAVE SCOUTS.

THE FIRST THING THAT AKELA HAD TO LEARN WAS THE LAW OF THE TRIBE. IT IS THE SAME IN CUB SCOUTING. IN ORDER TO BECOME A BOB CAT, OUR BOYS MUST LEARN THE LAW OF THE PACK. BOBCAT name, WILL YOU PLEASE LIGHT THE CANDLE REPRESENTING THE RANK OF THE BOBCAT. (he does so). THANK YOU.

WEBELOS LEADER: WHEN AKELA WAS OF BOBCAT AGE, HE WAS TAKEN ON SHORT TRIPS INTO THE FOREST BY HIS FATHER. HERE AMONG THE GREAT TREES AND STREAMS HE BECAME ACQUAINTED WITH THE ANIMALS. FROM THE WOLF HE LEARNED MUCH: THE LANGUAGE OF THE GROUND, THE TRACKS, AND THE WAYS TO FOOD. MUCH THE SAME AS AKELA, OUR CUB SCOUTS WORKED AND LEARNED AND RECEIVED THE RANK OF WOLF. WOLF name, WILL YOU PLEASE LIGHT THE CANDLE REPRESENTING THE RANK OF WOLF. (he does so.) THANK YOU.

PACK COMMITTEE CHAIRMAN: LATER AKELA LEARNED FROM THE BIG KINDLY BEAR THE SECRET NAMES OF TREES AND FROM OTHER FRIENDS THE CALLS OF BIRDS AND THE LANGUAGE OF THE AIR. JUST AS AKELA LEARNED NEW THINGS THAT REQUIRED A LITTLE MORE SKILL, SO, TOO, DO OUR CUB SCOUTS EARN THEIR BADGES. BEAR name, PLEASE LIGHT THE CANDLE REPRESENTING THE RANK OF BEAR. (he does so). THANK YOU.

CUBMASTER: FROM HIS FATHER ARROW OF LIGHT, AKELA LEARNED THE SPEECH AND CALLS OF THE WEBELOS TRIBE. AFTER AKELA HAD

LEARNED THE WAYS OF THE WOLF AND THE BEAR, AND HAD PASSED THE TESTS OF THE TRIBE, HE WAS ADMITTED INTO THE LOWER RANKS OF THE YOUNG BRAVES. THUS HE BECAME A WEBELOS SCOUT. WEBELOS SCOUT name, WILL YOU PLEASE LIGHT THE CANDLE REPRESENTING THE WEBELOS RANK. (he does so.) THANK YOU.

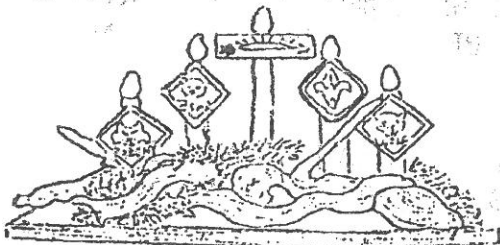
PACK COMMITTEE CHAIRMAN: HERE WE SHOULD STOP AND THINK OF THE INNER MEANING OF THE WORD WEBELOS. IT MEANS WE'LL BE LOYAL SCOUTS---TO OUR COUNTRY, OUR HOME AND TO GOD. NOW, AS WE LOOK BACK DOWN OUR CUB SCOUT TRAIL, WE SEE HOW BRIGHT THE PATHWAY IS. YOU AS CUB SCOUTS MAKE IT BRIGHT BY DOING YOUR BEST, BEING SQUARE, AND GIVING GOOD WILL. BECAUSE YOUR PARENTS HAVE HELPED YOU ALONG THE PATH OF SCOUTING, WOULD YOU (scout name) PLEASE AWARD YOUR FATHER THIS ARROW AND YOUR MOTHER WITH THIS ARROW OF LIGHT PIN.

WEBELOS SCOUT LEADER: BECAUSE OF THE EXPERIENCE YOU HAVE HAD IN CUB SCOUTING, VERY SOON YOU WILL ALSO BECOME A GOOD BOY SCOUT. (name), WOULD YOU LIGHT THE REMAINING CANDLE, REPRESENTING THE ARROW OF LIGHT. YOU ARE ABOUT TO START ON A BRIGHT NEW TRAIL OF SCOUTING AND ADVENTURE. WE ARE HAPPY TO PRESENT YOU WITH YOUR ARROW OF LIGHT. (hand the pin to the mother to pin on the scout and the certificate to the father) THIS IS THE ONLY CUB SCOUT BADGE THAT YOU CAN WEAR ON YOUR BOY SCOUT UNIFORM. (have the parents remove the webelos neckerchief)

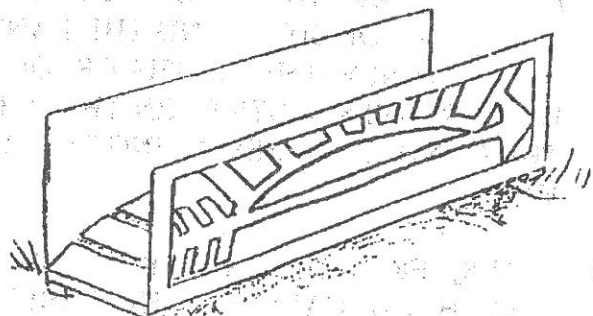
CUBMASTER: AT THIS TIME, I WOULD LIKE TO HAVE YOU CROSS THE GRADUATION BRIDGE AND MEET YOUR SCOUTMASTER (name).

SCOUTMASTER: WE ARE HAPPY TO WELCOME YOU TO OUR TROOP. I CAN SEE THAT YOU ARE PREPARED TO CONTINUE IN THE FELLOWSHIP OF SCOUTING. (give handshake and then place troop scarf around the neck of the new scout)

Base: 18 1/2" x 9" x 1/2". Center candle approximately 10" high. Place on base and then arrange driftwood and wood with moss around candles. 4 candles have yellow bulbs and rank symbols on the front of each. The center candle bulb is blue with the arrow of Light symbol on it.



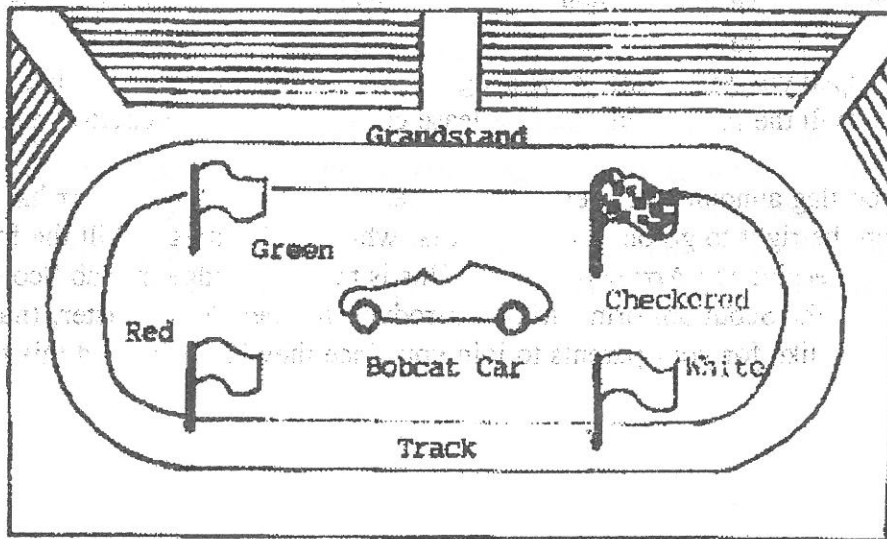
Bridge: 36" x 16", sides are 1/8" plywood 36" x 18". Floor made of 2 x 6 pieces of wood. (Car ramps serve as good base for bridge.) Paint blue and yellow)



ADVANCEMENT CEREMONY

EQUIPMENT: Race track Ceremony board
Badges pinned in small cutouts: Racing Car-Bobcats
Green flags-Wolf
Red flags-Bear
White flags-Webelos
Checkered flag-Arrow of Light
Cardboard or plywood rectangle

Flags and cars are cut out and backed with cellophane of the proper color.



Flashlights illuminate cutouts at the proper time during advancement ceremony

Racetrack Ceremony Board

Cubmaster awards badges of rank and arrow points to boys and their parents. He may preface the award by saying something like: "In competitions like our derby name there are winners and losers. But in Cub Scouting, there are no losers so long as a boy does his best. Tonight we have some boys who have shown how to be winners in Cub Scouting by taking another step on the advancement trail. It's a pleasure for me to recognize these scouts and their parents.

CUBMASTER: In an auto race, drivers must advance in position. Tonight we have a special way to honor our racing drivers who have advanced in Cub Scouting rank. The first step in any race is to establish a qualifying time. Tonight we have some new Bobcats who have qualified as drivers on our Cub Scout advancement track. Will the following boy and their parents please come forward. (Read names etc)

The green flag symbolizes those drivers who have qualified for a wolf position on our track. Will the following boys come forward. (Name boys) Because your parents were helping you and cheering for you, we would like them to come forward and present the badge to you.

The red flag indicated that a driver is more experienced and skillful in handling his care. He is moving up among the track leaders. Will the following boys come forward to receive their Bear badges and arrow points. (Boys names) Just as pit mechanics help drivers to refuel and change parts, so your parents have helped you. Will the parents come forward to share in the honor.

The white flag tells us that the driver has but one lap to go to reach the checkered flag, the Arrow of Light. He has learned to manage the turns, jams, and upsets. Will (read names) please come forward to receive your Webelos activity badges. Many a driver wins because of the support given by his pit crew.

Your parents have helped you in earning these badges, and your Webelos Leader has been an important part, too. Will the parents and leader please come forward. (Webelos Leader present badges)

The checkered flag announces the end of the race. It shows that the driver has reached the goal and has won the right to go on to bigger races, which is Scouting. Will the following boys come forward to receive the Arrow of Light. This is the only badge in Cub Scouting which may be worn on the Scout uniform. May I introduce you new Scoutmaster, (name) of Troop (no.) We would like for your parents to join you since they have traveled this track of Scouting with you.

CLOSING CEREMONY

Using eight Cub Scouts holding cutouts of cars made from poster board and painted in different bright colors. As each boy speaks his line, the car is turned over to show the large letter printed on back of each one to spell out the word: CONSERVE.

- C Cars and busses and such were invented by men.
- O Oil fields were discovered also by them.
- N Nobody really worried about the amount of fuel this would take.
- S So on no transportation did they put the brake.
- E Eventually the amount of fuel used grew astonishingly.
- R Raising on everyone's mind a great big doubt.
- V Very soon the world's traffic was put to the test.
- E Everyone to conserve fuel must now do their best!

GAMES

RUNAWAY CARS

Designate one boy as the locomotive. He will be "IT". The rest of the boys will be runaway cars. The object of the game is for the locomotive to catch the runaway cars. When caught, they hook on behind the locomotive. The game continues until the train is complete.

BROKEN DOWN CAR RELAY

Two teams line up single file at starting point. The first player on each team represents a flat tire. He hops to the goal and back. The second player is a broken radiator. He makes a hissing sound as he runs to the goal and back. The third player has water in his tank. He moves forward three steps and backward two steps until he has covered the course. Number four has a run-down battery and number five pushes him. Number six has a wheel off. He moves on two hands and one foot. Number seven can only move in reverse. He runs backward. Number eight is in good shape. He runs fast. Use other ideas as desired.

TAIL OF THE KITE

The boys form lines, three or more to a line. Each one grasps the waist of the boy in front of him. The last player in every line is the 'tail'. The boys ahead of him are the 'kite'. The object of the game is for the 'kite' to shake the 'tail' loose by swerving this way and that. Whenever a 'kite' succeeds, one of the players forming the 'kite' changes places with the 'tail' so that everyone has a chance at being the 'tail'. To add fun to the game, time the different 'tails' and award the 'tail' that managed to stick the longest!

BALLOON BADMINTON

To make the racquet, tape a flat wooden stick, (paint stirrer) between two paper plates, gluing for extra support. Use a partially inflated balloon for a 'bird' and bat the 'bird' back and forth over a clothesline. You can play as singles or in teams. When one side misses the 'bird' and it touches the ground, the other side makes a point. The first side to make 15 points wins the game.

APPLAUSE

FIRE ENGINE YELL- RRRRR-rrrrrrr DING DING

MOTOR CYCLE YELL- Stomp foot as starting motor cycle, say "Varoom", have arms out like handing on to handle bars. Twist right hand and say "Varoom, Varoom." Now act like you are driving the bike and say "AAAAAAAaaaaaaAAAAA."

WHEELS, WINGS AND RUDDERS

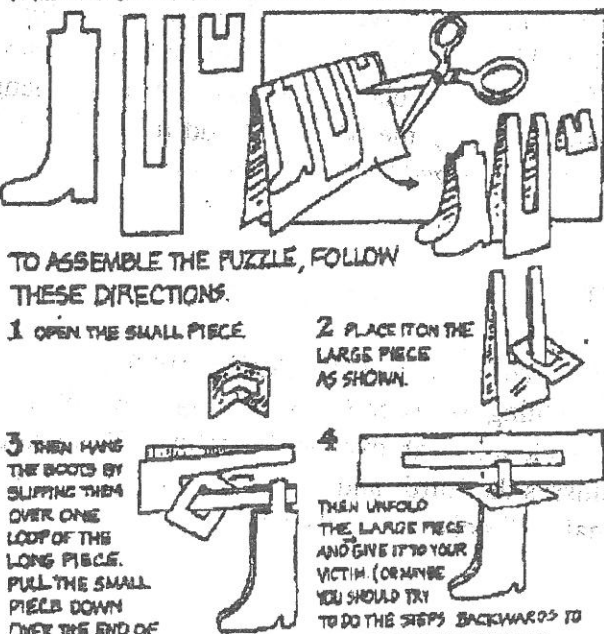
(Tune-Row, Row, Row Your Boat)

Roll, roll, roll your wheels, Gently down the road.
Up and down the hills we go, Cub Scout here we come.

Glide, glide, glide you wings, Gently through the air.
Up and through the clouds we go, Cub Scouts here we come.

Steer, steer, steer your rudders, Gently down the river.
Up and down the waves we go, Cub Scout here we are!

The Boot Puzzle • HERE'S A PUZZLE THAT'S A REAL TEASER. YOU NEED TO TRACE THESE THREE PATTERNS ONTO A FOLDED PIECE OF PAPER AND CUT THEM OUT.



TO ASSEMBLE THE PUZZLE, FOLLOW THESE DIRECTIONS.

- 1 OPEN THE SMALL PIECE.
- 2 PLACE IT ON THE LARGE PIECE AS SHOWN.
- 3 THEN HANG THE BOOTS BY SLIPPING THEM OVER ONE LOOP OF THE LONG PIECE. PULL THE SMALL PIECE DOWN OVER THE END OF THE LOOP.
- 4 THEN UNFOLD THE LARGE PIECE AND GIVE IT TO YOUR VICTIM (OR MAYBE YOU SHOULD TRY TO DO THE STEPS BACKWARDS TO MAKE SURE YOU CAN GET THE BOOTS OFF YOURSELF!)

KITE DERBY

A kite derby can be a special activity, on either a den or pack level. If you are planning one, be sure to announce it far enough ahead of time for the boys to make their kites, know the rules and the events schedules. One the day of the derby, you will need an open field, judges and an announce.

There are many classifications of kites: box, tail less, those with tails, etc.

ENTRANCE REQUIREMENTS:

1. All kites are made by the boy and an adult helper.
2. Each entrant may have their adult helper assist in launching the kite and catching it when it comes down.
3. A kite must fly in order to be eligible for prizes.
4. No restrictions on materials used on construction except no "fighting kites".
5. No wire flight lines are permitted.
6. Kites in poser lines are lost and can not be retrieved.
7. Kites may be adjusted and modified at any time during the derby.

PRE FLIGHT JUDGING:

Smallest kite
Largest kite
Funniest kite
Prettiest kite
Most unusual kite
Strangest kite
Best craftsmanship kite

JUDGING WHILE IN FLIGHT

First kite into air
Highest after 5 minutes
Highest after 15 minutes
Most stable flying
Most graceful in air
Fastest climbing
Best sportsmanship (boy)
Most persistent (boy)

You might want to include events in the derby such as 100-yard dash with kites being flown at the end of a 100-yard string; altitude race; etc.

SEE "CUB SCOUTS ACTIVITIES" BOOK FOR MORE INFORMATION ON KITE DERBY.

PIN BALL MACHINE

MATERIALS

Square of heavy scrap cardboard

Bobby pins

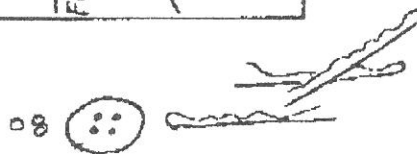
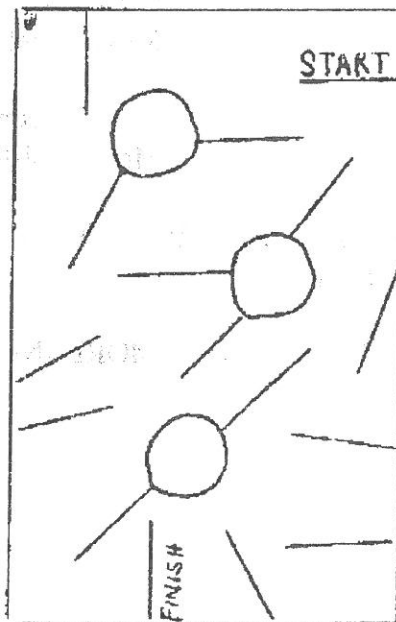
Waxed paper

Balls, coins, buttons, beans, BBs

Scissors, pencil

1. With scissors cut out one or more twenty-five or fifty-cent sized holes in the cardboard. Rub a piece of waxed paper all over the surface of the cardboard. The more you rub, the more slippery the surface will become. Slide bobby pins with the raised side up onto the cardboard from the board edges and from the edges of the holes. Try to make a winding path from one top corner of the board-mark it "start" with a pencil-to the bottom-which you mark "finish." Try your skill using the various types of "balls."

To make a hanger, tie a button or bead on a piece of string about 6" long. Put the string through the 16 oz bottle top, then through the 3 liter bottle top, so that the smaller top is inside the larger. Put another bead or button on the end and knot so string won't slip out.



ROLL BACK CAN

If you give the roll back can a push, it will roll across the floor, slow down, and stop, hesitate a moment, then roll all the way back to you.

MATERIALS:

- 1 or 2 lb coffee can
- 2 snap on plastic lids that fit well
- rubber bands (medium weight)
- heavy weights (fishing sinkers, bolts or nuts)
- fat nail, can opener, stubby pencil

CONSTRUCTION: Remove both the top and bottom of the can. Using a fat nail, punch two holes in each plastic lid. The holes should be equally distant from the center of the lid and at least one inch apart.

Connect a sufficient number of rubber bands together so that their total length is about twice the length of the can, but no longer. Feed the ends of the connected rubber bands through the holes on the outside of one of the plastic lids. Put that lid on the can so that both ends of the rubber band strand are inside the can. Slip the weight onto only one end of the strand, and then put the ends of the rubber bands through the inside holes of the other plastic lid. You might have to stretch the rubber bands a bit. Connect a short pencil through the two rubber band loops on the outside of the bottom lid, and then snap the lid on the can.

Test the Can by giving it a small push on the floor. If the weights continuously scrape against the can, then the rubber bands are too loose or the weights too heavy. Experiment and correct what ever is necessary for the can to work well. The can works best on a smooth floor-not carpet.

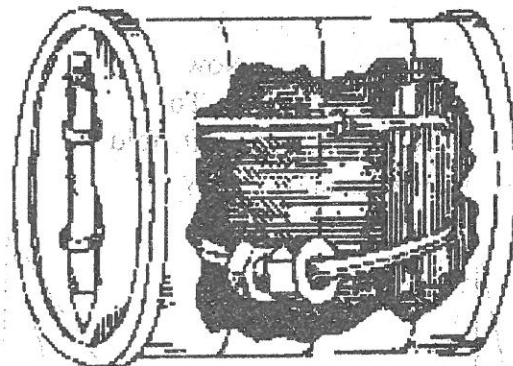
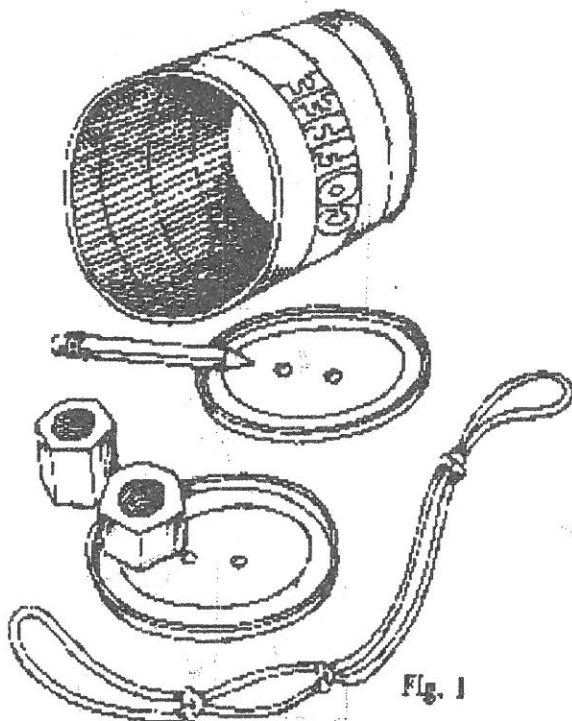
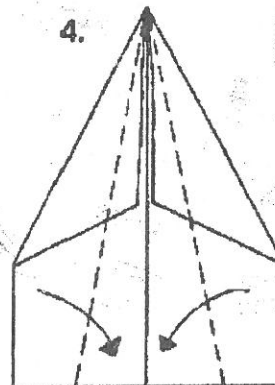
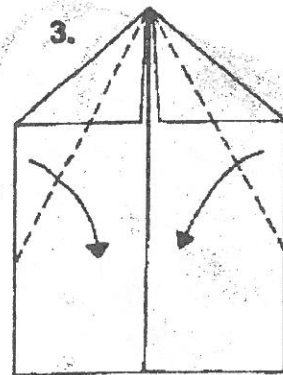
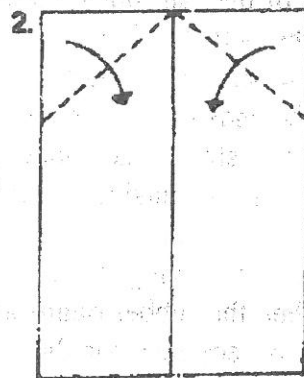
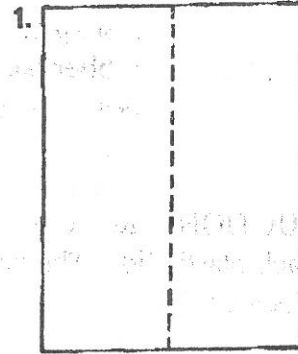


Fig. 2

PLANE AND FANCY

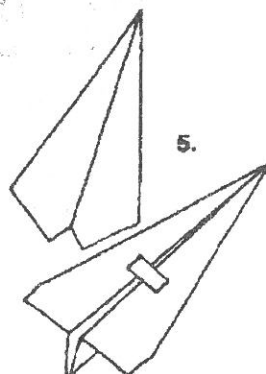
The Wright Brothers used kites to try out their ideas about flying. You can test your flying skills with a paper airplane. Here is one you can make.

1. Use an 8 1/2" by 11" piece of paper. Fold the paper in half the long way.
2. Open the paper. Now fold the two corners to make the nose of the plane. Make all your folds along the dotted lines.
3. Fold both corners again to the center.
4. Fold the ends once more to the center.
5. Turn the paper over. Bring the ends to the center and turn up the wings. Put a small piece of tape across the top to keep the wings together.



To fly—point the nose down a little and push the plane forward to start it off. Try putting a paper clip on the plane near the middle. How does it fly now? Move the clip and see what happens.

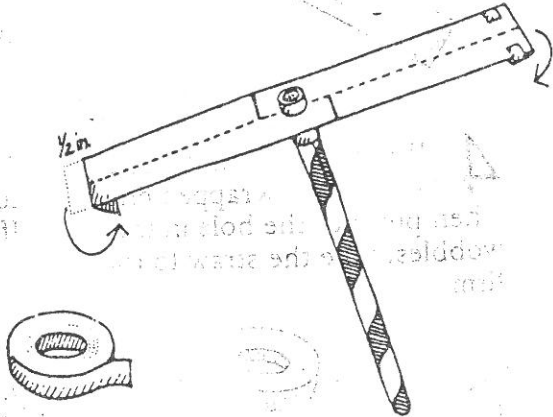
Do you want your plane to turn? Make two cuts on the back edge of each wing. To turn right, fold the left wing flap down. Now fold the right wing flap up. To make your plane fly to the left, fold the two flaps the opposite way.



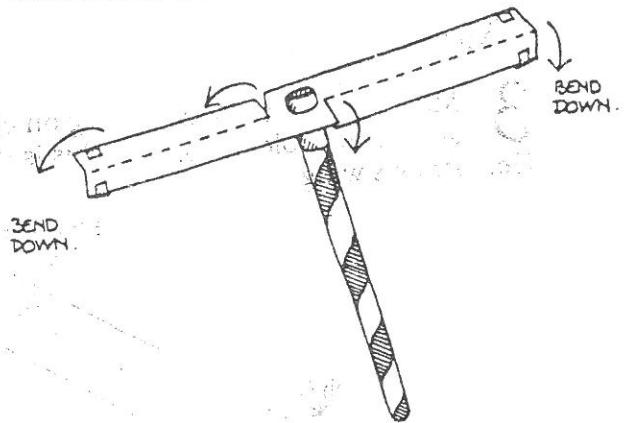
THINGS THAT FLY

THE HELIOSTRAW

5 Fold under the last 1 cm (½ inch) of the wing tips. Tape these folds down. This will add weight to the wing tips and increase momentum as the wings spin.



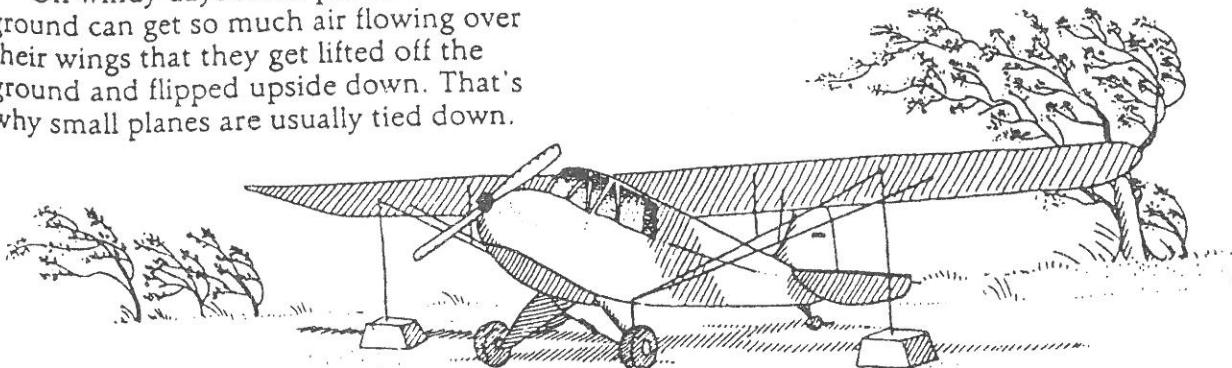
6 From the cuts outward, bend the wings down slightly along the fold line. Do not bend the wings down too far. There should be just a gentle curve. Make sure both wings are bent down the same amount.



How it works

To get lift, there has to be movement of air over a wing. The Delta and Origami gliders you made earlier in the book get air movement over the wing by gliding through the air. Rotary wing gliders like the Rotoglide get air movement by twirling their wings through the air.

On windy days small planes on the ground can get so much air flowing over their wings that they get lifted off the ground and flipped upside down. That's why small planes are usually tied down.



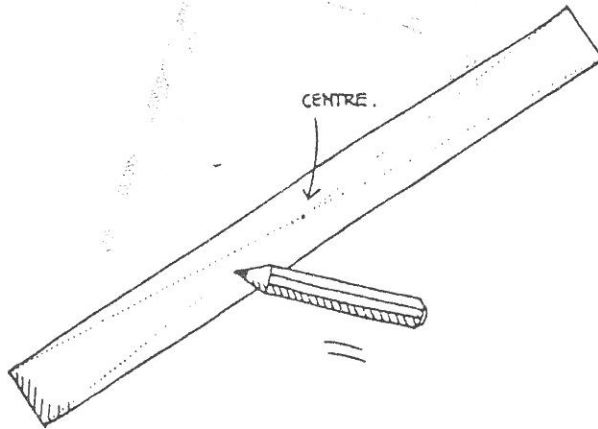
THINGS THAT FLY

THE HELIOSTRAW

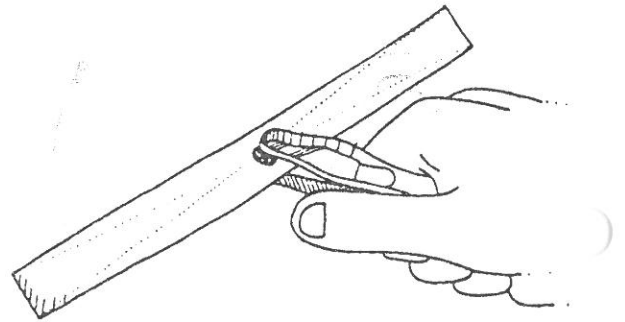
THINGS YOU NEED TO BUILD IT

1. CARDBOARD(POSTER BOARD OR THE BACK OF A PAD OF PAPER)
2. PLASTIC DRINKING STRAW
3. MASKING TAPE/SCISSORS /RULER

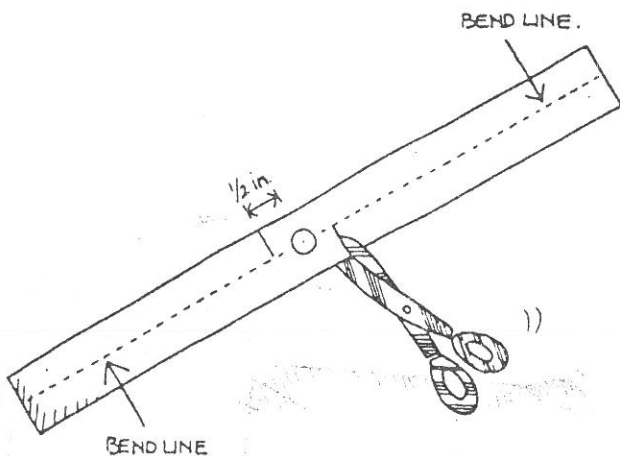
1 Cut a piece of cardboard 2 cm x 21 cm ($\frac{3}{4}$ x 8 $\frac{1}{4}$ inches). Draw two lines from corner to corner to find the centre point.



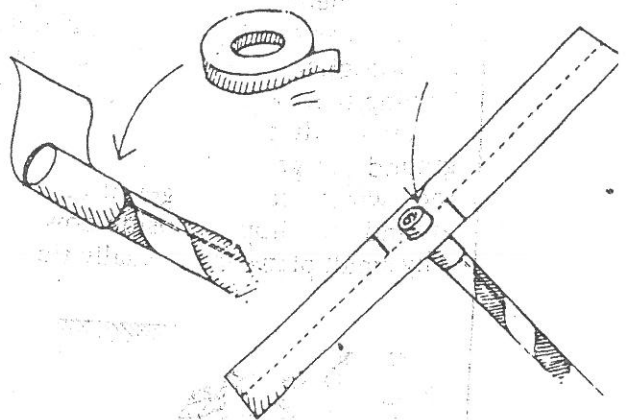
2 Make a hole at the centre point that is slightly bigger than the width (diameter) of the straw. Use a hole punch or the point of a pair of scissors to make this hole.



3 Make cuts 1 cm ($\frac{1}{2}$ inch) long on either side of the hole as shown. This is your Heliostraw's wing.



4 Wrap tape around one end of the straw so that the wrapped end is a snug fit when put into the hole in the wing. If the wing wobbles, tape the straw to the wing to hold it firm.

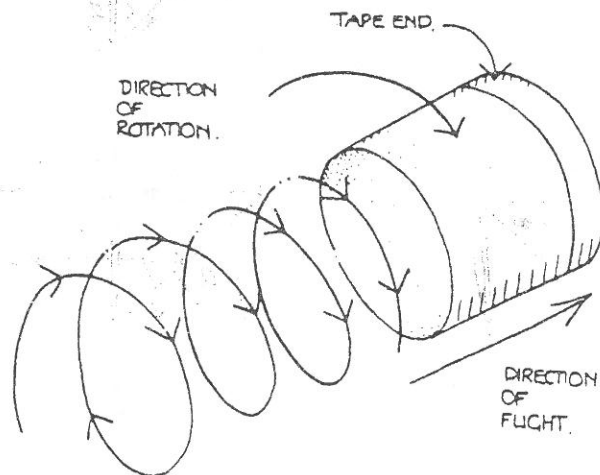


THINGS THAT FLY

THE SUPER TUBE

FLYING AND TRIMMING THE TUBE

1 Throw the tube so that it goes tape end forward and rotates at the same time. To do this, try an underhand throw. Let the tube roll off your fingers as you throw to give it a spin. Even though the Twirl-o-Tube may not fly very well at first, you must perfect your throwing technique before you can trim the tube to make it fly better.



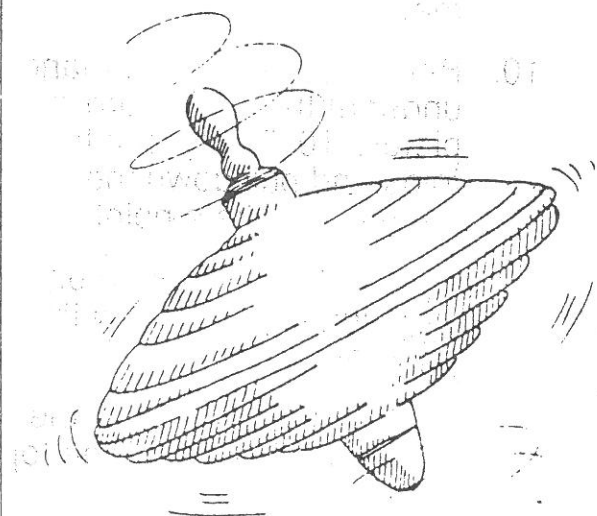
2 Once you've got the throwing technique down pat, you may notice some flying problems. If the tube wobbles as it flies, add another layer of tape to the nose and try again. Keep adding tape to the nose until the wobble is almost gone.

If the tube gets too heavy and will not glide far, take some of the tape off. You may not be able to eliminate the wobble completely because the paper tube may be a bit too heavy to begin with.

How it works

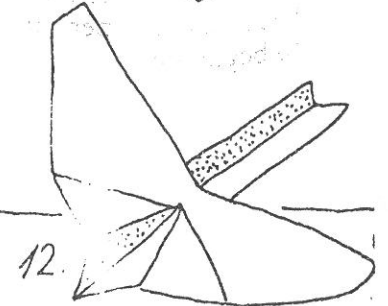
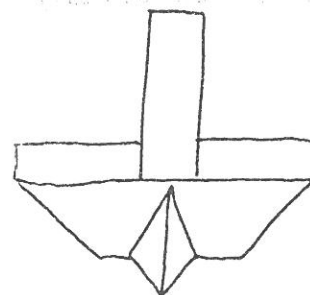
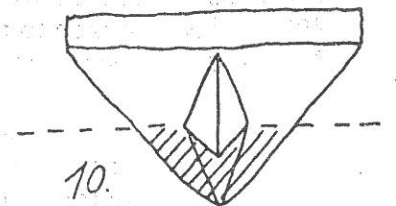
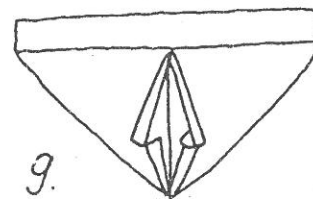
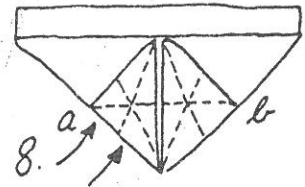
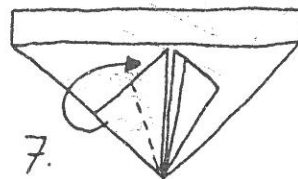
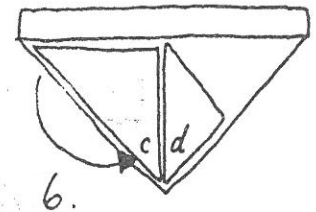
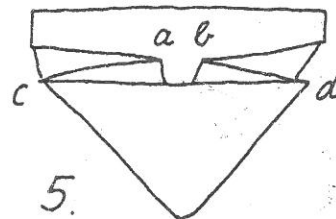
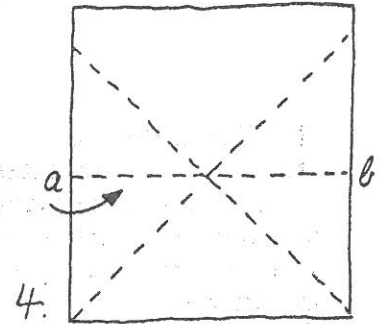
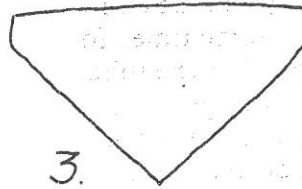
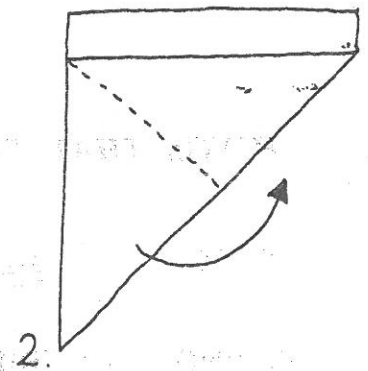
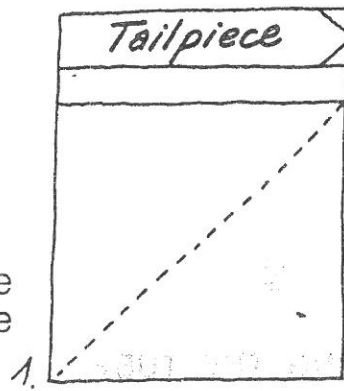
Twirl-o-Tubes are circular flying wings without bodies, or "fuselages." Airplane designers know that a flying wing makes a very efficient airplane; it doesn't have a fuselage to weigh it down. But no really successful full-sized flying wing has been built for two reasons. First, with no fuselage, there's nowhere to store cargo, baggage or even a crew. Secondly, there are problems with stability.

Your Twirl-o-Tube doesn't have stability problems because it spins as it flies. Spinning makes things stable. Just think of a spinning top. When a circular object is spinning and stable, it is called a gyroscope. The gyroscopic action of the spinning Twirl-o-Tube keeps it steady and stable in flight.



Birds and Planes

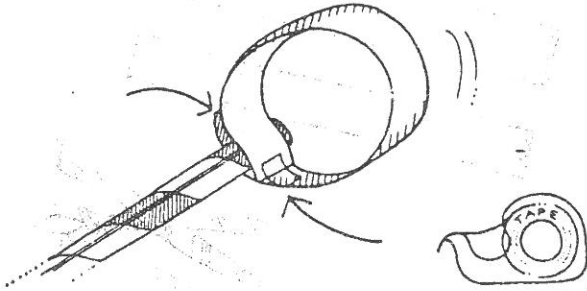
1. Fold a rectangular piece of colored or white paper at the dotted line. Cut off half of the remaining paper for a tail (see picture 1).
2. Fold the paper again at the dotted line in picture 2.
3. Now you have a triangle with a little extra on top. Open your folded paper.
4. Bring together points A and B in picture 4.
5. Fold corners C and D to points. (A and B will be in the center, as in picture 5.)
6. Fold points C and D down so that their tips meet at the bottom, as in picture 6.
7. Now fold C and D inward, as shown in picture 7.
8. Fold points A and B in picture 8 toward the center.
9. Open the last folds you made.
10. Bend the point of the triangle under at the dotted line in picture 10. Then open the folds and pull down the center to make a point.
11. Now glue the tailpiece under the wings, as shown in the pictures.
12. Picture 12 shows what the plane looks like from the top.



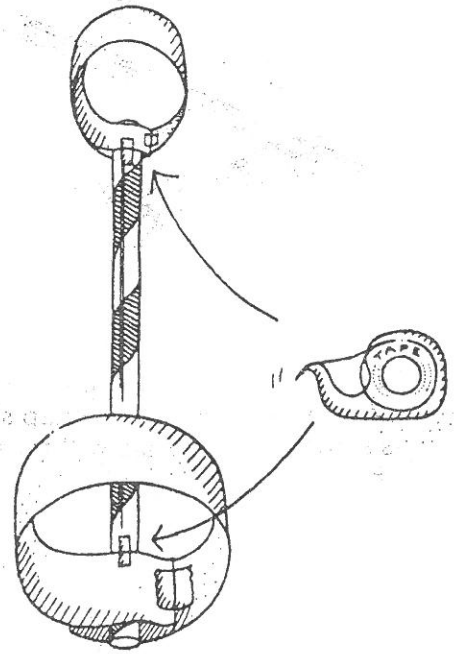
THINGS THAT FLY

SUPER STRAW

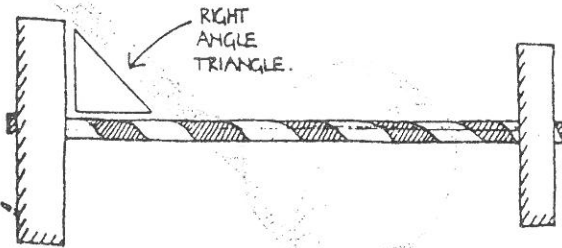
5 Bend the smaller strip of paper into a circle and tape it the same way you did before. Slip it over the other end of the straw. Tape it in place.



6 Move the two paper circles (the circular wings) until they are both positioned above the straw as shown. Tape them in place.



7 Looking down on the glider, make sure that the wings are at right angles to the straw. If they're not, loosen the tape and re-tape them so they are straight.



It sure doesn't look like it'll fly. But wait till you give it a try.

THROW THE STAW WITH THE SMALL WING FORWARD. MOVE THE WINGS FWD AND BACK ON THE STRAW AS NEEDED. IF THE STAW WOBBLER THEN MOVE THE SMALL WING BACK. IF THE GLIDER NOSE DIVES THEN MOVE THE LARGE WING FORWARD. HAVE FUN.....

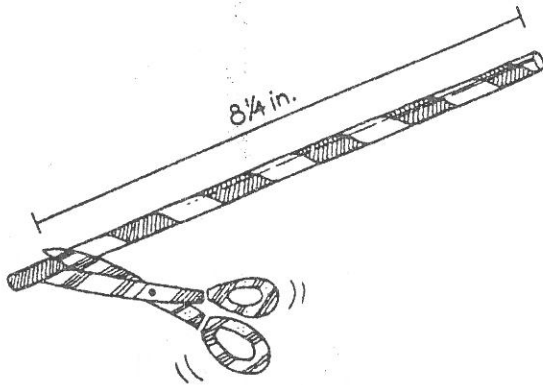
THINGS THAT FLY

SUPER STRAW

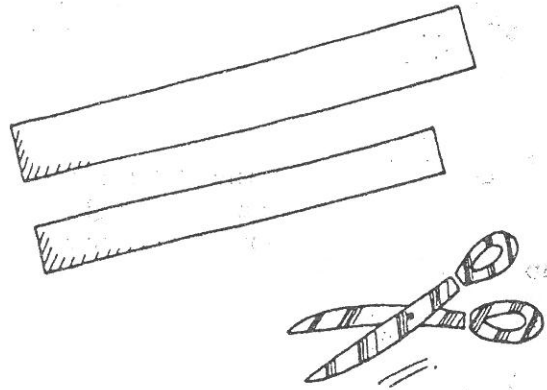
THINGS YOU NEED TO BUILD IT

1. A SHEET OF WRITING PAPER
2. PLASTIC STRAW
3. TAPE / SCISSORS / RULER

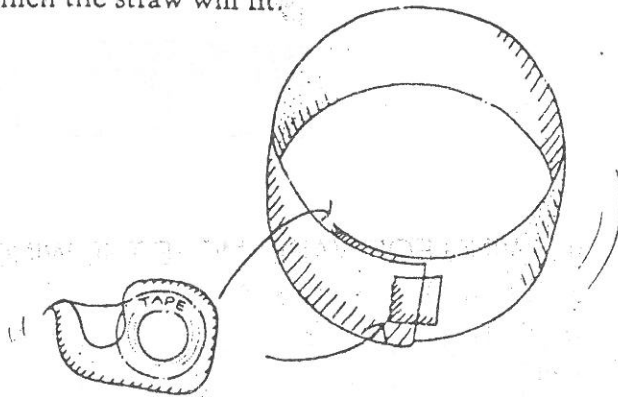
- 1 Cut the drinking straw so that it is 21 cm (8¼ inches) long.



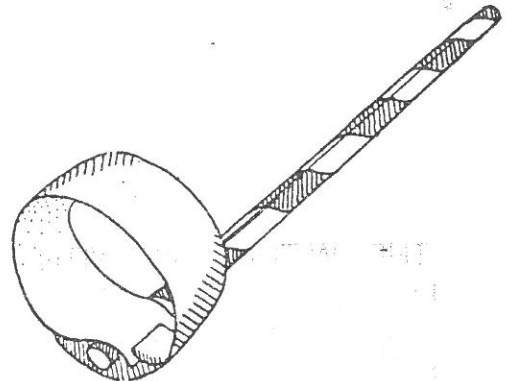
- 2 Cut two strips of paper, one 2 cm x 16 cm (¾ x 6¼ inches) and the other 1.5 cm x 14 cm (½ x 5½ inches).



- 3 Bend the large strip of paper into a circle so that the ends overlap slightly and tape as shown. The overlap will form a pocket into which the straw will fit.



- 4 Pry open the pocket and slip it over one end of the straw.



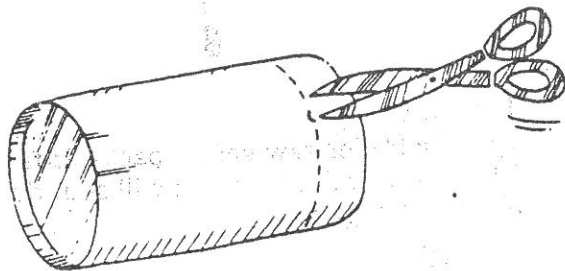
THINGS THAT FLY

THE SUPER TUBE

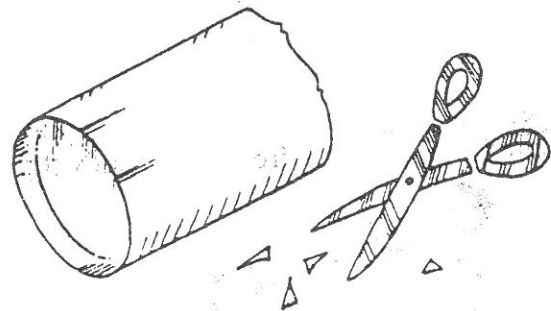
THINGS YOU NEED TO MAKE IT

1. ALUMINUM POP CAN
2. HEAVY TAPE (MASKING)
3. STICKY TAPE/RULER/SCISSORS THAT WONT BE RUINED BY CUTTING THE CAN

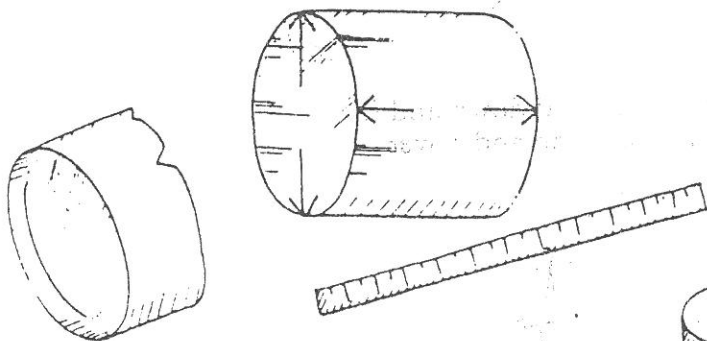
1 Work a hole in the side of the can with the point of the scissors, then cut all the way around one end of the can. Be careful to avoid metal splinters when you cut the aluminum.



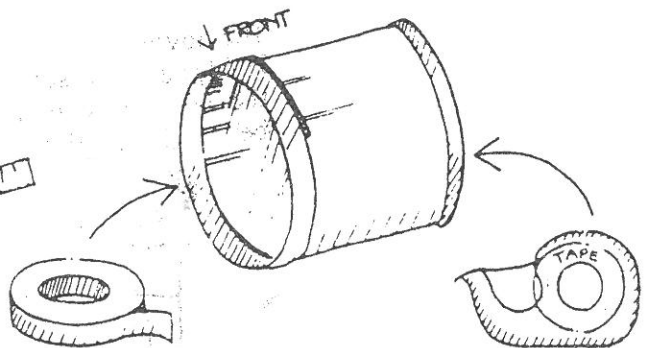
2 The cut end will have a few sharp points on it. Carefully cut off the sharp points. The can may also be bent. After you have removed the sharp bits, bend the can back into a circle.



3 Measure the distance across the the end of the can (the diameter). Cut the other end of the can off so that the length is the same as the diameter. Again, be sure to remove any sharp pieces.



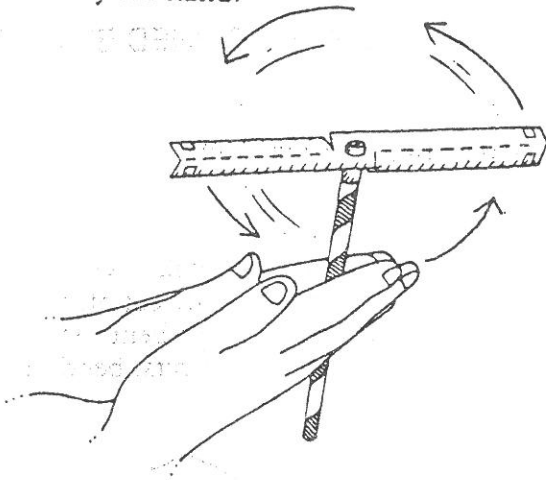
4 Put a single layer of heavy tape at one end of the tube as shown. This is the front of your Super Twirl-o-Tube. On the other end put a single layer of sticky tape. The end with the sticky tape is the back.



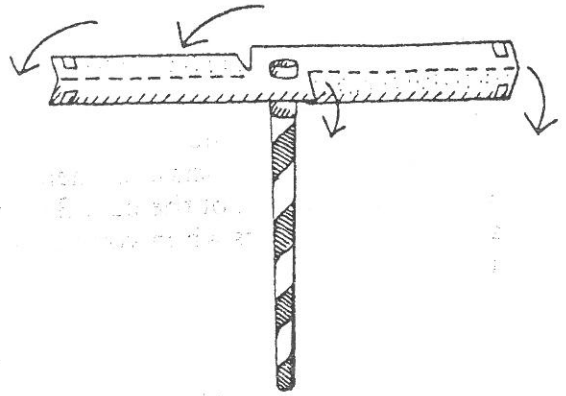
THINGS THAT FLY

THE HELIOSTRAW

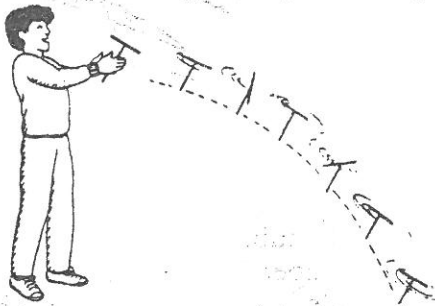
1 To fly the Heliostraw, hold the straw between your palms. Roll your palms together so that the wing rotates rapidly counterclockwise. Let go. The Heliostraw will spin out of your hand.



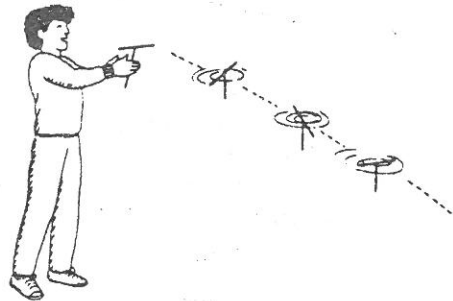
2 If the wing spins but the Heliostraw won't climb, bend the edge of the wings down more. If the Heliostraw climbs rapidly but stops spinning almost immediately, try reducing the amount of bend at the wing edge. Experiment to find the wing setting that works best for you.



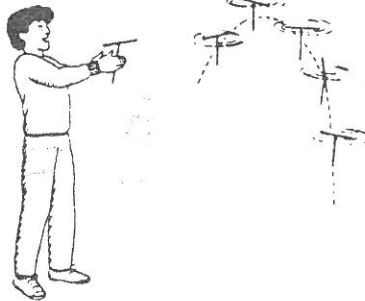
Fast forward
Tilt the straw away from you and fly it.



The glide
Spin the Heliostraw gently backwards (clockwise) and let it go. It will spin down just like the Rotoglide.



The hover
Hold the straw straight up and down and fly the Heliostraw. It should climb and hover before gliding down.



THINGS THAT FLY

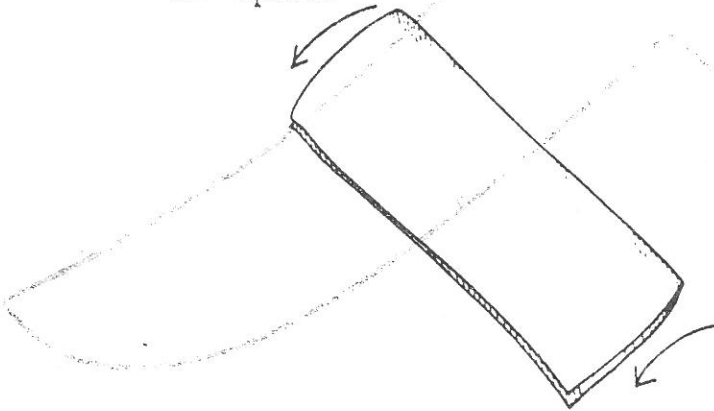
THE DELTA DART

THE DELTA DART IS A TRADITIONAL PAPER AIRPLANE THAT GETS SPICED UP WITH FLYING CONTROLS. THE DELTA NAME COMES FROM THE TRIANGULAR SHAPE OF THE WINGS.

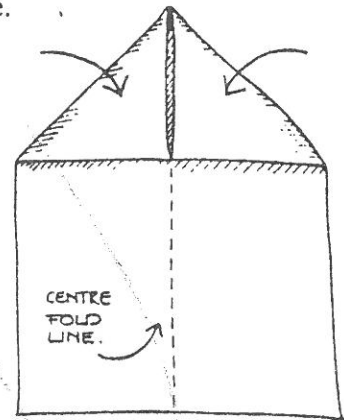
THINGS YOU NEED TO BUILD IT

1. A SHEET OF PAPER SLIGHTLY LONGER THAN IT IS WIDE
2. STICKY TAPE/SCISSORS/RULER

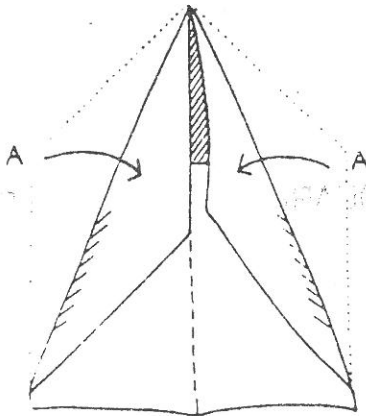
- 1** Fold the paper in half the long way, then open it.



- 2** Fold the two corners in to the centre fold line.



- 3** Fold corners A in to the centre fold line.

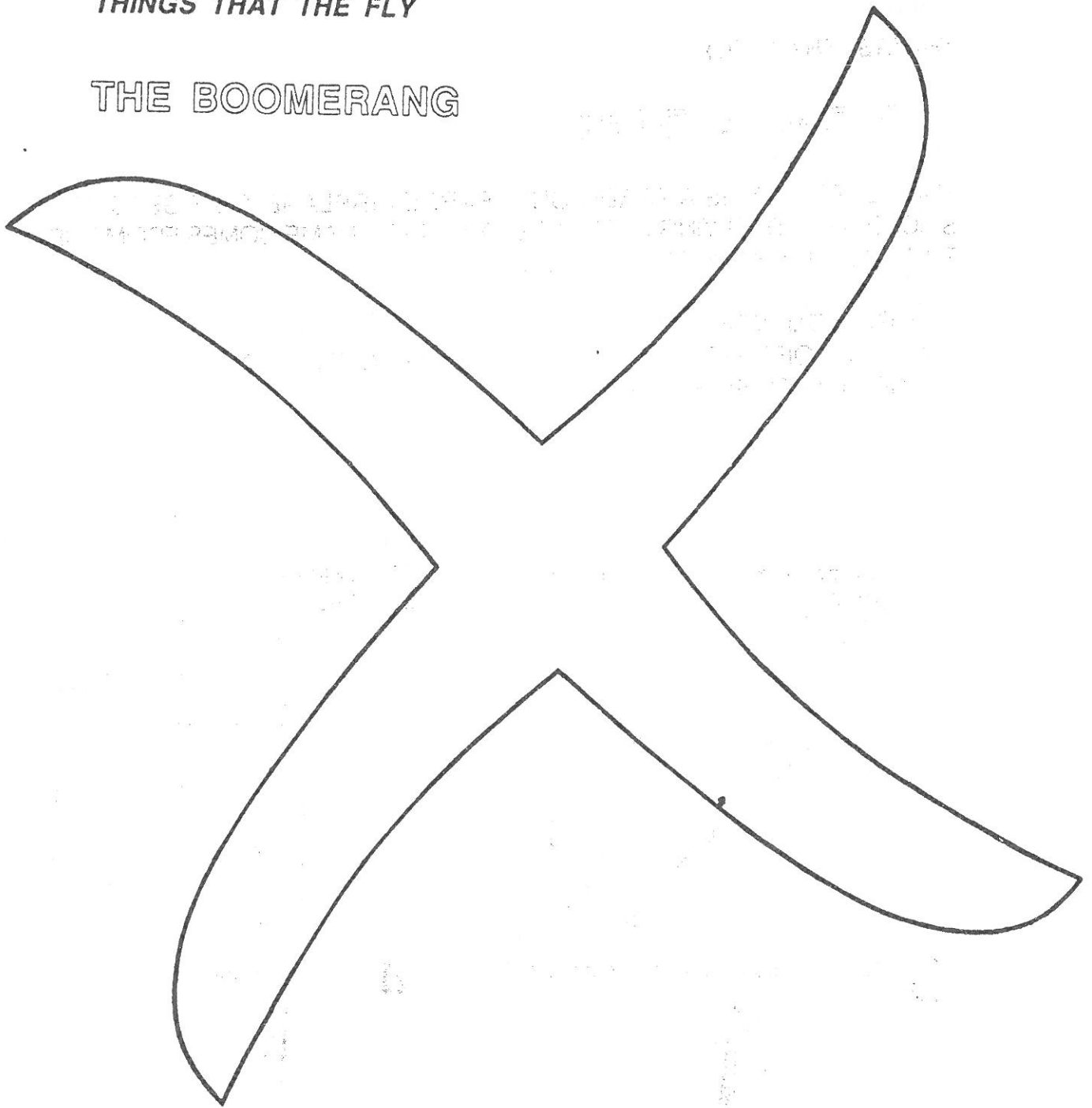


- 4** Fold over and crease.



THINGS THAT THE FLY

THE BOOMERANG



MATERIALS REQUIRED;
A PIECE OF CARDBOARD AT LEAST 7 IN SQUARE(POSTER BOARD
WORKS GREAT)
A PENCIL
SCISSORS

THINGS THAT FLY

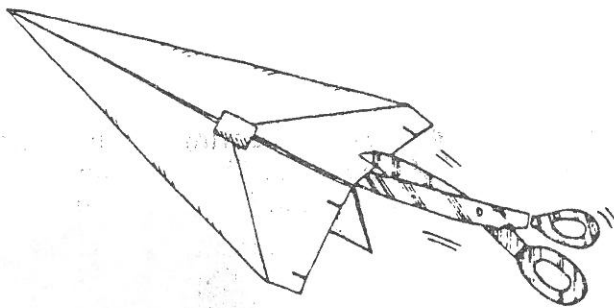
THE DELTA DART

TRIMMING THE DART

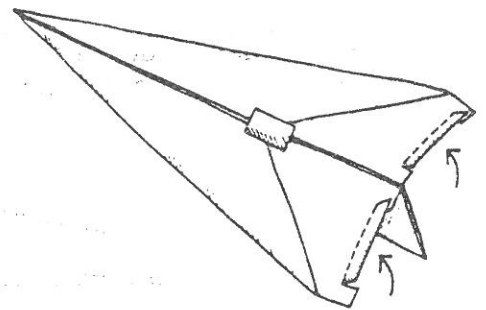
The elevators

Many of the Delta gliders in this book will be nose heavy unless you give them flying controls to bring the nose up. The control that moves the nose of an airplane up or down is called the elevator. Here's how to make elevators for your Delta flyer.

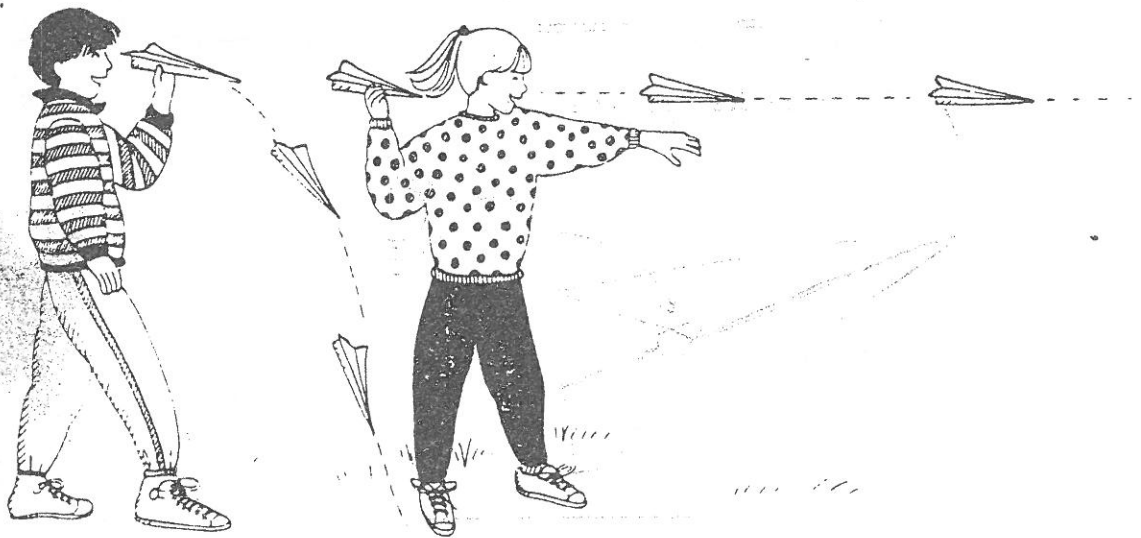
1 Make four cuts in the tail as shown. Each should be about 1 cm (½ inch) long. The paper flaps between the cuts are the elevators.



2 Bend the elevators up. The farther up the elevators are bent, the harder they will try to pull the nose up. So bend the elevators up only a little at first.



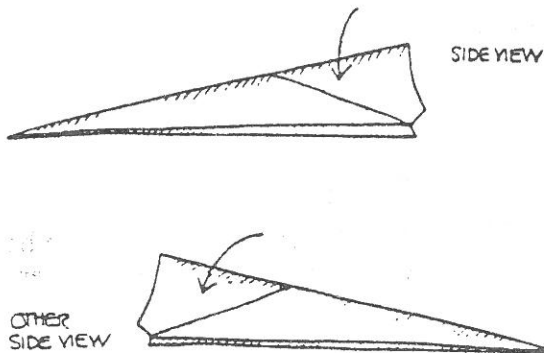
3 Test fly the Delta flyer to find the correct up angle for the elevators. If the Delta flyer still nose dives, bend the elevators up more. If it swoops and falls, reduce the up angle slightly.



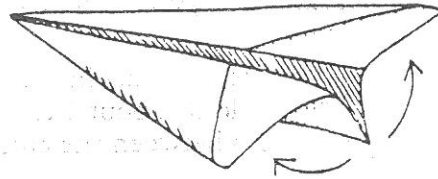
THINGS THAT FLY

THE DELTA DART

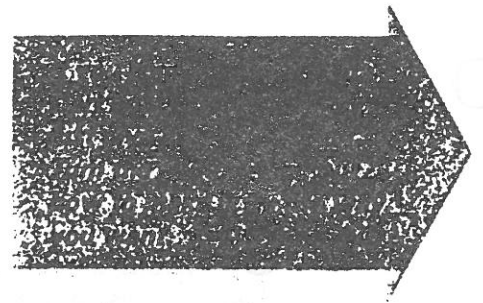
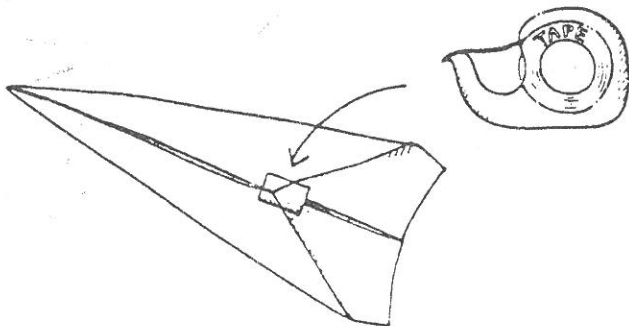
5 Fold one side over to meet the centre fold line. Do the same with the other side.



6 Swing the wings up into a horizontal position. The dart should come to a sharp point in front. If it doesn't, start again.



7 Tape the sides together as shown.

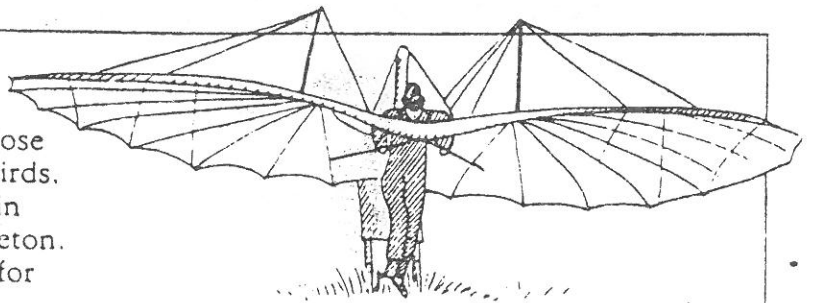


Feathered flyers

Next time you eat chicken, take a close look at the leftover bones. Like all birds, chickens have hollow bones with thin walls. They also have a delicate skeleton. Lightweight bones make it possible for birds to fly.

Bird feathers are light and airtight, providing a warm and aerodynamic covering. Feathers also give the wing the proper shape to fly. A bird without feathers can't fly because its wing is the wrong shape.

When people first tried to fly, they imitated the birds. They failed because



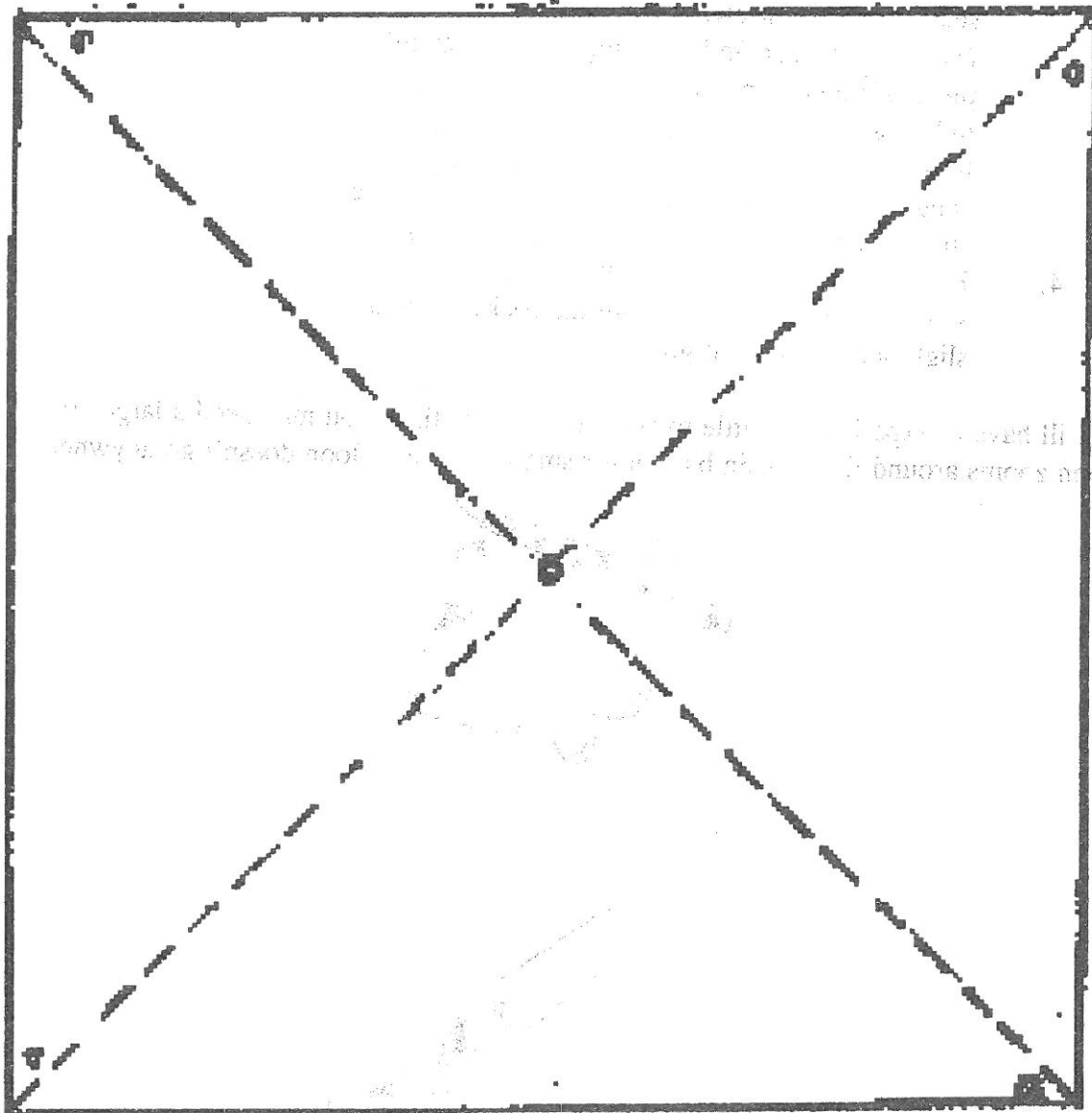
strong, lightweight building materials hadn't yet been invented. Today we have aluminum and carbon fibre rods and other materials to help us fly (almost) like the birds.

PINWHEEL

MATERIALS: Stiff manila paper
Markers or paints to decorate
Straight pins
Unsharpened pencil with eraser top
Tape

Transfer the pattern onto stiff Manila paper. Color with markers.
Cut out the pin wheel and cut in along each dotted line. Stop before you reach the center.

With a straight pin, make a hole at each of the dots. Lift each of these points and bend them to meet over the center hole. Tape together. Cut a cardboard circle about 1/2" in diameter. Push straight pin first through cardboard circle, then through center hole of pinwheel. Finally push pin in eraser on top of the unsharpened pencil. Be prepared to cut the remainder of the pin off or bend it so it can't cause injury.

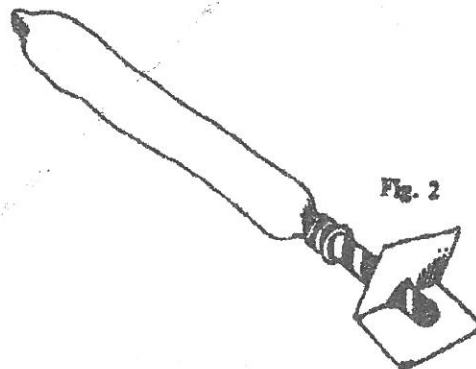
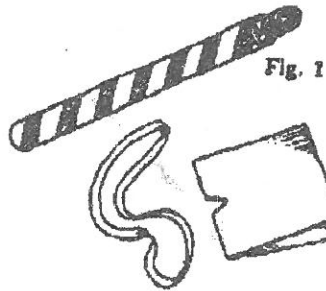


BALLOON ROCKETS

MATERIALS: Plastic drinking straw
Long, straight balloons
Rubber band
Thin scrap of cardboard (postcard weight)
Scissors, pencil

1. Cut a plastic drinking straw in half, and push one piece inside the other. (Pinch and fold slightly before inserting).
2. Select a balloon and insert the doubled straw a few inches into the balloon neck opening. Wrap a rubber band around the neck of the balloon several times to firmly hold the straw in place and make a good air seal around the straw.
3. Make a stabilizer fin by cutting out a rectangular piece of thin cardboard from a postcard. Fold this in half and cut a small notch in the middle of the folded edge to allow the straw to slip through snugly. Slip the stabilizer fin over the end of the straw just far enough so that it won't slip off.
4. Blow up the balloon until full. (Pinch straw to keep air from escaping. Aim the rocket up at a slight angle and let it go.

You will have to experiment a little to get the stabilizer fin. You may need a larger fin if the balloon zooms around like a plain balloon-or smaller if the balloon doesn't go anywhere.



APRIL-1994 SHAPE UP

IDEAS FOR PACK ACTIVITIES

- Promote Day Camp
- Have a pack uniform inspection
- Participate in Scout Show
- Have an Easter Egg hunt
- Have a Track and Field Day



IDEAS FOR DEN ACTIVITIES

- Have the boys set up and run an obstacle course
- Plant trees or flowers
- Put out nesting materials for the birds
- Have a group picture taken. Have all Cubs write "What Scouting Means to Us and submit to boys life magazine
- Invite an old time Scouter to talk about Scouting and requirements for ranks when they were young.

SUN	MON	TUE	WED	THU	FRI	SAT
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24	25	26	27	28	29	30

It wasn't very long ago that we used to hear the expression, "The sky's the limit." That meant that a person could do anything he wanted to bad enough. Today, even that limit is bigger than we imagined several years ago. There is almost no limit to what you can aspire to do. Colonel Buzz Aldrin, the second man to walk on the moon, once said to a group of Scouts, "Set your goals high and settle for nothing less than accomplishment."

OPENING:

- Scene: 7 boys come on stage, carrying various kinds of muscle building equipment. They use the equipment and, in turn, speak these lines:
- 1st boy: To keep your body strong and healthy is more valuable than being wealthy
- 2nd boy: When you are fit, you feel so good, and try the things you should.
- 3rd boy: It helps you lend a helping hand, to needy folks around out land.
- 4th boy: Eating the right foods is always wise, and every one needs some exercise.
- 5th boy: Stand on tiptoes, one, two three, touch your toes don's bend a knee.
- 6th boy: Run a while, then slow your pace: Practice will help you win the race.
- 7th boy: Scouting builds young boys into men, and this is where it all begins.

STICK TO IT OPENING

(HOLD UP ENVELOPE WITH A STAMP)

Cub Scouts, the postage stamp you see on this envelope had the important job of making sure that this piece of mail was delivered to me. The stamp is pretty small but, in spite of its size, it did the job. Each of you have a job to do in you den. Like the postage stamp, it isn't your size or strength that determines how well you do the job, but rather how well you stick to it. We aren't all good at all things.

Remember the stamp. It did the job in spite of its size by sticking to the job. Make up your mind that you can do the same thing. **DO YOUR BEST** and stick to it until the job is done.

ADVANCEMENT:

This month's theme SHAPE UP-will demonstrate that our Cubs advance according to their strengths. As men must train to be an Olympic Champion, our cubs also must shape up and develop strengths and abilities to obtain their rank advancement. So, tonight we have _____, who has achieved the Bobcat rank. We ask him to lift the heavy weight up to the Bob cat level.

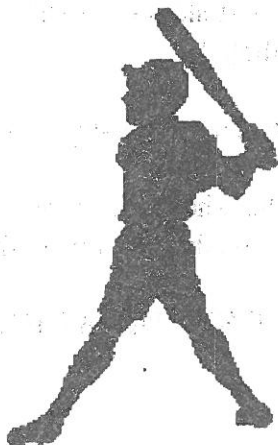
In order for a boy to earn the Wolf rank, he must increase in ability by practice and working with his muscles just like a weight lifter must train and get in condition. Tonight we have _____, who has trained and has gotten in shape to get his Wolf rank. We will have him come and lift the weight to the Wolf level.

Training must continue for a further development. _____, has become like the name of his badge BEAR. Strong in many areas and abilities. Please, _____, lift the weight to the Bear level.

The Gold medal is given to a champion. Tonight we have a champion in our company. _____, has earned his Webelos badge.
(list what requirements have been completed to earn this). He is a good example of what you all can do. _____ lift the weight to the Webelos level.

CLOSING:

Every Cub Scout should accomplish something worthwhile each day. Each day's accomplishments should be a little better than the day before. Stand by a window with your room dark and look out into the night, and ask yourself this simple question: "Have I done my best today?" Then each day, vow to do better than the day before. If all of us do that, and keep our promises, we will have the best country in the world. Before we close, I want to ask you a question. Please answer it silently to yourselves. "Have you done your best today?"



SALT AND DIRT CLOSING

CUBMASTER: Each of you shake a little salt into your hand? Note how white and clean it is. It's something very necessary which we enjoy. It adds pleasure to our lives, now add a little dirt. It's no longer white, clean or attractive. No one wants to use it or have anything to do with it. It's the same with Cub Scouting which is clean and attractive. Boys want to be in Cub Scouts and parents want them in too. but each time a Cub Scout says a dirty word, tells a lie, is mean to someone, or says something unkind about someone else, he's adding dirt to Cub Scouting. If this happens very many times Cub Scouting will be dirty and no one will want to belong.

Let's keep Cub Scouting nice and clean and strong so all boys will be proud to belong.

ONE STEP AT A TIME

Characters: One "Senior" Scout
Four or more "Junior" Scouts

Setting: All Scouts are on stage as skit starts

CUB 1: When I grow up I'm going to be the world's greatest broad jumper and jump like this! (Jump about a foot and fall down)

SENIOR: Well, you'll have to remember to take it one step at a time, one step at a time.

CUB 2: Well I'm going to be a high jumper and win a gold medal like thin! (Jumps and falls flat)

SENIOR: Well just remember that you'll have to take one step at a time.

CUB 3: Well, I'm going to be a world famous baseball player and hit home runs like this! (Swings and falls)

SENIOR: Fine, fine, but remember to take it one step at a time, one step at a time.

CUB 4: I'm going to be the world's best slam dunker! (Dribbles imaginary ball across stage and slam dunks it, falling.)

SENIOR: Sure, sure, but remember to take it one step at a time, one step at a time.

CUB 1: Say, what are you going to be, the greatest marathon runner that ever lived! (Turns and starts to walk away, but trips over shoe lace.)

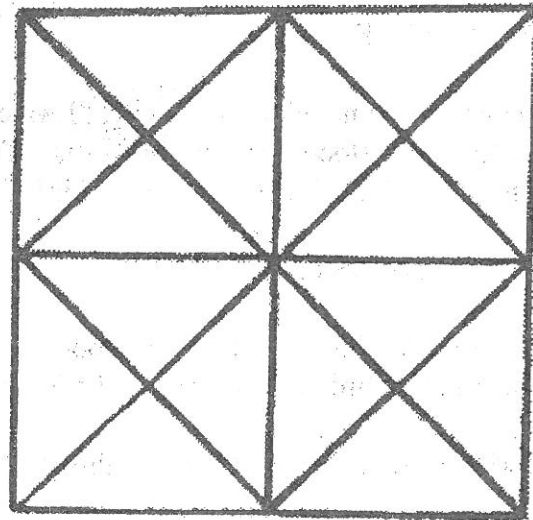
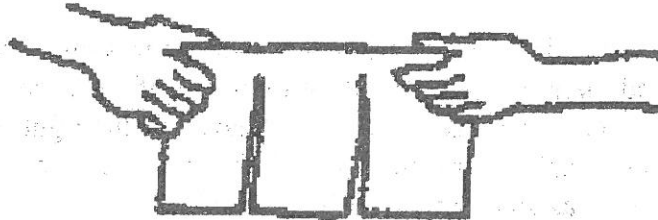
ALL CUBS: ONE STEP AT TIME...ONE STEP AT A TIME!

THE IMPOSSIBLE TEAR

Tear or cut a piece of paper as shown in the drawing. Notebook size paper will work fine. Smaller paper is OK too. Bet your friends that they can't hold the two outside ends and tear the paper so the center piece fall out.

They won't be able to do it. It's a sure two bits, But after they've tried, they might want to try it with another paper that they cut themselves. Let them.

They can't do it because there are just too many thing to control to get the paper to tear into three pieces. First of all, the three parts of the paper would have to exactly the same size. The cuts have to be exactly the same. The paper would have to be perfectly uniform (and most appear isn't). they would have to pull at the same speed. that's quite a collection of conditions, which is why your winning two bits is a sure thing.



There are at least 10 squares and 44 triangles in this figure. Can you find them all?

STRONG MAN STUNT-Place a sheet of paper on the floor. Have three Cub Scouts grasp a broom with one hand near the top and hold it a foot over the paper. Have a fourth Cub Scout put his hand near the bottom of the broomstick. Now tell the three boys grasping the broom to try to push it straight down onto the paper, while the boy on the floor tries to push it away. Even the strongest boys in the den will find it impossible to hit the paper if the boy on the floor is alert. It's a matter of leverage.

GAMES

LOG ROLLING CONTEST

Make logs from 4" cardboard cylinders. Paint. This can be a relay with each boy rolling a log with a dowel or stick to a given point and back to the next person in line. (This can also be done using a 2 liter plastic bottle)

MASTER OF THE RING

A circle is drawn on the ground. The players stand shoulder to shoulder, inside the circle with arms folded either on their chests or behind their backs. When the signal is given, players try to push one another out of the circle. When a boy steps on the circle, he is out. He is also out if he unfolds his arms or falls down. The last player to remain is the "MASTER OF THE RING."

TOUCH AND TELL

Have the members of your den stand shoulder to shoulder in a circle facing in, with their hands behind them and their eyes closed. Pass a number of small objects, one at a time, to the denner. He feels each one and passes it on to the player on his right, who does the same. When the objects have completely passed around the circle, ask each player to write down as many of the items as he was able to identify and remember.

STAND A MINUTE

Let someone keep time with a second hand watch. At his signal, "GO" everybody stands until he thinks he's stood a minute, then sits. The timer calls out when a minute and five seconds have passed, so each can see for himself how good a judge of minutes he is.

PHYSICAL FITNESS FEATS

BALANCE-Try walking on blocks of wood, stones, or bricks while balancing a staff on your head. To make it harder, toss a ball and catch it while balancing.

SQUAT JUMP-Sit on heels. While in this position, jump forward several times.

STICK TWIST-Two boys grasp a staff over their head, with their hands alternating on the staff. Place feet wide apart. On signal, they bring the staff down slowly between them. The boy whose hands slip off the staff is the loser.

HUNKER HAWSER

This game is sure to prove that "the bigger they come, the harder they fall". If you like one-on-one competition, here it is-along with a real surprise as to what gets you off your pedestal.

Pedestals are about 6" high and small enough so that players can't move their feet without losing balance. (A good mount might be a block of wood or styrofoam, a tree stump, or a flower pot overturned.)

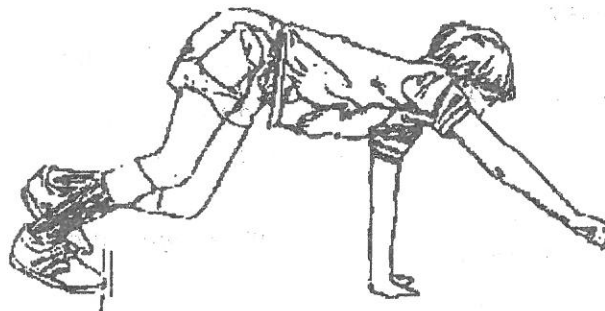
Players hunker down on their platforms, which are set about 6' apart, each holding one end of a rope about 1" in diameter and at least fifteen feet long. The excess rope lies coiled between them-but not for long.

At the starting signal, the players begin reeling in. The object is to unbalance your opponent by tightening or slackening the rope. Sound simple? "Oh I'll just give a good pull and..." Suddenly your opponent relaxes his hold, and over you go in a spectacular backward somersault-defeated by your own energy. The more aggressive you become, the more vulnerable you are. The whole idea of how to win becomes as topsy-turvy in this game as the chamber pot on which you're standing.

KNOTS

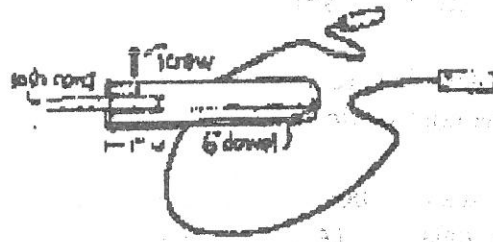
To form the knot, stand in a circle, shoulder to shoulder, and place your hands in the center. Now everybody grab a couple of hands. If you ever want to get out of this, make sure that no one holds both hands with the same person or holds the hand of a person right next to them. It might take a bit of switching around to get the knot tied right. (If you have too much trouble getting this part together, you might want to quit before you try getting it apart!)

PEBBLE STRETCH-with toes on a line, the boy puts one hand on the ground and places a pebble as far out as he can. Then he tries to return to a standing positions with out shifting the hand on the ground; that is, by springing back up. Knees must not touch the ground at any time. The winner is the player who puts the pebble farthest and spring back up.

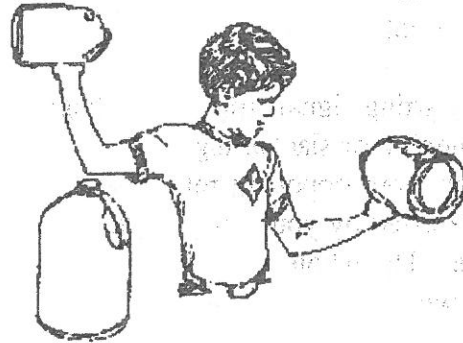


HOMEMADE EXERCISE EQUIPMENT

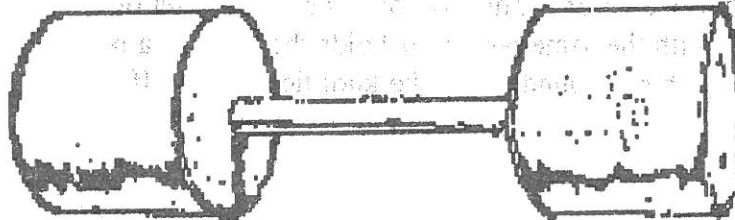
JUMP ROPE-Use 5' heavy duty sash cord. For handles, drill 1" deep holes in the ends of 6" long dowel or broomstick pieces. Insert rope ends and secure with screws through dowel.



JUG WEIGHTS-Fill plastic bleach bottles with sand and replace the caps.



DUMBBELLS AND BARBELLS-Fill cans with concrete and embed broomstick. For dumbbells, use small cans and short sticks. For barbells, use #10 cans and 3' broomsticks.



BROOM LIFT

How powerful are you? Can you grasp a broom at the end of its handle and hold it straight out, shoulder high, at arm's length? Mark sections of handle from easy to difficult.

APPLAUSE

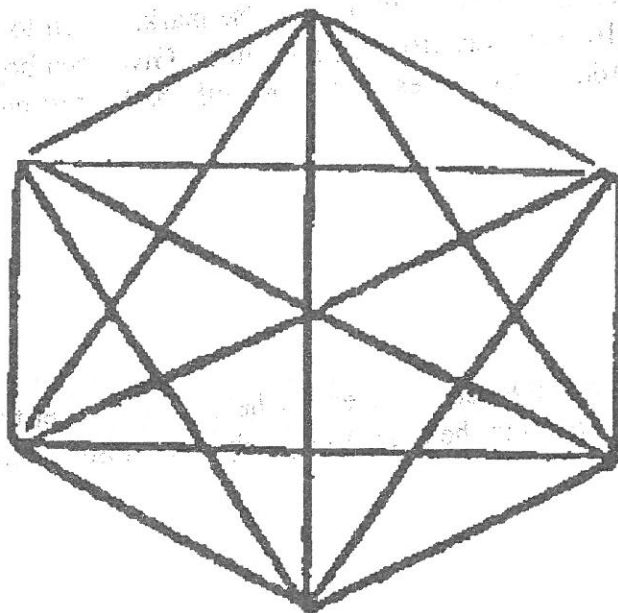
PUMP IRON APPLAUSE-Pretend to pick up a set of dumbbells in each hand and exercise with them. Say "We want to pump you up."

HOME RUN APPLAUSE-Simulate swinging a bat at a ball, shade your eyes with your hand, and yell: "THAT SHE GOES!!!"

WRONG FEET SKIT

One person has shoes on wrong fee.
Second person enters, looks at the first person and says,
“What’s wrong?”

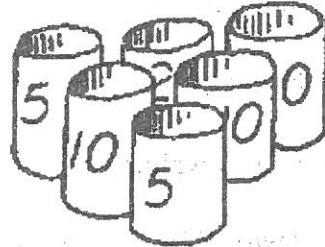
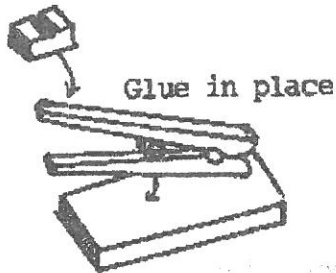
- #1 (groaning) “My feet are killing me.”
#2 “Do you have corns?”
#1 “No”
#2 “Do you have bunions?”
#1 “No”
#2 “Have you been walking?”
#1 “No”
#2 (looking down) “Oh, you have your shoes on the wrong feet!”
#1 “We’ll, they’re the only feet I’ve got!”



Can you find 90 triangles in
this figure? It takes work,
but it can be done?

Shoot the Cannon

Glue a spring clothespin to a small wood base. This serves as the "cannon." Beans or small pebbles make fine cannonballs. Make a holder for the cannonballs by gluing a small scrap of wood with a groove filed in it to the top of clothespin (on the open end). Label 6 tin cans with point values and set up a targets.



Ring the Bottle

Fill several plastic detergent bottles with sand. Use marking pen to write a number on each bottle. Set bottles 8 to 10 feet away from the base line. Give each boy 3 rings and let him try to ring the bottles. Add the scores. The boy with the highest cumulative score is the winner.

Nose and Potato Race

Each player is given a potato which is placed on the ground 25 feet from a goal line. Players are required to roll the potato to the goal, using only their noses. First to cross the goal line, wins.

Eat and Whistle

Players are divided into two teams and each person is given a cracker. At the signal, the first player on each team starts eating his cracker. He must finish it then whistle before the next boy in him can start. The first team finished wins.

A-STRETCHING WE WILL GO

Tune: A Hunting We Will Go

A stretching we will go, Moving to and fro,
And when we're done, We've had some fun,
And relaxed our muscles too.

Come on folks let's stand, And raise up high each hand,
~~Then spread them wide,~~ Now to you side,
As your muscles you relax.

Now let us stomp our feet, But please don't take your seat,
Before you're down, Please turn around, And then you'll take your seat.

CUB SCOUT INDIANS

(Tune-On Top of Old Smokey__

Down in the basement, Of the den leader's house,
The Cub Scout were working, As still as a mouse.
They made bows and arrows, And headdresses, too,
They were going to be Indians
Cree, Blackfoot, and Sioux.

They painted their headbands, In red, green and blue,
And some of the Cub Scouts, Had painted arms, too.
They made shields and breechcloths
And moccasins, too.
And a big Indian tepee, Large enough to walk through.

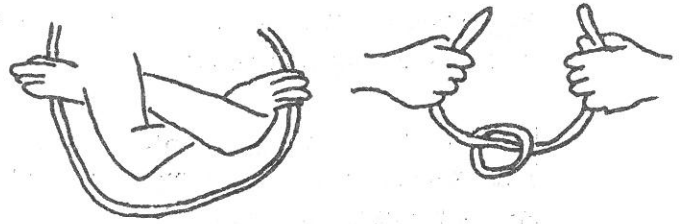
Pack meeting night came. They arrived on the scene.
All dressed up like Indians, Painted red, blue and green.
They danced and sang war chants Around the campfire,
They had Indian contests:
No one seemed to tire.

The room was all filled With excitement and noise.
No one could believe Those wild Indians were boys.
When the wild Indians got home,
The parents all said
They were glad that their boys
Were now Cub Scouts instead.

TRICKS AND PUZZLES

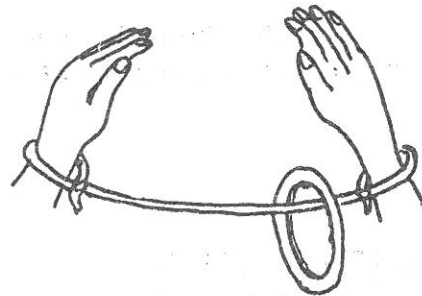
Magic Knot

Cross arms as illustrated. Pick up the ends of a piece of rope. Hold them tightly. Complete the overhand knot by uncrossing arms.

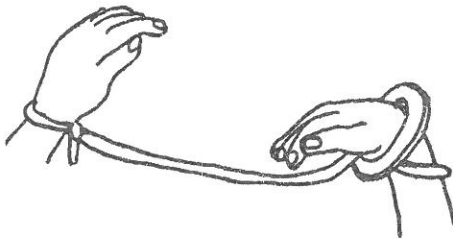


Ring Off the String Trick

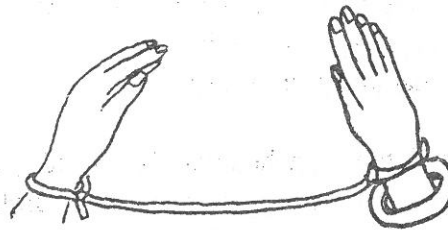
Put a jar ring on a piece of string. Tie the string to your wrists. The trick is to remove the ring without untying the string.



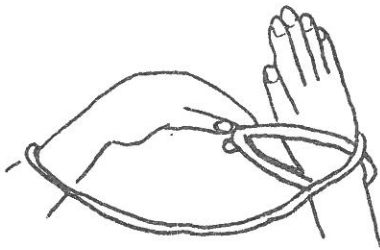
Start by sliding the jar ring over your fingers.



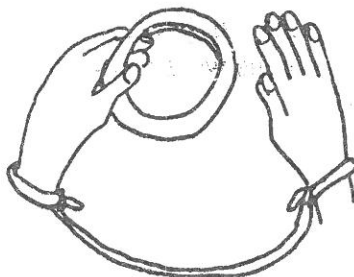
Slide the ring past the string on your wrist.



With your other hand, pull the ring underneath the string.



The jar ring comes off in your fingers. You have finished the trick.



MAY-1994 BACK TO NATURE

IDEAS FOR PACK ACTIVITIES

- Recognize adult leaders for their work
- Hold a pack good turn for Chartered Organization
- Present service stars and attendance awards
- Tiger Cub Graduation

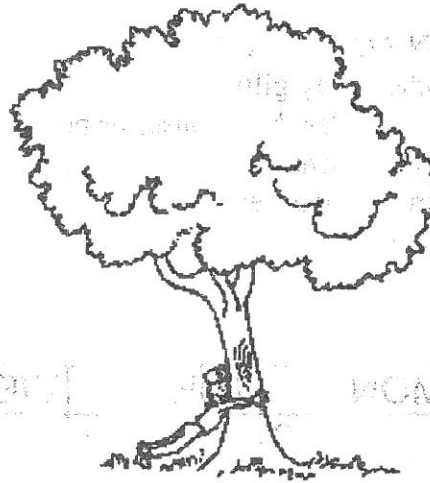


IDEAS FOR DEN ACTIVITIES

- Make Mothers Day gifts
- Make a bird feeder, bird house, or put out nesting materials
- Plant trees or flowers
- Have a nature scavenger hunt
- Go rock hunting

SUN	MON	TUE	WED	THU	FRI	SAT
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15	16	17	18	19	20	21
22	23	24	25	26	27	28
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Did you every stop to think about how helpful a tree is? It provides a nesting place for birds, shade form the sun, and protection from the rain. It provides wood for fires and cooking by discarding it's dead branches. It adds beauty to our world, A tree gives a lot more than it receives. We can learn a lesson from the tree-that we should also give more to others than we receive.



OPENING CEREMONY

This ceremony will require seven participants: one narrator and six Cub Scouts. Each Cub Scout will need a large card with the appropriate letter on the front in super-large lettering. Print the word on the back of each card for the boy to read. Remind him to read over the card and not have his voice become trapped behind the card as he reads.

NARRATOR: To study nature is to learn about our environment and how we can protect and preserve it now and for the future.

Boy A-ACTION Take action to keep the world around you at its best. Take no action that will destroy it.

Boy B-BEAUTY We are blessed with the beauty of nature all around us.

Boy C-CITIZENSHIP Practice good citizenship by caring about the appearance of your neighborhood and home town.

Boy X-“X” is the unknown factor. What will happen if we don't all work together to preserve our environment?

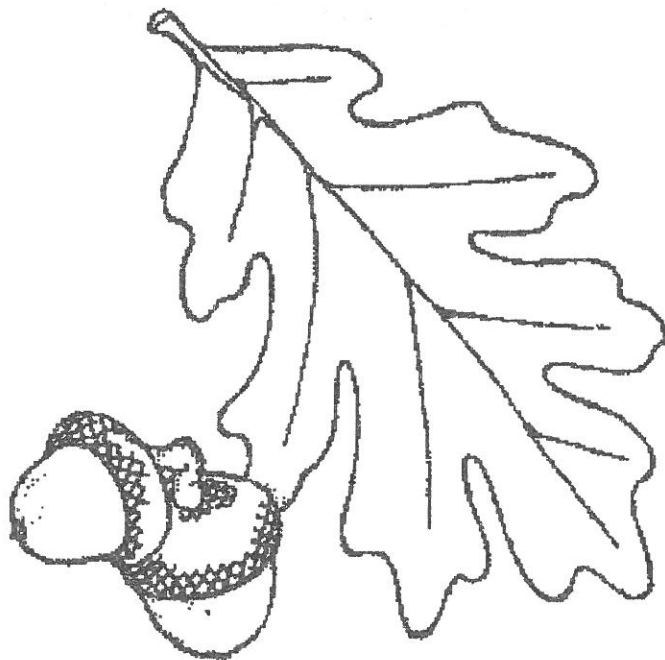
Boy Y-YOU It is up to you to set the example for others.

Boy Z-Z is for ZEST. Go about your projects with zest and enthusiasm. Walk hand in hand with Mother Nature. She will always be your friend.

OPENING

PERSONNEL: Cubmaster and 6 Cub Scouts
EQUIPMENT: 6 large cards spelling out N A T U R E, with speaking parts written on back.

- CUB 1:** "N" stands for your name. Be proud of it. Everything you do adds to or takes away from your good name.
- CUB 2:** "A" stand for attitude. As sunlight is essential to growing plants and animals, your attitude will affect your growth and spirit. the right attitude will improve your ability to be happy.
- CUB 3:** "T" stands for task. As birds and animals work hard at their tasks each day, so do Cub Scouts as they keep their promise to do their best.
- CUB 4:** "U" stands for usefulness. Animals and birds are judged by their usefulness, and your place in life will depend on your ability to produce.
- CUB 5:** "R" means you're ready. As the squirrel gathers food for the winter, the things you are learning today will prepare you for your future.
- CUB 6:** "E" stands for energy. Just as the bee keeps busy gathering nectar, you can keep busy using your energy to give good will to others.



OPENING CEREMONY

Equipment: Simple props to represent what the Cubs are saying.

CUB 1: (Put litter in trash can and say:) **AS AN AMERICAN I WILL DO MY BEST TO BE CLEAN IN MY OUTDOOR MANNERS.**

CUB 2: (Have a small campfire-or hold up a picture of fire and say:) **AS AN AMERICAN I WILL DO MY BEST TO BE CAREFUL WITH FIRE.**

CUB 3: (Hold up a small tree-or a picture of tree planting and say) **AS AN AMERICAN I WILL DO MY BEST TO BE CONSIDERATE IN THE OUTDOORS.**

CUB 4: (Props - pictures of river/streams and say) **AS AN AMERICAN I WILL DO MY BEST TO PRESERVE OUR COUNTRY AND ALL OF ITS RESOURCES.**

CUB 5: (Show a globe and say) **AS AN AMERICAN I WILL DO MY BEST TO PRESERVE OUR COUNTRY AND ALL OF ITS RESOURCES.**

WILL THE AUDIENCE PLEASE REPEAT THE OUTDOOR CODE WITH US?

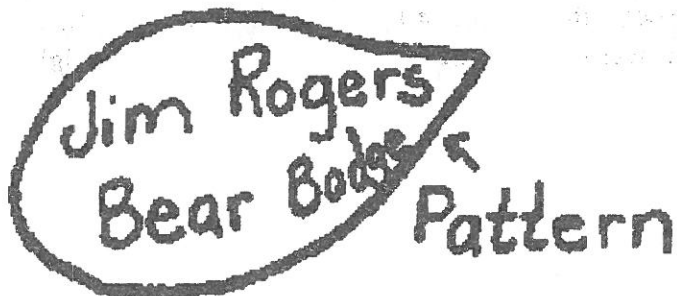
ADVANCEMENT

PROPS: 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 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 pints; then Bear awards and arrow points, then Waybills 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.



ADVANCEMENT CEREMONY

Have you ever wondered why most of the ranks in Cub Scouting are named after animals? Think about the animals Bobcat, Wolf and Bear for a moment. What images come to mind?

The Bobcat is a little smaller than most of his cousins in the wild cat family. Built his features, especially his ever alert ears, make him very distinctive and his movements are sleek and swift. We have several Bobcat Cubs here tonight who swiftly tracked the seven steps of what it takes to be a Cub Scout. Would the following boys and their parent please come forward? (Call names of the boys who are to be awarded the Bobcat rank.)

The Wolf is a very intelligent animal and is known for his loyalty to the pack. He is quick to defend his territory much like a Cub Scout who is quick to stand up for what he believes is right. Would the following boys and their parents please come forward to accept the rank of Wolf? (Call names of boys)

The Bear is one of the largest animals on our continent and for that reason is often feared. His strength is legendary and his senses are keen. But if you watch him closely you will probably see that the bear has a sense of humor and likes to play. He also knows how to plan ahead as we see in his preparations for winter. We have some Cubs here tonight who have proven their strength and sharpened their senses and are now to be awarded the Rank of Bear. Would the following boys and their parents please come forward? (Call names of boys)

The Webelos rank may not be named after an animal, but it does stand for something special. Who can tell me what Webelos does mean? (Pause for response.) Right! WE'LL BE LOYAL SCOUTS. Part

of being a Scout is being a friend to animals--a protector of their homes and their right to survive. Webelos are apprentice outdoorsmen, foresters and naturalists and they are learning what it means to be a Boy Scout. Would the following boys and their parents please come forward to be awarded the Rank of Webelos? (Call the names of the new Webelos.)

Boy who have attained the rank of Arrow of Light have made a commitment to live their lives by the Scout Oath. This commitment makes them the King of the Forest, the Ruler of the Roost, the Leader of the Pack. Would the following candidates and their parents please come forward for the presentation of the Arrow of Light awards? (Call names of the boys.)

ADVANCEMENT:

Cub Scouts, like birds, develop and gain strength. In their first stages they must be nurtured and fed by their parents but as they grow stronger they begin to explore and leave the nest. Will Bobcat candidates _____, escort your parents forward so you can receive your first rank in Cub Scouting. (present badges) As the birds develop greater strength they fly greater distances from the nest. Will Wolf Candidates _____, come forward with your parents. (present badges) Will Bear candidates _____, and their parents come forward, (present badges)

Nearing their full growth our Webelos show traits of maturity. _____, come forward and bring your parents. These Webelos have earned the following activity badges. (etc).

Finally, there are those who soar as the eagles. You all need to strive toward the Arrow of Light.

OPENING OR CLOSING CEREMONY

Each Cub Scout should have a candle to light from a central candle (a leader or narrator may refer to it as the Spirit of Nature, the Conservation Candle or some other appropriate name). Each lights his candle and reads the following statements. You may write additional ones if there are more participants.

Cub #1 We have been observing and studying Nature's treasures.

Cub #2 We will help to maintain Nature's balance.

Cub #3 We will help and learn from Nature's animals.

Cub #4 We will help maintain Nature's resources.

Cub #5 We Will protect them from harm.

Cub #6 We will follow the law of nature.

Cub #7 Please join me in reciting the OUTDOOR CODE

As an American, I will do my best to
BE CLEAN IN MY OUTDOOR MANNERS
BE CAREFUL WITH FIRE
BE CONSIDERATE IN THE OUTDOORS
BE CONSERVATION MINDED.

CLOSING THOUGHT

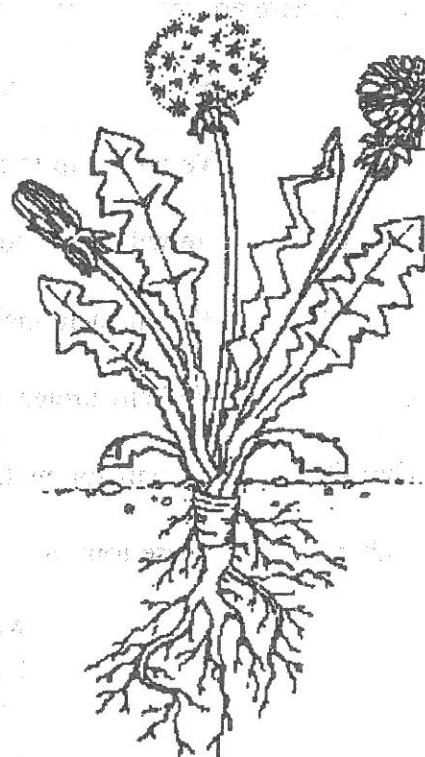
No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of nature. This month our dens have (briefly review some of the de activities used with this theme). There are many more interesting activities to help each of you Cub Scouts learn more about the world of nature and to develop and appreciation for it.

One who studies nature stands like Columbus on the bow of his ship with a vast continent before him...except that the naturalist's world can be at his very feet...a world to be investigated and discovered. It is as near as your own backyard, a nearby park, the wood and fields, or even a country road. These places are inhabited by many kinds of insects, birds, plants, animals, trees and other forms of life. Continue exploring the world of nature and you will find many wonderful things that we have been given to enjoy.

CLOSING CEREMONY

For this ceremony you will need cards with the following statements printed on them. following the reading of the statement the Cub Scout may want to give a fuller explanation of its meaning-example "Nature has History" can be followed with the showing of a stone with a fossil in it, etc.

- CUB #1 NATURE HAS BEAUTY....
- CUB #2 NATURE IS USEFUL.....
- CUB #3 NATURE HAS MYSTERY....
- CUB #4 NATURE HAS MAGIC.....
- CUB #5 NATURE IS A TEACHER...
- CUB #6 NATURE HAS HISTORY....
- CUB #7 NATURE IS FUN.....
- CUB #8 NATURE IS LIFE ITSELF..
- CUB #9 NATURE IS THE FUTURE OF MANKIND...



CLOSING

No matter where you live, there is a world of undiscovered secrets of nature still waiting to be explored. A naturalist is a student of nature. This month our dens have gone Back to Nature to find what is waiting for them. There are many more interesting activities to help each of you Cub Scouts learn more about the world of nature and to develop an appreciation for it.

Think of the words of the song "America the Beautiful" for a moment. Oh beautiful for spacious skies, for amber waves of grain, for purple mountain majesties above the fruited plain.... This is what God has given us--nature's beauty. This is what we as Cub Scouts and Scouters will work to conserve, protect and enjoy.

APPLAUSE

DISCO MOSQUITO: Slap face and arms in a rhythm that goes 1,2,3,4, and end with a disco pose saying "Stayin' Alive, Stayin' Alive."

HIKERS APPLAUSE: Hold throat and shout: Water, water, water!!!
Pretend to find some, drink it, saying: "Glug, Glug, Glug", wipe your mouth on your sleeve and say: AaaaaaaaHhhhhhhhh!

CENTIPEDE APPLAUSE: Group stands and yells: Ninety-nine THUMP!!
Ninety-nine THUMP!! Ninety-nine THUMP!! This wooden leg is murder!!!

CENTIPEDE APPLAUSE: Yell--MY FEET ARE KILLING ME!!!

A SECOND LANGUAGE

Hang signs around the Scouts' necks to let the audience know what each is. On one group of boys, put homemade beaks to represent birds.

After looking to see if the coast is clear, a mother bird and her babies are out looking for worms. They find a nice fat, juicy one and begin to eat. Suddenly they hear a noise.

MOTHER BIRD: SHHHHHHH! Be very still. (Gathers her babies next to her)
The family cat comes in slowly, stalking the bird family. The bird family turn to hop off and the cat begins to chase them. Children go first so that the mother is between them and the cat. The mother turns quickly to face the cat.

MOTHER BIRD: (Gathers all her courage and shouts in a loud voice)
BOW WOW! Immediately the cat turns and runs away. The baby birds return to the mother.

MOTHER BIRD: Now, my children, you see how important it is to know a second language.



THE ECHO

Announcer: "We are at a resort hotel in the mountains. The hotel manager is waiting for his guests." The guests arrive.

1st Guest: "I understand you have a good hotel."

Manager: "Absolutely."

2nd Guest: "With excellent food?"

Manager: "Absolutely."

1st Guest: "Do you have a good view?"

Manager: "Absolutely."

2nd Guest: "What do you have for entertainment?"

Manager: "We have the most extraordinary echo in the world."

1st Guest: "Let me try. (yells) Hey There!"

Echo-(hidden boy outside campfire circle) "Hey there!"

2nd Guest: "Now let me try," (yell something)

Echo answers. Other guests try in turn, with Echo answering.

Last guest yells: "How about dinner?"

Echo: "I'll be right down."

THE CUB SCOUT AND THE BEAR

(Two Cub Scouts are out in the mountains, sitting around a campfire, when a huge bear suddenly appears in front of them)

BOY 1: Keep calm. Remember what we read in that book. If you stay absolutely still and look the bear straight in the eye, he won't attack you.

BOY 2: I don't know about that. You've read the book, and I've read the book, but has he read the book?

SCENE: Scouts are crawling around on all fours in search of something.

1st scout What are they doing?

2nd scout Looking for the trained flea.

1st scout That's hard to find!

2nd scout Yeah. They think he might have run off!

1st scout Oh, with another flea?

2nd scout No, with a dog!

LOST ITEM AROUND CAMPFIRE

CUB 1: (Searches the ground around the campfire.)

CUB 2: **WHAT ARE YOU LOOKING FOR, MAYBE I CAN HELP YOU FIND IT?**

CUB 1: **I DROPPED MY NECKERCHIEF SLIDE**

CUB 2: **WHERE WERE YOU STANDING WHEN YOU DROPPED IT?**

CUB 1: **OVER THERE (He points to the darkness.)**

CUB 2: **THEN WHY AREN'T YOU LOOKING OVER THERE?**

CUB 1: **ARE YOU KIDDING? IT'S TOO DARK OVER THERE YOU CAN'T SEE A THING!**

A TALL TALE--Den Leader is standing in front of the campfire telling a story to the pack. The den is standing behind the leader. As the leader tells the story, the den refutes what is being said by pantomime.

DEN LEADER: We went on a camping trip last weekend and it was the best one we ever had.
(Boys in den stretch out both arms with thumbs pointed down.)

DEN LEADER: We got up bright and early Saturday morning, raring to go.
(Boys shake their heads and put hands together and lay on top as if sleeping.)

DEN LEADER: The first thing we did when we got there was take a hike. It was pretty easy and the boys enjoyed it.
(Boys stagger around as if exhausted.)

DEN LEADER: (Turns quickly around and says:) Isn't that right boys?
(Boys quickly stop all motion and just nod their heads enthusiastically.)

DEN LEADER: We went fishing in the afternoon and caught a ton of fish.
(Boys shake their heads and hold up two fingers.)

DEN LEADER: They were the biggest fish I ever saw!
(Boys hold up thumb and forefinger with a couple of inches between them.)

DEN LEADER: I made a big fish dinner for all of us that night.
(One boy holds up a can of tuna, another shines a light on it and the others point to it.)

DEN LEADER: It was so good and we were all stuffed, weren't we boys? (Turns to boys)
(Boys quickly hide props behind them and nod enthusiastically.)

DEN LEADER: We had a huge campfire that night.
(One boy holds up a lit match while the others point to it.)

DEN LEADER: We sure didn't have to worry about being warm enough with that fire.
(Boys hug themselves and shiver.)

DEN LEADER: The next morning I made them a huge, full course, hot breakfast.
(One boy hold up a package of instant oatmeal, another shines a light on it while the rest point.)

DEN LEADER: (Turning around quickly towards the boys:) Wasn't that right, boys?
(Boys quickly hide props and not enthusiastically, as soon as the Den Leader turns back towards audience, they open their mouths and point as if gagging.)

DEN LEADER: We packed up and went home before lunch. Yes, sir, it was the best campout we ever went on.
(Boys shake their heads disgustedly.)

DEN LEADER: Right boys? (As he turns towards boys.)
(Boys all nod enthusiastically.)

THE PICNIC

Characters: Mom, Dad, Two uncles and Billy (someone introduce characters). They are all dressed in picnic clothes and have a picnic set up for the props.

BILLY: Mom, When do we eat?

MOM: As soon as your aunts arrive, Billy.

DAD: This is a great day for a picnic!

1st UNCLE: The weatherman said we're going to have sunshine all day and the weatherman is always right! (sound effects of thunder and lighting)

2nd UNCLE: Almost always right!

BILLY: Mom, when are we going to eat?

MOM: As soon as your aunts arrive, Billy!

DAD: Anyone here want to go to the Tiger baseball game with me next Saturday?

2nd UNCLE: I will, we should have a roaring good time!

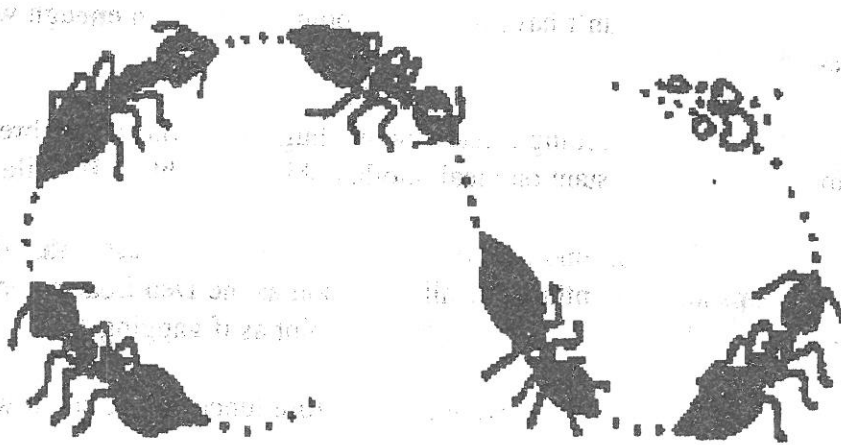
1st UNCLE: You ain't just ly-in (lion)! That would be a Paw-fect day.

BILLY: Mom, when are we going to eat?

MOM: As soon as your aunts arrive, Billy. (Billy leaves with disgust, but comes back quickly with some "ants". A large ant made from cardboard on a string and put it in front of his mothers face. Mom screams.)

DAD: What's the meaning of this, Billy!

BILLY: I'm hungry!! Mom said we'll eat as soon as my aunts are here!



SKUNK IN THE TENT

CHARACTERS: Several Cub Scouts and a Cubmaster
SCENE: Campsite with a tent

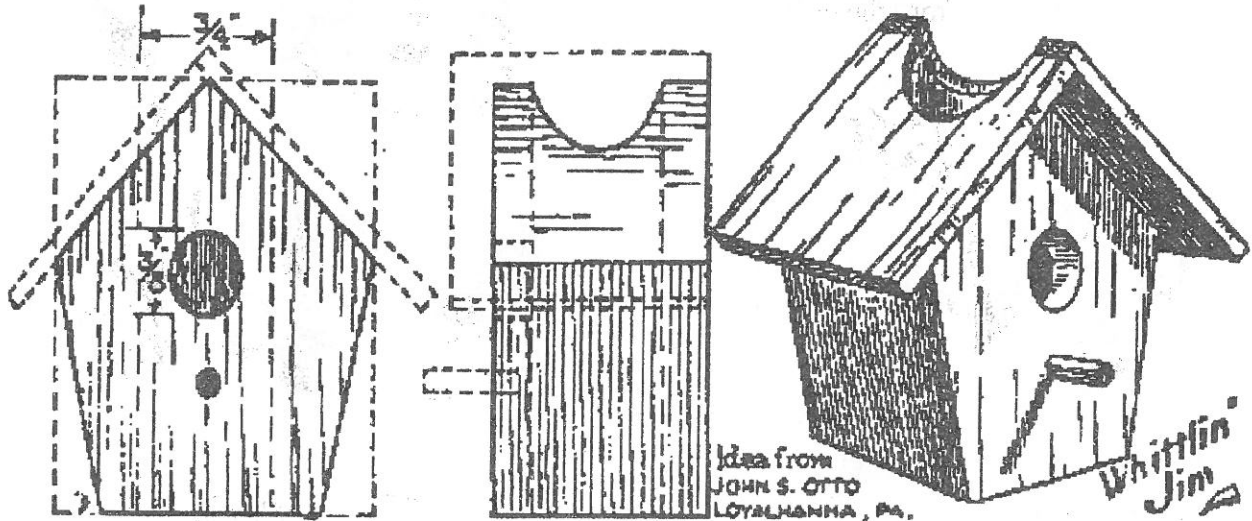
All the Cub Scouts come running to the Cubmaster shouting that there is a skunk in the tent. The Cubmaster instructs them to place a small piece of bread crumb in a line going from the inside of the tent in a pathway out into the forest. The scouts all run to do it. Later, they come running back to the Cubmaster shouting. "HELP, HELP!" The Cubmaster inquires if they did as he instructed. One boy steps forward and says, "YEAH, WE PUT A LINE OF BREAD CRUMBS FROM THE TENT TO THE FOREST."

CUBMASTER: "SO, WHAT'S THE PROBLEM NOW?"

SCOUT: "NOW, THERE ARE TWO SKUNKS IN THE TENT!"

JENNY WREN HOUSE

If you have a band saw this slide can be made in jig time. Cut the block square and bore the $\frac{3}{4}$ " hole first. Then saw the rest of it and drill the $\frac{7}{8}$ " hole and a $\frac{1}{8}$ " hole for the perch. Glue on the roof and when glue is dry whittle thru to match the $\frac{3}{4}$ " hole. Roof and perch green, the rest is white.



COLLECTING ANIMAL TRACKS

When you're hiking across fields, along streams or in the woods, watch for animal tracks. Footprints that have been marked clearly in the dirt or mud can be easily preserved.

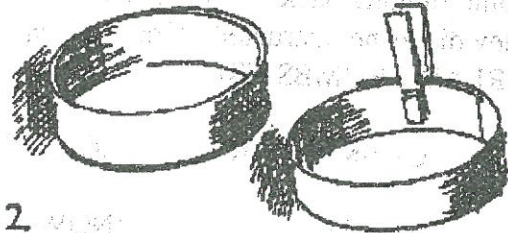
With a small brush, carefully clean any loose dirt from the track. Using poster board weight cardboard, make a ring that will fit over the track with some space to spare around the edge. (You can use a paper clip or a clothespin to hold the paper collar together. Coat the inside of the collar with vaseline.

Fill a small paper cup 1/3 to 1/2 full of water. Add enough plaster to the water to absorb most of the water. Mix. Put collar around track, pour the plaster mixture onto the track about 1" deep.

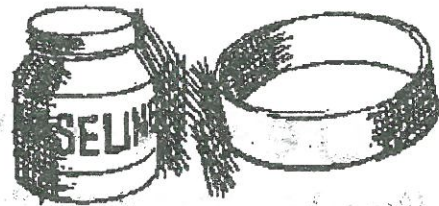
Do not touch or move it for 1/2 to 1 hour. Remove the cast from the collar and label it.



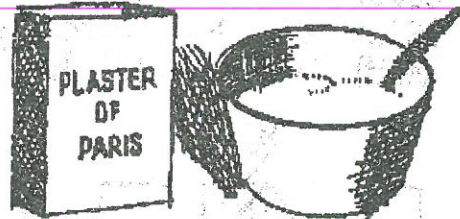
SKUNK IN THE TENT



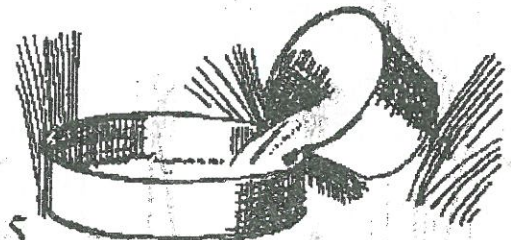
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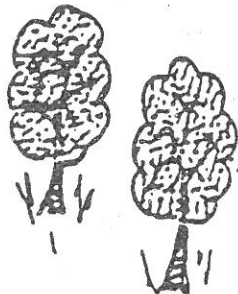
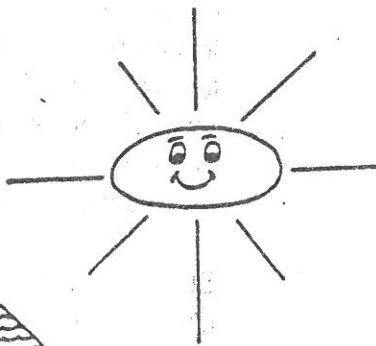
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TIPS ON TAKING A HIKE

1. **LOOKING VS. SEEING:** We can all look. We have to learn to see. Seeing may be heightened by consciously searching for pattern, movement, color and irregularity by trying to locate differences in the way things are lighted, or by looking for reflections and shadows. Seeing may become more vivid if you make a sketch with a felt tipped pen or soft black pencil. If you become interested in detail, try using a hand lens, or look through a small cardboard frame.
2. **SILENCE VS NOISE:** Conversation may help or inhibit observation. Noise often obscures attention. It can also scare away creatures in a woods. It can prevent you or another from listening to a bird song, to the snapping of twigs, to the whisper of the wind, or the bubbling of water.
3. **DO SOMETHING YOU HAVE NEVER DONE BEFORE:** Have you looked at, sniffed and crushed in your fingers a piece of decaying bark? Have you pressed your hand against soft mud to make a print? Have you looked at a pattern of ripples in a steam?
4. **COLLECTING SPECIMENS AND SAMPLES:** Pockets are not much good. Take a plastic bag or carton with a cover. If you are after water life, consider taking nets. Label samples as you collect them. Only take things that are very plentiful.
5. **SKETCHING:** Have each boy take a pad and pencil to help understand what they have experienced.
6. **GAME-ONCE AROUND THE BLOCK:** Hikers go once around an area, then their observations are tested. Who has seen the most things. You can categorize them as to "round" or "colors" "sound" etc.
7. **COME TO YOUR SENSES:** Hike, stopping often to see, hear, feel, smell. Feeling is a special delight. Touch the bark of trees, moss, and flower petals. Sniff the air for new smells. Listen for sounds.
8. **STRING ALONG:** Take a piece of string about a yard long on your hike. Every now and then, place the string in a circle on the ground. See how many different things you can find enclosed within the circle. You may be in for a surprise, for it is not unusual to find 20 or more things. Then stretch the string in a line and see how many things touch it.

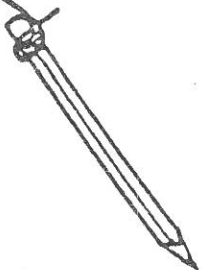


HIKE AND SKETCH

sketch pad

My favorite feelings about the environment:

I like...
 I can smell...
 I can feel...
 I can hear...
 I can see...



ENVIRONMENT

What's special about this environment?

What have humans done to change it?

How do I feel about this environment?

My very own plot of ground and what I observed in this plot of ground...

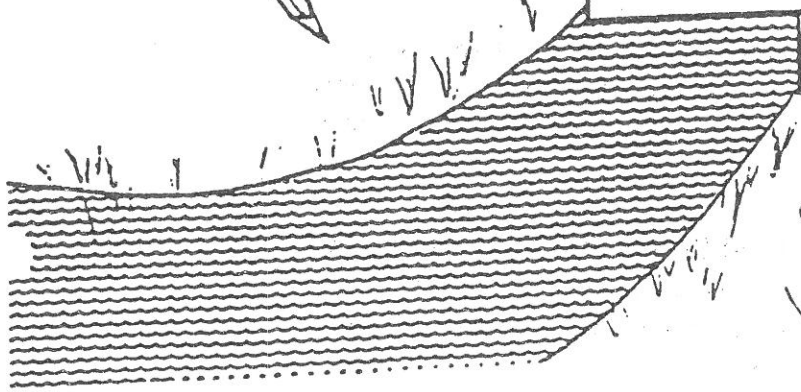
My very own bark rubbing:

Draw a picture of a special section of a stream bank.

My Thoughts and Feelings

Write a little log of your thoughts about today's activities using words that you collected when using your five senses.

SEE	HEAR	SMELL	TASTE	FEEL



BACK TO NATURE

You can learn about the outside world with your senses. You can use this hunt to use more than your eyes to learn about the outdoors. Do your best not to disturb anything. Many plants are food or homes for other living creatures, so be careful as you explore.

THINGS TO SEE:

- Mushroom or fungus
- Leaf with worm or insect holes
- Spider web
- Seed
- Smooth rock
- Ant
- Rock with many colors

THINGS TO TOUCH:

- Something rough
- Something smooth
- Something pointy
- Something soft
- Something hard
- Something bumpy
- Something squashy

THINGS HAPPENING:

- A bird flying
- Leaves falling
- Clouds moving
- An animal eating
- A woodpecker pecking

THINGS TO SMELL:

- Something sweet smelling
- Something sour smelling
- Something flowery
- Something minty
- Something pine-like
- Something bad smelling
- Something fruity

THINGS TO LISTEN FOR

- Leaves rustling
- Birds singing
- Animals moving
- Water running
- Insects chirping
- Wind moving things
- Your own footsteps...can you guess what's underfoot?

ENVIROLOPES

This activity works well with both small and large groups. Select a site where collecting small samples of leaves, rocks, twigs, or shells is permitted.

Envirolopes Select the challenges that are appropriate for your site and group, or make up some of your own. Then print one on each envelope.
Envirolope Challenges

- * Find at least five different textures.
- * Find at least five different odors.
- * Find the five most unusual-shaped leaves.
- * Find at least five different-colored objects.
- * Find at least five different kinds of evidence that animals are around, such as leaf with bites taken out of it or a feather.
- * Find at least five different kinds of evidence that people are around (e.g. Trash)
- * Find at least five different kinds of rocks.
- * Find at least five objects with different shades of brown.
- * Find at least five objects with different shades of green.

RULES:

Point out the boundaries of the activity site to the group. Show everyone an example of an envirolope challenge, and discuss how the challenge might be met.

Divide the group into teams of two, and give each team an envirolope. Give the teams a time limit. You might also make a rule that the items must fit in the envelope.

QUESTIONS FOR DISCUSSION:

What object appeared in more than one collection?

Did you find more evidence of animals or of people.

Which was the most difficult challenge to meet?

Which item, because of its variety of properties, could be included in the largest number of individual collections?

WEATHER WATCHERS SCAVENGER CHECK LIST

CLUES:

1. Something bending toward the sun
2. Something hiding from sunshine
3. Something that may become part of a cloud
4. Something that tells you the wind is blowing
5. Something left by the rain
6. A sign or an animal used in folklore to "predict" the weather
7. A bad place for a person to seek shelter during a lightening storm
8. A place where icicles might form
9. A place where weather has damaged a building
10. A good place for a person to seek shelter during a tornado
11. Sign of an animal that likes rain
12. A place to go where it's cool
13. A place where rain has moved the land
14. A place that gets little sunshine
15. Something that bends in the wind
16. Something that won't bend in the wind
17. Something that absorbs lots of sunlight
18. Something that reflects lots of sunlight
19. Something that will soak up rain
20. Something that makes rain splatter
21. Something that protects people from rain
22. Something that uses sunlight or wind or water to work
23. Something that smells better after a rain shower
24. A good windbreak
25. Something shaped by wind or water
26. A sign of lightening damage
27. Something the color of the sky
28. Something the color of snow
29. Something that would make snow melt

NICKNAME GAME

<u>REAL NAME</u>	<u>NICKNAME</u>
1. Spittlebug	a. woodchuck
2. Water Moccasin	b. ladybug
3. Firefly	c. buffalo
4. Peccary	d. darning needle
5. Manatee	e. touch-me-not
6. Skunk	f. lightning bug
7. Groundhog	g. adder's tongue
8. Cardinal	h. cottonmouth
9. Ladybug beetle	i. fish hawk
10. Tadpole	j. doddlebug
11. Bison	k. wild pig
12. Dragonfly	l. redbird
13. Jewelweed	m. snowbird
14. Antlion	n. pollywog
15. Bluegill	o. sea cow
16. Osprey	p. stinkpot
17. Junco	q. painter
18. Musk turtle	r. froghopper
19. Cougar	s. polecat
20. Trout lily	t. sunny

Answers 1-r, 2-h, 3-f, 4-k, 5-o, 6-s, 7-a, 8-l, 9-b, 10-n, 11-c, 12-d,
13-e, 14-j, 15-t, 16-l, 17-m, 18-p, 19-q, 20-g

B I N G O

<p>SOIL</p>	<p>CLOUD</p>	<p>FLY</p>	<p>BIRD SINGING</p>	<p>LEAF</p>
<p>PRAIRIE</p>	<p>WIND</p>	<p>TREE</p>	<p>SEEDS</p>	<p>AN ANIMAL MOVING</p>
<p>AN ANIMAL EATING</p>	<p>SPIDER</p>	<p>free</p>	<p>BUTTERFLY</p>	<p>FLOWER</p>
<p>FISH</p>	<p>GRASS</p>	<p>HOLLOW LOG</p>	<p>HILL</p>	<p>NEST</p>
<p>LAKE, STREAM OR RIVER</p>	<p>RAIN OR DEW</p>	<p>MUSHROOM</p>	<p>SHADOW</p>	<p>PINE CONE</p>

CHECK OFF WHAT YOU SEE. YOU DO NOT NEED TO PICK ANYTHING.

NATURE SCRAMBLE-Unscramble the following words associated with nature and outdoor activities.

1. aefrimpc _____
2. erte _____
3. smmraolwhal _____
4. efla _____
5. ttsne _____

6. feasty _____
7. giwt _____
8. ancro _____
9. keih _____
10. oemks _____

11. fodo _____
12. senak _____
13. ttulre _____
14. wakh _____
15. rvire _____

16. thgilhsafl _____
17. mcath _____
18. airn _____
19. rede _____
20. siofsl _____

21. vcea _____
22. limnaa scktar _____
23. atnuer _____
24. atph _____
25. pemla _____

LIGHTNING RELAY

Divide into two teams. Stand in two lines. Each team holds hands. Send the "lightning shock"-a gentle hand squeeze down the line. When the last person receives the squeeze, he runs to the head of the line. The new boy at the head of the line now sends the lightning shock down again. When everyone is back in his original position, the team sits down.

GRAB BAG

Collect about 15 articles such as a pinecone, acorn, piece of bark, shell, feather, etc. Put each in a small plastic bag. Pass the bags around quickly to blindfolded cubs and let them feel each item. Then each Cub tries to list as many articles as he can. The longest list is the winner.

EARTH-WATER-AIR-FIRE

Cubs sit in a circle with the person in the middle being "IT". "IT" points his finger at one of the players on the circle while shouting either "Earth", "Water", "Air" or "Fire". He then starts counting to ten. The person to whom he points must answer appropriately before "IT" reaches ten. If "Earth" is called, then he must name a four legged animal. If "Water" is called, he must name something that lives in the water. If "Air" is called, he must name a bird or flying insect. If "Fire" is called, the player must remain silent.

JUMP THE CREEK

Two ropes are laid parallel and close together. One at a time, the Cubs jump across the "creek". After all have jumped, the distance between the ropes is increased slightly. The boys must not step in the creek (between the ropes) or on the bank (the rope) or they are eaten by alligators and must leave the game.

ONE LEAF TRAIL

A trail is laid using one kind of leaf as a marker. The stem should point in the direction to be followed. At the end of the trail the players must hunt for the tree whose leaves were used.

RAIN SPATTER PAINTING

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.
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, eg. floor
5. Let the rain dry and see the different patterns it has created.

SLITHERING TIE SLIDE

Materials: Slow drying clay
 Rhinestone for eyes
 Spray paint in several colors

Roll clay in a long rope. make the snake's head out of a ball, and attach it to the rope. Coil the snake around the index finger. The clay takes several days to dry. At your next meeting, the boys can paint their snakes. Scouts usually paint heavily and the running colors create interesting effects. Glue on the eyes after painting.

BACK TO NATURE

(Tune-Clementine)

Took a hike and climbed a mountain,
Breathed the air so pure and fine,
Loyal Cub Scouts trooping onward,
Always beaming like sunshine.

CHORUS:

Loyal Cub Scouts, Loyal Cub Scout,
Loyal Cub Scouts all are we,
Obeying leaders, helping others,
Loyal Cub Scouts all are we.

Saw a bear and then we scattered,
Down the mountain full of fright;
Ran completely back to campground,
Stayed in our tents all the night.

MISER BAGS

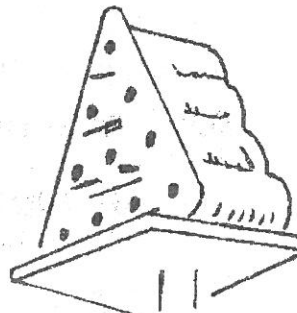
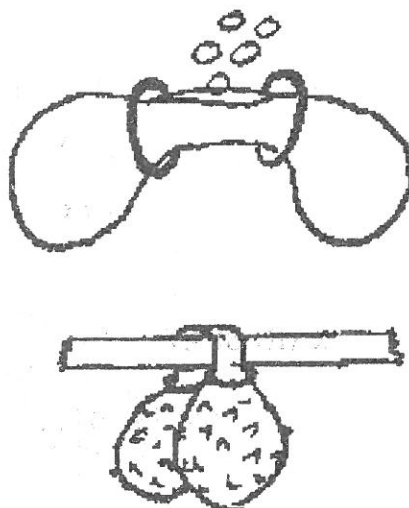
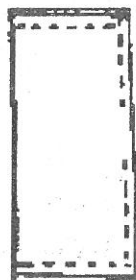
These are great for hikes and field trips.
Cut a 16" x 12" piece of material, fold in
half lengthwise and sew the ends together.
Then sew along the side, leaving a 3"
opening in the middle. Turn the bag
right side out. Slip two small plastic
rings over bag. To fill one end of bag,
slide the rings to the other end. When
full, slide rings over and fill other end.
Slip over belt to carry.

JUICE CAN BIRD HOUSE

MATERIALS:

Ten 1 quart juice cans
One piece 1 x 12" lumber, 12" long
One piece 1/4" plywood, 12 x 12"
Scraps of 1" lumber
Four small dowel rods for perches
Heavy gauge wire
Wood Glue
White paint

1. Stack the 10 cans in a pyramid on top of a 1 x 12 board and tie with wire.
2. Cut front triangle out of plywood.
3. Drill holes for birds' (1 1/8" for chickadees, 2 1/2" for martins)
4. Glue on perch supports and let dry
5. Drill holes for perches and attach.
6. Paint birdhouse and let dry



MY SHOES-

(Tune: Battle Hymn of the Republic)

My shoes have seen the glory of the growing of a Scout
My shoes have seen the water stepping in and stepping out
My shoes have hiked the forest to the top of the mount
My shoes are wearing out

Chorus:

Groovy, Radical and Awesome
Groovy, Radical and Awesome
Groovy, Radical and Awesome
My shoes are wearing out!

My shoes have seen the bottom of the dirty fishy creek
My shoes have been all covered with the gooey muddy cake
My shoes have seen the same old socks for seven days this week
My shoe they really stink!

(Chorus)

My shoes are torn to tatters climbing fences packed with rust
My shoes are stained and spattered with some yucky insect guts
My shoes are oozing slime that fills my mother with disgust
My shoes have bit the dust!

(Chorus)

My shoes have seen the glory of the growing of a scout
My shoes have seen the water stepping in and stepping out
My shoes have hiked the forest to the top of the mount
My shoes are wearing out!

(Chorus)

I LOVE THE MOUNTAINS

I love the mountains,
I love the rolling hills.
I love the flowers,
I love the daffodils.
I love the campfire
When the lights are burning low
Boom-de ada, boom-de ada
Boom-de ada, boom-de ada
Boom-de ada, boom-de ada
Boom-de ada, boon-de ada

(Divide the group into 2 sections (male and female sounds best) All sing verse the first time. One group continues the "Boom-de ada" while the other group sings the verse again after repeating "boom" 8 times--as indicated above, then do the reverse.

WILD BEASTS WHISTLES

MATERIALS: Thin paper
scissors

Cut a long strip of thin paper. The length or width of the paper strip does not matter, but thin paper makes a deeper sound and are easier to blow. Heavy paper will make a higher pitched sound, but be harder to blow.

Fold the paper strip in half lengthwise and crease. Fold one end of the strip up and the other end down and crease. Now cut or tear a notch in the middle of the folded end. The notch allows the air you blow to pass through-if it is too small you will have to blow harder.

To make the whistle work, hold it loosely between two fingers close to the folded ends. Put the paper ends up against your lips and blow hard between the folded strip. The air you blow causes the paper to vibrate, making the wild beast roar. It is easy once you get the hang of it.

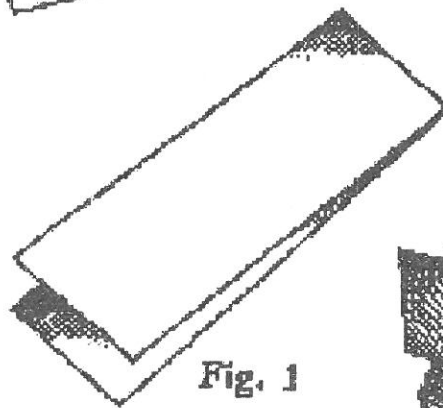


Fig. 1

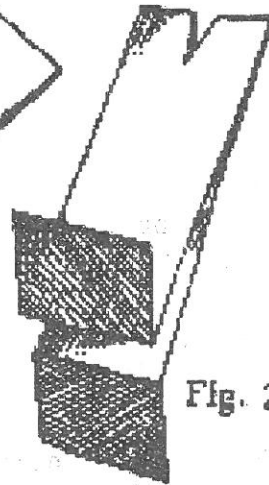


Fig. 2

MAKE YOUR OWN KALEIDOSCOPE

MATERIALS: 3 pieces thick plexiglas (2 3/8" x 8 7/8")
3 strips black paper same size as plexiglas
1 circle of clear plastic 2 7/8" in diameter
1 strip thin cardboard (3/8" x 8 7/8")
1 pringles potato chip can
sharp scissors
sequins, small colorful beads

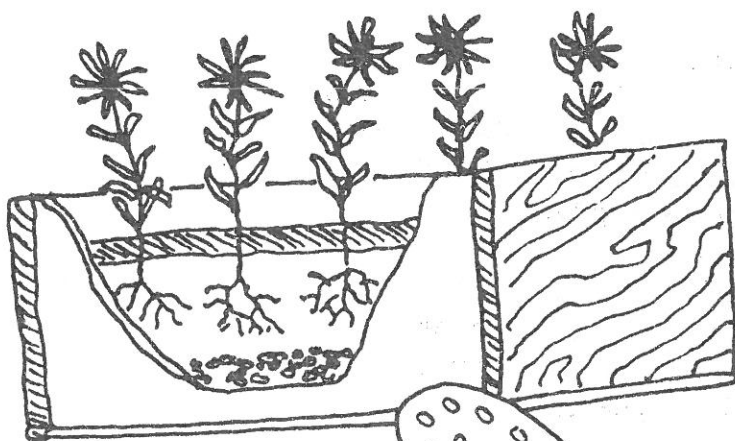
*Check the height of you Pringles can--some of them vary in size. The plexiglas pieces should measure 3/8" shorter than then height of the inside of the pringles can.

Plexiglas can be gotten at Westlakes--or you may want to contact your local glass dealer for scraps.

The circle of clear plastic can be cut from a deli clear lid, or a clear lid from a box of Christmas cards

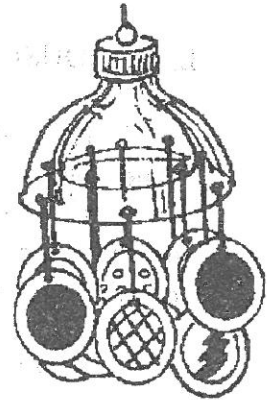
- DIRECTIONS:**
1. Wipe inside of can clean
 2. With sharp point of scissors, poke hole in center of can's metal bottom. Enlarge the whole by rotating scissors.
 3. Insert plexiglas strips one at a time to for a triangle; pieces should fit snugly.
 4. Stand can on end with open end at top. place plastic circle flat on top of plexiglas triangle.
 5. Pull narrow cardboard strip through your fingers to curl a bit, then place to fit snugly under can's rim. (This will hold everything in position.)
 6. Sprinkle translucent sequins or beads onto clean plastic circle.
 7. Snap on plastic lid of can. Look through hole; turn tube and marvel at the wonderful sights. Face a light source to get full effects.

EXTRAS: To make you kaleidoscope easier to turn, add a cuff made from a 3" x 13" strip of lightweight cardboard. Wrap it around tube so that 1/2 extends beyond the top. Glue or tape cuff to hold it around the tube. When you look through the kaleidoscope, hold cuff and turn tube. To give a nicer appearance to your kaleidoscope, cover the cuff and tube with colorful contact paper, or make your own design on white contact paper. Old wall paper book samples can also be used easily.



GARDEN WIND CHIMES

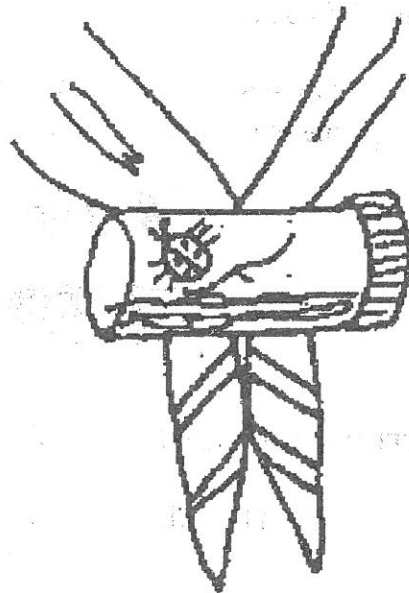
Materials: 3 liter soda bottle
16 oz soda bottle
10 refrigerator biscuit or
frozen juice can lids
2 beads or buttons



Cut off the top 5" of the 3 liter soda bottle, Cut off the top 3" of the 16 oz bottle. Using a hole punch or a heated nail (held carefully with pliers), punch six evenly spaced holes around the lower edge of the 3-liter bottle and four in the 16 oz bottle. Punch a hole in the center of the soda lid and nine holes in each can end, along the edge.

BUG CAGE SLIDE

Use a clean plastic pill bottle with a snap on lip. Using pliers, hold a nail over a flame of the stove until it is hot. Use the hot nail to punch two holes on one side of plastic bottle about 1/2" apart. Make a 3 1/2" ring from a pipe cleaner and insert in holes. Twist pipe cleaner on inside to secure it. then with a hot needle, punch air holes in the lid of the pill bottle. Put in a little bit of sand and a twig. Now you are ready to catch a creepy, crawling specimen to put inside your display case. This is a really unique slide. You may change the contents of your display case whenever you wish.



NATURE PICTURES

Make an outline drawing of a bird or animal. Collect things from nature, such as leaves, bark, twigs, pebbles etc. to fill in the outline.

BIRD HOUSES FROM RECYCLED MATERIALS

Think about all the containers your family throws away each year. Some of these can be washed out and recycled for the birds.

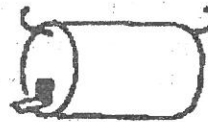
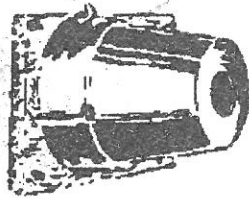
To make the birds think the inside of your bird house is like a dark hole in a tree, spray the inside of each container with flat black enamel paint. Do this before you make any holes in it. Wait until the paint smell is gone before you hang up the house.

Small birds such as wrens and bluebirds need small entrances for their houses. An opening 1 1/2" across will be big enough for most of the birds you want to attract. Make a circle with a pen and cut out the opening with a sharp knife.

Make small drain holes in the bottom of each house to let rain water out. Since the top of each house will tilt toward you, put 6-8 holes near the front of the bottom. Try to make holes from the inside of the container toward the outside whenever you can.

You don't have to paint the outside of your houses, but they will last longer if you do.

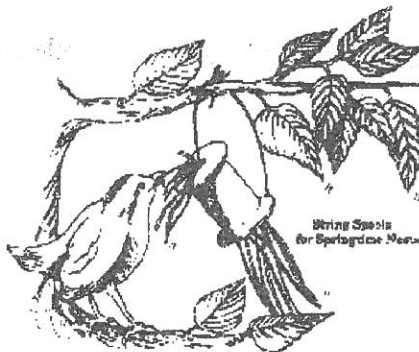
Some of the things you can recycle and use are coffee cans, milk cartons, margarine tubs, and plastic glasses.



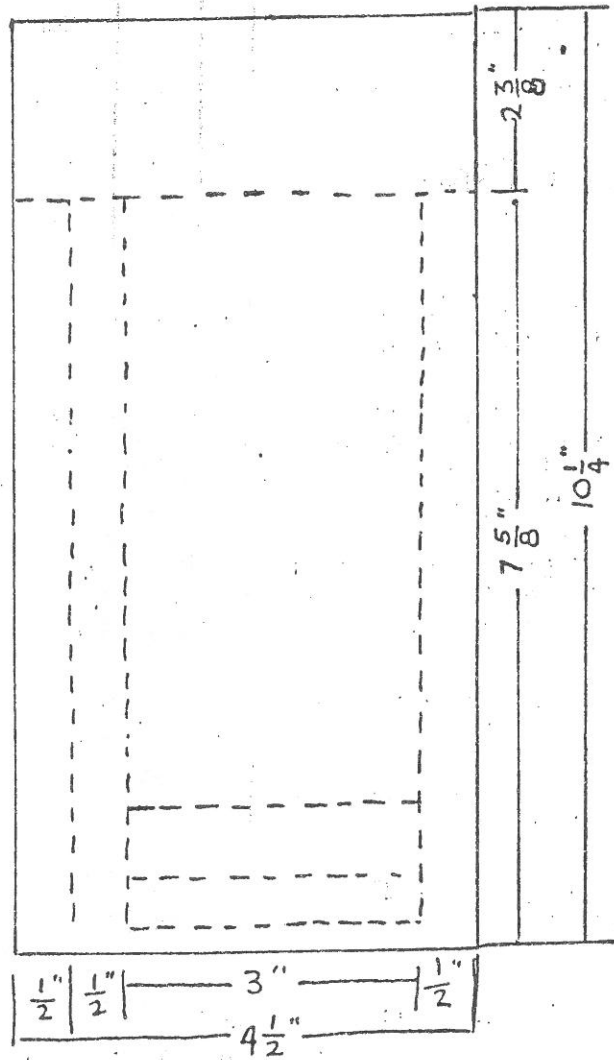
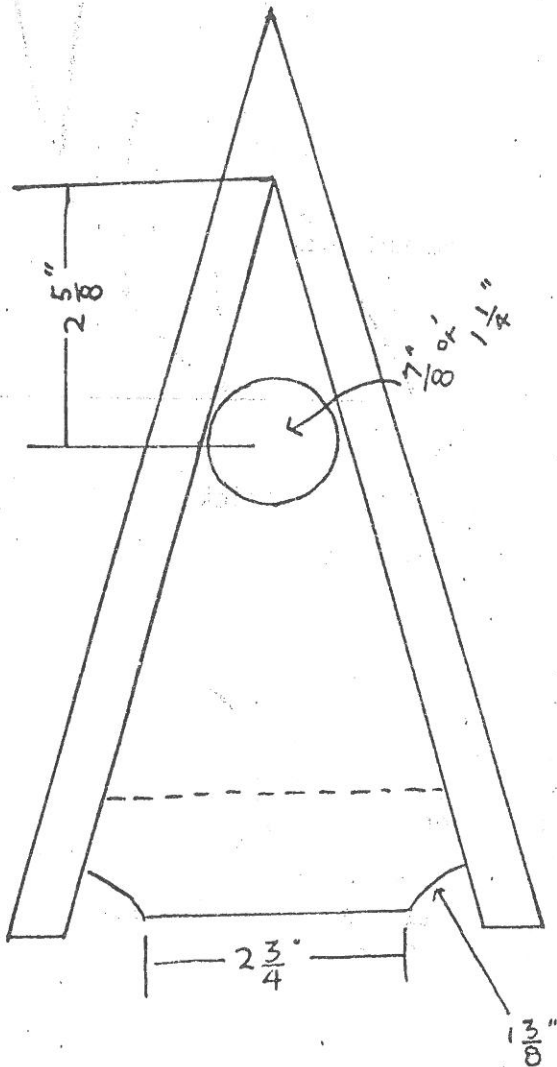
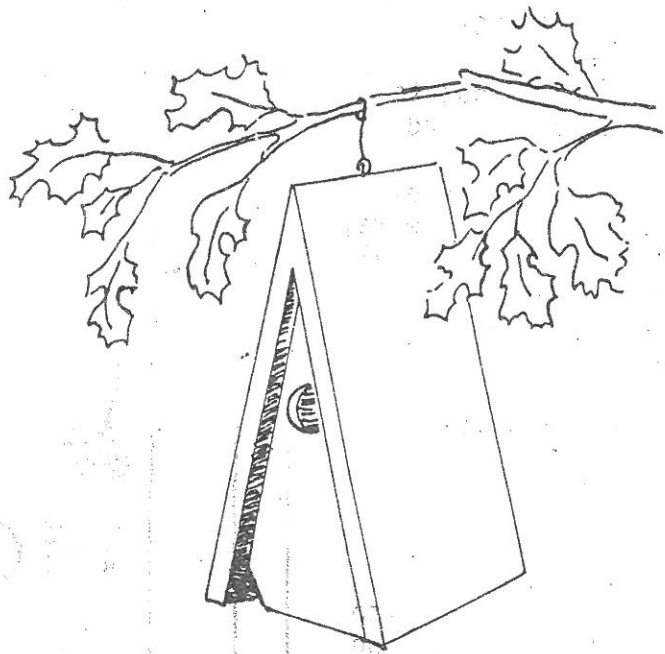
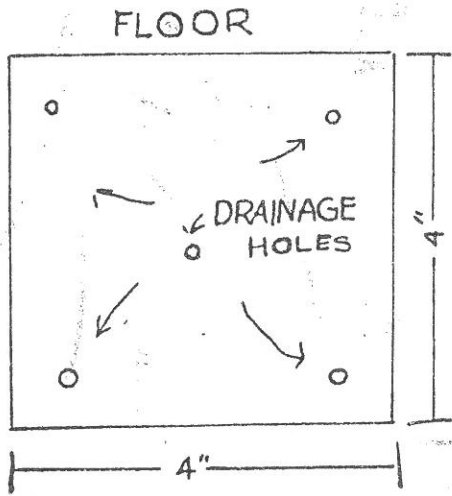
STRING SPOOLS FOR SPRINGTIME NESTS

MATERIALS: Empty spools
String or thread

Fill an empty spool with several pieces of string cut about 6" long. Thread a piece of string 8" long through the spool and hang it in a tree in a spot that will be accessible to birds. Now, enjoy watching the birds select pieces of string for their springtime nests!



Wren or Nuthatch House



MATERIALS:

1/2" scrap wood to cut base and bird from.
1/2" x 18" dowel
18" of 16 ga. wire,
Can get it at floral shops.

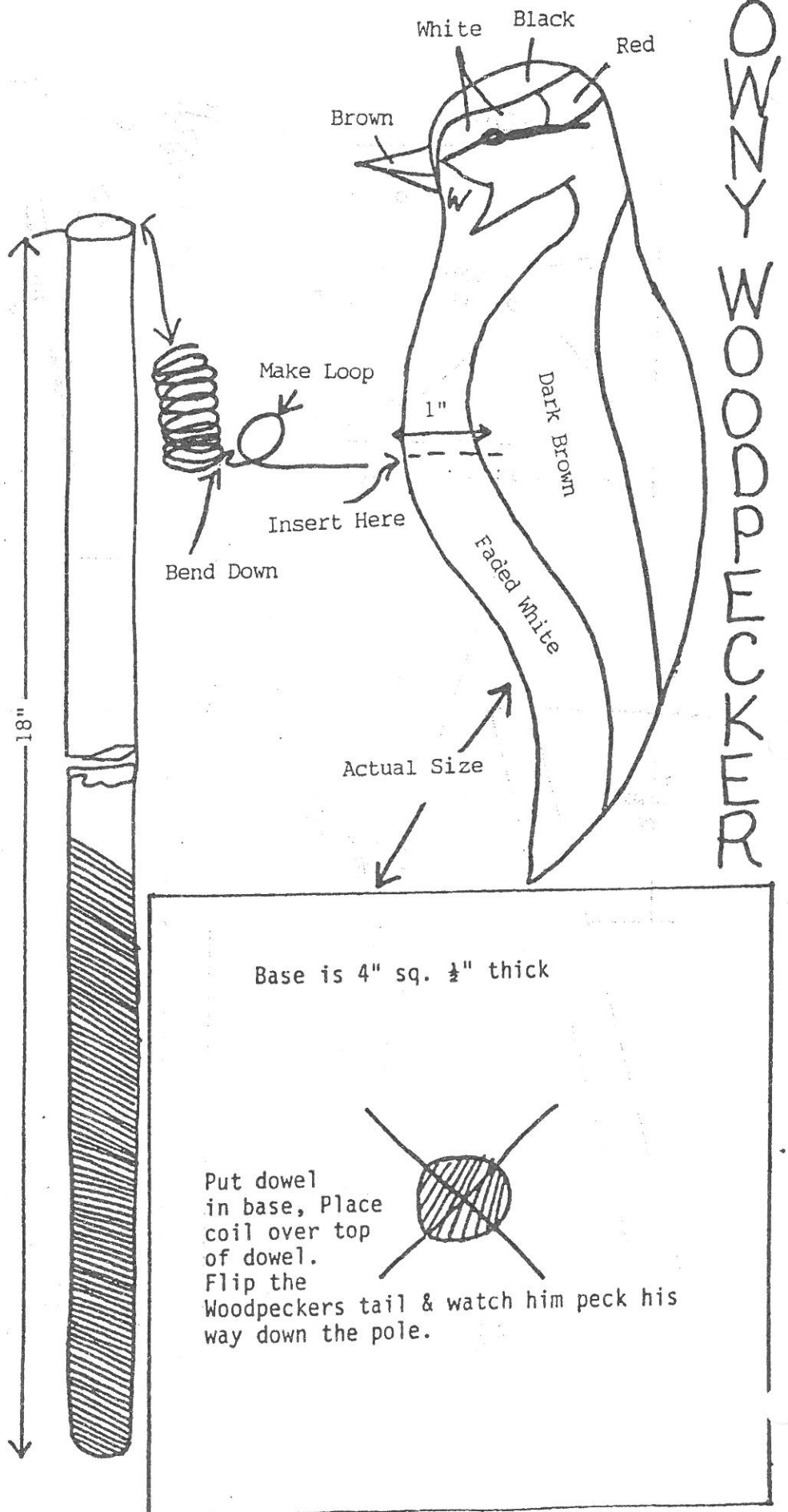
Make 10 coils around dowel with wire (see diagram) make bend down then loop.

A small nail or drill can be used to make the hole in the breast of the bird.

Drill a 1/2" hole in the base.

Glue both wire and dowel in place.

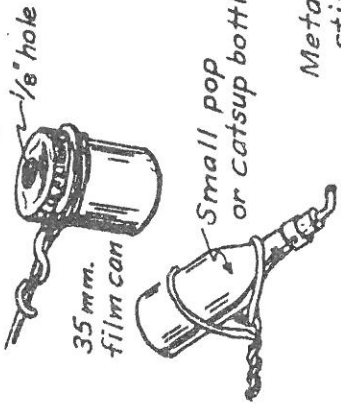
Note: If your bird doesn't hop down the pole, one of two things are wrong. The coils are too tight or too loose.



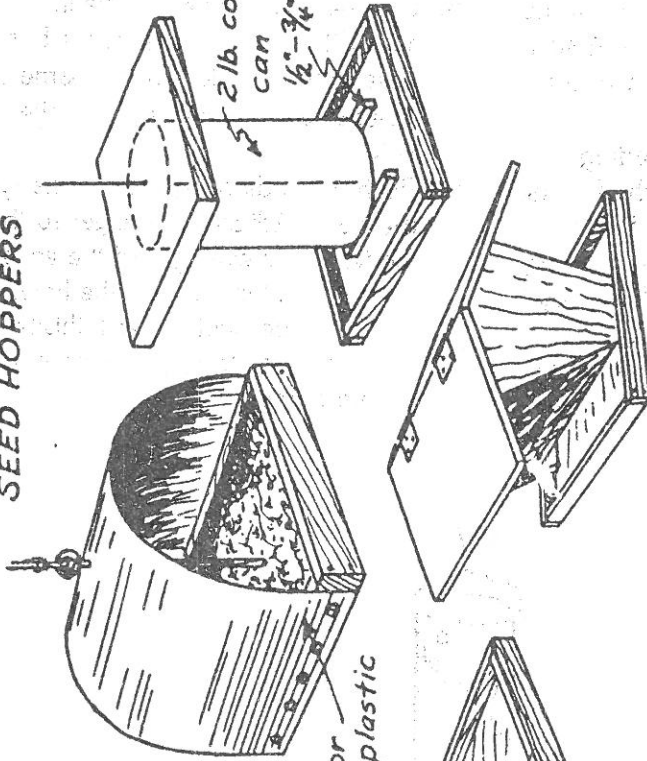
BIRD FEEDERS

SUET FEEDERS

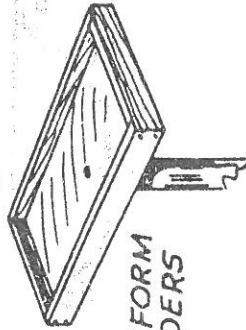
HUMMING BIRD FEEDERS



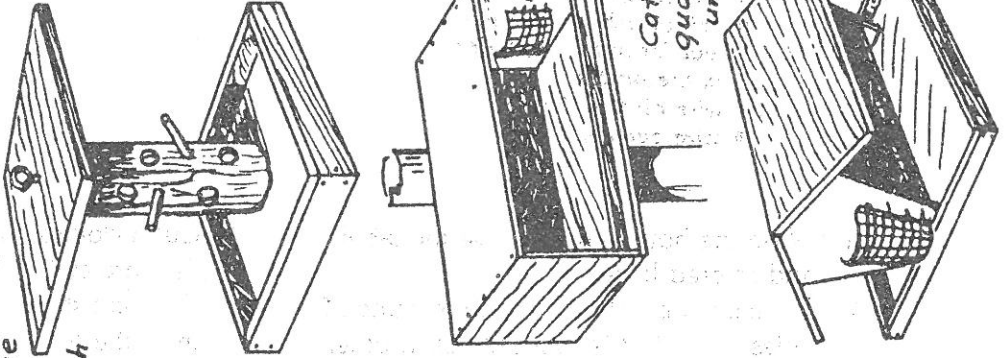
SEED HOPPERS



PLATFORM FEEDERS



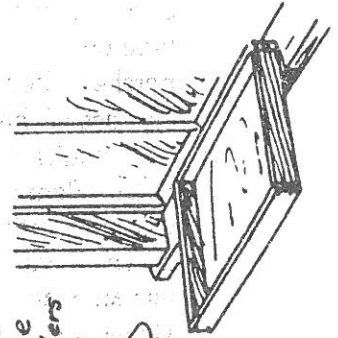
COMBINATION FEEDERS



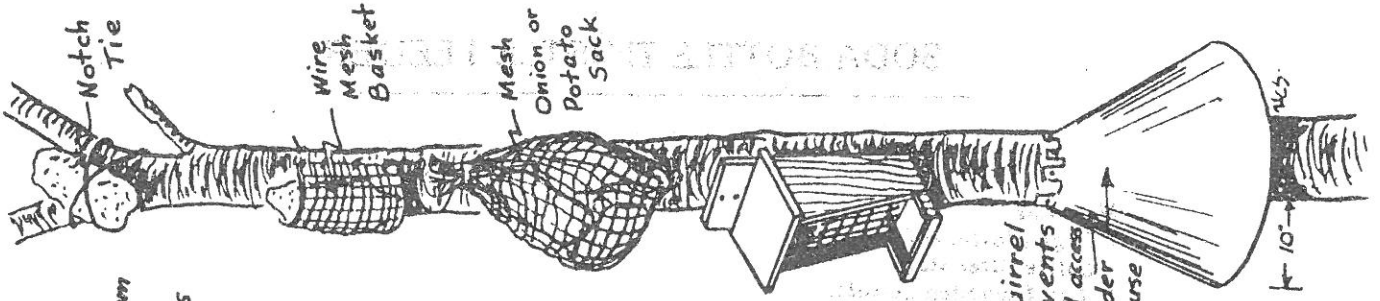
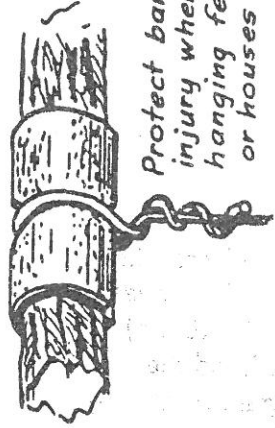
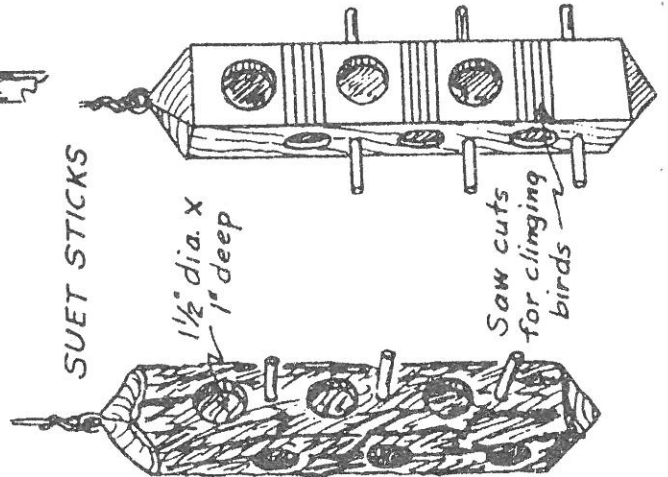
TV dinner trays compartmentalize feeders



WINDOW-SHELF FEEDERS



SUET STICKS



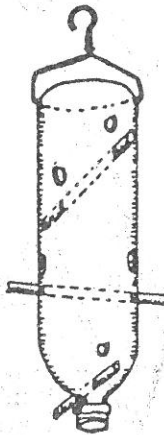
Cat or Squirrel guard prevents unwanted access to feeder or house

SODA BOTTLE THISTLE FEEDER

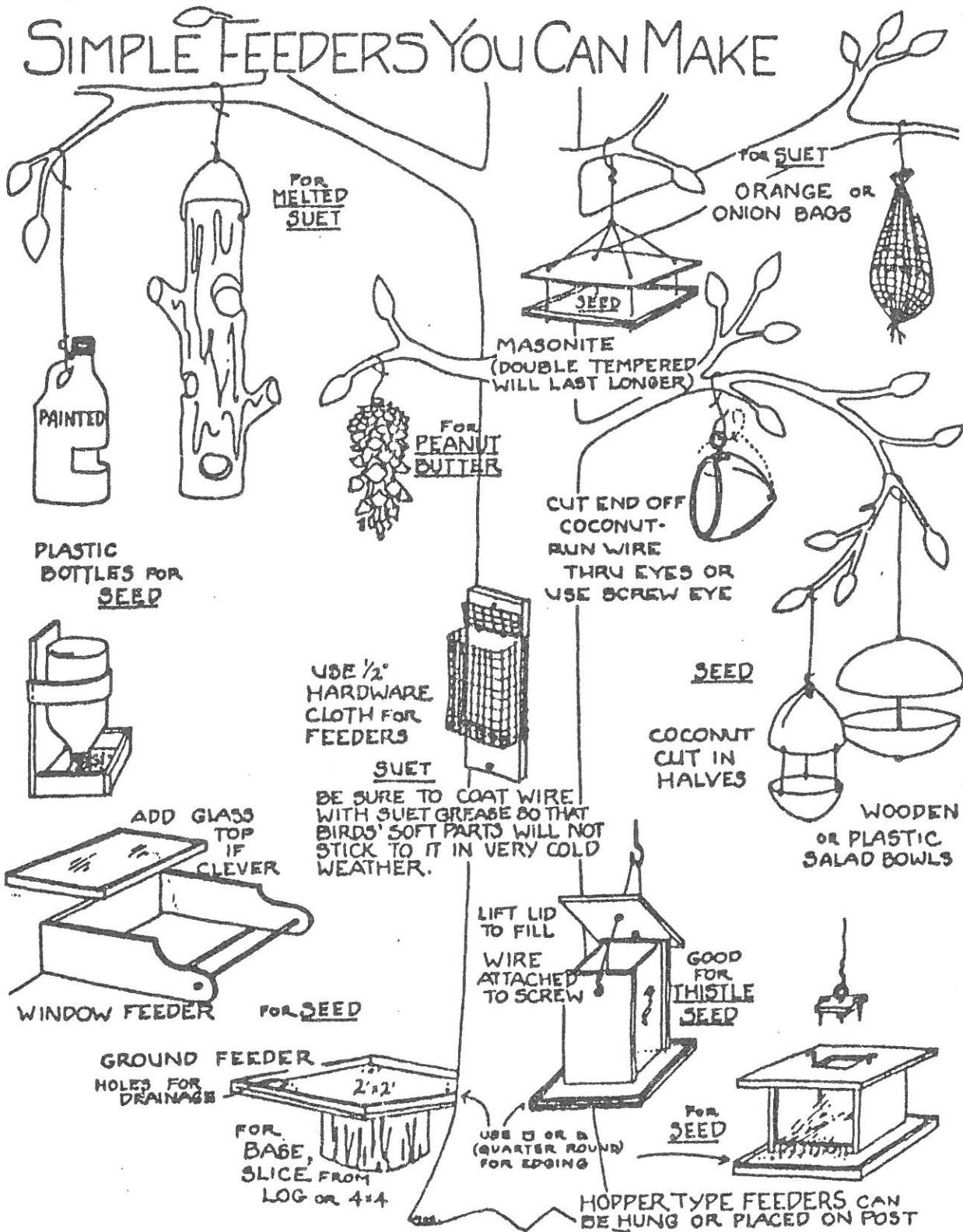
Materials:

- large plastic soft drink bottle (liter size)
- 3 or 4 wooden dowels, each $\frac{1}{16}$ " (5 mm) wide and about 8" (20 cm) long
- X-acto knife
- nail or other sharp object for punching holes in the bottle
- wire clothes hanger
- wire cutters

1. Wash the bottle and remove the label and colored base.
2. To make a perch, use a nail to punch 2 holes in the bottle, opposite each other. Insert a dowel so that it passes through one hole, through the bottle, and out the hole on the other side. Make 3 or 4 such perches, alternating the positions so that all sides of the bottle are used.
3. Now you're ready to cut the feeding holes. (Remember that the finished feeder will hang with the bottle's neck facing down.) With the neck facing toward you, use an X-acto knife to cut a $\frac{1}{4}$ " long by $\frac{1}{8}$ " wide (6 × 3 mm) hole about 2" (5 cm) above each perch. Keep in mind that the seeds will fall out if the holes are too big.
4. Cut a clothes hanger in two places with the wire cutters (see diagram A, above). Each cut should be at least 4" (10 cm) from the base of the hook. Bend the hanger so it looks like diagram B (above).
5. Use the nail to poke a hole in the bottle, about 2½" (6.3 cm) from the bottle's base (not its neck). Do the same on the other side of the bottle, opposite the first hole.
6. Push the ends of the clothes hanger into the holes. Adjust the hanger so that the feeder hangs evenly and the ends of the hanger don't slip out of the holes.
7. Fill the feeder with niger ("thistle") seeds, replace the cap, invert it, and hang it from a tree.



SIMPLE FEEDERS YOU CAN MAKE



(Used by permission of Massachusetts Audubon Society, Lincoln, MA 01773.)



JUNE-1994 STRONG FOR AMERICA



IDEAS FOR PACK ACTIVITIES

- . Have a pack fishing derby
- . Earn sports pins
- . Have a water carnival or family swim day
- . Have a pack picnic with lots of athletic games

IDEAS FOR DEN ACTIVITIES

- . Attend a baseball game
- . Take a hike
- . Have a cook out--lets the boys plan the menu and fix the food

SUN	MON	TUE	WED	THU	FRI	SAT
			1	2	3	4
5	6	7	8	9	10	11
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30		

The **OUTDOOR CODE** reminds us of the opportunity we have to enjoy the outdoors and all the beauty that our world possesses. If we do not take care of our world, then all we have will be lost, and our future generations will not be able to enjoy what we have now.

OPENING:

ARRANGEMENT: Each of 4 Scouts hold a corner of an American Flag in one hand and a 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:

The Flag you see here represents the past, present and future. The stripes of Old Glory stand for 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: Speech, Worship, Freedom from Want, and from Fear. Eliminate one of these freedoms and our world would be darker and colder. (Blow candles out one by one) As each one is extinguished, read--**FREEDOM OF SPEECH--FREEDOM OF WORSHIP--FREEDOM FROM WANT--FREEDOM FROM FEAR.**

(After 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."

OPENING CEREMONY

ARRANGEMENT: Cub Scouts hold up cards with slogans as they read their lines.

1st Cub: **DO YOUR BEST** in everything you do on life's way.

2nd Cub: **ALWAYS BE FRIENDLY** to brighten other's day.

3rd Cub: **GIVE AWAY YOUR SMILES** for its rewarding indeed.

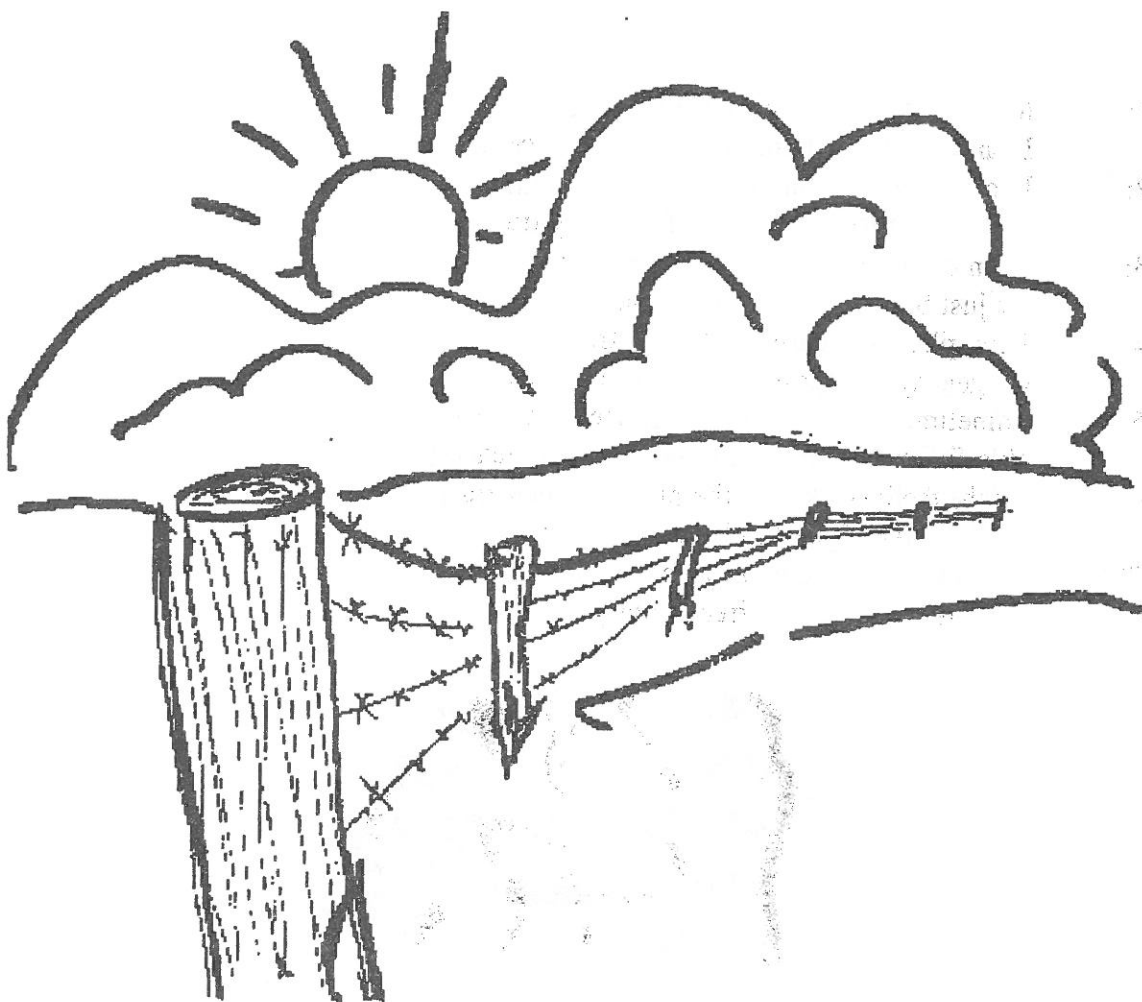
4th Cub: **BE PREPARED** to help others in their daily need.

5th Cub: **BE HONEST AND SINCERE** towards others you meet.

6th Cub: **BE LOYAL AND TRUE** a most commendable feat.

7th Cub: **COUNT YOUR BLESSING**, being thankful each day, for life's wonderful opportunities in this great country that come your way.

8th Cub: Welcome to each and every one of you. May these thought stay with you your whole life through.



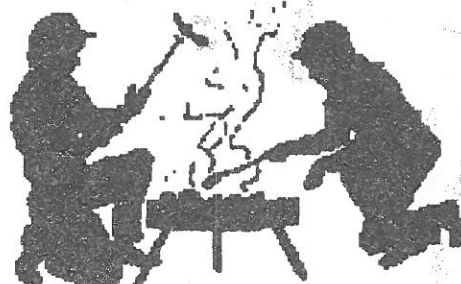
OPENING OR CLOSING

Six Cubs are needed to recite the lines to this ceremony. You may consider having them hold posters of scene of nature or some of our country's wonders like the Grand Canyon, Monument Valley or Mount Rushmore. Or, for something different, have a slide show going while they are speaking their lines.

- CUB 1: We've learned a lot about taking care
Of this wondrous planet of ours.
- CUB 2: We will protect and clean up the air
So all can enjoy the stars.
- CUB 3: We won't litter our fields and streams
Or throw our trash on the roads.
- CUB 4: We will enjoy all the sun's beams
And protect the homes of the toads.
- CUB 5: Nature is truly a wondrous thing.
God's handiwork is everywhere--
- CUB 6: In flowers and trees and butterfly wings,
In clean water, clean fields and clean air.

OR

- CUB 1: My back yard is a wondrous place--
I can stake a claim or contemplate space.
- CUB 2: I can pitch a tent and sleep in the rain,
Or listen to the whistle of a far away train.
- CUB 3: I can throw a ball to Mother or Dad,
Or just be alone when I get mad.
- CUB 4: I can plant a garden or climb a tree,
Or get my dog, Ralph, to chase a Frisbee.
- CUB 5: Sometimes we even have Den meeting there
I've finished my Wolf and started my Bear!
- CUB 6: Yeah, the back yard's the place where I run
When I really want to have some fun.
- CUB 7: But all of this could only be
Because we live in a free country.



STRONG FOR AMERICA CLOSING

STAGING: A Webelos honor guard presents colors. Dim the house lights and spotlight on the United States flag.

Narrator: "God Bless America" is a prayer that should be in every heart. While statesmen of the world seek paths to peace, we can ask ourselves, "What is the strength of America? What are the secrets of our nation's strength?"

An agriculturist might have you believe that America's strength lies in her soil

A merchant would say that a nation's power rests in its commerce.

A manufacturer might say that it is in technology, in machinery and in skilled labor it takes to operate industry.

A politician might contend that a nation's strength is in national policies.

An educator might declare that knowledge is a nation's power, and that our country's greatness is in its learning.

A scientist would say that a nation's power is in science--in the products of the laboratory.

The military man would insist that a nation is great if it has many weapons and great military strength.

But America's real strength is in the character of her people. It took character to survive that first winter at Plymouth Rock and later, at Valley Forge. It took character to pack your things into a rickety wagon and push off toward a land of vague promise and specific terror. It took character to tell a nation that slavery was wrong--to say might is not right.

Because character is needed today more than every before, the Scouting organization is concerned more than every about building strong character in boys. We want to guarantee that America is Strong. Will you please join me in singing "God Bless America"? (after quietly say-good night.)



ADVANCEMENT:

This thought could be given by the Cubmaster before awards are presented to the boys.

A badge in Cub Scouting is a piece of embroidered cloth. If you were to try to sell one of these badges, you would find that it wouldn't bring much money. The real value and strength of the badge is in what it represents...The things you learned to earn it...How to Keep healthy, how to be a good citizen, good safety practices, conservation, and many new skills. Does your badge truly represent all these things? Were you prepared to meet each test at the time you passed it off, or did you try to just get by? Maybe you were prepared when you passed your test, but now you have forgotten these skills. If this is true, then the badge you wear has little value. Don't wear a cheap badge and sell your self short...Wear only that has real value and represents what you really know and can do. Doing your best throughout your whole life will help make and keep our country strong.

ROPE CIRCLE CLOSING

This requires a piece of rope for each boy bout 36" long. **DEN LEADERS, BE SURE TO KEEP THE ROPES UNTIL TIME TO PASS THEM OUT, OR ELSE...** It also is necessary that each boy in the Pack knows how to do a square knot. For a closing, have the Pack form a friendship circle with the knotted rope held between boys. Pull back and make a nice taut circle.

Leader: You are now a part of a group of close friends, held together by a square knot--a symbol of helping others. Let us give our Cub Scout Promise



THE FABLE OF THE SNAKE

Many year ago, Indian youths would go away in solitude to prepare for manhood. One such youth hiked into a beautiful valley, green with trees, bright with flowers. There he fasted. But on the third day, as he looked up at the surrounding mountains, he noticed one tall rugged peak, capped with dazzling snow.

I WILL TEST MYSELF AGAINST THAT MOUNTAIN, he thought. He put on his buffalo-hide shirt, threw his blanket over his shoulders and set off to climb the peak.

When he reached the top he stood on the rim of the world. He could see forever, and his heart swelled with pride. Then he heard a rustle at his feet, and looking down, he saw a snake. Before he could move, the snake spoke:

“I am about to die,” said the snake. “It is too cold for me up here and I am freezing. There is no food and I am starving. Put me under your shirt and take me down to the valley.”

“No,” said the youth, “I am forewarned. I know your kind. You are a rattlesnake. If I pick you up, you will bite, and your bite will kill me.”

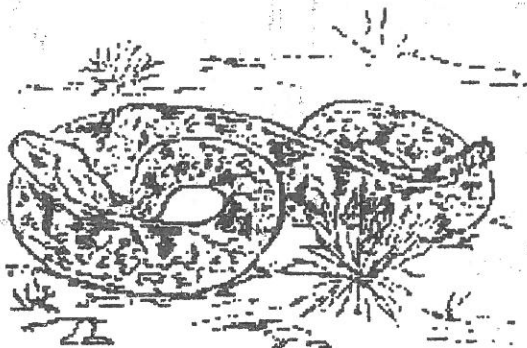
“Not so,” said the snake. “I will treat you differently. If you do this for me, you will be special. I will not harm you.”

The youth resisted a while, but this was a very persuasive snake with beautiful markings. At last the youth tucked it under his shirt and carried it down to the valley. There he laid it gently on the grass, when suddenly the snake coiled, rattled and leapt, biting him on the leg.

“But you promised-” cried the youth.

“You knew what I was when you picked me up,” said the snake as it slithered away.

And now, where ever I go, I tell that story. I tell it especially to the young people of who might be tempted by drugs. I want them to remember the words of the snake: **YOU KNEW WHAT I WAS WHEN YOU PICKED ME UP.**



ADVANCEMENT:

This month the theme is **STRONG FOR AMERICA**. Our Cubs will advance according to their strengths. As men must train to be their best, our cubs also must grow in strength and ability to obtain their rank advancement. So, tonight we have _____, who has achieved the Bobcat rank. We ask him to lift the heavy weight up to the Bobcat level.

In order for a boy to earn the Wolf rank, he must increase in ability by practice and working with his muscles just like a weight lifter must train and get in condition. Tonight we have _____, who has trained and has gotten in shape to get his Wolf rank. We will have him come and lift weight to the Wolf level.

Training must continue for a weight lifter to build his muscles further. Tonight we have _____, who has continued training and has furthered his abilities. _____ can lift the weight to the Bear level. His strengths and abilities have led him to this level.

These boys have done their best and advanced down the Scouting trail.



AMERICA

My country 'tis of thee,
Sweet land of liberty,
Of thee I sing;
Land where my fathers dies,
Land of the pilgrims' pride,
From every mountain side
Let freedom ring.

My native country, thee,
Land of the noble free,
Thy name I love:
I love thy rocks and rills,
They woods and trampled hills,
My heart with rapture thrills
Like that above.

GOD BLESS AMERICA

God Bless America, Land that I love
Stand beside her and guide her
Thru the night with the light form above
From the mountains to the prairies
To the oceans white with foam
God Bless my home sweet home
God Bless America, My home sweet home.

THIS LAND IS MY LAND

This land is your land, this land is my land,
From California to the New York Island,
This land was made for you and me.

As I went walking that ribbon of highway
I saw above me that endless skyway,
I saw below me that golden valley,
This land was made for you and me.

I roamed and rambled, and I followed my footsteps,
To the sparkling sands of her diamond deserts,
All around me a voice was sounding,
This land was made for you and me.

When the sun came shining, then I was strolling,
And the wheat fields waving, and the dust clouds rolling.
A voice was chanting as the of was lifting,
This land was made for you and me.

BEAUTIFUL AMERICAN
(Tune-Home on the Range)

Our America's grand,
With such beautiful land.
From the redwoods, to the far eastern coast.
With spectacular views
In so many bright hues.
About America, we really can boast!

CHORUS

Land, beautiful land:
With beautiful sights everywhere.
For the grandest on earth,
Is the land of our birth.
For beauty, she's beyond compare.

Let's always be proud,
Let's all stand and sing loud,
About the sights
That we see all around.
In no other land, can we find scenes so grand,
It's the loveliest land we've found.

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 in 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.

RIDDLE

Why does the Statue of Liberty stand in New York Harbor?
Because it can't sit down.

MIND GAMES

These are simple games that can be made of wood or heavy cardboard. These are great

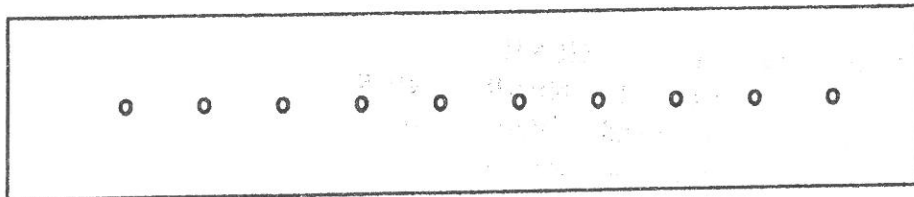
SET UP

1. Place 4 golf tees of one color in the left most holes
2. Place 4 gold tees of another color in the 4 right most holes.
3. Leave the 2 center holes empty.

START

1. The object-to switch the colors from one end to the other.
2. Move one space at a time or jump over another peg of either color.
3. Each color may only move forward never backward.

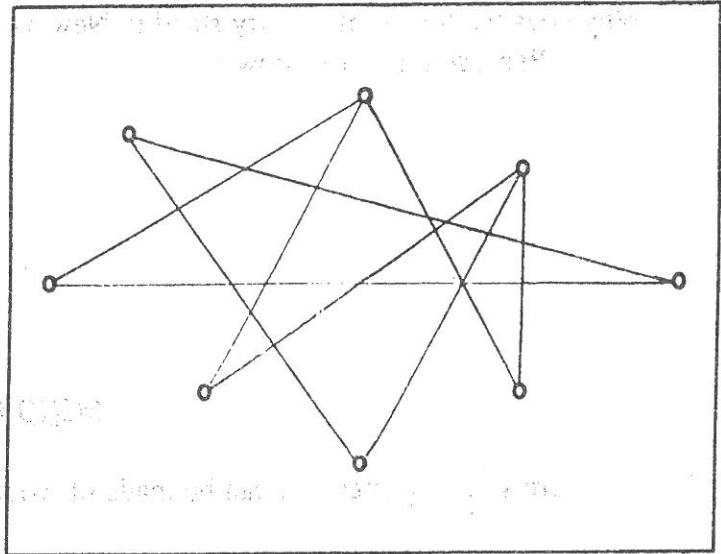
FINISH-You are a genius if you can do it in 4 attempts or less.



CONSTELLATION

TO PLAY

1. Begin play by putting a golf tee in any of the eight holes.
2. Place the second golf tee into either of the holes following the lines which radiate from your starting point.
3. Keep repeating Step #2 with the remaining golf tees; continue until you can not move again.

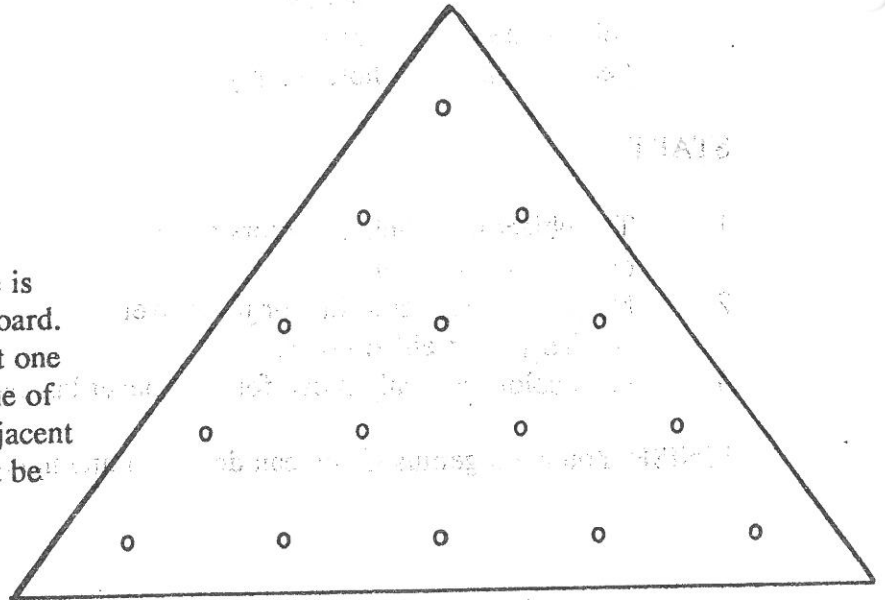


YOU WIN--If you fill 7 of the 8 holes.

GENIUS CHECK

TO PLAY

1. Place nine golf tees in all but one of the holes.
2. Each time an adjacent golf tee is jumped, remove it from the board.
3. The game is over when all but one golf tee remains, or when none of the remaining golf tees are adjacent to each other, and thus cannot be jumped.



RESULTS

1. If **ONE** tee remains at end = **GENIUS**
2. If **TWO** tees remains at end = **NEAR GENIUS**
3. If **THREE** tees remain at end = **Very Smart**
4. If **FOUR** or **MORE** at end = **TRY AGAIN**

AMERICAN HERITAGE

Make posters of well-known symbols and pass them out around the room. Number each poster. Give each person a piece of paper which is also numbered. Ask them to identify the posters and write the proper name by its corresponding number on the sheet of paper. Suggestions are: American flag, White House, Lincoln Memorial, Eagle, Presidential Seal, Uncle Sam, Statue of Liberty, etc.

UNITED STATES

Have boys make a list of as many states as they can remember. After 5 or 10 minutes, the one with the longest list wins.

GEOGRAPHY

Divide into teams. One team picks out on a U.S. map, a city, calls out the name and challenges the other team to find it in four minutes. If the other team gets it in the time limit, they get one point. If they do not, the other team gets the point. The game ends when one team has earned 5 points.

MINUTEMAN RUN

To play this game, you'll need a group of about 10 boys. The players form a circle and hold hands. A person who is chosen "IT" stands inside the circle. He walks around the circle, tapping each player's hands as he says each word of the rhyme, "RED, WHITE BLUE, OUT GOES YOU!" The two people he taps on the word 'YOU', run around in opposite directions. "IT" steps into line of the empty places. The last one to get back to the other empty place becomes "IT".

EVEN OR ODD

Each player has ten or fifteen beans. He walks up to someone and asks, "Even or odd?" (Meaning the number of beans he has in his closed hand.) The person guesses, if he is right, he gets as many beans from the other as he has in his hand. If wrong, he pays a like number of beans. (Alternatively, if a certain number of beans, such as 2 or 3 to be paid.) See who gets the most in a given time.



FLAG RELAY

Have several teams of runners. The teams line up with the first runner on each team toeing the mark. Opposite each line is a tiny flag stuck in a half potato and standing erect on the floor. The first runner on each team at the signal runs to his flag, picks it up, and carries it back to the next runner, who in the meantime has moved up to the starting line. No. 2 starts as soon as he has been handed the flag, carries it back to the potato, sticks it in its original place, and rushes back to the starting point. No. 3 gets the flag, hand it to No. 4 and so on. The first team to cover the course in this manner wins.

ODDS AND ENDS HOLDER

MATERIALS:

12" long 1" x 2" board

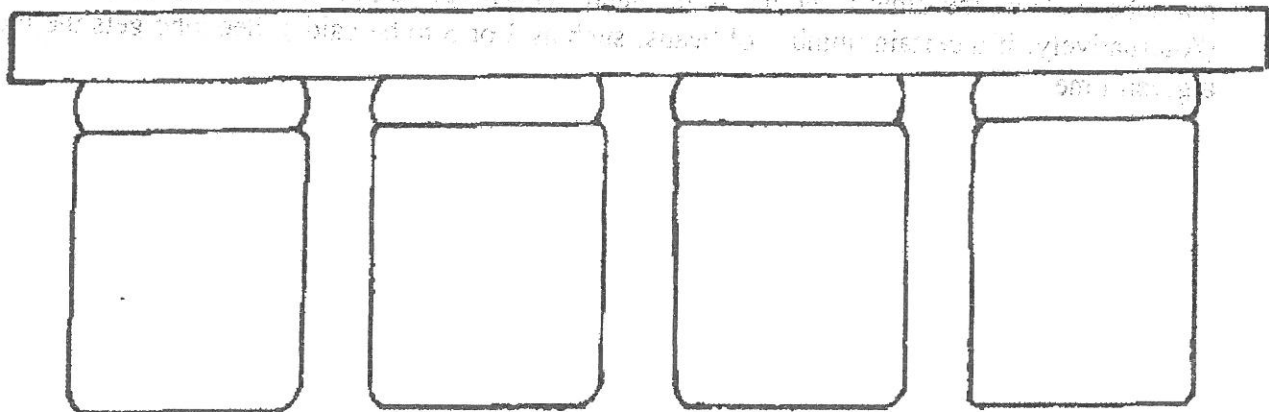
Sandpaper

Paint or stain

4 small jars with screw lids (baby food jars)

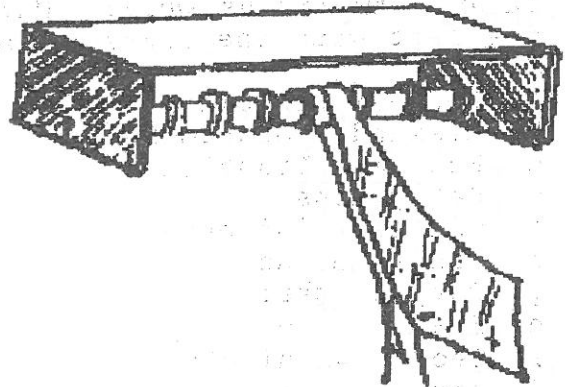
8 screws

Sand board. Stain or paint desired color. Attach each lid to the board with two screws. Fill the jar and screw on lids. The holder can be nailed to the underside of a cabinet or storage shelf.



SPOOL TIE RACK

MATERIALS: 18" piece of wood
Sandpaper
Coat Hanger wire
Nails, screw
Paint, varnish
8 empty thread spools



Saw wood into three pieces-- one 12" long and two 3"-long. Sand the pieces.

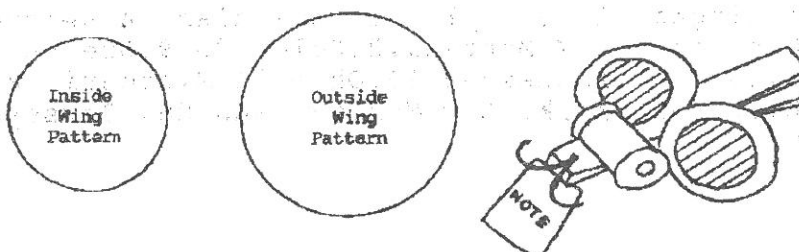
Measure 1" from one end of each short piece and drill hole to hold coat hanger wire. Nail or screw the other ends of the short pieces to the ends of the long piece so they hand down.

Straighten a coat hanger and cut a piece of wire 14" long. String 8 empty thread spools onto the wire. Place the ends of the wire in the drilled holes of the wood. Turn the ends down to hold it in place. Paint or varnish the tie rack.

DRAGON FLY NOTE HOLDER

MATERIALS: Clip type clothespin
Construction paper
Pipe cleaner
Small spool
Beads

Cut wings from contrasting colors of construction paper using the pattern below. Glue together. Paint clothespin. Glue wings, spool and pipe cleaner antenna to clothespin. Add beads to ends of spool for eyes. You may wish to glue a magnet to the back so note holder can be used on refrigerator.



Famous Americans Quiz: Match the names of famous Americans on the left with the correct word or phrase on the right.

- a. Abraham Lincoln
- b. Alexander Graham Bell
- c. Benjamin Franklin
- d. Betsy Ross
- e. Charles Lindbergh
- f. Daniel Boone
- g. Davy Crockett
- h. Francis Scott Key
- i. George Washington
- j. James Madison
- k. Jim Thorpe
- l. John Paul Jones
- m. Martin Luther King
- n. Patrick Henry
- o. Paul Revere
- p. Robert Fulton
- q. Thomas Edison
- r. Thomas Jefferson
- s. Wright Brothers

1. Olympic athlete
2. "Give me liberty or give me death!"
3. Declaration of Independence
4. "I have a dream!"
5. Frontiersman, trapper
6. Alamo
7. "I have not yet begun to fight!"
8. Father of our country?
9. Kitty Hawk
10. Gettysburg Address
11. Light bulb
12. Lightning
13. Spirit of St. Louis
14. Star-Spangled Banner
15. Steamship
16. United States Flag
17. Telephone
18. Midnight ride
19. Father of the Constitution

DO YOU KNOW YOUR STATES?

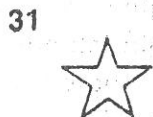
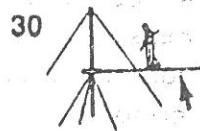
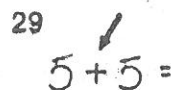
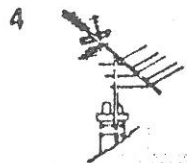
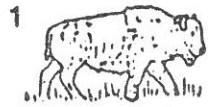
1. Which state has a ton?
2. Which state starts with a pen?
3. Which state has an indian?
4. Which state has a tuck in the middle?
5. Which state has a ham?
6. Which state is cut on the end?
7. Which state has a tan?
8. Which state is a color?
9. Which state has ore in it?
10. Which state is an island?
11. Half of which state is land?
12. Which state starts with ten?
13. Which state greets you with "Hi!"?
14. The first thing you see in two states is a miss. What are they?
15. Four states are new. What are they?

ANSWERS: 1. Washington, 2. Pennsylvania, 3. Indiana, 4. Kentucky, 5. New Hampshire, 6. Connecticut, 7. Montana, 8. Colorado, 9. Oregon, 10. Rhode Island, 11. Maryland, 12. Tennessee, 13. Ohio, 14. Missouri, Mississippi, 15. New Hampshire, New York, New Mexico, and New Jersey.

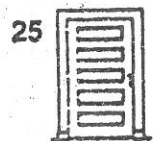
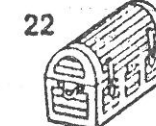
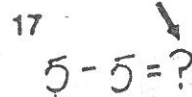
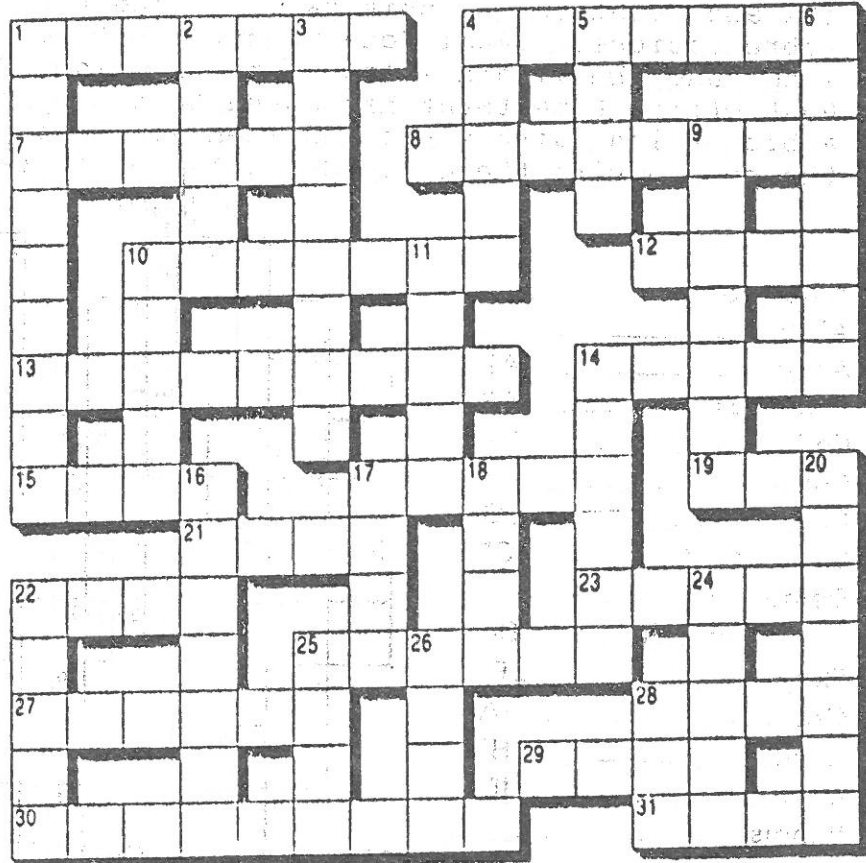
Picture Crossword

To solve this crossword, enter the name of each object in its proper place in the grid.

ACROSS



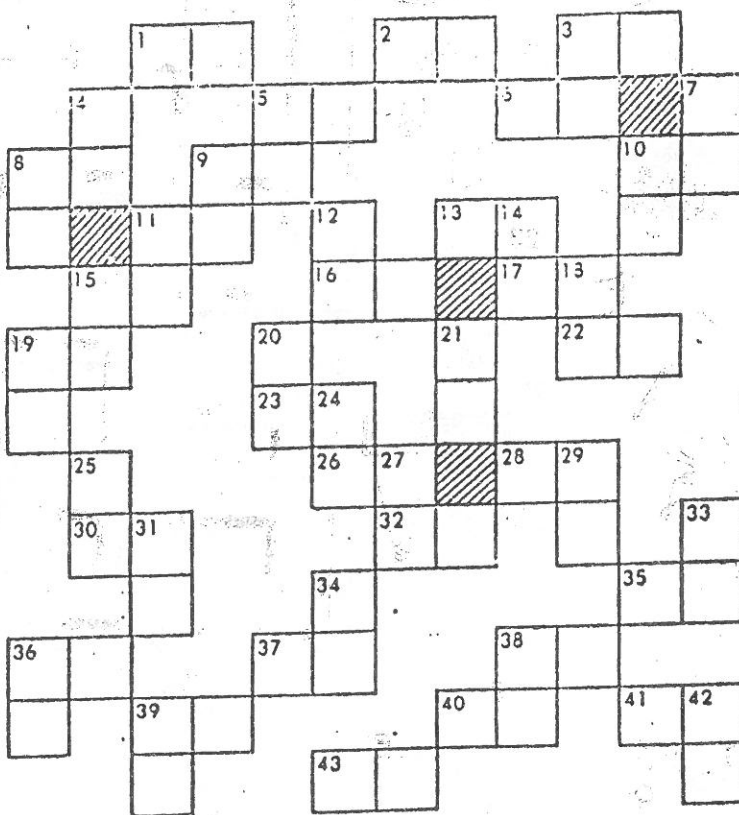
DOWN



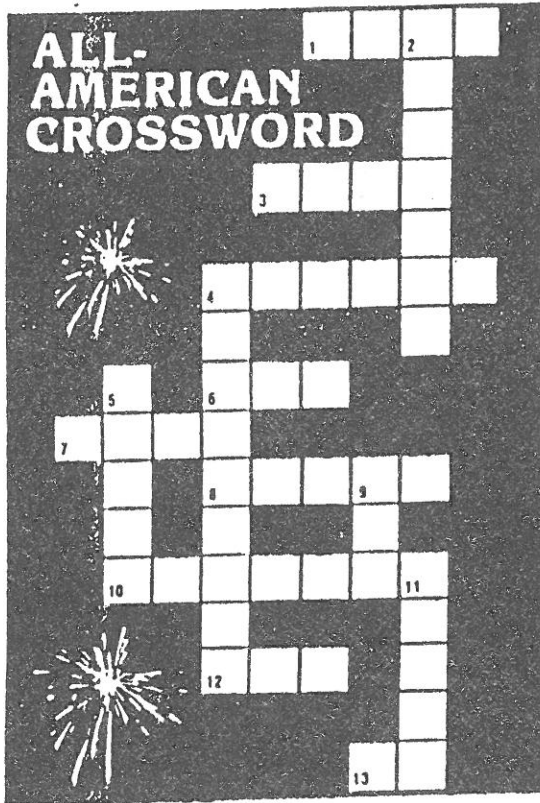
CROSSWORD PUZZLE OF STATE ABBREVIATIONS

The abbreviations on this page are the two-letter state abbreviations. (Anal Zone, District of Columbia, Puerto Rico, and the Virgin Islands are also included.) The U.S. Post Office Department has asked that people use these abbreviations with zip codes when addressing mail. Fill in the puzzle with the correct two-letter abbreviations.

- Alabama _____ AL
- Alaska _____ AK
- Arizona _____ AZ
- Arkansas _____ AR
- California _____ CA
- Canal Zone _____ CZ
- Colorado _____ CO
- Connecticut _____ CT
- Delaware _____ DE
- District of Columbia _____ DC
- Florida _____ FL
- Georgia _____ GA
- Hawaii _____ HI
- Idaho _____ ID
- Illinois _____ IL
- Indiana _____ IN
- Iowa _____ IA
- Kansas _____ KS
- Kentucky _____ KY
- Louisiana _____ LA
- Maine _____ ME
- Maryland _____ MD
- Massachusetts _____ MA
- Michigan _____ MI
- Minnesota _____ MN
- Mississippi _____ MS
- Missouri _____ MO
- Montana _____ MT
- Nebraska _____ NB
- Nevada _____ NV
- New Hampshire _____ NH
- New Jersey _____ NJ



- New Mexico _____ NM
- New York _____ NY
- North Carolina _____ NC
- North Dakota _____ ND
- Ohio _____ OH
- Oklahoma _____ OK
- Oregon _____ OR
- Pennsylvania _____ PA
- Puerto Rico _____ PR
- Rhode Island _____ RI
- South Carolina _____ SC
- South Dakota _____ SD
- Tennessee _____ TN
- Texas _____ TX
- Utah _____ UT
- Vermont _____ VT
- Virginia _____ VA
- Virgin Islands _____ VI
- Washington _____ WA
- West Virginia _____ WV
- Wisconsin _____ WI
- Wyoming _____ WY



ACROSS

1. America's Birthday month.
3. Land of the _____
4. _____ of July.
6. "and the rockets' _____ glare."
7. Hooray for the red, white and _____!
8. Color of stars on U.S. flag
10. There are 13 _____ on the U.S. flag.
12. Uncle _____
13. Abbreviation for United States.

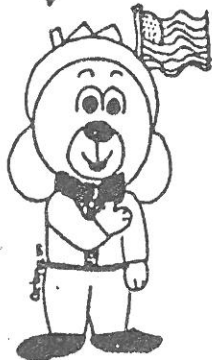
DOWN

2. Statue of _____
4. We celebrate July 4th with bright _____
5. Betsy Ross sewed one of the first U.S. _____
9. "I pledge allegiance to _____ flag..."
11. There are 50 _____ on the U.S. flag.

ANSWERS
 ACROSS: 1. JULY 3. ILL. 4. FOURTH 6. RED 7. BLUE
 8. WHITE 10. STRIPES 12. SAM 13. U.S.
 DOWN: 2. LIBERTY 4. FIREWORKS 5. FLAGS 9. THE
 11. STARS

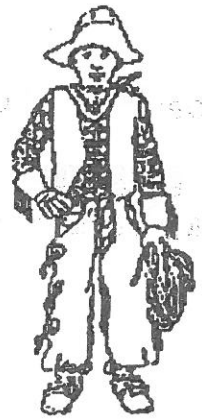
TRY 'N FIND

Words that remind us of Flag Day are hidden in the block below. See if you can find: PLEDGE, ALLEGIANCE, FLAG, ROPE, FLY, HOIST, UNION, STRIPES, RED, STARS, BLUE, WHITE, POLE, STATES, BETSY, ROSS, SYMBOL, FURL, KEY, BANNER, UNITED, PROUD.



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

JULY-1994 BUCKSKIN PIONEERS



IDEAS FOR PACK ACTIVITIES

- . Have a watermelon feed
- . Have a calf-roping contest. Use cardboard cutout of calf's head attached to a dowel rod or board.
- . Have a pack BBQ

IDEAS FOR DEN ACTIVITIES

- . Make western hats from paper bags
- . Play games such as the pioneers played-Make the game equipment

SUN	MON	TUE	WED	THU	FRI	SAT
					1	2
3	4	5	6	7	8	9
10	11	12	13	14	15	16
17	18	19	20	21	22	23
24	25	26	27	28	29	30
31						

OPENING CEREMONY-THE STORY OF THE CUB

PERSONNEL: 3 Indians

EQUIPMENT: Fire, with kettle on fire

(in this kettle you want a pot within the kettle the dry ice goes in the pot and the cub scout neckerchief goes in between the pot and the kettle)

Cub Scout neckerchief

Small piece of dry ice

Bottle of yellow colored water-(could be material)

Bottle of blue colored water-(could be 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 1st 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 sky 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.)

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

Akela raises hands and 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.

INDIAN SHINNY

Use a broomstick about 30" long, a ball or rags (grapefruit size) covered with tape and two goal stakes ten feet apart at each end of the playing field. The ball is placed in the middle of the field and the teams start to bat it, as in hockey. No one can touch the ball with his hands. For a short game, the first team to drive the ball through the center of the other team's goals is the winner. For a longer game, the team that has scored the most goals after a certain time is the winner.

FLASHLIGHT TAG

This is a great game for after dark. It combines fun from the games of Hide and Seek and Tag. Select an "IT". He hides his eyes and counts to 50 or 100, depending on the size of the playing area. The rest go hide. When "IT" has finished counting, he goes looking for the rest of the players with a flashlight. When he sees someone, he shines the flashlight on the victim and shouts, "Caught! Caught!" The last person caught is "IT" for next game.

BLIND HORSE TURNABOUT

Divide the boys into pairs. Make one boy into a blind horse by putting a paper bag over his head. The other boy will be the rider. The horses and riders line up at the starting line about 50 feet from the finish. On signal the horses start moving. Riders direct their blind horses with verbal signals. (Bear right, whoa, go left, etc.) Riders may not touch their horses. This can be a good Pack Meeting game using parents as horses and Cubs as riders.

HOME ON THE RANGE

Oh, give me a home where the buffalo roam,
Where the deer and the antelope play,
Where seldom is heard a discouraging word
And the skies are not cloudy all day.

Home, home on the range,
Where the deer and the antelope play,
Where seldom is heard a discouraging word
And the skies are not cloudy all day.

JULY SONG

Tune: Yankee Doodle

All around the country side
The people all were waiting
For the fireworks to begin
To start the celebration

CHORUS:

Roman candles blasting off
Fire crackers popping
Sparklers blazing all around
There seems to be no stopping

They crowded all the picnic ground
To unpack all the lunches
Children, grown-ups and their friends
All huddles up in bunches

(CHORUS)

They came from uptown, downtown too
From all across the nation
Carrying flags and banners, too
To join the celebration

(CHORUS)

SWEET BETSY FROM PIKE

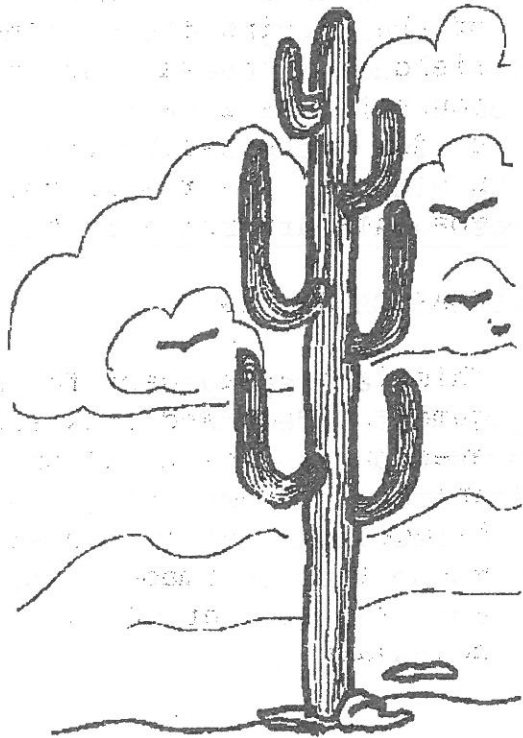
Did you ever hear of sweet Betsy from Pike.
Who crossed the wide prairies with her husband, Ike.
With two yoke of cattle and one spotted hog,
A tall Shang-hai rooster and an old yeller dog?

Chorus: Sing too ral i oo ral i oo ral i ay
Sing too ral i oo ral i oo ral i ay

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:

They swam the wide rivers and crossed the tall peaks,
They camped on the prairie for weeks upon weeks,
They fount off the Indians with musket and ball.
And reached California in spite of it all.

Chorus:



FOLKTALE SKIT

Narrator: America's history is full of colorful characters. I'm sure you've heard of many that you couldn't even begin to count them, but we also know that much of our country's history wasn't written down until many years had passed. Memories fade as time goes by. Now, we're not calling our historians liars, but things were not always the way they told us. Take for instance, the burro express rider.

Rider: (enters pulling the burro) Come on Speedy, those Cub Scouts at Packare waiting for their mail.

Narrator: Excuse me sir? Why do you call your burro Speedy? He doesn't look very speedy to me.

Rider: Why this hear mule is the fastest burro in the west!

Narrator: How fast is he?

Rider: Why he's so fast he Can dance his shoes off!
(BURROS DANCE AND REMOVES HIS SHOES AND TOSSES THEM INTO THE CROWD AS THEY LEAVE.)

UGH!

Six or eight "Indians," draped in blankets, with feather in hair, enter campfire circle in a single file. Walk silently twice around the campfire, then seat themselves in a ring around the fire. Pause.

1st Indian (chief): "UGH"

2nd Indian: "UGH"

3rd Indian: "UGH"

Continue around the circle until the last Indian how says "UGH-UGH!"

Long silence, broken by the 1st Indian:

"If you can't stick to the subject, I'm leaving."

Rises, leaves campfire, followed by all the others.

... ..
... ..
... ..

A DRINK IN THE WILD WOODS

... ..

EQUIPMENT: A can

3-4 mugs

a pair of socks

... ..

The can is placed in the center of a circle with mugs along-
side. A pioneer scout enters, dips a mug into the can,
drinks the contents and walks off saying "Oh, what super
coffee."

... ..

The second pioneer scout enters and dips the mug into the
can, drinks the contents and walks off saying "Oh, what great
tea."

... ..

The third pioneer scout enters, dips the mug into the can,
drinks the contents and walks off saying "Say, what lovely co-
coa."

The fourth pioneer scout enters, takes the socks out of the
can and rings them out, inspecting them to make sure they have
gotten nice and clean.

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Shortcake

Cast: 3 Braves, 1 squaw, Chief Shortcake

Props: All wrapped in Indian blankets, Braves wear headbands

1st Act: Squaw (Chief Shortcake's widow) stands with arms folded in center of stage. Chief Shortcake lying on floor with arms folded across chest. She says nothing but shakes her head back and forth slowly, indicating 'no'.

1st Brave: I have come for Chief Shortcake's body. We wish to bury your husband with honors. Give us Chief Shortcake.

(Squaw continues to shake head 'no')

2nd ACT: Squaw stand in same place, arms still folded, mouth still silent, still shaking head 'no'.

1st and 2nd Brave enter.

1st Brave: I bury Shortcake for you.

(Squaw continues to shake head 'no')

2nd Brave: OK we bury Shortcake together...use plenty of blankets...him keep plenty warm at Happy Hunting Ground.

(Squaw continues to shake head 'no')

3rd ACT: Squaw in same position, with same action
Three braves enter

1st Brave: More tickets sold for funeral. Standing room only now. We bury Shortcake.

(Squaw shakes head 'no')

2nd Brave: You be nice squaw. You give us Shortcake.

(Squaw shake head 'no')

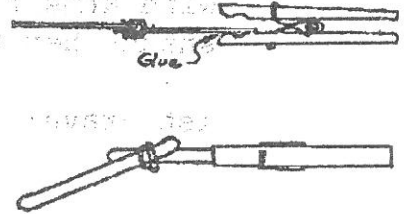
3rd Brave: We heap big braves in tribe. Why you not wish us to bury Chief? We bury him heap big good!

SQUAW: (Finally and emphatically) SQUAW BURY SHORTCAKE! (Squaw pulls out can of whipped cream from under blanket and squirts whipped cream in Chief's face.)

WACKY WESTERN POCKET KNIFE

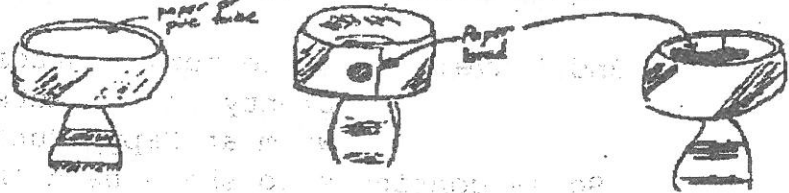
MATERIALS: 2 popsicle sticks
One rubber band
One spring type clothespin

Glue one popsicle stick to the inside edge of the mouth of the clothespin. Let dry. With the rubber band, attach second popsicle stick to the free end of the glued popsicle stick, lapping end over end. See drawing. To close Wacky Knife, rotate unglued popsicle stick on to the top of the other popsicle stick and catch it in the mouth of the clothespin. To open Wacky Knife, simply squeeze ends of clothespin and the blade will pop out.



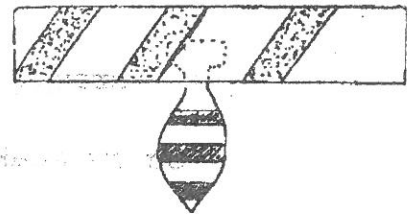
KEY KEEPERS

Select any type or shape of limb or knotty wood that pleases you eye. Cut it to desired shape with a knife or small saw. Only two accessories are necessary. A small screw eye and a metal ring.



COON SKIN CAP TIE SLIDE

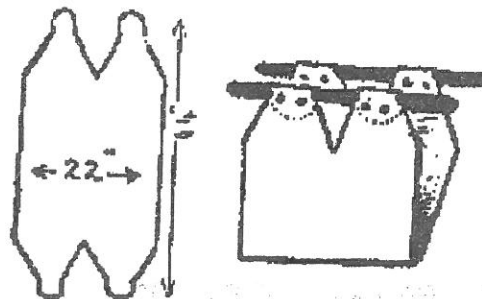
MATERIALS: Scrap tan fake fur 1" x 4"
tail piece cut from fur
Black marker
white glue
3/4" x 4" cardboard strip
or 1/2" PVC pipe
paper brad



1. Color with black marker the fur strip as shown. Stripes on the "cap" should be lighter than on the tail.
2. Glue card board strip into a tube, or use tubing.
 - a. Glue tail to tube
 - b. Glue strip around the tube with the seam in the back.
 - c. Form a circle from the piece of fur use white glue to make a seam and reinforce this joint by inserting a paper brad.

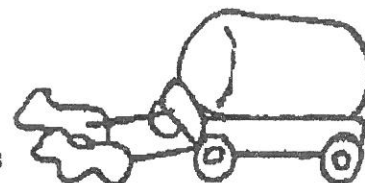
LOG CARRIERS

Cut a piece of awning or tent canvas as shown, fold material over dowels and rivet them in place.



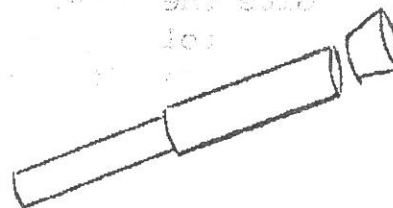
PIONEER WAGON COOKIE TREAT:

Wagon body	FIG NEWTON
Covered top	MARSHMALLOW
Wheels	BUTTERSCOTCH LIFESAVER
	WITH RAISIN HUBS
Oxen	ANIMAL CRACKERS
Secure wheels and make yoke with toothpicks	



PVC CORK BANGERS

Cut 6" length of PVC pipe. Sand edges.
Cut a wooden dowel 7". Dowel diameter should be no greater than inner diameter of PVC. Ensure dowel will move freely in PVC tube. Find a cork with tapered end diameter the same as dowel. Drive cork in PVC end. Place dowel in other. Holding PVC tube, cork end up, drive dowel end on ground. Watch out for the cork and the pop!

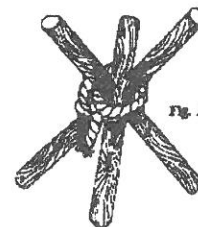
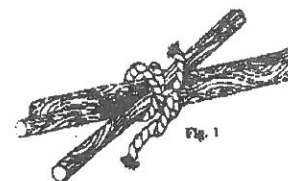


THREE STICK STOOL

You can build your own folded stool and carry it with you. You can use 3 sticks or 3 wooded dowels. The stool is low to the ground but quite strong and comfortable.

MATERIALS: 3 Fat sticks
Rope
Knife

Collect 3 fat sticks about the same thickness. Hold the sticks together in a bunch and tie a few turns of strong rope very loosely around the center of the bunch. Be sure that the loop is loose. Knot the rope and cut off the excess. Spread 2 of the sticks to form an 'X'. Spread the third stick to rest in the fork of the other two. Sit in the 'pocket' formed by the 3 sticks putting each cheek of your bottom on a stick with the 3rd stick at your back.



10 GALLON PAPER HAT

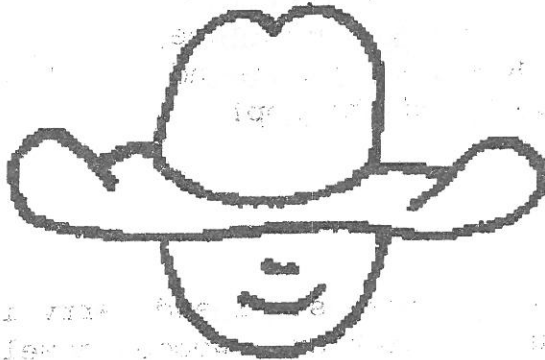
MATERIALS:

Glue

1 medium size paper sack that will fit on a
cubs head

2-20" circles cut from butcher or brown paper
(should match the sack)

1. Make 2" slits up the opening of the paper sack every inch or so.
2. Make a hole in the center of the paper circles that is the same size as the paper sack opening.
3. Slide the sack through the hole in one paper circle. Fold the slits back and glue to the paper.
4. Glue the other paper circle over the slits. Form the hat by rolling the sides and folding the top of the sack in. Wear it! Make hat bands if you wish.



BUTTER CHURN

During the 1700s and 1800s, a butter churn was as much a household necessity as a toaster or can opener is today. Pioneer women spent hours churning cream into butter for their families. Cub Scouts can make butter the modern way.

MATERIALS

- 1 12 oz juice can or jar
- 1 Straw
- 1 Jar lid (bigger than top of can)
- Plastic lid or margarine tube
- Whipping cream

DIRECTIONS:

1. Use a large screw or bolt to hammer a hole in center of jar lid, large enough for straw to fit through.
2. From plastic lid or tub, cut a circle slightly smaller than the bottom of juice can. Poke a small slit in center of this circle, and squeeze one end other straw through slit. (The straw must fit tightly). Punch 4 holes in circle.
3. Slip the other end of the straw through the hole in the jar lid.
4. Fill can 1/3 full of whipping cream. Set straw and lid apparatus in can.
5. Holding the lid in place, push the straw up and down for about 30-40 minutes, and you'll have butter.

SOAP MAKING

The pioneers made soap by boiling tallow or lard and mixing it with rosin and wood ashes or lye. Most pioneer families made their own soap.

(This is what to do with all the pieces and shavings from the soap carvings your boys do.)

1. Save all small pieces of soap.
2. Break up soap pieces into small pieces and soak in a container of very hot water. Use just enough water to cover the soap.
3. After 10-15 minutes, pour off water. Mold soap around a piece of heavy twine to make a soap ball which can be hung in the shower. The soap will take several hours to dry.

OLD FASHIONED TAFFY

This recipe will make about 1/2 lb. of taffy-enough for each member to have 3-4 pieces.

1. Butter a platter. Then stir together in a saucepan:
1 cup sugar 1/4 cup light corn syrup
1/2 cup water 1/8 tsp salt
2. Heat slowly until all sugar is dissolved, then bring to a boil. Stir constantly. Have a cup of ice water handy to test candy. Candy is done when a small amount forms a hard ball when dropped into ice water.
3. Immediately pour candy onto buttered platter. When it is cool enough to handle, gather it into a ball and pull until it is white and firm. Butter or oil hands lightly for this operation. Pull taffy into a rope, twist it, and cut it into pieces.
4. Taffy can be flavored by adding a few drops of peppermint flavoring, 1 tsp vanilla, or 2 tbsp of cocoa just before you start to pull it.

JOHNNY CAKE

Corn was the staple food for most pioneers. In many homes it was served three times a day in various forms. At breakfast, it might be made into Johnny cake, which was made with a batter of cornmeal, buttermilk, soda, salt and shortening.

1 1/2 cup Cornmeal	1 tsp soda
1 tsp salt	2 eggs, beaten
1 tbsp flour	1 1/2 cup milk
2 tbsp vegetable oil	

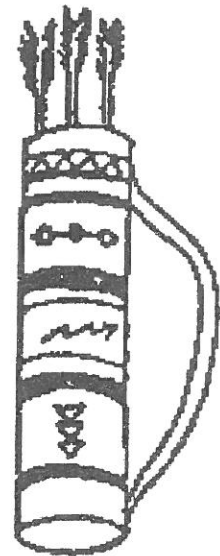
Mix all ingredients together with a few swift strokes. Drop the batter by spoonsful on hot oiled griddle. Fry until golden brown on both sides. Good with syrup of jam.

QUIVER AND ARROW TIE SLIDE

The quiver can be made from a small cylinder of vinyl, cardboard, leather, or piece of an old plastic toothbrush holder. Paint and decorate as desired. If you wish, the quiver could be covered with felt. Add a shoulder strap, using a piece of cord or narrow felt strip.

Feathers are kitchen matches (heads removed). Tiny bits of real feather fluff could be glued to the ends, or make fringed feather ends from construction paper. Glue inside quiver.

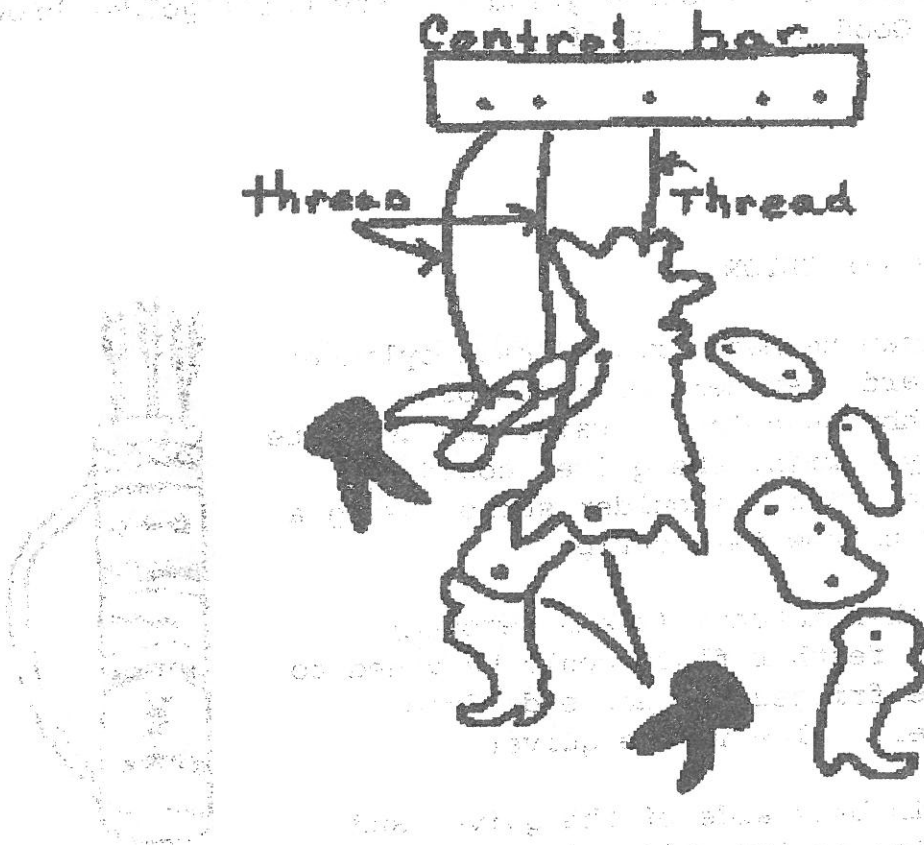
Punch two holes in back side of the quiver and glue in a pipe cleaner for slide ring.

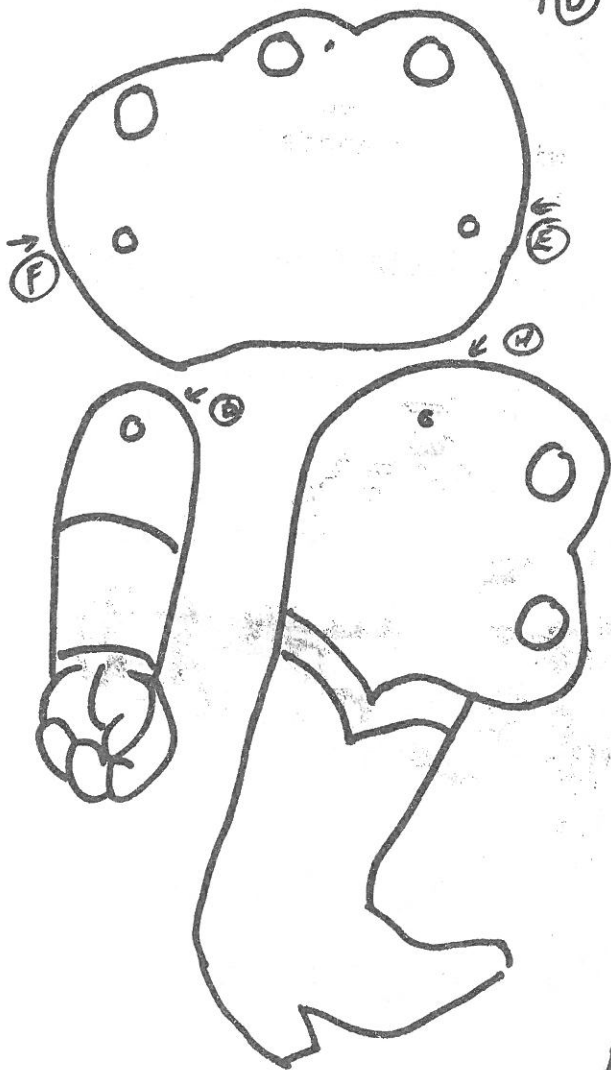
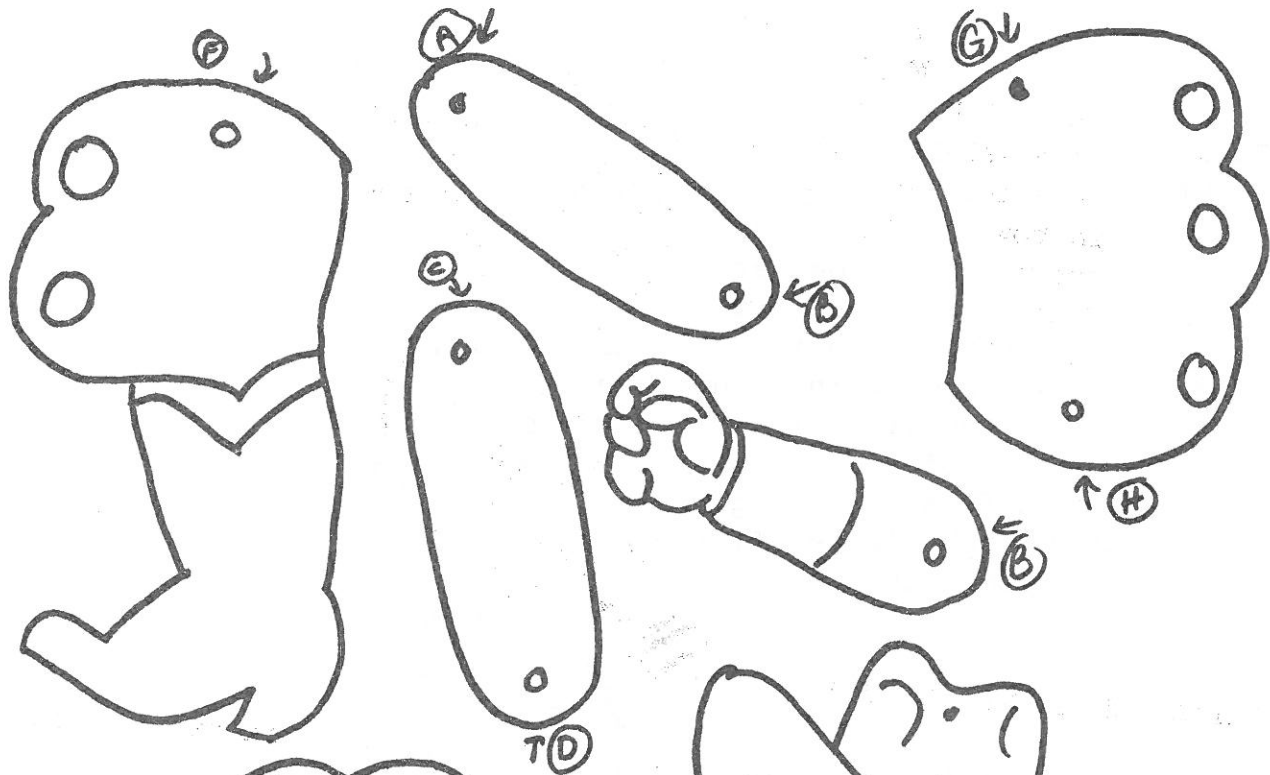


SHERIFF SAM MARIONETTE

Glue pattern on the next page on cardboard, cut out parts and punch holes. Assemble the puppet with 8 paper fasteners as shown. Make small holes in the sheriff's hat, arms, and legs. Tie a piece of heavy thread in each hole in the control bars as shown. (Make the control bar from heavy cardboard)

(SAM PATTERN ON NEXT PAGE)





BRIGHT IDEA TIE SLIDE

MATERIALS: White plastic spoon
Pipe cleaner
Yellow yarn
Marker and glue

1. Cut all but one inch off handle of spoon
2. Wrap yellow yarn around handle and glue
3. make loop with pipe cleaner and glue in bowl of spoon. (sand the bowl of the spoon first so the glue will stick.)
4. Draw high lights (filament, cracks, etc) on spoon with marker.

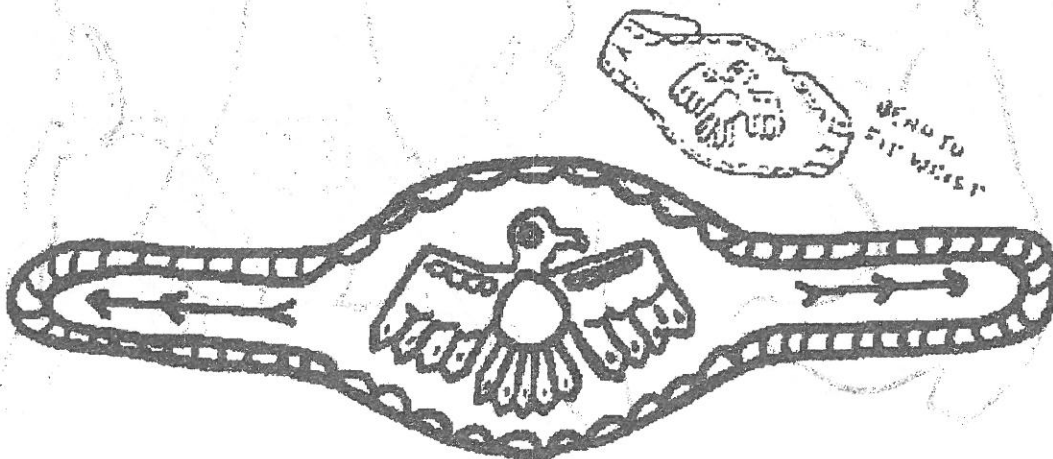


IMITATION SILVER BRACKET

Use the pattern below to trace around on foil pie tin or pan from boxed cake mix. Cut out with scissors.

Use a knitting needle or the blunt point of a pencil to trace over the design, bearing down so it will be transferred to the foil. file rough edges with sandpaper.

Or you might like to glue on a turquoise, stone, made from plaster molded in plastic spoon.



THE LEGEND OF DREAM CATCHERS

Dream catchers were originally made by a Native American shaman for a specific person. Bad dreams fall through the web and are lost. Good dreams are caught in the web and travel down the feathers and back into your mind to be remembered and enjoyed. Tradition has been followed and an item from the three elements, earth, sky, and water are included. The colors of the four directions are also included as the legend dictates.

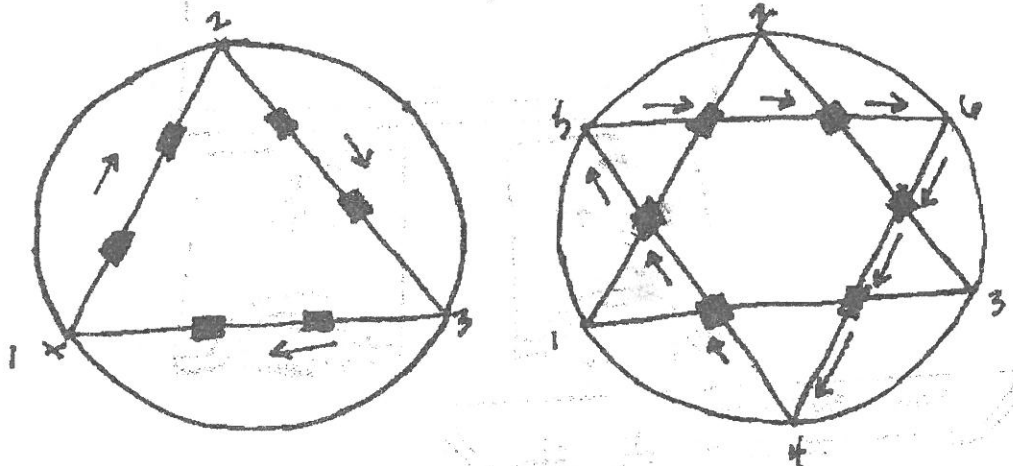
CHEROKEE: GREEN-SOUTH RED-WEST BLUE-NORTH YELLOW-EAST
SIOUX: BLACK-SOUTH RED-WEST WHITE-NORTH YELLOW-EAST

Long years ago the Indian Mother, would tell this story to her children:

Sleep my children-fear not your dreams. Old Iktiomi (spider) will gather your dreams to her web. Good dreams are smooth and soft. They will fall back down to you through the web. Bad dreams have rough edges. They will get tangles in the web and cannot hurt you. The night time dew will hold the bad dreams in the web. In the morning, Father Sun will burn the bad dreams away when he burns the dew from the web. Sleep well my children.

HOW TO MAKE A DREAMSTAR (OJIBWA)

Use a sturdy circle formed from willow, pipecleaner, embroidery hoop or other material. The circle may be wrapped in leather, yarn or left natural. Tie string, sinew, yarn, or floss to circle. Make the first side of triangle adding two beads before tying to circle. Add two more beads for second side of triangle. Tie to circle then second triangle halfway between tie points of first triangle. As the second triangle is formed intersect the beads to form a star. Ojibwa grandmothers made Dreamstars to hang above a papoose to protect the infant from bad dreams.



FIVE BOARD STOOL

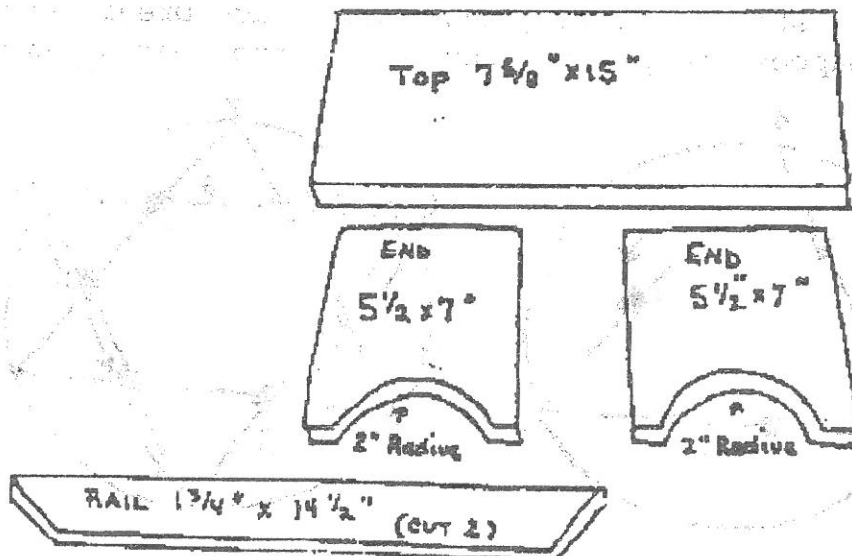
This stool is eight inches high, and is patterned after a Colonial stool. Pine was a favorite wood for stools of this kind because they are easy to work with and will take a nice finish.

Five pieces of wood shown are standard-size boards from a lumber yard. The top is cut from a 1" x 8" board. The ends are cut from a 6" board, and the rails from 2" stock.

The dimensions shown in the illustration are finished sizes. In cutting allow a little extra material for trimming and finishing to size. When sawing cut just outside the line in the water part of the board. Use a cross-cut saw for the straight cuts, and a coping saw or jig saw for the curves in the ends. Lay out the curves lines with a compass and the beveled ends on the tails with a combination square and pencil (you can use a cardboard pattern). Use the square for marking the lines for cutting the pieces to length as well.

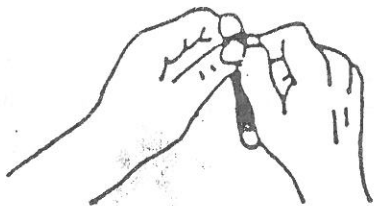
After the parts are cut, trim the ends with a wood file. The sandpaper all surfaces to a satin finish to remove imperfections. Assemble the stool with two 2" finishing nails and wood glue at each joint. To prevent splitting the wood, first drill 1/8" holes through the rails. Then drive the nails just through the rails and into the ends to locate their position. Next drill the same size holes for the nails in the ends, apply some glue and drive in the nails. Use a nail set to drive that heads of the nails slightly below the surface of the wood.

Give the stool a final sanding and apply a coat of satin wax to finish.

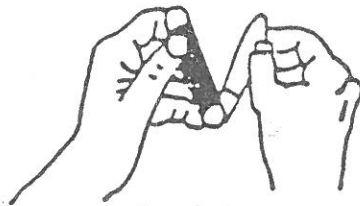


KNIFE SAFETY

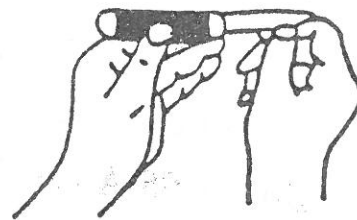
The official Scout knife is the most popular among outdoors men. It has a strong cutting blade and tools as well as a can opener, cap lifter, screwdriver, and leather punch or awl. You can carry it in your pocket. Or you can hang it on your belt by the ring in its handle.



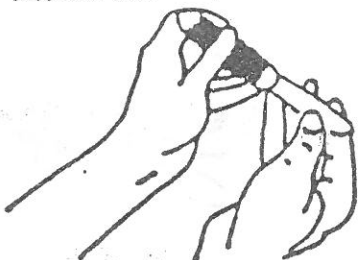
To open a pocket knife, hold in left hand, put right thumbnail into nail slot.



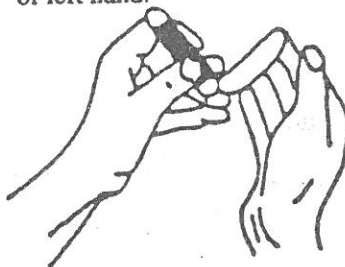
Pull blade out while pushing against hinge with little finger of left hand.



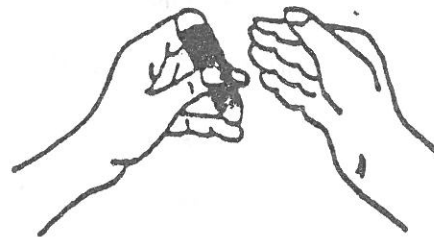
Continue to hold on to handle and blade until blade snaps into open position.



To close pocket knife, hold handle with left hand with fingers safely on the sides.



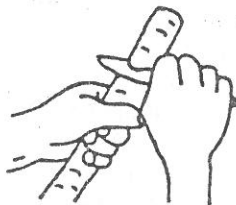
Push against back of blade with fingers of right hand, swinging handle up to meet blade.



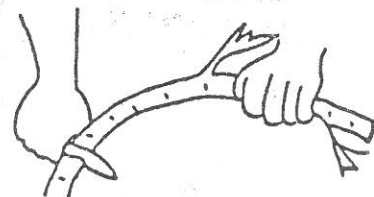
Let knife snap shut; "kick" at base of blade keeps edge from touching inside of handle.



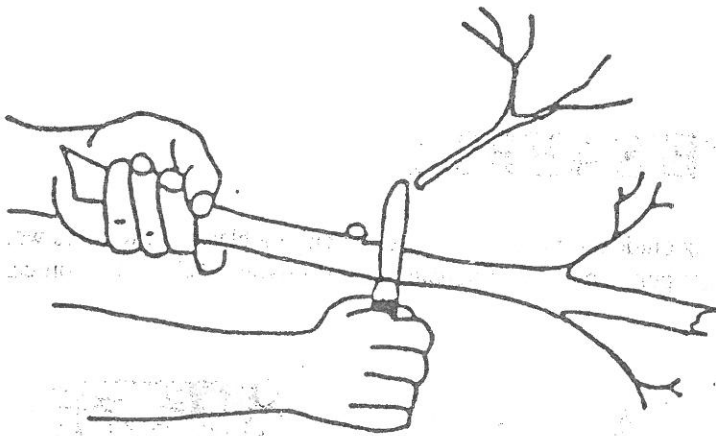
For fine cutting, pivot handle with little finger and push blade with thumb.



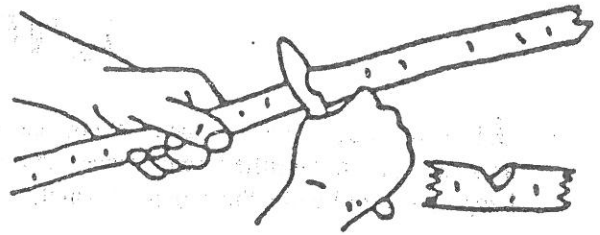
For course cutting, grasp handle with whole hand. Cut at a slant. Always cut away from you.



You can cut brush with a pocket knife if you bend stem until grain is strained, then cut close to the ground with a slanting cut.



Trim a branch by cutting twigs from thick end toward end. Push knife against twigs, or pull twigs against blade.



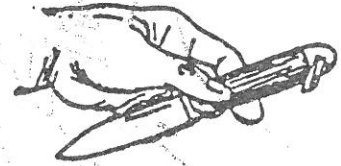
To notch a stick, make a slanting cut from one direction. Then cut another from the opposite side.

TO PASS A OPEN KNIFE:

The person handing should hold knife by the blade, passing the handle to the other person. In this way the handler has control of the edge of the knife.

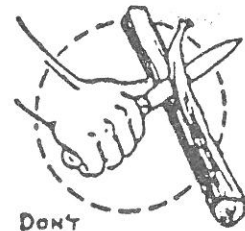
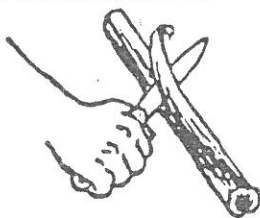
CARE OF YOUR KNIFE: Your knife is a valuable tool. Take good care of it.

- Keep your knife clean, dry, and sharp at all times.
- Never use it on things that will dull or break it.
- Keep it off the ground. Moisture and dirt will ruin it.
- Keep it out of fire. The heat draws the temper of steel. The edge of the blade becomes soft and useless.
- Wipe the blade clean after using it. Then close it carefully.



A dull knife won't do its work. And what is more, it is dangerous. More fingers are cut by dull knives than by sharp knife. A sharp knife bites into the wood while a dull one tends to slip off. A camper should always carry a little sharpening stone in his pocket along with his knife. The knife and the stone are partners and where one is the other should be also. Such stones are called whetstones or carborundum stones. One measuring $\frac{3}{4}$ of an inch by 3 inches is large enough and is a handy size to carry. A whetstone using water is more practical in camp than one requiring oil, for water is always at hand, but there never seems to be any oil when it is needed. Whetstones are made to provide a grinding surface, and come in varying degrees of coarseness. Course stones are used for heavy tools, like axes; fine stones for knives or for finishing the edge.

TO USE A KNIFE:



The rules for sharpening a knife are as follows:

1. Place the stones on a level surface.

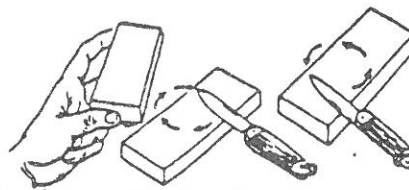
2. Wet the stone with a little water.

3. Place the blade of the knife flat on the stone, then raise the back edge about the width of the blade itself, keeping the cutting edge on the stone.

4. Draw the knife straight back toward you, or move it straight back and forth putting pressure on it only when you pull it toward you. This is always better than moving it in circular fashion.

5. Turn the blade over and repeat on the other side.

6. Finish off on the sole of your shoe.



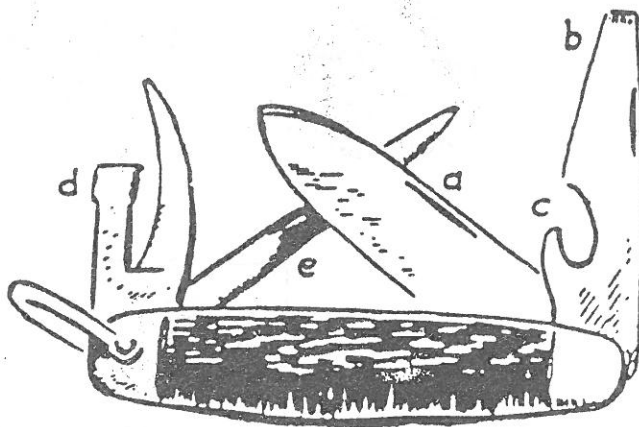
It will take a half an hour to sharpen a dull knife, but once sharp, a minute a day will keep it in perfect shape.

POCKET KNIFE SAFETY CIRCLE

A Pocket knife safety circle is similar to an axe yard only smaller and on an individual level. To establish a safety circle, grasp a closed pocket knife in your hand, extend your arm and with the closed knife straight in front on you, rotate body to either side while continuing to extend the closed knife-arm. No one or thing should be in the imaginary circle you have created. Also check your overhead clearance as this is part of your safety circle.

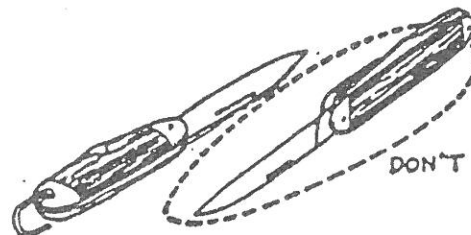
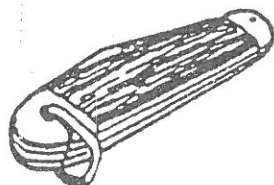
Your "jackknife" should have a good stout blade at least 3 1/2 inches long. This is the handiest kind of scout knife which is a whole tool kit in itself:

- A blade
- A screwdriver
- A bottle opener
- A can opener
- A leather punch or gouge.



WHEN KNIFE IS NOT IN USE:

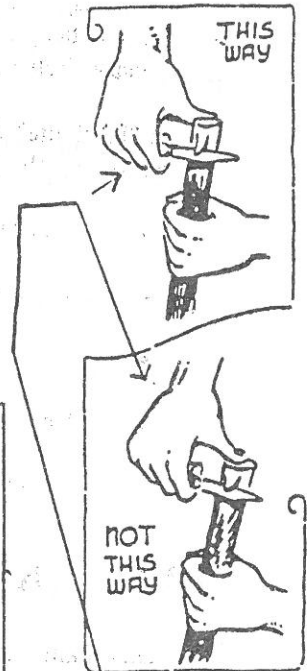
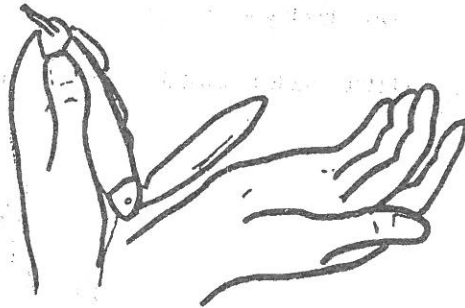
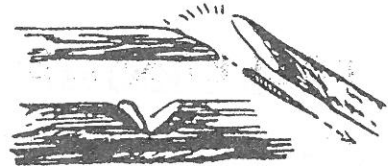
Usually a knife is best left not in use laying down. When you put it aside for a minute, be sure to place it on its side, NOT on its back with the blade up (think what might happen) and NOT stuck in the dirt or sand.




REQUIREMENTS FOR WHITTLING CHIP CARD.


In return for the privilege of carrying a pocketknife at Cub Scout functions, I agree to the following:

1. I will complete the Shavings and Chips Achievement 19 in the Big Bear Cub Scout Book. I understand the rules for safe use of a pocketknife.
2. I will handle my pocketknife with care.
3. I will always close my pocketknife and put it away when not in use.
4. I will not use my pocketknife when it might injure someone near me.
5. I promise never to throw my pocketknife for any reason.
6. I will use my pocketknife in a safe manner at all times.





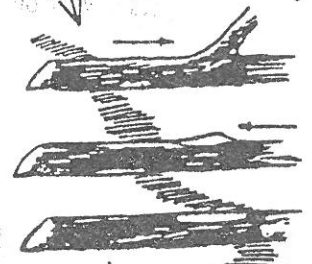
WHITTLING CHIP



This certifies that

has completed the Shavings and Chips Achievement 19 in the *Big Bear Cub Scout Book* and has demonstrated knowledge of, and skill in, the use of a personal pocketknife. By completing these safety requirements, he has earned the right to carry a pocketknife at Cub Scout functions.

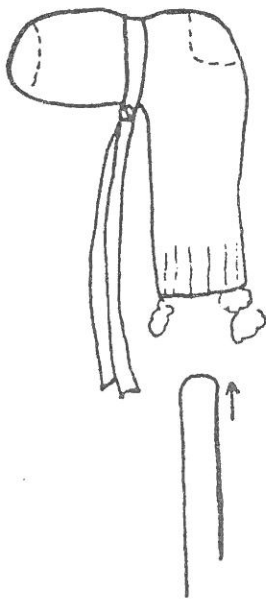
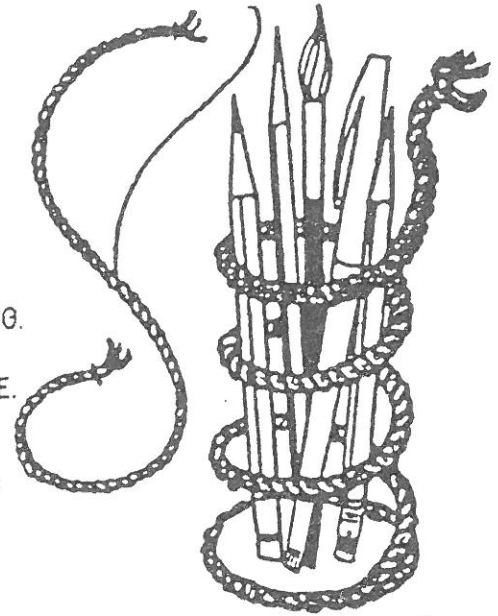
Den Leader _____





ROUND-UP PENCIL HOLDER

- 1 - CUT A PIECE OF 3-PLY OR 4-PLY ROPE 2 FEET LONG.
- 2 - CUT A PIECE OF WIRE A BIT LONGER THAN THE ROPE. BAILING WIRE WORKS WELL.
- 3 - CAREFULLY TWIST THE WIRE IN BETWEEN THE PLY OF THE ROPE SO THAT IT DOESN'T SHOW.
- 4 - WHIP BOTH ENDS OF THE ROPE / WIRE.
- 5 - TWIST THE ROPE INTO A LOOSE COIL, SHAPING ONE END AROUND A 2 INCH WOODEN CIRCLE.
- 6 - HOT GLUE THE ROPE AROUND THE WOOD.



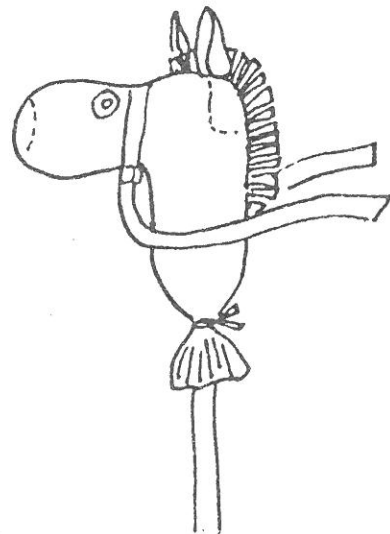
SOCK HOBBY HORSE

MATERIALS :

1 SOCK
 COTTON STUFFING
 1" DOWEL (BROOM HANDLE)
 WIDE RIBBON
 FELT SCRAPS
 YARN
 HOT GLUE GUN

TO ASSEMBLE :

- 1 - STUFF SOCK TO HEEL.
- 2 - TIE WITH RIBBON TO MAKE FACE. LEAVE THE ENDS OF THE RIBBONS LONG FOR REINS.
- 3 - PUT IN DOWEL, AND STUFF ALL AROUND THE STICK TO FATTEN THE HORSE'S NECK.
- 4 - TIE OFF BOTTOM WITH YARN.
- 5 - USE HOT GLUE TO ATTACH FELT EARS AND EYES, AND YARN MANE.





Section 1: Introduction

The first part of the document discusses the importance of maintaining accurate records. It highlights the need for consistency and the potential consequences of errors. The following sections will explore various methods and tools used to ensure data integrity.

Key points include:

- Regular updates and reviews.
- Use of standardized formats.
- Implementation of error-checking procedures.

The second part of the document focuses on the practical application of these principles. It provides detailed instructions on how to set up and maintain a reliable system. This includes selecting appropriate software and hardware, as well as training staff on best practices.

Overall, the goal is to create a robust and efficient process that minimizes risk and maximizes the value of the data collected.

Section 2: Methodology



The methodology section describes the approach used for data collection and analysis. It outlines the steps from initial planning to final reporting. The process involves several key stages:

- Identifying the research objectives and scope.
- Designing the data collection instruments.
- Implementing the data collection process.
- Analyzing the collected data.
- Interpreting the results and drawing conclusions.

Each stage is carefully documented to ensure transparency and reproducibility. The use of standardized protocols helps to reduce bias and increase the reliability of the findings.

The final part of the methodology section discusses the limitations of the study and suggests areas for future research. It emphasizes the importance of ongoing evaluation and improvement of the research process.

AUGUST-1994 WATER FUN

IDEAS FOR PACK ACTIVITIES

- . Have a safe swim meet
- . Have a water carnival
- . Have a pack picnic
- . Have a pack softball game
- . Play miniature golf

IDEAS FOR DEN ACTIVITIES

- . Invite new boys moving into your area to a summertime pack activity.
- . Have a water gun fight
- . Have a water balloon toss



SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

NAUTICAL CEREMONY

Cubmaster: When a boy wanted to be a sailor, he would hire himself on as a cabin boy. There he learned the terminology of the ship. He learned his knots and the rigging. When a boy wants to become a Scout, he must learn the basics of Scouting. When he learns the promise, the law, the motto, a boy then becomes a BOBCAT. Will _____ please come forward to be recognized as a Bobcat. Will his parents please escort him forward.

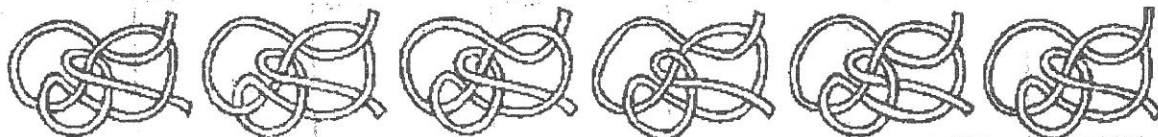
A sailor boy's knowledge of the sea didn't end there. As he traveled about the world, he saw many different ships and their uses. His world would become larger. So to does a Scout grow. He learns about his national flag, his family and world. If is then that he is recognized as a WOLF. Would _____ and his parents please come forward?

A sailor even today has to know the methods of ship communications, whether it be flags or radio. He needs to know about radar. A BEAR needs to be more aware of God and worship, wildlife, environment, and family life. Will _____ and his parents please come forward?

A sailor soon learns about tides and the sea currents. He learns to use these to travel. A WEBELOS must earn several different kinds of activity badges to help prepare him for the future. Will _____ and his parents please come forward?

Finally, a sailor has a destination, a goal. He must know where he is and how to get where he is going. He uses the constellations and the North Star to guide him. He uses a compass and a sextant to chart his course. So, too, does a Scout. He has earned more activity badges to give him skills for the future. He has visited Boy Scout Troops as he plots his course. Will _____ come forward to receive his rank of Arrow of Light? Parents please escort your son.

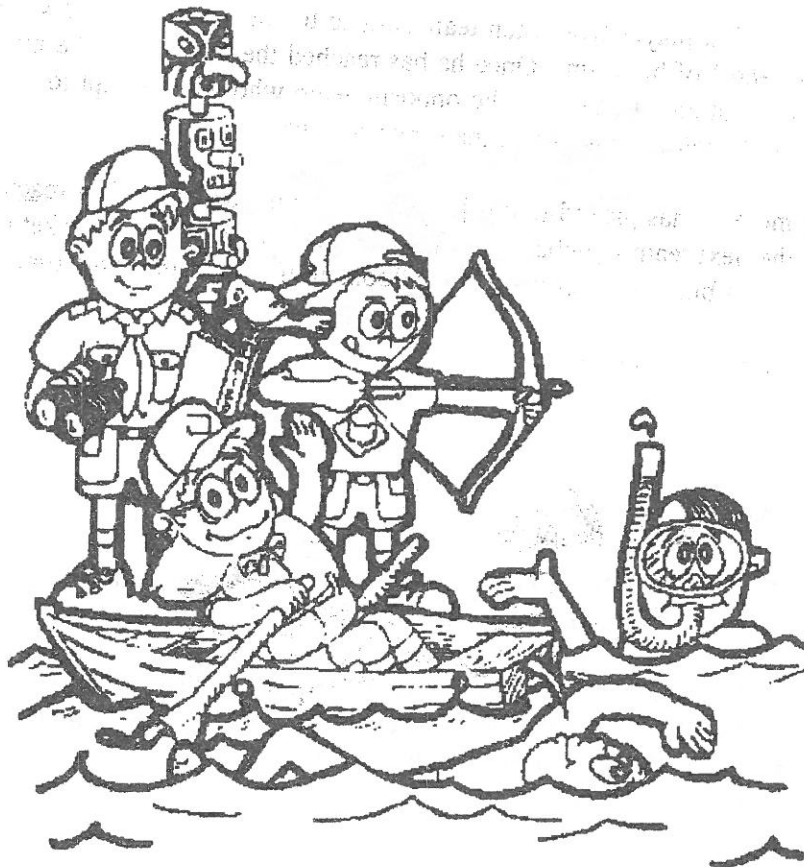
WHICH TWO KNOTS BELOW ARE EXACTLY THE SAME?



OPENING CEREMONY

ARRANGEMENT: Cub Scouts hold up cards with slogans as they read their lines.

- 1st Cub: DO YOUR BEST in everything you do on life's way.
- 2nd Cub: ALWAYS BE FRIENDLY to brighten other's day.
- 3rd Cub: GIVE AWAY YOU SMILES for it's rewarding indeed.
- 4th Cub: BE PREPARED to help others in their daily need.
- 5th Cub: BE HONEST AND SINCERE towards others you meet.
- 6th Cub: BE LOYAL AND TRUE a most commendable feat.
- 7th Cub: COUNT YOUR BLESSINGS, being thankful each day, for life's wonderful opportunities that come your way in this great country.
- 8th Cub: Welcome to each and every one of you. May these thoughts stay with you your whole life through.



WATER BALLOON TOSS

Divide your Cubs into two teams...Using an OUTSIDE playing area, line the two teams up, about 12 feet apart, facing one another....

About 15 feet from the "head end" of the teams, have a large bucket filled with water balloons (to keep balloons from popping under their own weight, put water in the bucket so the balloons are surrounded by and covered by water).

At the start signal, the first player from each team runs to the bucket, picks up a water balloon, and runs to the "tail end" of his team. Once he has reached the "tail end", he may lob (not throw) his water balloon at any member of the opposite team who will attempt to catch it and lob (again, not throw) it back at someone in the opposite team...

As soon as a team member has picked up his balloon from the bucket and has reached the "tail end" of his team, the next team member in line may begin running for the bucket (this approach avoid total chaos but puts a lot of water balloons in the air at the same time)...

Continue until all the balloons are gone...



FILL THE BUCKET TO BE DONE OUTDOORS

Divide den into two groups. Each group has a plastic jar with holes cut in it (tiny pin holes that drip with water in jar) and a bucket of water. At 15' away is a bucket for each team.

To play, have each team line up. The first cub on each team fill the jar and runs toward the empty bucket, empties the jar of water into the bucket and runs back giving the jar to the next cub on team. This continues until the bucket is full. The team who fills the bucket first is the winner.

WAR OF THE EELS

EQUIPMENT: Two tails (Neckerchief or bandanna)

Divide group into two teams. All players line up holding the waist of the person in front of them. Tie a tail to the belt of the last person (the tail) in each row. Object of the game is for the first person (the head) of each eel to capture the tail of the other eel. The larger the group the better. Hint: Start the game with the heads facing each other.

OCTOPUS RACE

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

WATER BALLOON TAG

You'll need a large supply of water balloons for this hot weather game. Select an "IT". He is given control of the water balloons. At the starting signal all the other Cubs try to stay out of the range of "IT" who tries to splash a water balloon anywhere on their bodies except their faces. As soon a boy has had a balloon broken on him, he joins "IT" in the fight. The last person to be splashed is the new "IT."

FAN THE FISH

USE THIS FISH FOR A PATTERN.

MAKE ONE FOR EACH TEAM OUT OF PAPER

RULES

1. Line up teams in relay formation at start line.
2. Twenty feet farther down the hall, chalk a circle on the floor-about 20" in diameter-big enough to get the fish inside.
3. Place a paper fish in front of each team at the start line. Place fan behind on floor.
"Fan is made of cardboard about same size as this page, or use a paper plate.
4. On "go" first boy picks up fan and starts fanning his fish toward the circle in front of his team. When he fans the fish into his circle he then picks up the fish and returns to the end of his relay team. Number 2 boy repeats the action etc. until all have had their turns.

Contestant must NOT hit the fish with the fan. Only the air motion of fanning is the method to use.

YELLOW SUBMARINE

In a town where I was born,
Lived a man, who sailed to sea.
And he told us of his life,
In a land of submarines.

(chorus)

We all live in a yellow submarine,
yellow submarine, yellow submarine.
We all live in a yellow submarine,
Yellow submarine, yellow submarine.

So we sailed up to the sun,
Till we found the sea of green.
And we lived beneath the waves,
in our yellow submarine.

Chorus

And our friend are all aboard,
Many more of them live next door;
And the band begins to play.

Chorus

As we live a life of ease,
Every one of us has all we need.
sky of blue and sea of green

Chorus

LITTLE BLACK THING:

(Tune: Clementine)

Chorus:

Little black thing, little black thing,
Crawling up and down my arms.
If I wait till they have babies,
I could start a black thing farm.

Haven't had a bath in two years
and I never wash my clothes.
Now I have these little black things,
Where they came from, heaven knows.

Chorus

Once a cute girl tried to kiss me,
But she screamed and gave a yell.
And she left before I asked,
Was it the black thing or the smell?

Chorus

CALAMINE LOTION

This is a song that is done with real emotion.

First, ask the boys if they know what Calamine lotion is and what it's used for. If they don't know, tell them.

Now tell them that we are all going to establish a rhythm by slapping our knees and clipping our hands (a two-beat rhythm).

The leader explains that he will be saying some things and singing some things and everyone is to repeat them.

- START RHYTHM:** Slap-clap, slap-clap, slap-clap, etc.
- LEADER:** (Talk) Fleas!
- AUDIENCE:** Fleas!
- LEADER:** (Talk) Flies!
- AUDIENCE:** Flies!
- LEADER:** (Talk) Fleas, Flies, Mosquitos!
- AUDIENCE:** Fleas, Flies, Mosquitos!
- LEADER:** (Sing) Calamine, Calamine, Calamine Lotion.
- AUDIENCE:** Calamine, Calamine, Calamine Lotion
- LEADER:** (Sing) Oh, no more Calamine Lotion.
- AUDIENCE:** No more Calamine Lotion!
- LEADER:** (Talk) Itchy, Itchy, Scratchy, Scratchy, OOH, I got one on my backy!
- AUDIENCE:** (Repeat)
- LEADER:** QUICK! Get the bug spray. Ohh, make them go away.
- AUDIENCE:** (Repeat)
- LEADER:** (Talk) Zap goes the bug when you hit him with the bug spray.
- AUDIENCE:** (Repeat)

AT THIS POINT EVERYONE SIMULATES SPRAYING BUGS AND MAKES A HISSING NOISE.

IT AIN'T GONNA RAIN NO MO

(chorus)

Oh, it ain't gonna rain no mo, no mo
It ain't gonna rain no mo.
How in the heck can I wash my neck
If it ain't gonna rain no mo.

Bull frog sittin' on a lilly pad
Looking at the sky,
The lilly pad broke, the frog fell in,
Got water in his eye. (chorus)

Skeeter he fly high, skeeter he fly low,
If that skeeter lands on me,
He ain't gonna fly no mo. (chorus)

Peanut sittin' on a railroad track,
His heart was all a-flutter,
Around the bend came the five fifteen
Toot! Toot! Peanut butter! (chorus)

My tent is made of canvas,
It's stretched tight over poles,
A herd of moths came flying through
And now it's full of holes. (chorus)

DIRTY OLD BILL

Oh there was an old man and his name was Bill,
And he lived on top of a garbage hill.
He never washed and he never will HOO-WEE
Dirty old Bill.

Oh there was an old man and his name was Zeke
And he lived at the side of a dried-up creek
He never washed from week to week
HOO-WEE dirty old Zeke

Oh there was an old man and his name was Shane
Who knew enough to get out of the rain
Water touched him once but never again
HOO-WEE dirty old Shane

Oh there was an old girl and her name was Neil
Who lived at the bottom of the dried-up well
She couldn't hear, but she sure could smell
HOO-WEE dirty old Neil
(Make up your own verses)

SPIDER ON THE FLOOR

(Tune: If you're Happy and You Know It)

There's a spider on the floor, on the floor.

There's a spider on the floor, on the floor.

Who could ask for any more
than a spider on the floor.

There's a spider on the floor, on the floor.

Now the spider's on my leg, on my leg, (2xs)

Oh, he is such a plague, this spider on my leg!

Now the spider's on my leg, on my leg.

Now the spider's on my Stomach, on my stomach. (2xs)

Oh he's just a dumb old Lummock, this spider on my stomach!

There's a spider on my stomach, on my stomach.

Now the spider's on my Neck, on my neck! (2xs)

Oh, I'm going to be a wreck, I've got a spider on my neck!

There's a spider on my neck, on my neck.

Now the spider's on my Face, on my face! (2xs)

Oh, what a big disgrace, I've got a spider on my face!

There's a spider on my face on my face.

Now the spider's on my Head, on my head! (2xs)

Oh, I wish that I were dead. I've got a spider on my head!

There's a spider on my head (SPOKEN)-- BUT HE JUMPED OFF....

(Repeat 1st verse)

THE OLD MAN

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

THE WEEKEND

(Tune-Battle Hymn of Republic)

I have seen the sky in darkness,
I have seen it in the sun,
I have felt the rain upon me.
I've enjoyed the snowy fun,
When the weather isn't cloudy,
Or the wind it doesn't blow,
It isn't only raining; it's the
weekend too, you know.....

CHORUS:

Glory, glory, it's the weekend!
Glory, glory, it's the weekend!
I can tell because it's raining,
and it's 42 below.
As we Cubs are on the go.

SPRINKLER APPLAUSE

Put thumb on your nose, with fingers facing up. Turn head far to one side. As rotate head back to other side, bend fingers down and make a sp-sp-sp-sp sound. When head reaches other side sputter back toward starting position and repeat.

TONY THE TIGER

Person (s) name receiving the applause--you're grrrrrrreeeeeeaaaattt!

OCEAN APPLAUSE-(Best done with a big group) Have the whole group stand, start the first row swaying form side to side, start the nest row swaying form side to side, start the next row swaying the opposite direction, the third row the same direction as the first and fourth the same as the second. Have them sing "Sailing, Sailing over the bounding main." **OR** yell "STOP YOU'RE MAKING ME SEA SICK!"

UNDERWATER RIDDLES

What kind of sea creature do you look for if you want cash?
SAND DOLLAR

What is one of the poorest sea creatures?
SEA URCHIN

What live in the sea and could hold eight ice cream cones at the same time?
OCTOPUS

What sea creature do you look for if you want a tan?
SUNFISH

What creature of the sea is a jeweler?
OYSTER-IT ALWAYS MAKING PEARLS

What sea creature do you want to add to your salad?
SEA CUCUMBER

What school has no teachers?
A SCHOOL OF FISH

What fish is a carpenter?
A SAWFISH

How can you tell fish are diet conscious?
THEY ALWAYS HAVE THEIR SCALES WITH THEM.

FIRE AWAY

Several Cub Scouts are dressed as pirates. They are all on the deck of a ship. Cannon and match box beside them.

CAPTAIN: (Looking through a scope.) "Thar's an enemy ahead. Fire cannon ball!"

2nd CUB: "Fire cannon ball number one!"

3rd CUB: "Fire cannonball number one!" (etc. all down the line until the message reaches the last cub.)

Last CUB: "I don't know how to fire the cannon!" (The message goes back up the line, that he doesn't know how to fire the cannon.)

CAPTAIN: "Light the fuse!" (This message goes down the line to the last cub who replies.)

LAST CUB: "What do I light it with?" (Message goes back up the line to the captain.)

CAPTAIN: "With a match!" (Message goes down the line to last cub.)

LAST CUB: "Where's the match?" (Message goes back up the line to the captain.)

CAPTAIN: "The match box is next to the cannon." (Message goes back down the line.)
(Here you could make up anything you want to extend the skit with trying to light the cannon having the boys turn their heads with the message each way.)
"They are firing at us...prepare for impact." (message goes down the line)

LAST CUB: "What do we do?" (message goes back up the line.)

CAPTAIN: "We've been hit, abandon ship!" (message goes down the line with each cub jumping overboard.)

LAST CUB: "I can't swim!!! BOOM!!!!"

(YOU CAN MAKE THIS SKIT CUT BY MAKING IT AS SHORT OR AS LONG AS YOU WANT.)

THE FISHING TRIP

Need: 4-8 scouts, including a den chief or leader. All scouts and den chief or leader to be in uniform with fishing gear. Props include boat and water cardboard silhouettes, benches.

Setting: Skit begins with cub Scout and den chief or leader going fishing. When they reach the lake, the boat is about 5-10' away from the dock.

1st BOY: (Walks across water and gets in the boat"

2nd BOY: Wait for me! (walks across water and gets in boat)

DEN CHIEF/LEADER: Hey, all right! (steps in water and falls in. He drags himself on to the dock)

3rd BOY: I'm coming! (walks across water and gets in boat)

(Den chief/leader tries again and falls into the water. This continues until all the scouts are in the boat.)

4th BOY: Do you think we should tell him where the rock is

APPLAUSE:

RAINSTORM- start by gently patting knees alternately to simulate light rain. Increase the noise by rubbing palms of hands together then clapping as storm reaches its height. With a hand signal, have everyone shout, "BOOM" to represent thunder. Gradually clapping to swishing then patting knees as the storm subsides.

SWIMMING- Bend forward from waist and do swimming crawl stroke.

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

DEEP SEE DIVER- "BLUUB, BLUUB."

WATER FUN

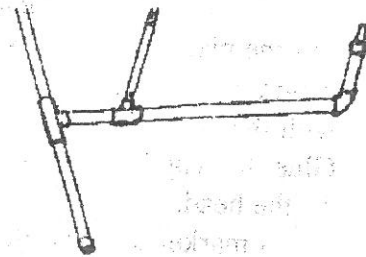
A wiser man once noted that all sunshine is what makes the desert. Just as rain and snow are necessary for plants and animals to exist, so it is in our lives. We gain our strength and ability to live, not from the days when all goes right. But rather, it is from days of adversity and overcoming difficulty

WATER FUN OUT DOOR ROCKET

This is a great den or pack warm weather activity making and using 2 liter rocket launcher.

MATERIALS: PVC PIPE AND FITTINGS

- 3- 3/4" cap
- 1- 3/4" tee
- 1- 3/4" x 1/2" threaded tee
- 5ft- 3/4 pvc schd 200 or 40
- 1- 1/2" x 8" threaded Riser
- 1- 3/4" 90 degree ell
- electrical tape
- tire valve



Cut the pipe into the following lengths:

2-	6"
2-	1'
1-	18"

Assembling Instructions:

Drill 1/2" hole in end of one cap. Push valve stem into the hole. Glue this cap to a 6" pipe, and then the 90 degree ell to a 6" piece. Now glue the 18" pipe to the 90 degree ell. Thread riser into threaded tee, then glue tee into 6" piece aligning riser with the 6" piece. Glue the other 6" piece to threaded tee. Then glue the tee left to it. Glue the 2 1' pipes into this tee and complete the launcher by blueing the caps left to the ends of the 1' pieces. At the bottom of riser tape up with the electrical tape in a tapered manner. Now it is ready to hook up the tire pump. Fill a two liter plastic bottle 1/2 full of water, push on riser firmly and start pumping tire pump until it has enough pressure to go off. Release the bottle and watch it fly.

PACK NIGHT IDEAS

1. Have the boys bring their 2 liter bottles decorated as rockets prior to the pack meeting.
2. Display them on tables or stage
3. Judge them by design, most unusual, most independent effort.
4. Take them outside and launch them

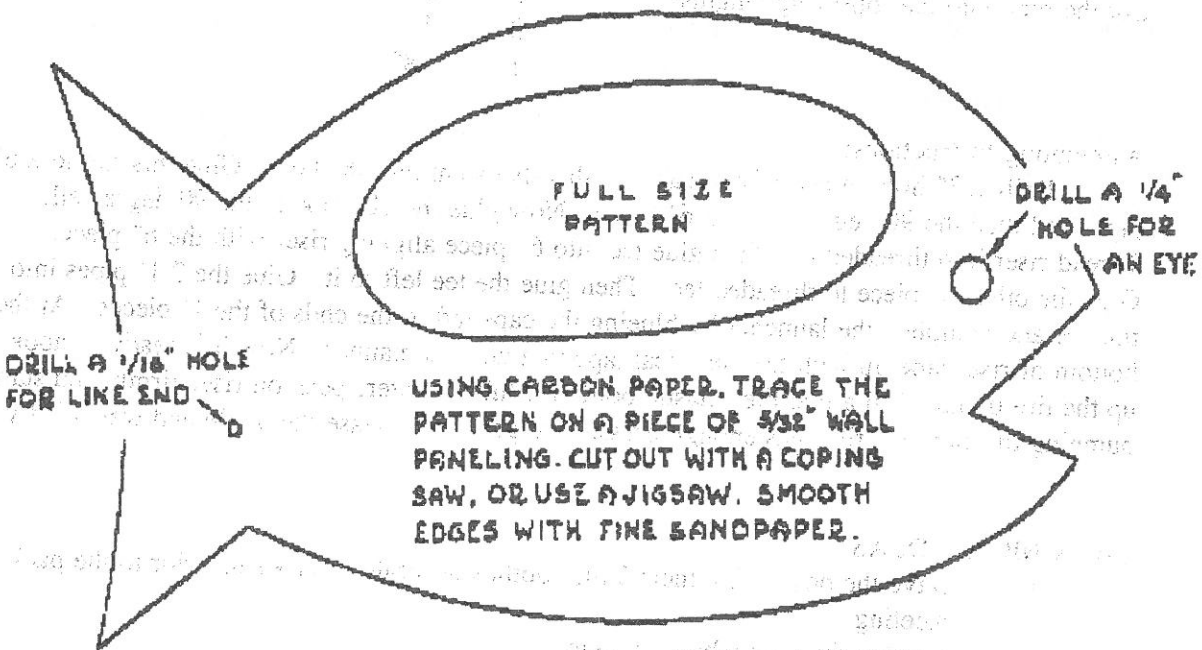
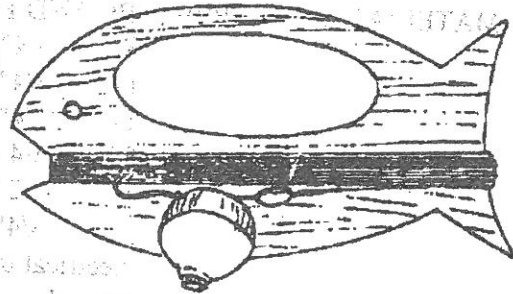
FIRE DOG NOTE HOLDER

MATERIALS: Spring clothes pin
White vinyl or poster board
Small wiggly eyes
Small black pom pom

1. Cut the pieces of vinyl as shown in the diagram. Glue then to the clothespin with the good side facing up.
2. Glue the wiggly eyes and the pom pom nose on the head.
3. Use a marker to draw black spots all over the body (vinyl and clothes pin)

PACK SACK FISH KIT

The pack sack fish kit fits neatly into your pocket or backpack. Wrap it with 30 ft length of fishing line equipped with a float, weight, and hook. The open handle make it easy to hold securely for tossing out line or winding in a catch. This originally appeared in **BOYS' LIFE** in 1975. Always check **BOYS' LIFE** for craft ideas.



FISH TIE SLIDE

A simple but fun slide. Make a ring of PVC pipe or plastic needlepoint canvas.

The fish is a plastic fishing lure. Tie it to the ring as if it is "caught" in fishing line. The fish still wiggles as you move while wearing it.

DEN T SHIRTS

Use wax crayons to transfer a design to fabric. Maybe the boys would like to design and personalize their own den T-shirts.

Draw the design with wax crayon on thin paper. Lay the paper on a ironing board with the design facing up. Then lay the fabric face down on top of the paper. Be careful to place the fabric over the design so it will appear where you want it too. Remember also, this will print a mirror image, so be sure to draw the design backwards from what you want it to look like on the finished product. Place a damp cloth over the fabric and press with hot iron.

FIVE DOTS

Give one boy a piece of paper and have him place five dots on it wherever he pleases. He then give it to another player who tries to fit on a drawing of a person with the head at one of the five dots, the hands at two of the dots, and the feet at the other two dots.

ART FROM WIGGLES

Give everyone a pencil and sheet of paper and have him draw a wavy line. Then tell the boys to exchange papers and make the line into a picture. The one with the funniest or best picture can be named the winner.

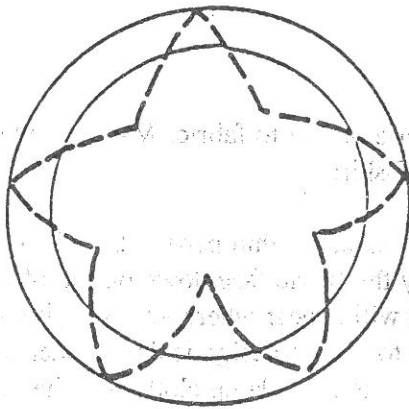
SIDEWALK DRAWING

Divide boys into relay teams. Provide each team with a piece of chalk. The object of the game is for each team to draw a house with each player drawing no more than two straight lines.

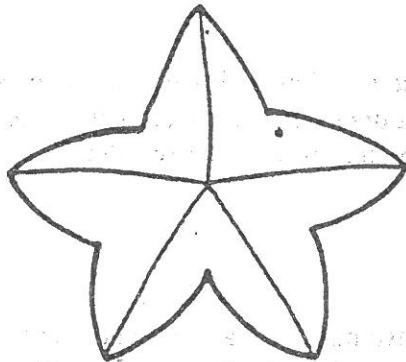
At the starting signal have a player from each team run forward about 30 feet, draw his two lines, then return and hand the chalk to the next player in his line. The team with the best looking house is the winner.

PAPER PLATE STARFISH

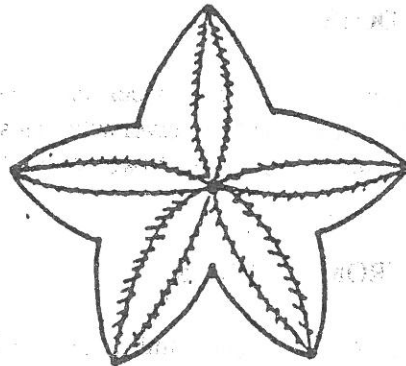
1. Draw a starfish on the back of a paper plate.



2. Cut out the starfish. Color the top and bottom.

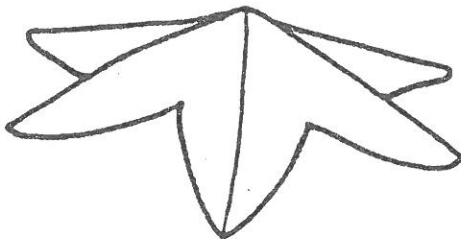


top



bottom

3. Pinch each arm for a 3-D look.



OPENING CEREMONY

Arrangement: 6 Cubs carrying props representing the line they are to say. Cub #6 carries the American Flag

- CUB #1 From the East where the sun rises in the morning
- CUB #2 From the South where the birds fly for winter
- CUB #3 From the West where the sun sets at night
- CUB #4 From the North where the star is the brightest.
- CUB #5 From out Pack full of happy Cub Scouts.
- CUB #6 And from America the land of the free. Please join in and repeat the Pledge of Allegiance with me. (AS PLEDGE OF ALLEGIANCE IS REPEATED, AMERICAN FLAG IS HELD HIGH.)
- Narrator: Post the colors. American flag is placed on the left side of the stage.

OPENING

Five Cub Scouts come on and each recite a verse below:

- NEWSPAPER BOY: I am your paper boy. I deliver the news.
Freedom of the press has different views.
- POSTMAN: I am the postman. I deliver with a dash.
That Boy's Life issue that's really a smash.
- SCHOOL CROSSING GUARD: Safety is my job. I am the school guard.
You cross the street safely to the other yard.
- SPEED LIMIT SIGN: I am the sign that saves a lot of lives.
Everyone obeys me without any jive.
- TRASH: I am the litter, that makes everyone bitter.
Let's clean it up so life will be better.
- CUBMASTER: Our neighborhood is an important part of the
country in which we live. Let us all now stand
and pledge allegiance to our country.

CLOSING:

Have a Cub Scout read the narrative or pass out cards so the entire audience can read this pledge together.

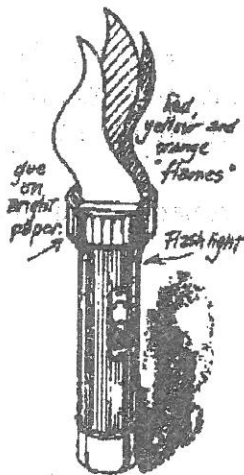
1st: This is my country. I will use my eyes to see the beauty of this land.

2nd: I will use my ears to hear its sound.

3rd: I will use my mind to think what I can do to make it more beautiful.

4th: I will use my hands to serve it and care for it.

5th: And with my heart, I will honor it.



FLASHLIGHT "TORCH." Can be used for the march into the darkened meeting for a holiday ceremony. Glue yellow, red, and orange "flames" of lightweight paper to the head of a flashlight. If possible, use a red flashlight bulb.

CLOSING CEREMONY

To end this evening, I'd like to tell you a story. A crowded bus stopped to pick up a bent old woman. With great difficulty she struggled up the steps with a large basket of freshly-washed laundry.

"You'll have to put your basket in the rear of the bus," said the driver.

"But I don't dare. They don't belong to me," the woman replied.

The driver was firm. "You and that basket are in the way. Either stow it or get off."

The old lady was almost in tears when a young man arose. "You sit here, Ma'am,"

he offered. "I'll take your basket to the back and watch it until your stop."

The woman was doubtful, but the driver was about to put her off. A second lady,

sitting nearby, said to the old woman, "That boy's all right. Can't you see his uniform? I'll vouch for him."

The woman was soon seated, and the basket of clothes carried to the rear. At her stop, the boy gently set the basket down by her, then returned to the bus and continued on his way.

"Who's the kid?" asked the driver of the second woman.

"I don't know the kid," came the reply, "but I do know the uniform, and you can trust it every time."

GAMES

NEIGHBORHOOD STATISTICS

Have the boys go on a hike. While the boys are on the hike have them count the number of swings, garbage cans, bus stops, telephone, broken windows, trees, fire alarm boxes, telephone poles, tv antennas, mailboxes, cracks in the sidewalk, parked cars, traffic signs, bicycles, etc. Each boy could be responsible for counting one item.

STOP SIGN RELAY

Draw several stop signs and cut them out from a paper napkin. Give each one to a team. also give a drinking straw. Map out a course of streets. Each team is to follow the street from start to finish. The first player on each team is to pick up the stop sign by sucking on the straw and carrying it to the end of the street where the next player will meet him and carry it back. This continues until all the boys on each team have carried the stop sign. The first team finished is the winner.

NEIGHBORHOOD ALPHABET SCAVENGER HUNT

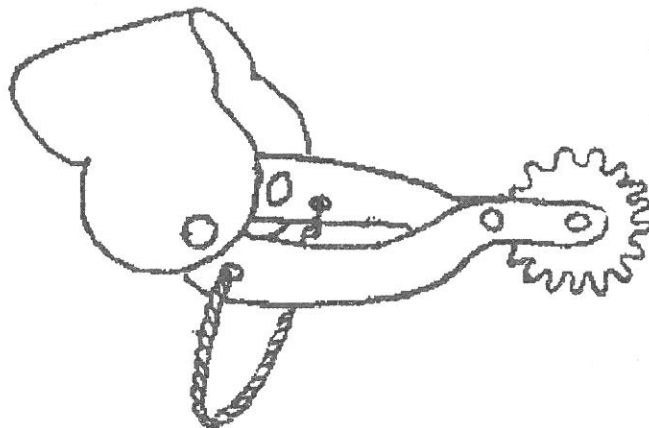
Divide den in two groups. Take a hike around the neighborhood. Each group tries to observe and write down something for each letter of the alphabet. Compare the dens lists--who found the q,x,and z!

DOES YOUR NOSE KNOW?

Using eight to ten common items that have a definite smell of their own, place them in small paper sacks that you cannot see through. Number the sacks and give each person a pencil and paper to write their guesses on as they go from sack to sack and give their noses a test. Some items to use are cinnamon, peppermint, onion, coffee, vinegar, vanilla.

CROSSING THE QUICKSAND

Place small pieces of masking tape on the floor to form a twisted path of "stepping stones", some close together, some far apart. Each Cub tries the course while balancing a tennis ball on a flat board.



THE LONG, LONG NAIL
(Tune-Long, Long Trail)

There's a long, long nail a grinding
up through the sole of my shoe,
And it's ground its way into my foot
For a mile or two.
There's a long, long hike before me
And what I'm dreaming about
Is the time when I can set me down
And pull that long nail out.

CUB SCOUT TRADITIONS
(Tune-Down in the Valley)

Cub Scouting traditions,
Are really quite grand.
Boys who are Cub Scout
Are the best in the land.
The best in the land,
The best in the land,
Boys who are Cub Scouts
Are the best in the land.

Cub Scout do their best
To help others out.
Service to others
We should all think about.
We should all think about,
We should all think about,
Service to others,
We should all think about.

Cub Scouts thank God for
Their blessings so grand.
They are proud of their country,
Let's give it a hand,
Let's give it a hand,
Let's give it a hand.
They are proud of their country,
Let's give it a hand.

APPLAUSE

COMMUNITY APPLAUSE-The group is divided into three groups (1) says: "HASHEE". Group (2) says: "HISHEE" and number (3) says: "HOSHEE". Practice with each group, then tell the whole group on the count of three all of the groups will say their work together, the result is a grand wintertime "SNEEZE".

CLEAN AIR APPLAUSE-Take in as much air as you can through your nose, hold it then exhale, and say: AHHHHHHHH!!!!

BIG THUMB APPLAUSE-Hold your hand in front of you, make a fist hold your thumb up and say: GREAT JOB!!

BLAST APPLAUSE-Group stand throw hands up in the air and yells: "BOOOOMMMMM!!!! WE HAD A BLAST!!"

EXPLORE YOUR NEIGHBORHOOD

CHARACTERS: Ralph, Billy, Mr. Brown, Bruce, and Mr. Johnson

SCENE: Boys are spread out as though they are in separate yards, frozen in appropriate action pose.

RALPH: Hi! I'm Ralph. This month I was supposed to explore my neighborhood for Scouts. So I did, and I found out I have the funniest neighbors! I mean they are really something to laugh at! Come on, I'll show you. (Ralph gestures for audience to come along as he walks over to his neighbor, Billy). This is my friend, Billy. He lives just across the street. We play baseball together. Say hello to my Pack, Billy.

BILLY: Hi Pack!

RALPH: I told them how funny your are, Billy. Go on, show them.

BILLY: O.K. Why does a spider make a good baseball player? (Wait for the pack to respond) Because it catches flies!

RALPH: (Laughing) See what I mean? Thanks Billy. (Goes to next neighbor) Look, here's Mr. Brown. He lives next door and he really likes birds. Mr. Brown, meet my Pack.

MR. BROWN: Hello youngins! (Mr. Brown is quite old)

RALPH: I told them you're a funny man. Will you show them?

MR. BROWN: Sure Ralph. Uh, let's see...Oh yeah...What do you get when you cross a 500lb gorilla with a parrot?
(Pause) Give up? Well, I don't know but when he talks, you'd better listen!

RALPH: (Laugh) That was great! Thanks Mr. Brown. (Walks to the other side of the stage) Oh, yeah, here's Bruce! He like to exercise and lift weights and stuff. Hi, Bruce! Meet my Pack. (Bruce is jumping rope, stops and nods to pack.) Heard any good jokes, Bruce?

BRUCE: Well, did you hear the one about the rope?

RALPH: No

BRUCE: Well, just skip it. (Starts jumping rope, again.)

RALPH: (Walks to next neighbor, who is reading a book) And finally, there's Mr. Johnson. He's a real scholar. He reads the dictionary just for fun! Hi, Mr. Johnson! Let me introduce you to my Cub Scout Pack.

MR. JOHNSON: Good evening!

RALPH: I was telling them about all my funny neighbors and how you read the dictionary, and all.

MR. JOHNSON: That is correct, Ralph. As a matter of fact, do you know the definition of Camelot?

RALPH: No.

MR. JOHNSON: Well, Ralph, Camelot is a place to park your camel. (Laughs and returns to reading.)

RALPH: See what I mean. I sure am glad I got to know how funny all my neighbors are! Well, see you! (All the actors exit together with Ralph saying:) Did you hear the one about.....

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."
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. Wasting food is a crime."

The guard and prisoner exit, the prisoner shouting in fright at his fate.

"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.

"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?"

Man: "Please sir, my name is Peanuts." He falls to the ground.



AUDIENCE PARTICIPATION-A LESSON FOR THE BIG BUGS

810MAJ9

BEES-	Buzz-buzz	ANTS-Scurry, Scurry
FROG-	Croak-croak	WOODS-All sounds together
MOSQUITOS-	Bite-bite	

This is a story about Billy and his family and their adventures in the WOODS. One fine spring day, Billy's family decided it was a good day for a picnic in the WOODS where they could enjoy nature. They packed a nice lunch and left on their outing.

As soon as they arrived at their destination, they picked out a nice spot to spread their picnic. Billy and his brother ran off to chase a FROG. They heard some BEES gathering nectar, and watched some ANTS busy at work. They even awaited some MOSQUITOS and felt right at home with their nature friends.

When they got back to the picnic area, they began telling the rest of the family about the WOODS; the BEES; the ANTS; the FROGS; and even the MOSQUITOS. Dad listened intently as he opened another sandwich and carelessly threw the wrapper on the ground. Their sister threw her pop can under a bush, and ran off to chase a FROG that hopped by. Mom threw her napkin on the ground and jumped up in disgust. "That does it!" she said. "The ANTS seem to have taken over our lunch."

Dad stretched out for a nap and had just about dozed off when he heard Sister scream. She had been stung by a BEE. Mom took care of her, so Dad tried again to sleep. But this time the pesky MOSQUITOS would not leave him alone. Finally he announced they were all going home.

Billy said, "Why do we have to leave now?" Dad replied, "Well, Billy, it seems we aren't wanted by the WOODS. We sure haven't been treated very well. The MOSQUITOS are eating me alive: the ANTS took over our lunch; and the BEE stung your sister.

Billy said, "It seems to me that the WOODS and the MOSQUITOS and the ANTS and the BEES are trying to tell us something." "What's that?" asked Dad. "Well," said Billy, "just look around here and you will see that we haven't been very nice visitors in the WOODS. Look at all the trash we've thrown around. It seems that we're the worst bugs of all--litterbugs."

So the family started to clean up the mess and afterwards they all felt better. They took a nice walk through the WOODS listening to the sounds. They actually enjoyed the buzzing of the BEES; the croaking of the FROGS and they even watched an army of ANTS at work.

When they returned home they were tired, but happy that they had learned an important lesson that day. The worst kind of bug is a litterbug!

A - 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

HOMEMADE FINGER PAINTS

MATERIALS: 1 1/2 Cup Laundry starch
1 1/2 Cup Soap flakes
1/2 c talcum (optional)

Make finger paint base by mixing 1 1/2 cups of laundry starch with sufficient cold water to make a paste. Add one quart of boiling water, stirring constantly until the mixture is clear and glossy looking. Cool and add 1 1/2 cups of soap flakes and 1/2 cup of talcum (optional). the mixture should be thick. Place in jars and cover. Keep in a cold place until time to use. Dip into cupcake tins and color with tempera color.

CINNAMON APPLESAUCE CUTOUTS

MATERIALS: (FOR TEN 1 1/2" COOKIE CUTTER CUTOUTS)
7 Tablespoons warm applesauce
11 Tablespoons cinnamon
1 1/2" cookie cutters

Mix together warm applesauce and 10 tbsp of cinnamon and for a dough ball. Sprinkle pastry board with remaining tbsp of cinnamon; roll out dough 1/4" thick. Using cookie cutters, cut out dough shapes. Place cutouts on a cake rack and dry in 150 degree oven. Leave door slightly ajar. Dry for about 6 hours. Remove from oven and cool.

You may want to select letters from a package of alphabet egg noodles to spell names of the boys.

WOODEN DOWEL NOTE HOLDER

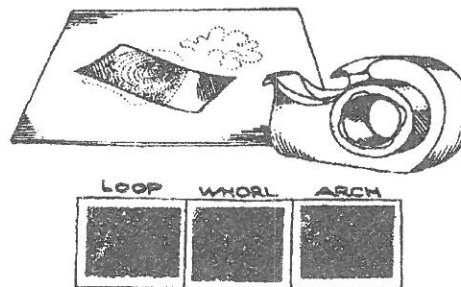
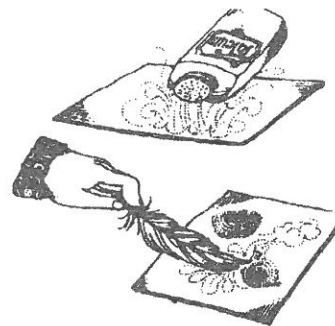
Saw a 6" piece from a 1 1/2" dowel. Place one edge for the bottom. Saw 5 slits. Sand lightly then paint or wax. Glue felt to the bottom.


FINGER PRINTING

Finger prints can be done with a stamp pad--but how do the police get fingerprints from a crime scene?

MATERIALS: Piece of glass or mirror
Talcum powder
pencil
fine sandpaper
very soft feather
tape

1. Have the boys place a finger print on the mirror or glass surface. Because the fingerprint contains skin oil, it is a bit sticky. If the surface is dark in color, develop the print using talcum powder. Sprinkle a very small amount of talcum powder on the surface and gently brush the powder around with a soft feather. If the print is light in color, sandpaper the lead tip of a pencil point to get a fine graphite to develop the print.
2. You can easily save it by lifting the print with a piece of tape.



FINGERPRINT CLASSIFICATION	
name	_____
date	_____
taken by	_____
	
finger	_____
type	_____
comments	_____

OLD JEANS SIT UPON

Using old jeans, cut 18 squares, 6 1/4" x 6 1/4". Using a 5/8" seam allowance, sew 3 strips of 3 squares each. Press seams open. sew 3 strips of squares together forming a large square. Press seams open. Repeat for bottom of sit-upon.

With white thread, top stitch 1/8" from all seams to outline (both sides). With right sides together, sew side seams starting at one square using 5/8" seam allowance. Sew all sides together leaving a 5" opening in the middle. Turn right side out. Fill with stuffing. Hand stitch opening closed.

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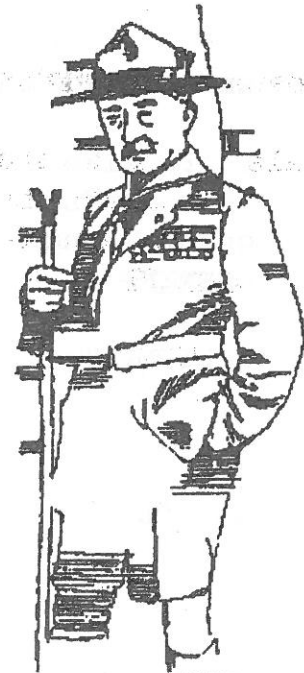
OCTOBER-1994 ADVANCEMENT PARADE

IDEAS FOR PACK ACTIVITIES

- . Pack Halloween Party
- . Learn and practice fire safety techniques

DEN ACTIVITIES:

- . Carve Jack O'Lanterns for retirement homes
- . Make Halloween masks
- . Visit fire station
- . Have a den uniform inspection



SUN	MON	TUE	WED	THU	FRI	SAT
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

OCTOBER- ACHIEVEMENT PARADE

Ideals are like stars. You will not succeed in touching them with your hands, but like the seafaring man, you choose them as your guides, and following them, you will reach your destiny.

OPENING

EQUIPMENT:

Four cards with the letters, ``C'' ``U''
``B'' ``S''

On the back is the narration for each boy

1st Cub-

``C'' stands for courtesy. A Cub Scout is courteous. He is courteous to his elders, his friends, his teachers and especially to his parents. He is courteous in all that he says and does.

2nd Cub-

``U'' stand for unity. When a boy joins a pack, he becomes a member of a den, too. He does not work alone but with others boys. he learns to get along with others.

3rd Cub-

``B'' stand for bravery. The Cub Scout is courageous enough to stand up for the things that he thinks are right and honest, thereby, making the world a better place in which to live.

4th Cub-

``S'' stands for service. A boy not only does service to himself while he is a Cub Scout, but he also serves others. He helps spread good will.

5th Cub-

Would everyone please make the cub Scout sign, and repeat with me the Cub Scout Promise.



OPENING

Personnel: 4 boys (one each Bobcat, Wold, Bear and Webelos)

Bobcat: I have learned 5 new things to earn my Bobcat badge. I can give the Cub Scout Promise and the Law of the Pack. I know what Webelos means. I know the Cub Scout sign and handshake.

Wolf: I have learned 12 new things to earn my Wold badge. I grew physically and spiritually. I developed habits and attitudes of good citizenship. As I grew in mind and body, I also grew within my own family. I learned to get along with others and a sense of personal achievement. It is fun being helpful and doing your best.

Bear: I also have learned 12 new things to earn my Bear badge. FILL IN THIS BLANK

Webelos: I have earned the Webelos badge. To earn the Arrow of Light I must still earn 7 activity badges and go on an overnight camp out. I am ready to join a Boy Scout Troop. I'm sort or sad to be leaving my boyhood behind, but it's exciting being a young man.

ALL FOUR BOYS: (Turn to the flag and give the Pledge of Allegiance.)

ADVANCEMENT

Personnel: Cubmaster, Akela, Great Spirit

Equipment: Artificial campfire, tom-tom

Arrangement: Akela sitting by campfire. Tom-Tome beating softly

CUBMASTER: Chief Akela of the Webelos Tribe, I have before me (number) Cub Scouts who have lived by the Cub Scout motto, kept the Cub Scout Promise and obeyed the Law of the Pack. They have each completed the requirements of their respective ranks. I now present and recommend each for his advancement.

GREAT SPIRIT: Tonight we honor those Cub Scouts who have grown in knowledge and have achieved a higher rank. How have they grown in knowledge? In much the same manner as Akela. Akela was the big chief of the Webelos-tall, stalwart, straight as an arrow, swift as an antelope, brave as a lion. His father was the son of the great yellow sun. He was called the 'Arrow of Light'. His mother, from whom he learned all those wondrous things that mothers know, was called 'Kind Eyes'. When Akela was a young boy, he was taken on short trips into the forest among the great trees and the streams. Here from the Wolf he learned the language of the ground, the tracks, the fields, and the ways of food. From the Bear he learned the secret names of the trees, the calls of the birds and the language of the air. Just like Akela, you have learned much along your trail to advancement.

AKELA: Cub Scouts, you have lived by the Cub Scout motto, kept the Cub Scouts Promise, and obeyed the law of the Pack. I am happy to see you come before this pack to receive your badges.

CUBMASTER: Just as Akela's parents helped him as he grew, so have your parents helped you achieve your new rank. I know that they will be proud to share this honor with you. Will these boys and their parents come forward? (call names, present badge to mother.) Now I will ask that you boys give the Cub Scout sign and repeat after me:

'We boys now promise..to go back to our dens..and to do our very best..to work on electives..and to keep advancing regularly.'
Thank you and congratulations!

CLOSING

Every Cub Scout should accomplish something worthwhile each day. Each day's accomplishments should be a little better than the day before. Stand by a window with your room dark and look out into the night. Ask yourself this simple question: "Have I done my best today?" Then each day, vow to do better than the day before. If all of us do that, and keep our promises, we will have the best Cub Scout pack in the country. Before we close, I want to ask you a question. Answer it silently- "Have you done your best today?"

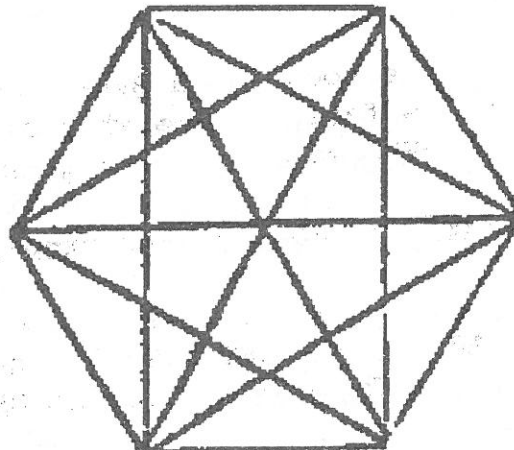
SALT AND DIRT CLOSING

To the pioneers, salt was a very valuable and sometimes rare commodity. It added flavor to their food and pleasure to their lives. Because of its importance, great care was taken to make sure the salt stayed clean and pure. (SHOW A SMALL AMOUNT OF SALT THAT HAS BEEN POURED OUT ONTO A NAPKIN) Notice how clean and white this salt is, but watch what happens if a little dirt gets in it. (ADD A SMALL AMOUNT OF DIRT TO THE SALT) Now its no longer clean, white or attractive. No one would want to use it or have anything to do with it.

It's the same with Cub Scouting which is clean and attractive. Boys want to be in Cubbing and their parents want them to be in it. But each time a Cub Scout say a dirty work, tells a lie, is mean to someone, or says something unkind about someone else, he's adding dirt to Cub Scouting, If this happens very many times, Cub Scouting will be dirty and no one will want to belong. Let's keep Cubbing nice and clean so all boys will be proud to belong.

PRE OPENING

Can you find 90 triangles in this figure? It takes work, but it can de done.



GAMES

243042

PENNY TOSS

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

BOBBY WANTS TO BE A CUB SCOUT

BOBCAT Meee-Oooooow
WOLF AHHH-OOOOOO
BEAR GRRRRRRRR
WEBELOS Yell "WE'RE THE BEST-WE'RE #1"
ARROW OF LIGHT Every one clap

Bobby was out for a walk one day in the woods near his home. As he walked along, he met a BOBCAT. The BOBCAT appeared to be reading a book. Bobby asked the BOBCAT what he was doing. The BOBCAT said that he was trying to become a WOLF.

Bobby laughed, who ever heard of a BOBCAT changing into a WOLF. He continued on along the way. Soon he met a WOLF. The WOLF was working on a wood project. "What are you trying to become?" Laughed Bobby. "I am going to become a BEAR," said the WOLF.

How strange, thought Bobby, A BOBCAT who wants to be a WOLF, and a WOLF who wants to be a BEAR. Maybe I can find a BEAR who wants to be something else, too.

Sure enough he soon met a BEAR who was busy packing for a camping trip with his family. And what are you trying to become big BEAR? The BEAR said, "I am going to be a WEBELOS."

What's WEBELOS? So the BEAR explained to Bobby, how he could become a Cub Scout. First he could be a BOBCAT, and then a WOLF, and then a BEAR, and then a WEBELOS Scout. He might be able to earn the ARROW OF LIGHT. The highest award in Cub Scouting. Bobby said, "Thank you" to the BEAR.

Then he ran back past the WOLF and past the BOBCAT. He ran right out of the woods and straight home. He wanted to tell his parents that he wanted to join Cub Scouting so he would become a BOBCAT, then a WOLF, then a BEAR, and then a WEBELOS Scout-and maybe even earn the ARROW OF LIGHT.

ADVANCEMENT IN RANK AUDIENCE PARTICIPATION

WOLF AHOOO
BEAR GRRRR
WEBELO LET'S GO CAMPING
LEADERS LET'S GO BOYS
PARENTS I'LL HELP
THE PACK ADVANCEMENT BUILT---APPLAUSE

Once upon a time, there was a Cub Pack. Not a large pack, in fact, not even a small Pack. Just a medium-sized pack. there were WOLVES and BEARS and WEBELOS. But they stayed WOLVES and BEARS and WEBELOS. And that's why the pack stayed a medium sized pack.

One evening, all the LEADERS got together at the monthly pack LEADERS meeting to figure out why their pack stayed medium sized. One Den LEADER thought it was the PARENTS fault. One Den LEADER thought it was the boys fault. One Den LEADER didn't know whose fault it was!

But one Den LEADER thought that the reason their pack stayed medium sized was advancement! They had no advancement! So all the LEADERS put their heads together and began to promote advancement. 'Soon, they were becoming THE PACK THAT ADVANCEMENT BUILT.

Their WOLVES became BEARS and their BEARS became WEBELOS and their WEBELOS advanced to Boy Scouting. Soon the LEADERS were happy, the PARENTS were happy, and the boys were especially happy. They grew from a medium sized pack to a larger, stronger pack. And with the LEADERS help, and PARENTS help, they really were the PACK THAT ADVANCEMENT BUILT!

MEASUREMENT PROBLEM

(Two Webelos Scouts come on stage carrying a long pole. They prop it up and then stand back and look at it.)

BOY 1: Now there are several ways we can figure out the height of this pole. How do you start?
(They unsuccessfully try various methods of estimation to calculate the height of the pole. The conversation goes something like this....)

BOY 2: There's no way! It has to be shorter than that. Just look at it! (This kind of exchange repeats several times as the Scouts obviously become more and more exasperated. A Cub Scout Strolls onto the stage.)

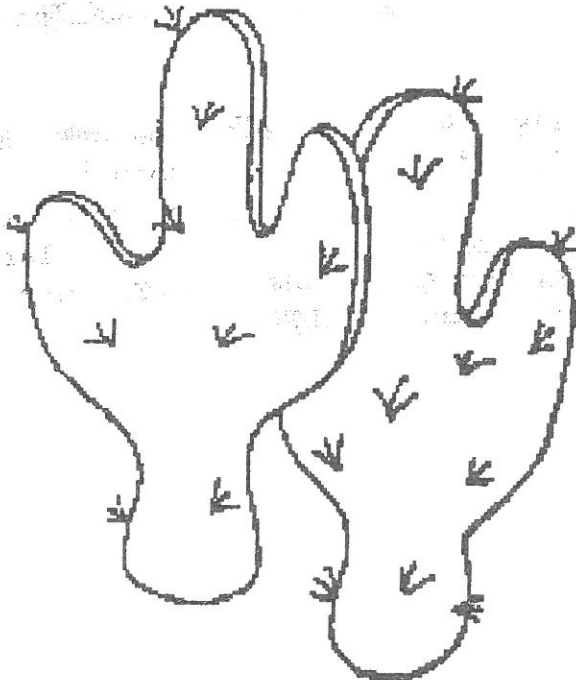
CUB SCOUT: Hi! (he watches a bit.) What are you guys trying to do?

BOY 1: We're trying to measure the exact height of this pole.

CUB SCOUT: Why don't you just lay the pole down on the ground and measure its length?

BOY 1: (Scornfully) Cub Scouts!

BOY 2: I'll say. (To Cub Scout) Didn't you hear right? We want to know how tall the pole is not how long it is.



REGGIE AND THE CUBMASTER

CHARACTERS: REGGIE-wearing Bermuda, high sock, safari hat, glasses (down on nose), moustache, and carrying a gun in front of him.
CUBMASTER-who is short, limp, monocle, no gun, just small knapsack, and his cane.

SCENE: Walking in place through darkest Africa, speaking pronounced English accent.

CUBMASTER: (Excited, jumping and pointing with cane.)
"Reggie, look...Did you see it, Reggie?"

REGGIE: "See what? no, no where, where?"

CUBMASTER: "Oh, Reggie. It was a beautiful condor. Eight feet wing span with beautiful colors."

REGGIE: "No, I didn't see it."

CUBMASTER: "Wish you'd pay closer attention." (They continue walking.) "Did you see it, Reggie? Did you see it?"

REGGIE: "No, what?"

CUBMASTER: "A spotted Zebra...Wish you'd pay closer attention." (later) "Did you see it, Reggie? Did you see it?"

REGGIE: "No, I missed it...What was it?"

CUBMASTER: "An Ooh-aah Bird."

REGGIE: "Ooh-aah bird: What's an Ooh-aah Bird?"

CUBMASTER: "An Ooh-aah Bird is a two pound bird that lays a three pound egg, like this:
ooooooooooooooooohhhhhhhhhhh-aaaaaaaaahhhhhhhhhhh!"

REGGIE: (Whispers to audience.) "Next time I'll say yes, pretend like I saw it. I'll fool him."

CUBMASTER: "Reggie, Reggie did you see it?" (excited)

REGGIE: "I saw it. I saw it!"

CUBMASTER: "Then why in heaven's name did you step in it?"

CUBBY WUBBY PACK

(Tune: Achy Breaky Heart)

You can sit at home
Feelin' sad and all alone
Or come along and join our merry band.
Cub Scouting is the way,
And we mean it when we say,
We've got the greatest program in the land.

We work hard and we play
Following Akela's way.
We have fun with everything we do.
Tiger, Wolf, Bear, Webelos,
We shout everywhere we go
If we can do it, you can do it too.

(Chorus)

If you join my pack, my Cubby Wubby pack,
I just want you to understand.
If you join my pack, my Cubby Wubby pack,
You'll grow up to be a better man.

You can join my pack, my Cubby Wubby pack.
Join our Scouting family.
Why don't you join my pack, my Cubby Wubby pack,
Be the best that you can be.

YOU OUGHT TO BE A CUB

(Tune: You Ought to Be a Star)

Would you like to hike in a park?
Sit at campfires till way after dark?
Name a tree by the feel of its bark?
Well then you ought to be a Cub.

A Cub is a boy who wants to learn all he can,
To learn about himself, about his land.
He's got curiosity, he like to have fun,
He feels good when he gets to help someone.
He does his best, and he's always climbing up,
You know you ought to be a Cub.

And do you like to swing through the air?
On a rope that you tied with great care?
Be a Wolf, and then maybe a Bear?
Well then you ought to be a Cub.

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.

HEY, LOOK ME OVER!

Hey, look me over, lend me an ear,
Watch me advance in Scouting every year,
First I'm a Bobcat, then a Wolf and Bear,
So I'm a Webelos and on I'll go from there
A-singing.
Hey look me over, lend me an ear
Join me in a song and sing out loud and clear
That our Cubbing advancement is the way to grow,
Stand back parent, here we go!

ADVANCEMENT PARADE

(Tune: I've Been Working on the Railroad)

Assign one cub to blow the horn-the rest do other actions

SING

ACTION

I've been working on my Wolf patch	Hold up wolf patch sign
All the live long day	Wipe hand across brow
I've been working on my Bear patch	Hold up Bear patch sign
Just to pass the time of day	Look at watch
Don't you hear the Cub Scout shouting	Cup hand to ear
A Webelos we'll soon be!	Hold up Webelos sign
Can't you hear Akela shouting,	Cup hand to ear
Come and follow me!	Hold up 2 finger salute

CHORUS:

Tiger, won't you blow (blow horn)
 Wolf, won't you blow (blow horn)
 Bear, won't you blow your horn? (blow horn)
 Tiger, won't you blow, (blow horn)
 Wolf, won't you blow,
 Bear, won't you blow your horn?

FOUR CUB SCOUTS

(Tune: Three Blind Mice)

Four Cub Scout, four Cub Scouts
 See how they go, see how they go,
 They all went after their Bobcat pin,
 The wolf and the bear were the next to win,
 and then they went to the Webelos Den,
 Our four Cub Scouts

ADVANCE IN RANK

(Tune-There is a Tavern in the Town)

Advance in rank is what you do, what you do.
 Cub Scouts can be lots of fun for you, fun for you,
 Bobcat, wolf, Bear and Webelos, too.
 Come join our happy, happy crew.

THE ADVANCEMENT SONG
(Tune-Clementine)

We're the Wolf Cubs,
We're the Bear Cubs,
And true Webelos Cubs are we,
Altogether we're a Cub Pack
Known as well as (shout pack #)
Keep advancing, keep advancing,
Step by step, right up the line.
If you want to be a Boy Scout
Never, never lag behind.

DOORWAYS TO ADVENTURE
(Tune-My Bonnie Lies Over the Ocean)

Let's follow the trail to adventure,
The trail every good Cub Scout tries
With all of God's beauty around us,
The trees, and the streams, and the skies.

Chorus:
Cub Scouts, Cub Scouts,
Adventure is part of Cub Scouting fun.
Cub Scouts, Cub Scouts,
Oh won't you come have fun with us?

Let's open the door to adventure,
With achievements, electives and fun.
Cub Scouting is such an adventure;
It's exciting for everyone.

(Chorus)

And after we've had fun Cub Scouting,
Another door lies straight ahead.
We're prepared for the Scouting adventure,
And so we have nothing to dread.

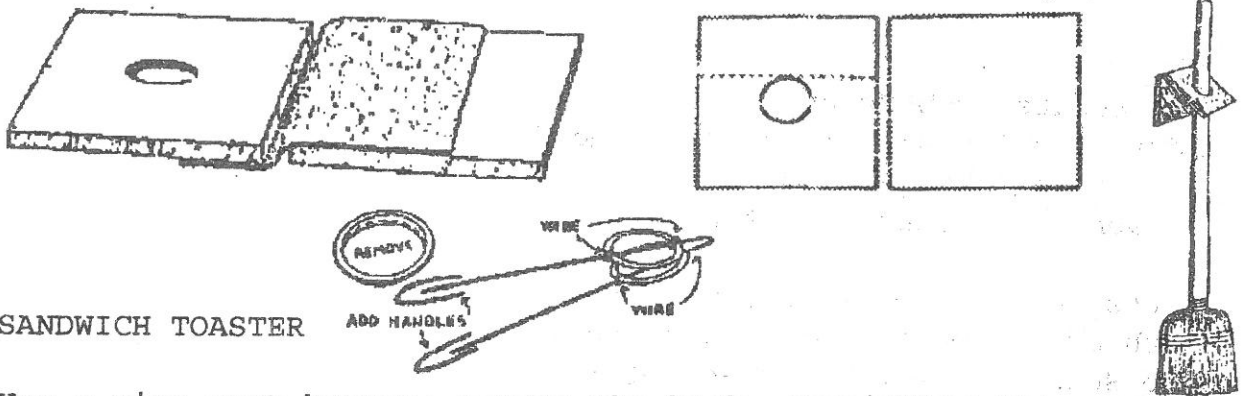
(Chorus)

MAGIC BROOM HOLDER

This is a simple project, but it requires careful attention to the line up of the two squares to that they make a good hinge. Don't spare the glue.

MATERIALS: 2- 1/4" plywood squares 3" x 3"
(drill a 1" hole in the center of one of these squares)
Scrap cloth or leather (old jeans work well)
1-5/8" SCREW
Glue, Sandpaper - 120 grit
Waxed paper
Scissors

1. Cut out a small piece of fabric 3" x 4"
2. Place waxed paper on the work table to protect its surface.
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 glue side up. Now place the fabric over the square, and put the square with the hole next to it, glue 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 4 hours.
5. After drying, it's ready to be hung with the 5/8" screw



SANDWICH TOASTER

Use a wire coat hanger; remove the hook, straighten the remaining wire and bend in half. To hold the sandwich, use two round metal lids (4 1/2" across).

Wire a rim to each side of the coat hanger about 1 1/2" from the bend. Have each rim between the hanger wires with tops of rims facing the sandwich.

For a handle on each end, bend another piece of hanger wire about 13" long. Tape each handle in place, wrapping it with pipe cleaners. Before using the toaster, burn any paint off the rims. Place sandwich between rims. Hold handles together firmly while toasting.

RANK TIE SLIDE

Cut plywood into 1 1/2" squares and trim off the sharp corners. Cut PVC pipe into sections about 1/2" long. sand edges and glue pipe ring on the back. Place sticker or paint picture of rank on the front.

IRON ONS

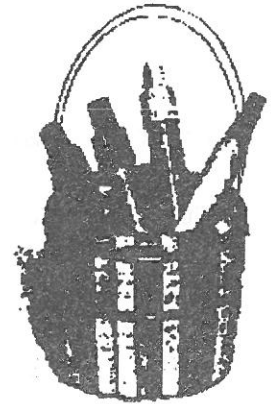
MATERIALS: Crayons
Cloth
Clothes iron

Make your drawing either directly onto cloth or onto a plain piece of paper. REMEMBER what ever you transfer will be in reverse. Press hard with the crayons so colors will be deep. Ironing should be done, or supervised, by an adult. Set the iron temperature for the type of fabric you are using. Place drawing on the cloth, crayon side down, or directly onto the cloth crayon side up. Iron slowly giving the crayon enough heat to melt and impregnate the cloth. As crayon melts, colors will be brighter and spread a little. If any crayon remains on the iron, wipe it away with a wad of paper toweling while the iron is warm.

CLOTHESPIN CRAFTS

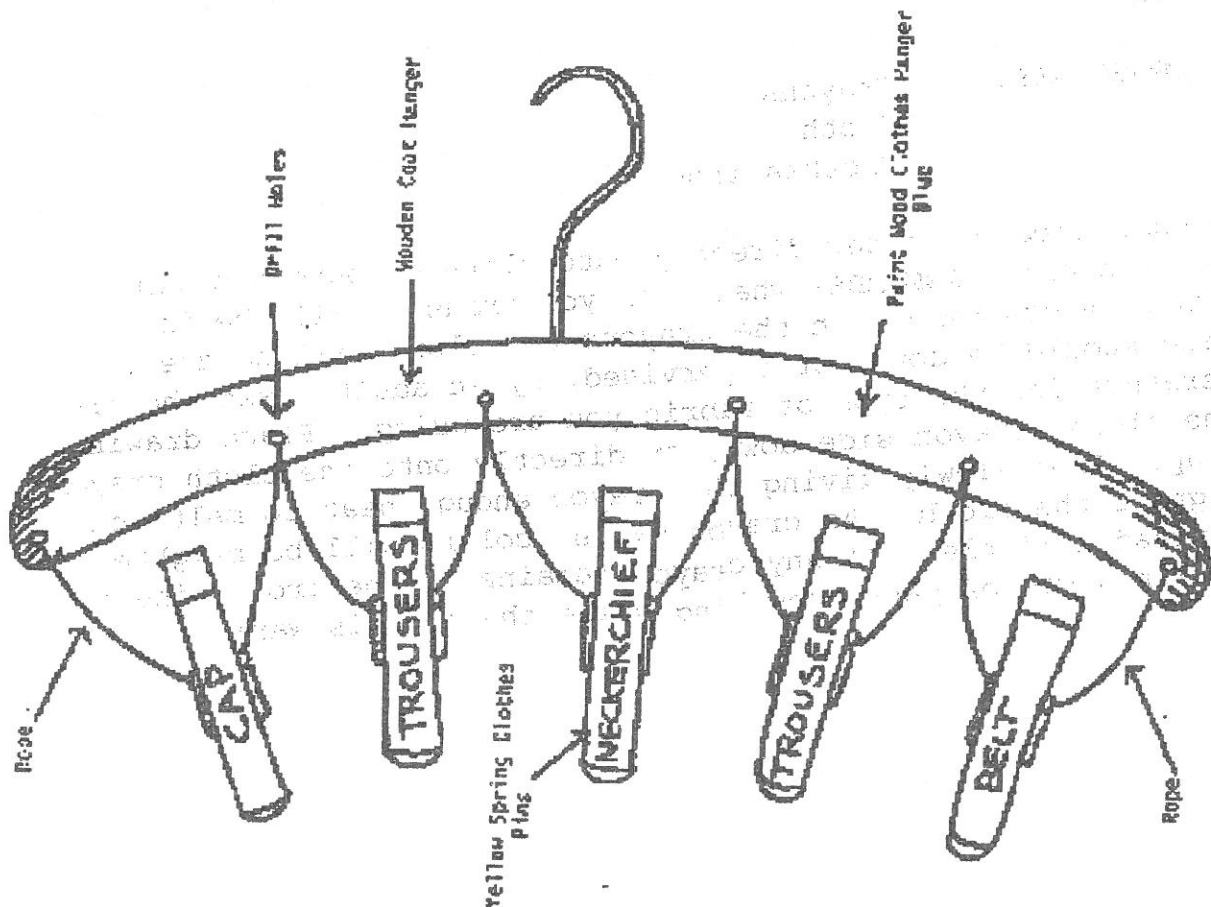
PENCIL BUCKET

MATERIALS: 3 1/2" Tin can any width
2 pieces 20 gauge wire
spring clothespins



1. Punch a hole in opposite sides of the can about 3/4" down from the top. For a double handle, use two pieces of 20 gauge wire. Insert the ends through the holes in the can and twist the wires together just above the can.

2. Remove the wire spring from the clothespins so you have 2 halves. Cover the can by gluing the halves around the bucket. Use a piece of 20 gauge wire about 23" long. Fold the wire in half. Wrap the wire around the bucket in the top notches on the clothespins. Insert the ends through the loop of the wire and bend the ends back flat. Add another doubled wire ring around the bottom set of notches.



''OSCAR AWARDS''

You can use these little people as awards for sports loops-change the object in the hand of the figure. Decorate for blue and gold place cards.

MATERIALS: 2 clip clothespins
glue
small saw

Remove the springs.

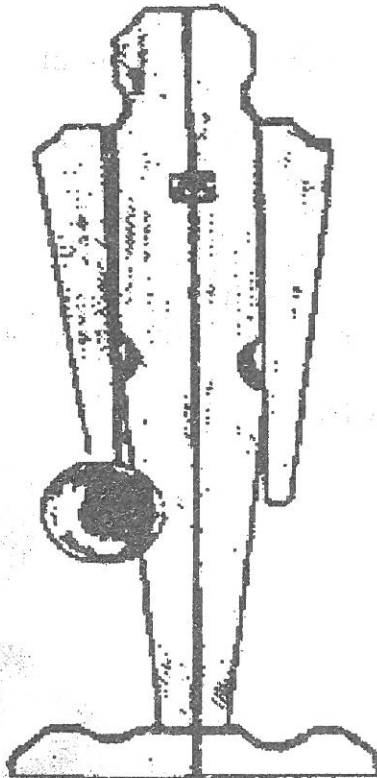
Glue two halves together for the head and body

For arms and feet cut other halves. Glue

feet together and arms to the body, with one

arm slightly forward. You may want to spray

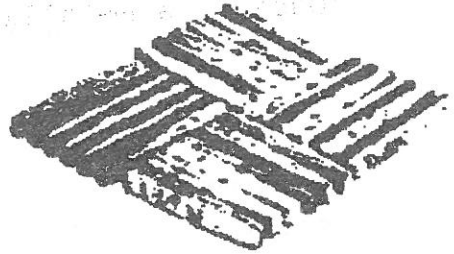
''Oscar'' a metallic color.



PATCHWORK TRIVET

MATERIALS: 24 clip clothespins
Glue

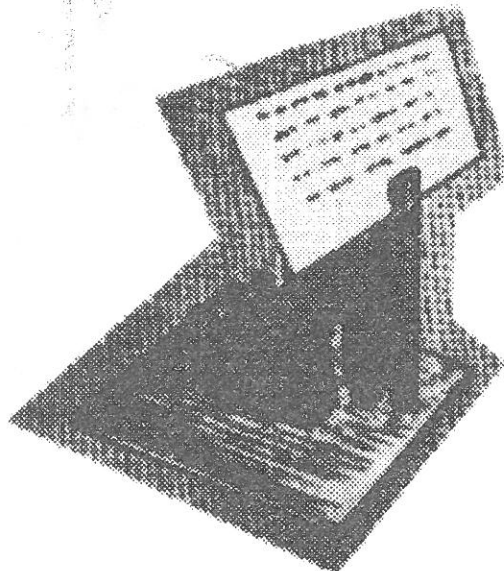
Remove the wire springs on 24 clip clothespins.
Glue halves together making 24 pairs.
Glue six pairs into a square. Make four squares.
Glue the four squares together, alternating them
to make the patchwork trivet. Paint or varnish
if desired.



HORSE RECIPE HOLDER

MATERIALS: BALSAM WOOD 1/2" THICK
SMALL SAW OR CRAFT KNIFE
3 1/2" X 4" RECTANGLE OF WOOD
SAND PAPER
SPRING CLOTHESPIN

Cut the head from balsa wood in shape shown.
Sand any rough edges.
Glue wood shaving onto head for horse's mane.
Glue head upright to the base.
Glue clip clothespin to front of the head,
letting the top of the clothespin
extend about 1" above the head.
The clip end will become ears; the other end
the mouth.
Paint or varnish the holder.

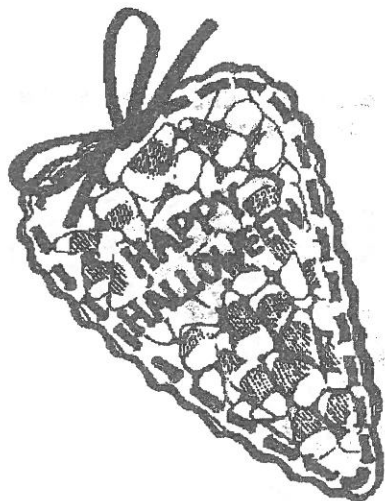
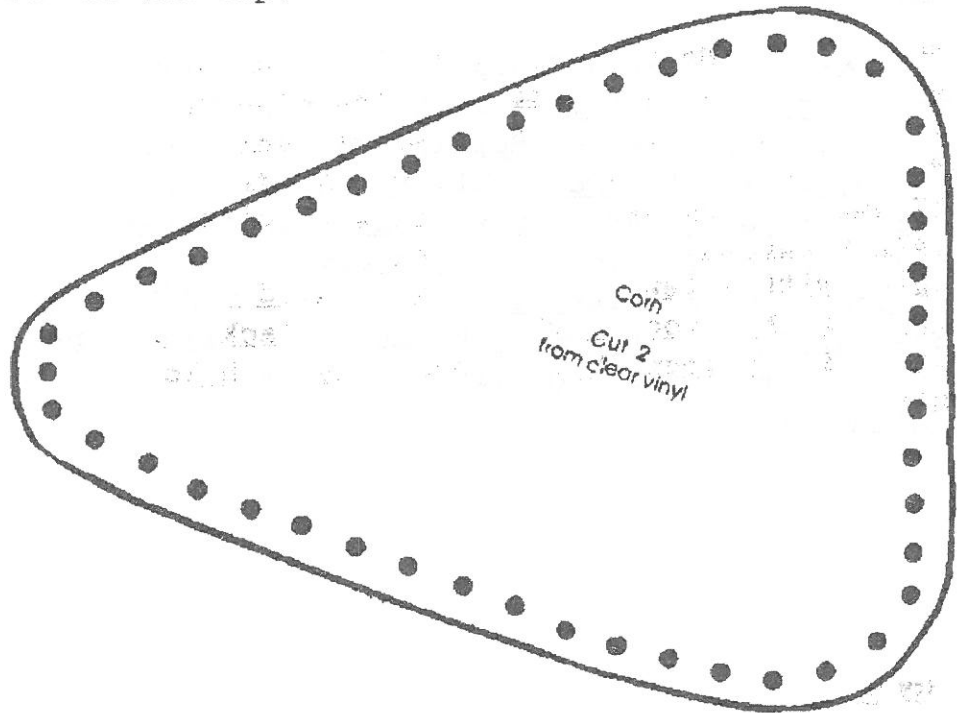


CANDY CORN FAVORS

This can be used for Christmas or Easter also using different designs.

MATERIALS: Clear vinyl
Candy
Sharpie marker
Plastic lacing or yarn
Scissors, Ruler, 1/8" hole punch

1. Using pattern, cut two corn shaped pieces from clear vinyl
2. Personalize one side of the vinyl with sharpie
3. Place two vinyl pieces together and punch holes where indicated.
4. Start lacing at the top center, lace pieces together.
5. Leave opening at the top, fill with candy, finish lacing and tie a bow at the top.



HALLOWEEN OWL

Roll a wad of cotton or newspaper into an oval shape as large as desired, with two points at one end. Wind lightly with black crepe paper until wad is covered. Add disc eyes, yellow bead and pipe cleaner claws. Set owl on a log (rolled newspaper covered with brown crepe paper.)

GOURD WITCHES

Use small pear-shaped gourd for the foundation. The head is a ball of cotton covered with crepe and fasten with a toothpick. The witches cape is two layers of crepe, black and orange. Gather cape around neck with a twisted pipe cleaner, which also serves as arms. Use a toothpick with a few wisps of yarn glued to one end for the broom. The hat is a black cone of paper with a round brim. Use pins to hold the head.

Key Keeper

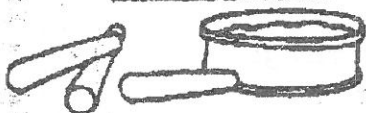
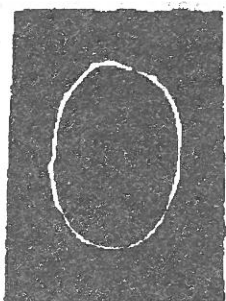
Select any type or shape of limb or knotty wood that pleases your eye. Cut it to desired shape with a knife or small saw. Only two accessories are necessary. A small screw eye and a metal ring.



CHALK GOBLINS

MATERIALS: Dark colored construction paper
Colored chalk
Clean small margarine tubs filled
1/2 full of buttermilk or
white tempera paint

1. Dip colored chalk into buttermilk (or white tempera paint) draw the outline and features of a scary goblin.
2. Change colors of chalk and continue to dip chalk into the buttermilk as you add features.
3. Clean up the chalk by wiping off before storage.
Discard left of buttermilk or tempera



SPOOKY SPIDER

MATERIALS: 32 strips of black paper 1/2" wide
Black paint
Glue
String 15" long
2 foam balls 1- 2 1/2" diameter
1- 1 1/2" diameter

1. LEGS-join two strips of paper by folding a over b and then b over a.
Continue folding one strip over the other until both have been used up. Glue ends together. Make 14 more paper "springs."
Glue two springs end to end to make each leg.
2. Paint the balls black. Glue the two balls together.
3. Cut out eyes and mouth. Glue them to the spider's head. Attach the legs and the string to the body

JOHNNY APPLETREE SKELETON

MATERIALS: Picture wire Plaster of paris
 News papers Tempera paint
 Coat hanger Small handsaw
 Pliers Pruning shears
 Drill: 1/4" bit Glue
 Brushes Tree branches

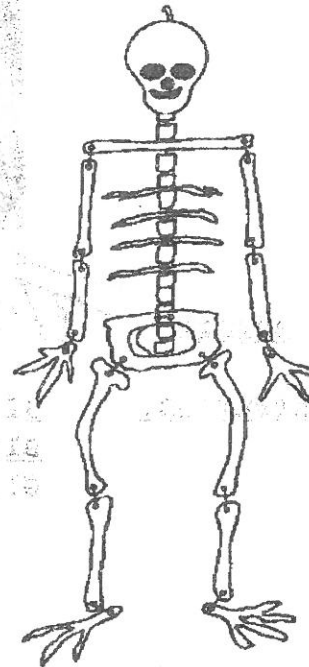
Measurements given are approximate, adjust them to increase or decrease the skeleton size or to suit the trimmings available.

Head is made of paper and plaster; all the other parts of the skeleton are twigs you gather from your backyard. Holes are drilled in the twigs and joined together with wire.

HEAD: Make a 7" diameter ball of wadded newspapers and glue together, dry. Push an 11" piece of coat hanger through the center of the ball. Bend a hook in each end. Glue a duck billed piece of cardboard to one side of the ball toward the bottom forming the chin.

Dribble several layers of plaster over the skull, building up the eye ridges, cheeks, and mouth. When dry, paint eye sockets, nose, and mouth black.

BODY: Cut lengths of tree trimmings from 1 1/2" diameter branches, cut one 15" length (shoulders) and 12 2" lengths (vertebrae). From 1" diameter branches, cut six 12" lengths, (upper arms, lower arms, lower legs) and 2 18" lengths (upper legs). Drill holes in ends of each of these pieces. Also drill one hole through the center of the shoulder bone to attach vertebra.



Drill a lengthwise hole in the center of each vertebra. then drill 2 holes, 1/2" apart, through the diameter of one vertebra for attaching pelvis. From 1/2" diameter twigs, cut 4 17" lengths for ribs. Curved twigs work best for the rib lengths. Drill one hole through center of each rib.

For hand and feet, 4 10" lengths-(picture) drill one hole at top of each wrist and ankle. Pelvis, 10 x 7 piece of wood. Drill one hole at lower left corner and one at the lower right corner-drill two holes matching those in the pelvis vertebra, in the center top edge of the pelvis.

Assemble with wire. Paint as desired.

HALLOWEEN VULTURE

MATERIALS: Spring clothespin
Pipe cleaner (black if possible)
White cardboard
Absorbent cotton
Glue, scissors, Colored soft tip pens

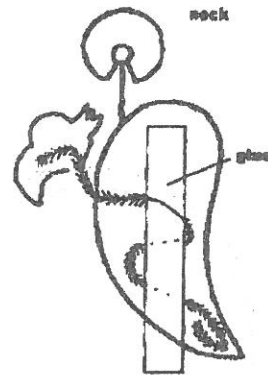
1. This vulture is made of three separate parts
 - a. head
 - b. neck
 - c. wings

Sketch the head and wings on cardboard using the patterns

2. Cut out the 2 pieces of the head, making sure that you have a right and a left side. Color them with soft tip pens.

3. Cut out 2 wings and color them also.

4. Stick the pipe cleaner through the spring of the clothespin and then twist it around the clothespin as shown



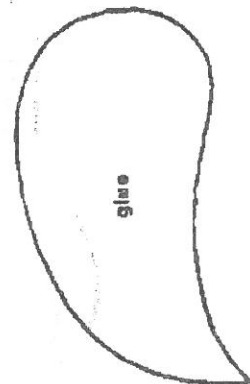
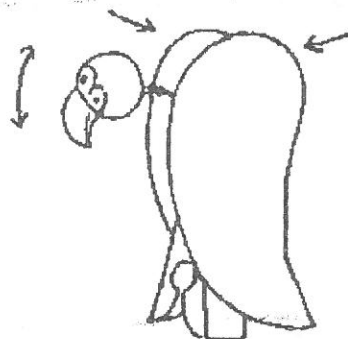
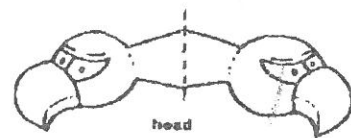
5. Glue one of the wings on each side of the clothespin.

6. Glue 2 sides of the head together with the very tip of the pipe cleaner between. Be sure to cover the pipe cleaner well.



7. Glue a bit of cotton onto the neck. Slide it down on the neck so that it just touches the wings.

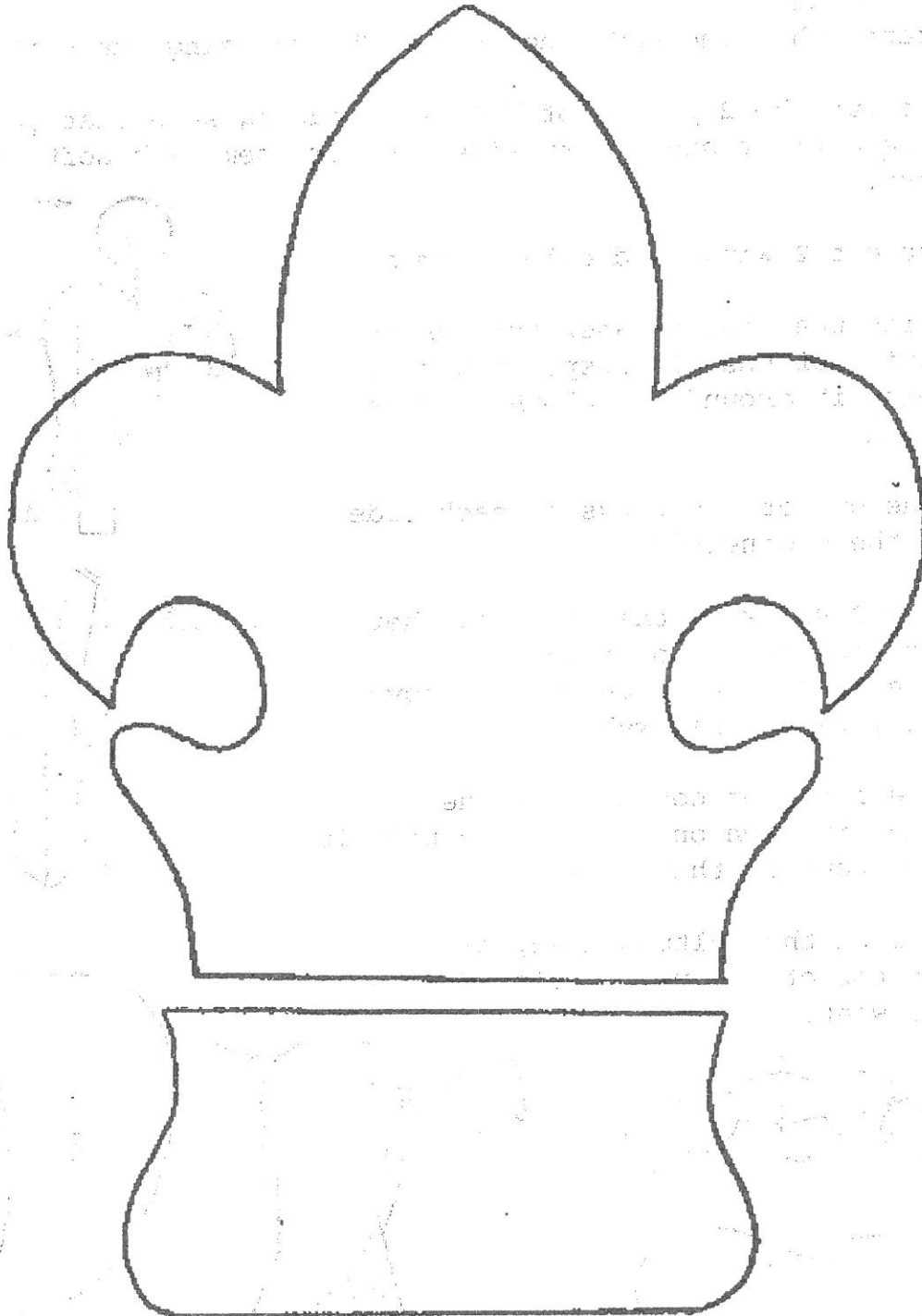
8. To make the vulture move, pinch the top of the wings-clip wherever you want.



SCOUT BOOKEND PATTERN

Cut 2 of each from plywood; sand smooth and varnish so grain shows. May purchase BSA decal for the end of the bookend, wood burn to decorate the ends.

Attach to base with wood glue and 1" very thin nails (finishing type). Nail holes may be sealed with wood putty if needed.



WEBELOS NECKERCHIEF SLIDES

ARROW OF LIGHT SLIDE

This slide is nearly full scale. This drawing can be used for actual size pattern. the loop can be made from a leather thong, cemented on the back side of the ray of light.

Light rays-round tooth picks

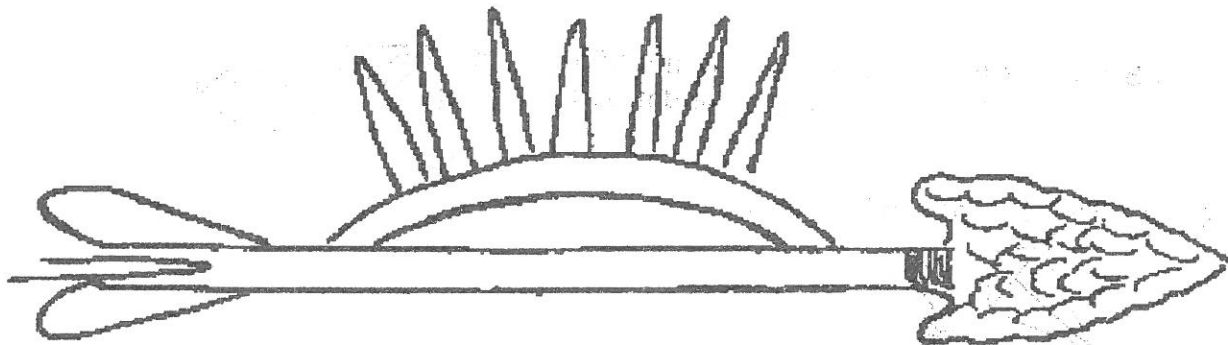
1/2" white pine to shape the rounded part of the ray

Use a natural arrowhead or one carved from white pine

Glue onto dowel and whip with cloth woven fishing line

1/8" dowel with a flattened back

Feathers-celluloid or metal foil

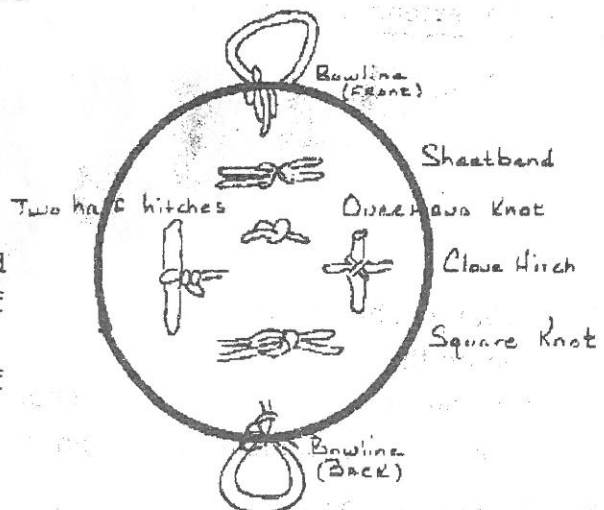


TENDERFOOT KNOTS NECKERCHIEF SLIDE

MATERIALS: Telephone wire
1/8" plywood plaques
Small tree twigs
Pliers, jigsaw, glue
Brace and bit
Stain and varnish

Cut out a circle of wood. Drill small holes at the top and bottom edge of the slide, about 1/2" from the circumference of the wood. This will serve as the neckerchief loop mounts which will be made from telephone wire in the form of a bowline.)

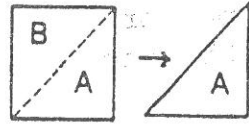
Satin and varnish the wood plaque and make the various knots from different colors of telephone wiring.



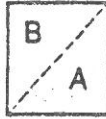
WONDERFUL WINDOW WEB

Directions:

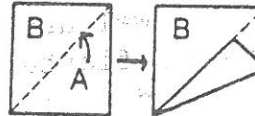
1. Cut out the square on the solid lines.
2. Fold the square in half diagonally on the dotted line.



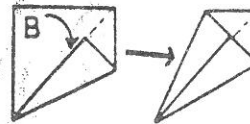
3. Unfold the square.



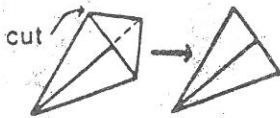
4. Fold A towards the center dotted line until A (the bottom edge of the square) is lined up on the dotted line.



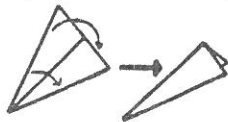
5. Fold B towards the center dotted line until B (the left edge of the square) is lined up on the dotted line.



6. Cut off the top, unfolded section.

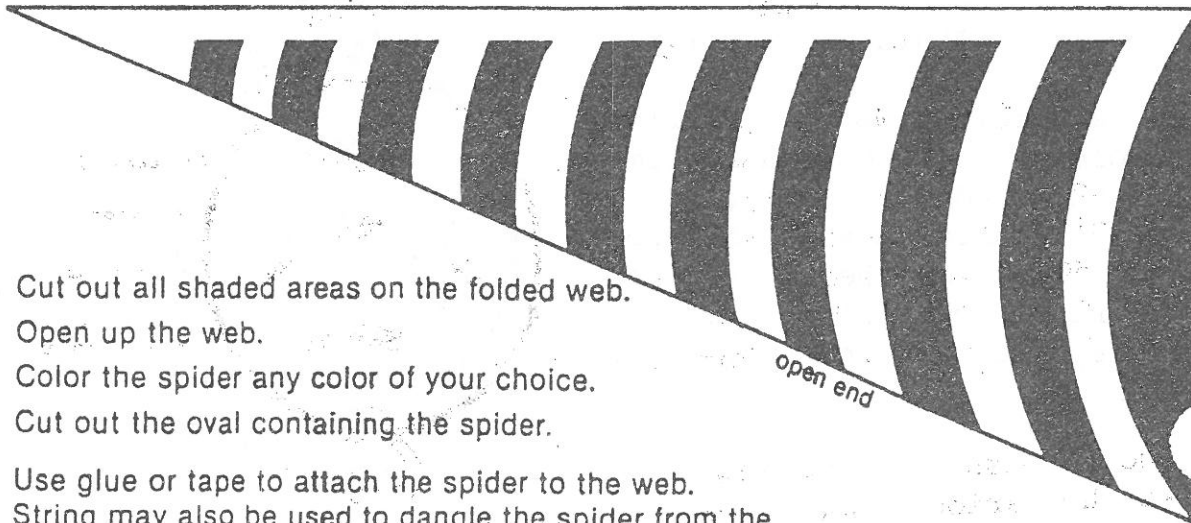


7. Fold the paper in half again.



8. Draw this pattern on the folded section. **Make sure the open end is facing down.** Notice that the shaded parts do not extend to the top fold.

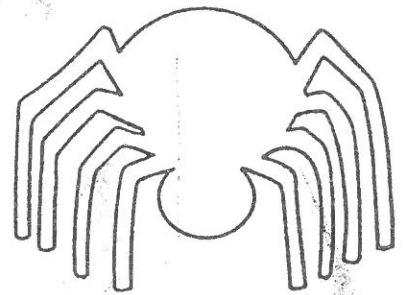
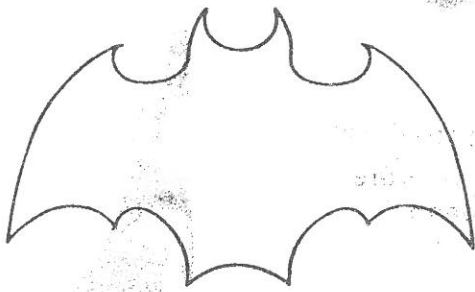
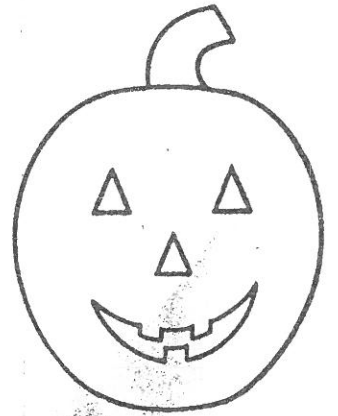
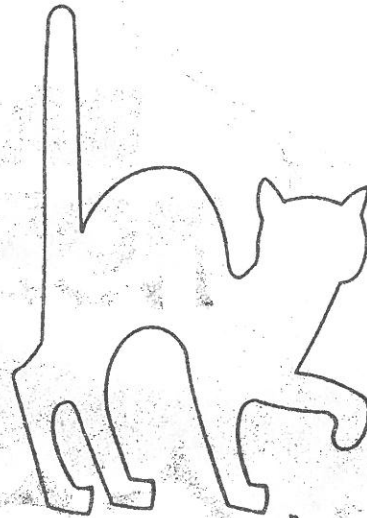
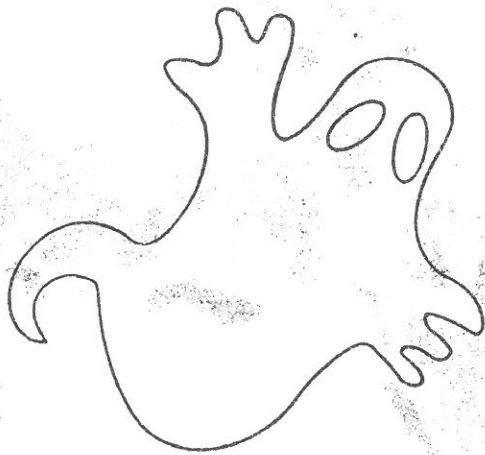
folded end



9. Cut out all shaded areas on the folded web.
10. Open up the web.
11. Color the spider any color of your choice.
12. Cut out the oval containing the spider.
13. Use glue or tape to attach the spider to the web. String may also be used to dangle the spider from the web.



14. Tape the web and the spider to the corner of a window.





BAT MOBILE

This flock of fiendish creatures
Is just right for Halloween,
Or for a spooky party,
And always in between.

Tie thread around a sweet-gum ball,
Then knot it good and tight.
Add acorn caps for hollow eyes —
Your friends will faint from fright!

With black construction paper wings,
Your bats will dangle there,
Hanging from two crisscrossed sticks,
And flying through the air.

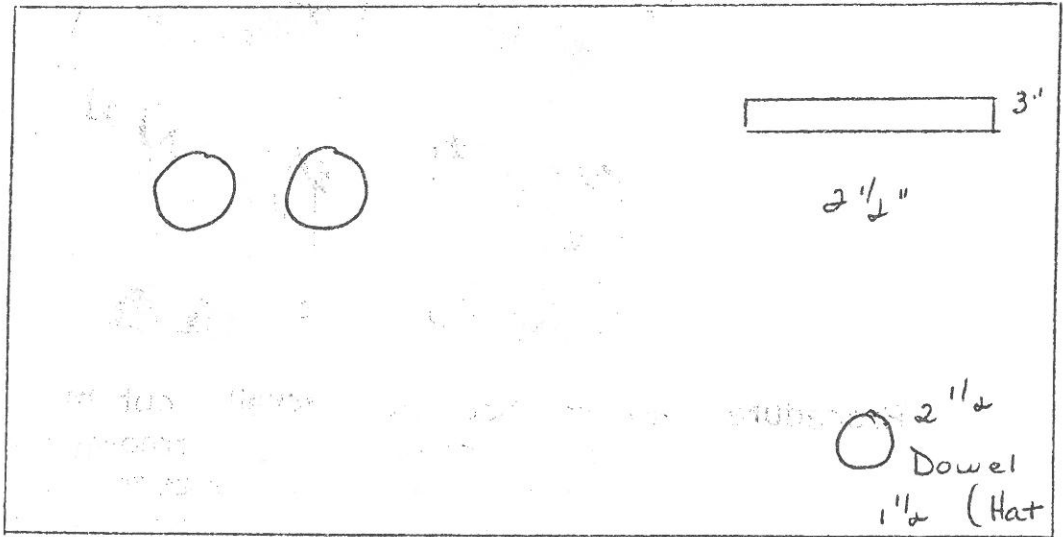
BASEBALL BAT, HAT AND BALL WALL HOLDER

- MATERIALS:
- 1-Pine Board 11" x 5 1/2" x 3/4"
 - 1-Pine Square (almost) 3" x 2 1/2" x 3/4"
 - 3-Pegs (Dowels) 2 1/2" long 1/2" diameter
 - 2-Screws, flat head, (dry wall type) 1 1/4"

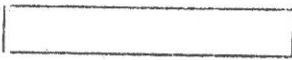


(Board)

11"

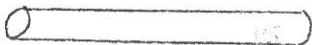


(Screw)

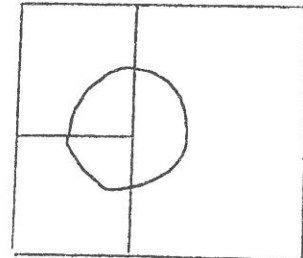


(Square)

(Peg)



$1\frac{1}{4}$ "



Hoot Owl Catchalls

Supplies: 2 plastic bottles for each owl; half-gallon or gallon sized
Acrylic paint or tempera and shellac
Colored paper or fabric scraps
Scissors, glue, markers



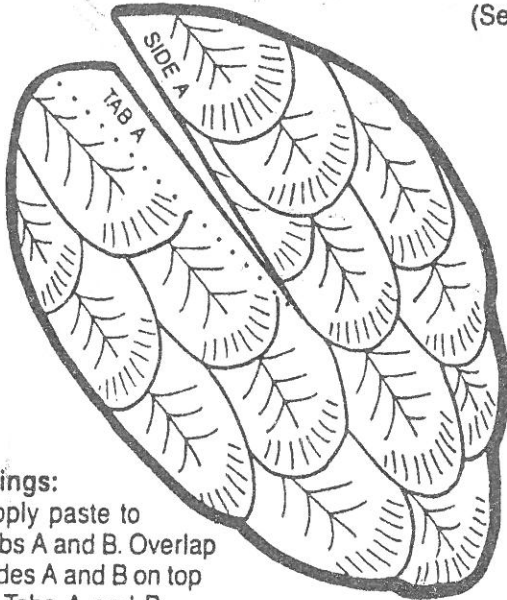
Procedure: For the hoot owl catchalls, cut the plastic bottles as shown above, removing handles and necks if they are present. For the heads, use a second plastic jug, the same size as the first. Cut $\frac{1}{2}$ to 1 inch feathers along the bottom of the top half, and paint with acrylics or tempera paint with a top coat of shellac. Cut eyes, nose, and ears from construction paper and glue to container with white glue. (Ears are triangles curled around a pencil to give them their shape.) The wings are one piece of construction paper cut like a cape and glued around the owl. Feathers and claws on the front are painted on with acrylic or permanent marker.

All kinds of animals can easily be made using this same idea. Lions, bears, ducks, roosters, all can be created using cut construction paper and a little imagination.

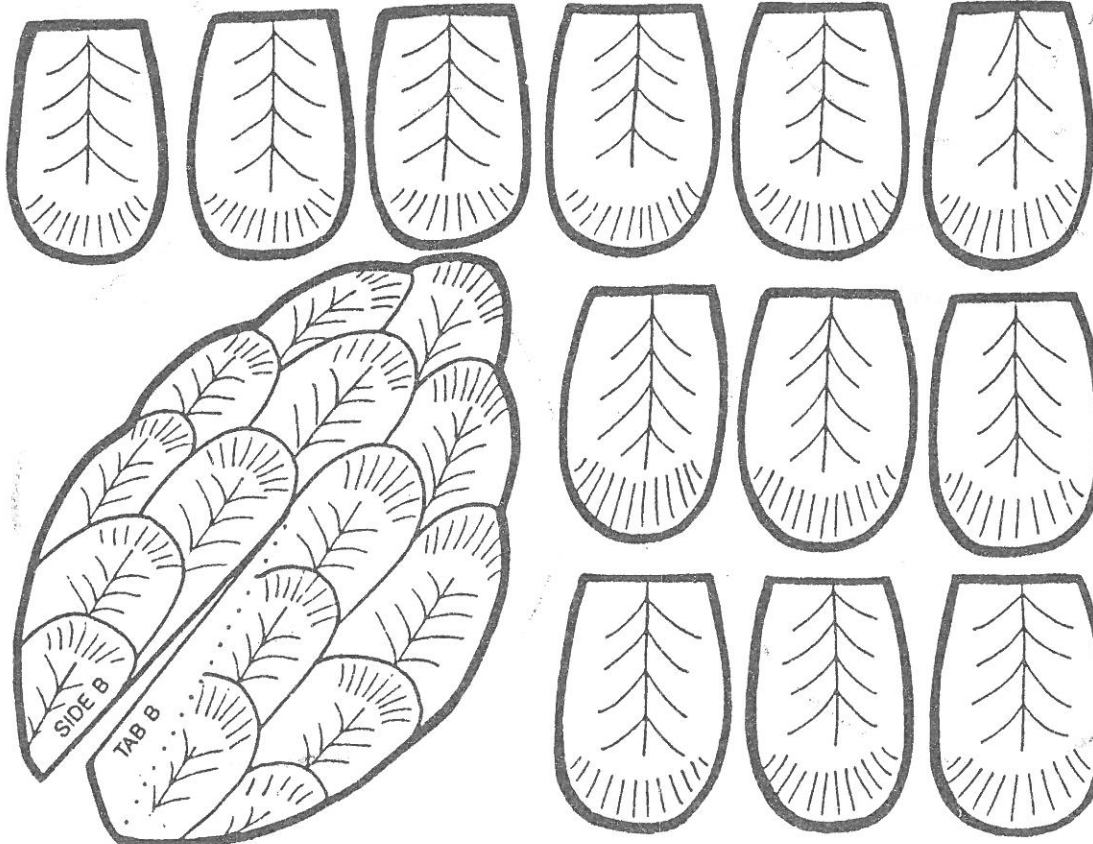
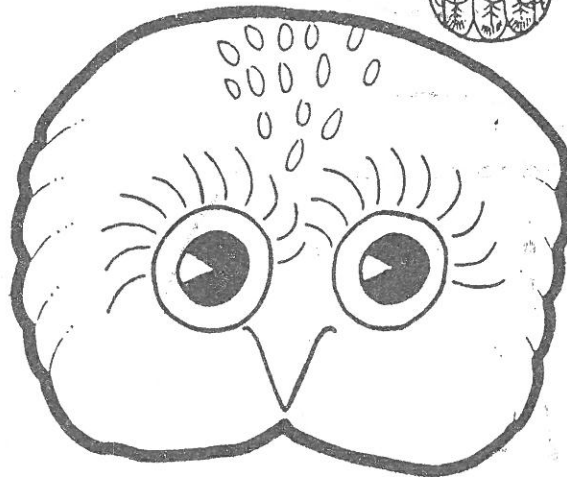
OLLIE OWL PENCIL HOLDER

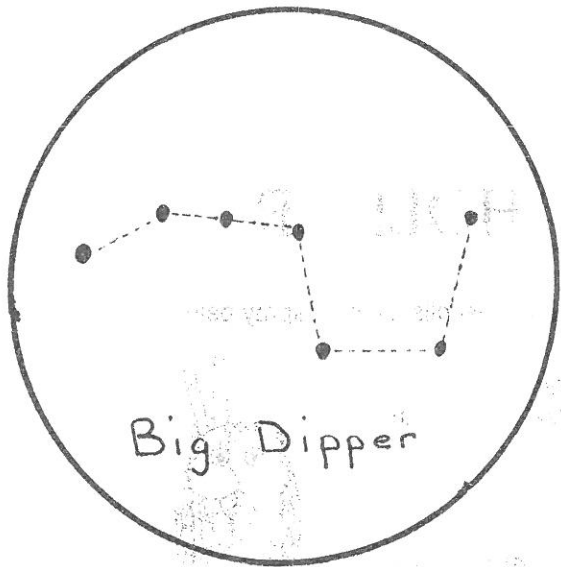
Materials: 12 fl. oz. juice can, glue, scissors, markers or crayons, pencils, enamel spray paint

1. Spray the juice can with the color of your choice.
2. Reproduce, color and cut out the owl pieces on this page.
3. Glue them to the spray painted can.
(See "picture key.")
4. Add pencils!

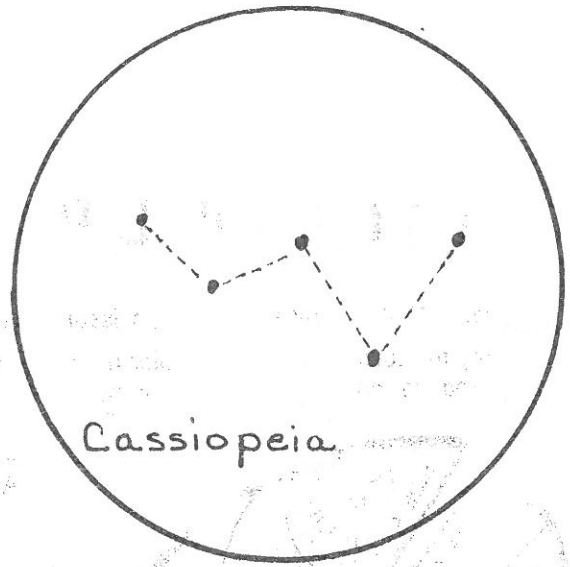


Wings:
Apply paste to
Tabs A and B. Overlap
Sides A and B on top
of Tabs A and B.

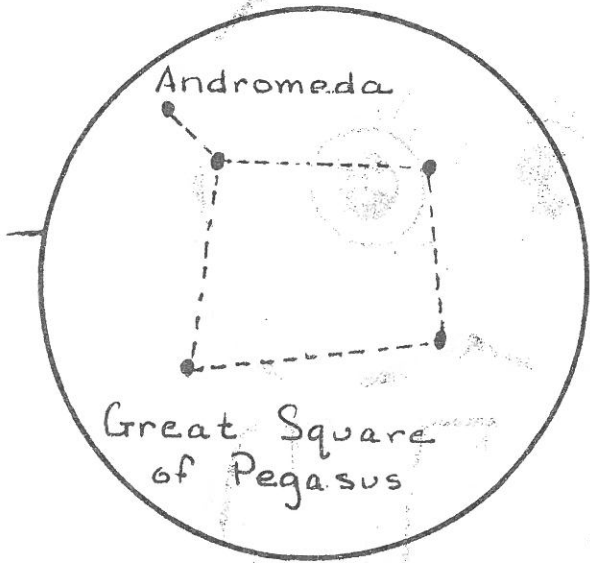




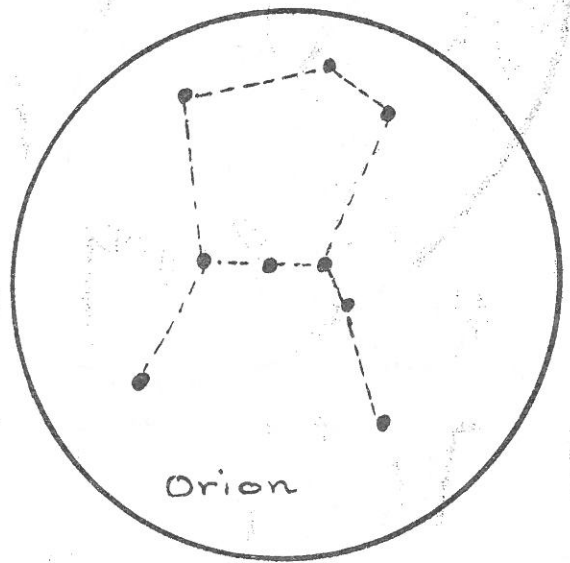
Big Dipper



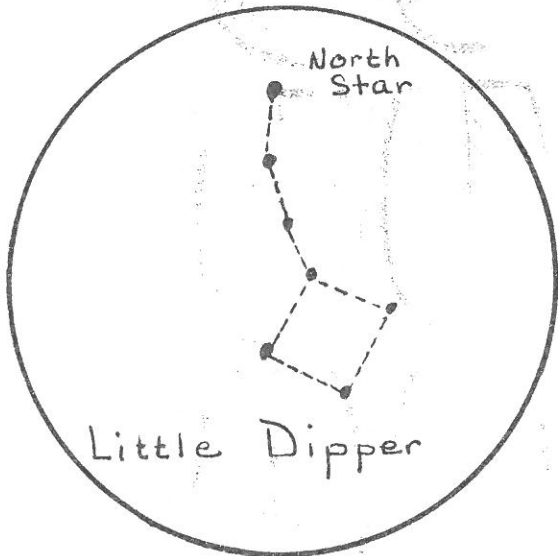
Cassiopeia



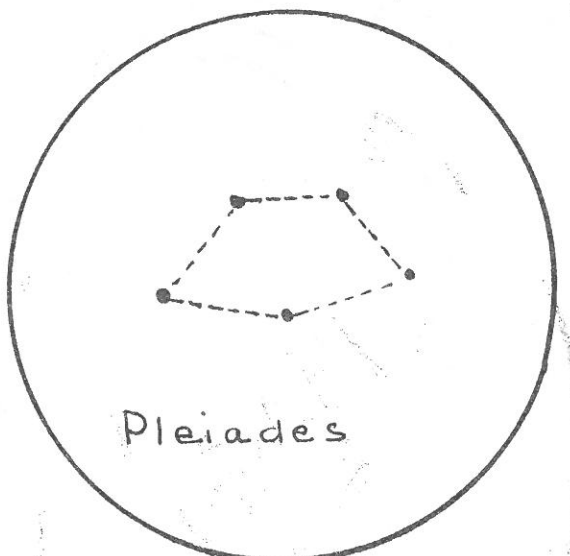
Great Square of Pegasus



Orion



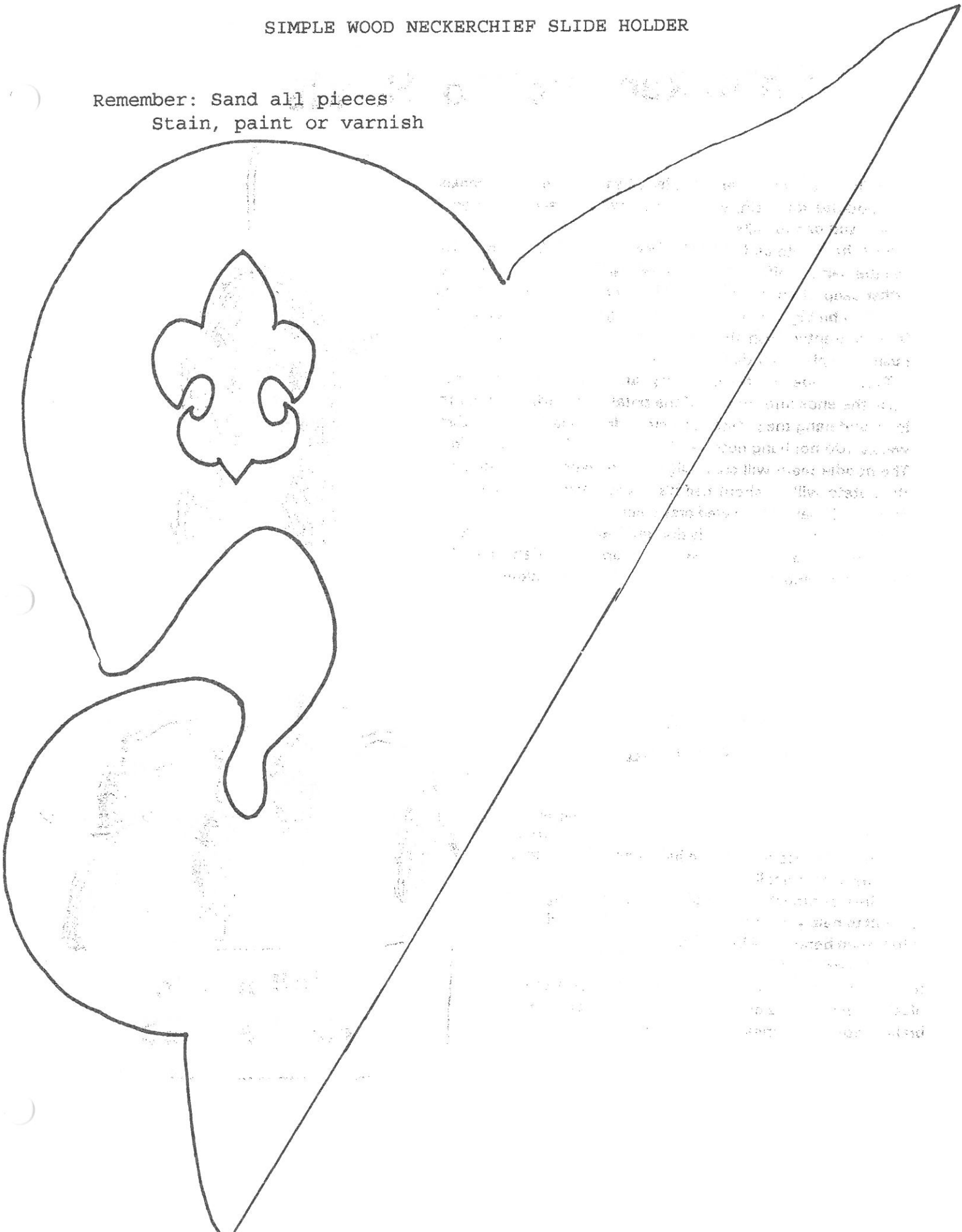
Little Dipper



Pleiades

SIMPLE WOOD NECKERCHIEF SLIDE HOLDER

Remember: Sand all pieces
Stain, paint or varnish



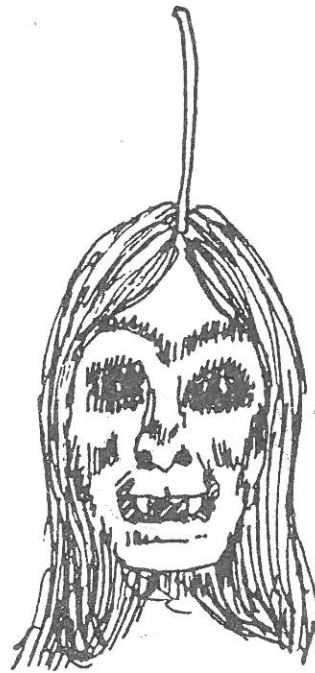
Shrunken Potato Heads

You'll need large potatoes, black beads for eyes, uncooked egg noodles for teeth, yarn for hair, string, paper clip, potato peeler, and paring knife.

Peel the potato and carve the face. (Ask an adult to help you use the paring knife.) The eye sockets and mouth should be cut rather deep, about one third of the way through the potato. The nose can be big or small. Use your imagination, and carve each face differently. Push the black bead eyes in the eye sockets. Push a couple of noodles in the mouth.

To hang, open up the paper clip, and bend it to form a loop. Stick the ends into the top of the potato. Tie string around the loop, and hang the potato in a warm, dry place for two to three weeks. (Do not hang outside.) The potato will shrink as it dries. The noodle teeth will crack slightly too. When completely dry, the potato will be about half it's original size and will be very hard. It will have a shriveled gray color.

When potato is completely dry, glue yarn strips over the top of the head, so hair hangs loose at sides and back. Hang shrunken heads on a hanger tree. See next page for instructions.



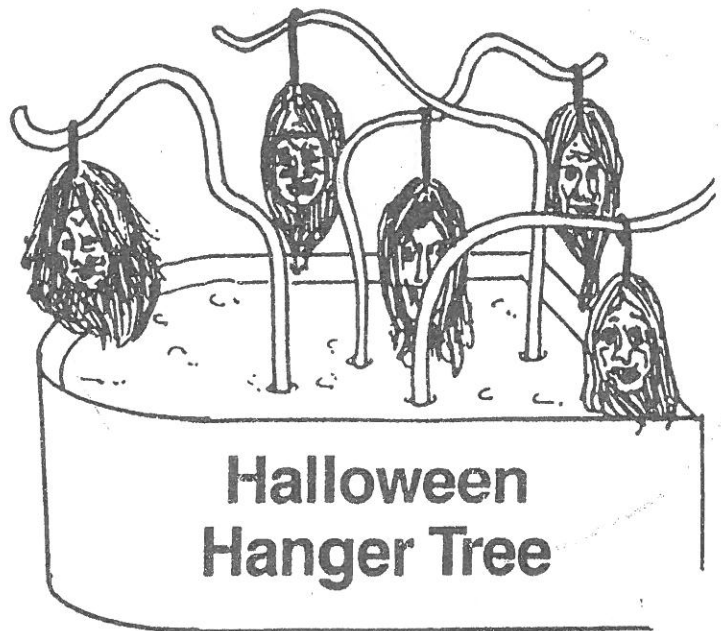
A home for shrunken heads

Concetta Aluia
Warren, MI

For the base, use the bottom half of an empty ham can. Cover the can with foil.

For the tree branches, use lightweight wire hangers. Ask an adult to help you undo several hangers. Cut each hanger in half, then bend the wire into curvy branches.

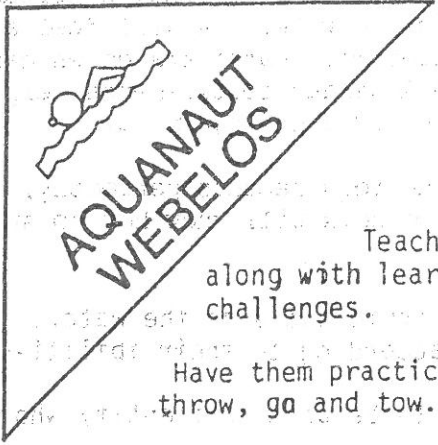
Pour plaster of paris into the ham can. Before it sets, stick the wire branches into the mixture. Hold them until the plaster is hard. Hang one shrunken potato head from each branch. Sprinkle stones over the plaster.



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

BATS
 BLOOD
 BONES
 CHIL
 COBWEB
 CORPSE
 CREATURE
 CRYPT
 DANK
 DARK
 EERIE
 EVIL
 FACE
 FEAR
 FULLMOON
 GOBLIN
 GRAVESTONE
 GROAN
 HAIRY
 HIDDEN
 KARLOFF
 MISTY
 MORGUE
 NIGHT
 NOISES
 OGRE
 PASSAGE
 RIVER
 SCREAMS
 SHIVER
 SHOCK
 SHOUT
 SINISTER
 SOBS
 STUPEFY
 WINDY





Snorkeling can be a lot of fun and in many cases a brand new experience. Have a den chief or someone who is experienced with the equipment show how to use the mask, fins, and snorkel. Being able to see more clearly and to travel at faster speeds under water is added fun!

Teach the boys how to breath with the snorkel. Clearing the snorkel along with learning to get the water out of the mask provide wonderful challenges.

Have them practice basic safety rescue methods. Incorporate the "reach, throw, go and tow." Practice with a pole, bouy, or lifeline.

Use a rowboat to demonstrate safe methods of rowing and boat safety. Give them a chance to practice.

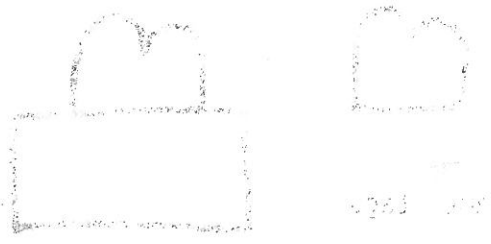
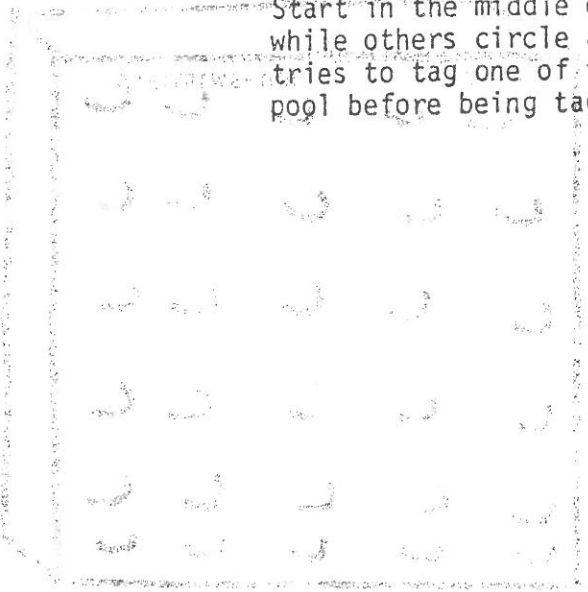
Water Games

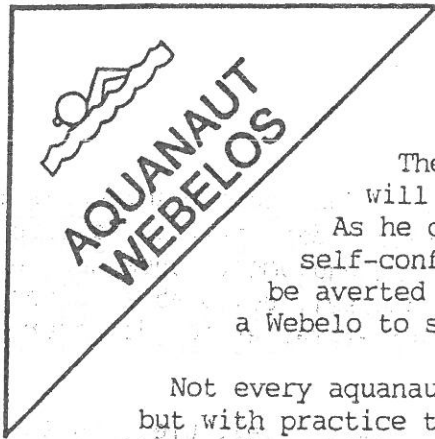
Pirates Cove

Use colored buttons or painted metal washers. Throw them in waist high water. The one who comes up with the most after diving for them gets to be the one who throws them in next.

Water log

Start in the middle of the pool widthways. One player floats on his back while others circle around him. At one point the floater rolls over and tries to tag one of the players. All players try to reach the edge of the pool before being taged.





Swimming and water safety are extremely important matters in making the difference between having fun in the water or an unfortunate experience.

The Webelo scout is developing the use of many muscles that will allow him to extend his areas of recreational opportunities. As he continues to feel at home in the water, he will feel a self-confidence that will last a lifetime. Water tragedies can be averted through self defense. The Aquanaut requirements help a Webelo to see the water as a friend and area of enjoyment.

Not every aquanaut will be able to do all the requirements perfectly, but with practice the learning will come. Some boys will know how to swim, others will need help in learning how.

Games are a wonderful way to get your boys to feel comfortable in the water. This is also a good way for you to classify your Webeloes according to their abilities.

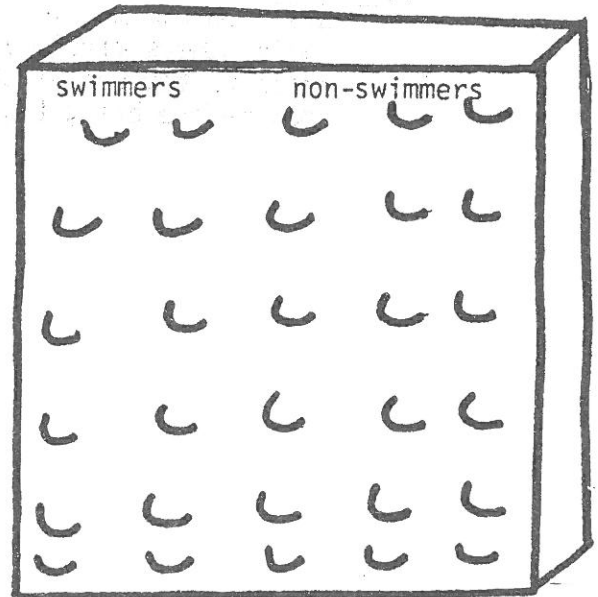
Plan a time to take your den swimming. Make a board to be used to identify who will be "swimming buddies".

Have the boys jump in the water and see how many can pass the 100-foot requirement.

Allow the boys to rest by floating on their backs and observe their floating ability.

Determine which boys need help and encourage them to become more proficient. You may wish to incorporate den chiefs or parents in helping the boys become better swimmers.

Buddy Board



The buddy board is made of pine or other 3/4" stock wood. The dimensions will vary according to the number of boys you have.

Ordinary cup hooks may be used as holders.

Name tags may be made of closure tabs found at food stores vegetable areas. Also in the bulk food areas, the bag holding clamps may be used.

Group the boys as to classification. Each boy is responsible for his buddy. Have a buddy check at the pool at interment times.



name tags

WATER GAMES

Candy Hunt

Wrap hard candies in aluminum foil and scatter a handful along the bottom. (This works best in a swimming pool.) Have the boys duck, dive or crawl the bottom in search of prizes.

Lighthouse Light

Boys line up in waist deep water, facing the shore. On the shore, opposite each player are candles and matches. At the starting signal, each Cub Scout races to the shore, lights their candles, and walk back out to the starting point carrying their candles carefully so that the flame does not go out. When they reach the starting point, they turn around three times and walk back to the shore. If the flame goes out, the boy must return to shore and light their candle, then complete the course.

Balloon Volleyball

Use regular volleyball rules, but use balloons in place of ball. Stretch a net across the pool or along the shore in shallow water. The boys will find it is much more difficult to get around in the water than it is in the gym.

Egg and Spoon Race

Boys line up in waist deep water parallel to the shore. At the starting signal, each boy places an egg on a spoon which he holds between his teeth. (Better use hard-boiled eggs or ping pong balls, if the wind is not blowing hard.) Each boy then races to a line, turns around, and races back to the starting point. If he drops his egg, he must find it and place it back on the spoon before finishing the race.

Water Dodge Ball

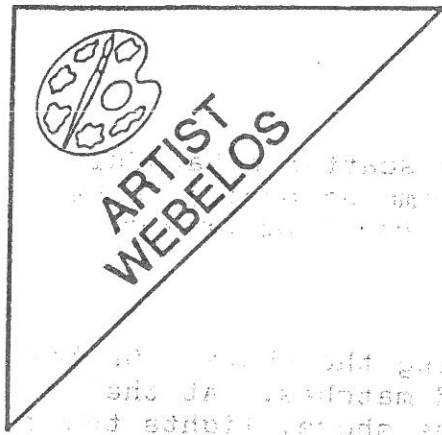
Play this like regular dodge ball. Use a soft ball, like a utility ball, in waist deep water. The game is over when one team's players have all been eliminated.

Glide Race

Divide the boys into teams of two. One boy grabs his partner's wrists and walks backwards, pulling his buddy in a glide across the finish line. Run this race in waist deep water parallel to the shore.

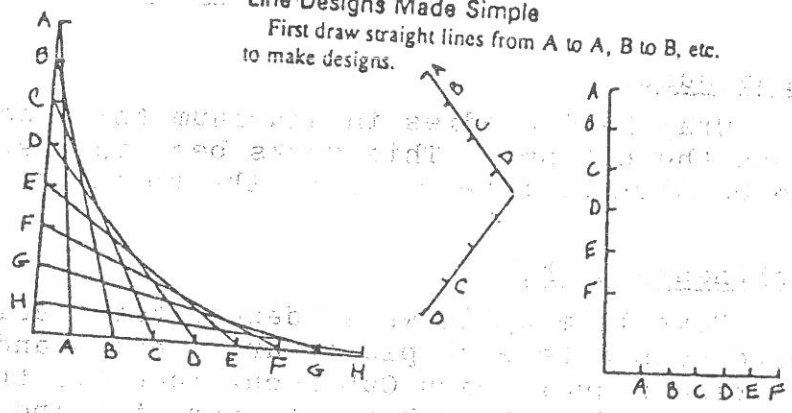
Touch Bottom Tag

As long as a player is touching the bottom of the pool or game area with his hands, he is safe from being tagged by "It."



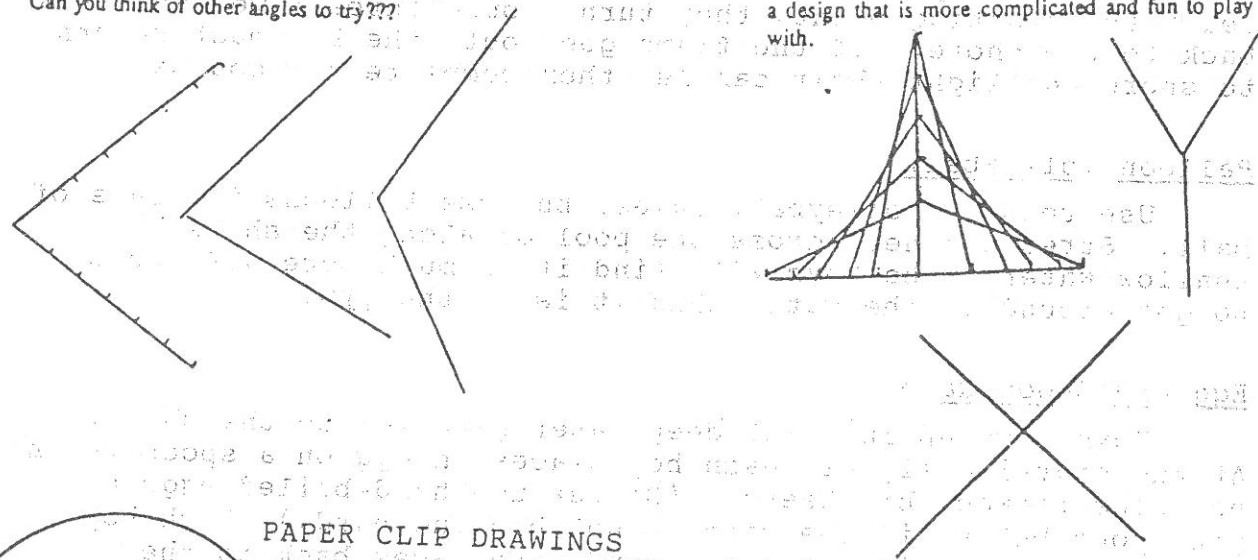
Line Designs Made Simple

First draw straight lines from A to A, B to B, etc. to make designs.

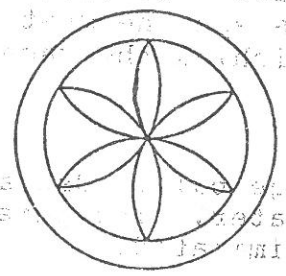
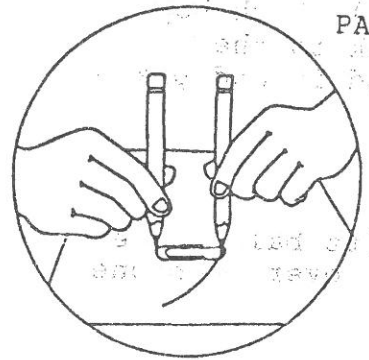


Now you are ready to mark off the sides of each angle into equal parts, follow the 'A to A' pattern. Can you think of other angles to try???

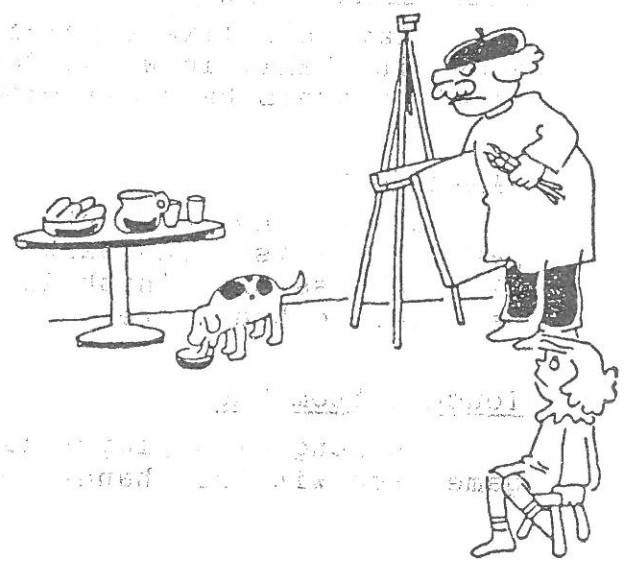
By following the same rules for each angle make a design that is more complicated and fun to play with.



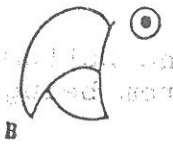
PAPER CLIP DRAWINGS

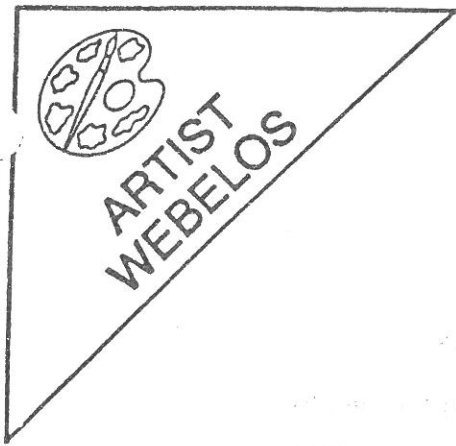


SKETCHING



FINISH THE DOODLES





Even if a boy does not have a talent for art, he will have fun learning how artists work. He will learn how to mix colors, make designs, and make mobiles and sculptures. Most of all, though, this activity pin should be FUN!!!

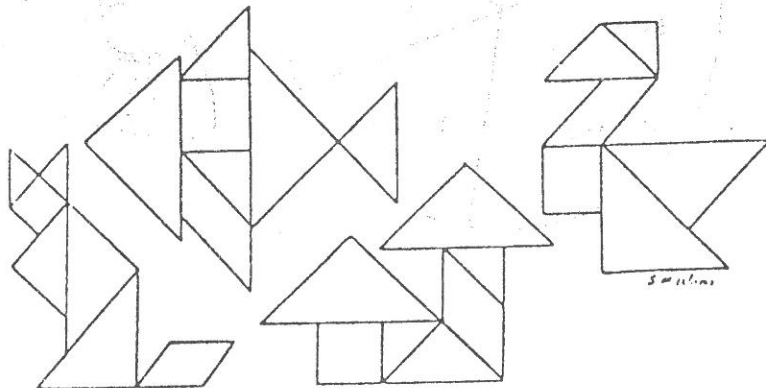
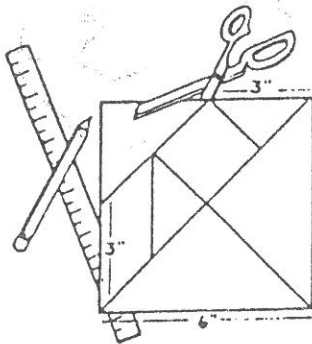
Den Meeting Ideas

- Attend an art exhibit or visit a museum.
- Invite a school art instructor or artist to your den meeting to talk about art and answer any questions the boys may have.
- Visit the art department of an advertising agency.
- Have each boy make a pencil sketch of a still life object (bottle, dish, etc.)
- Have each boy prepare a color scheme for his own room.
- Study the color wheel and let boys practice combining paints (tempera and water color) to make shades and tints.
- Ask boys to make a profile of a family member and an original picture at home.
- Do spoon printings.
- Do sand casting.
- Make mobiles.
- Start simple constructions to be finished at home.
- Have modeling clay and material on hand for making models.
- Make constructions - simple designs in space.
- Make drawing on a nature hike - birds, animals, flowers, trees, etc.
- Hold an 'Art Can Be Fun' night for parents.
- Make a color wheel.

Tangram

You or your youngsters can make this classic Oriental puzzle in just minutes and spend hours exercising your imaginations with creative play. To construct the brain stimulator you need only a six-inch square of noncorrugated cardboard, a ruler, a pencil, and a pair of scissors!

Just measure and mark off the five triangles, one square, and one rhomboid as shown in the drawing. Cut them out and color them, if you like, with felt-tipped pens or crayons. There! You've made a Tangram that can be arranged into an almost infinite variety of fascinating forms. We've given you a few examples here ... try these and then see how many others you can devise!

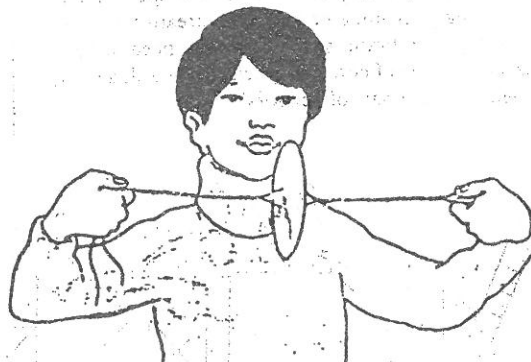
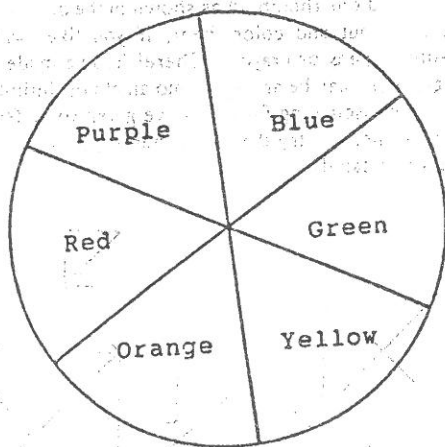


HOW DOES THE SPECTRUM OF COLORS MAKE WHITE?

To find out, you will need a piece of thick white paper, a pencil, and a ruler. You will also need a pair of scissors, some colored markers, and some string.

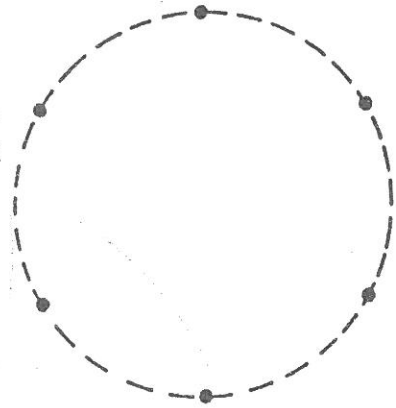
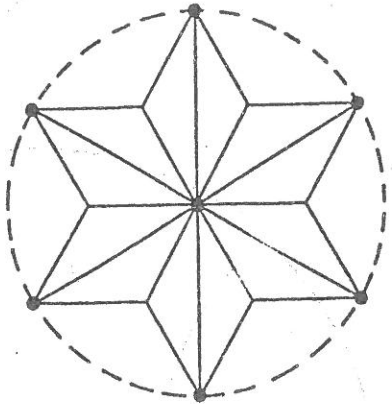
From the paper, cut a circle that is 9cm across. Divide the circle into six equal sections and color them as you see in the picture. In the blue and orange sections, make two small holes about 2 cm apart. Pass a piece of string about a meter long through the holes.

Hold the string on each end. Ask a friend to place the card in the center of the string. Swing the card around until the string is twisted tightly. Pull gently on the loops. Watch the card spin. What happens to the colors on the card. (The colors seem to disappear and you see white or gray).

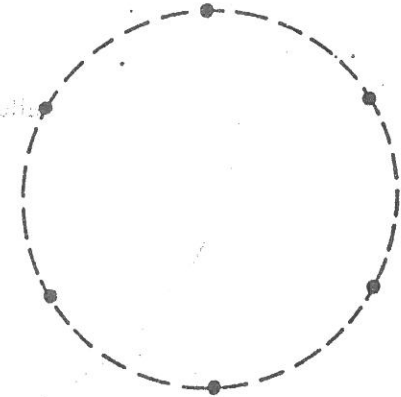
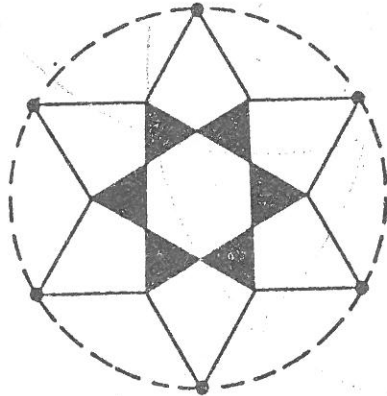


Use a straightedge to draw these designs.

1.

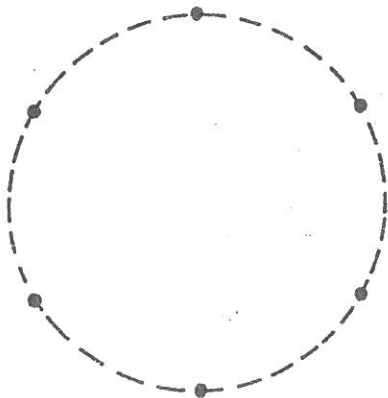


2.

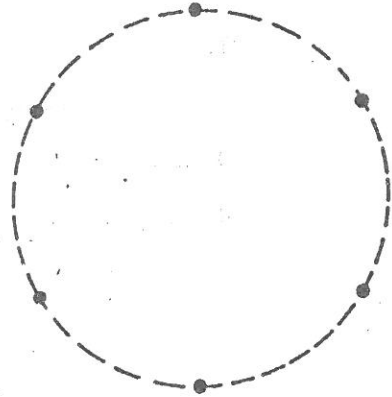


Connect the dots. Make up your own designs.

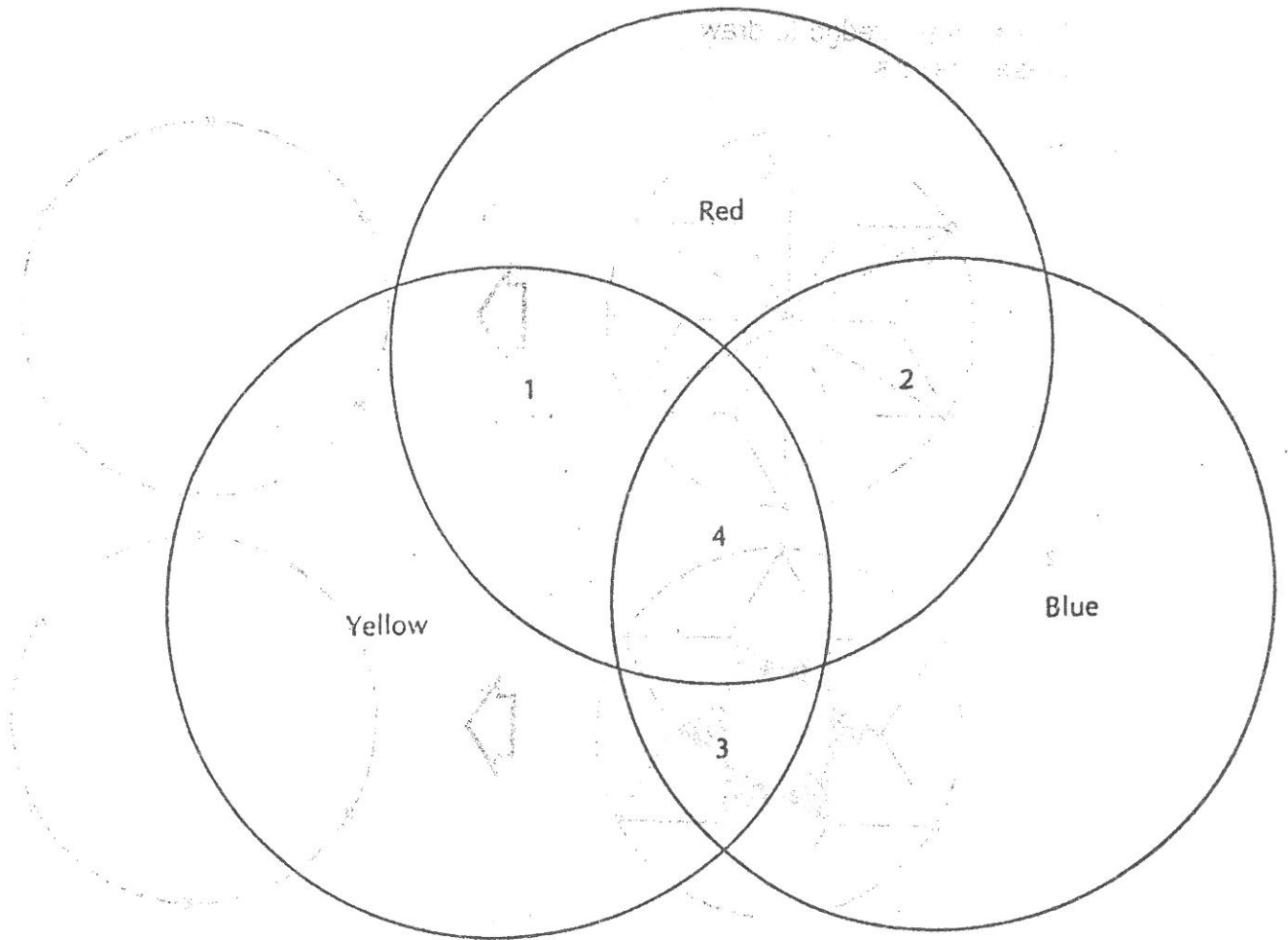
3.



4.



Using watercolor paints, fill in the three circles, one with each color. Look at where the circles overlap. 'What colors are made when the paints blend?'



In each numbered space, write the color that you see.

1. _____
2. _____
3. _____
4. _____

COMPASS ART

Don't let your paper move and make sure no metal is distorting your compass needle.

PLACE YOUR PAPER SO THE LEFT EDGE POINTS NORTH AND SOUTH.

1. Place a dot on your paper about 1" from the bottom and 1" from the right edge.
2. Starting at the dot draw a 3" line using compass bearing 340.
3. From the end of that line draw a 3" line using compass bearing 190.
4. From the end of that line draw a 3" line using compass bearing 45.
5. From the end of that line draw a 3" line using compass bearing 260.
6. From the end of that line draw a 3" line using compass bearing 118.

To make your own compass art for patrol of den activities, draw any design you wish using all straight lines of any length. Lay your paper so the edge is north and south. Start from one point with your compass and write down all of the bearings and distance going from the end of the last line drawn.

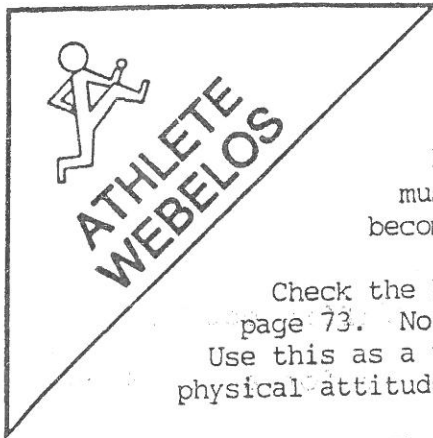
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Keeping one's body physically fit is the trademark of an athlete. Boys are impressed with the way their bodies are beginning to change. By getting plenty of rest, good food, and proper exercise, muscles will begin to develop and boys are on their way to becoming athletes.

Check the boys in your den using the chart in the Webeleos Book on page 73. Note the increase in the abilities over the period of time. Use this as a way of increasing their positive mental as well as the physical attitude.

This is a good time to find out if the boys want to make their own physical training equipment.

Dumbbells can be made simply using broom handles cut short and tin cans filled with cement.

Bicycle inner tubes could be used for isometric exercises to help strengthen smaller muscles.

Pieces of pipe welded together can be a great chin bar or pull-up bar.

Sandbags make excellent devices provide they are not too heavy. The idea is to give the muscles a chance to work, not to be strained.

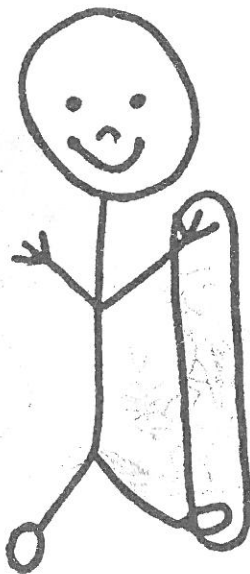
Good athletes train with and against each other. Contests between the boys should be encouraged. This also builds good sportsmanship.

Encourage the boys to attend events to see an athlete after the training he has been through.

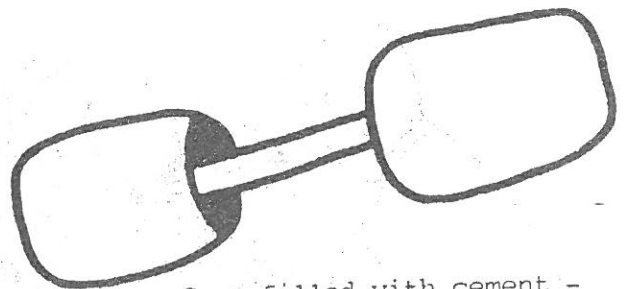
Go to a high school track or swim meet.

Try out some weight training equipment in a gym or school.

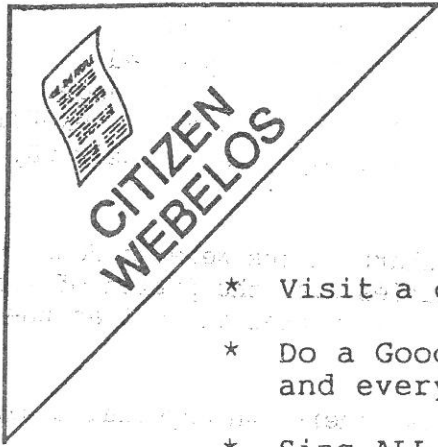
Have a local athlete come and talk to your den about his training.



Rubber tube
used for pull-ups



Cans filled with cement -
connected with broom handle



SUGGESTED ACTIVITIES FOR CITIZEN BADGE

- * Visit a city council meeting or traffic court.
- * Do a Good Turn. It's a requirement for a Boy Scout and every good citizen.
- * Sing ALL verses of The Star Spangled Banner.
- * Have the boys telephone an organization (requirement #15), conduct a telephone interview, and report on what they learned at a den meeting.
- * Visit the State Capitol Building.
- * Display the flag a different and proper way at each den meeting.
- * Teach younger Cub Scouts how to hold the flag properly.

REFERENCES:

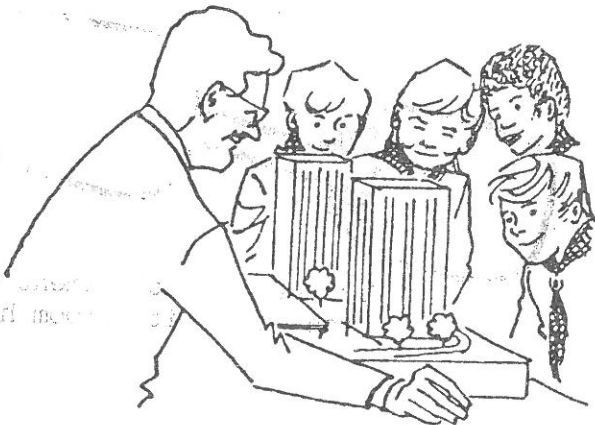
Webelos Scout Book

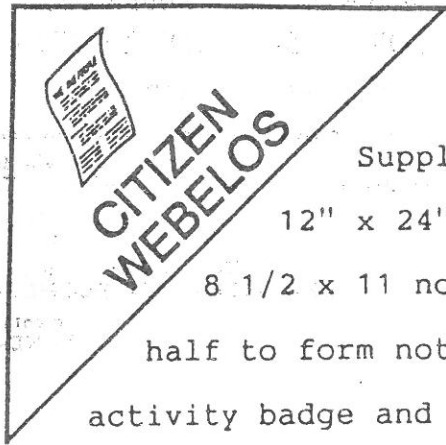
Your Flag

Webelos Activity Book

Boy Scout Handbook

Cub Scout & Webelos Scout Program Helps.





CITIZEN NOTEBOOK

Supply each boy with a piece of construction paper 12" x 24", 3 paper fasteners, and several sheets of 8 1/2 x 11 notebook paper. Fold construction paper in half to form notebook cover. Start by working on Artists activity badge and have the boys design the front of their notebook (Display these at Pack Meeting).

As the boys record requirements 1 through 9 in their notebooks, remind them to DO YOUR BEST in penmanship and content. They can use their notebooks when they become Boy Scouts.

Refer to chapter 19 in the Boy Scout Handbook. Take turns reading paragraphs. Suggest the names on pages 463 - 465 to fill requirement #9.

Visit a library. Show the boys how to look up a name in the encyclopedia. Make the visit count (See Communications activity badge, requirement #8).



AN INDIAN BLESSING

May the Great Mystery make sunrise in your heart:
GREAT MYSTERY- WORK - SUNRISE- YOUR - HEART.

BOY SCOUT OATH EXPRESSED IN IDIOM

(The text of the oath is in lower case, the sign language version is in capitals.)

On my honor
OATH (God sees my hands, they are clean)

to do my duty to God
GOOD-WITH-GOD

and to obey the scout law,
OBEY-SCOUT-LAW,

To keep myself physically strong,
I-KEEP-ME-STRONG

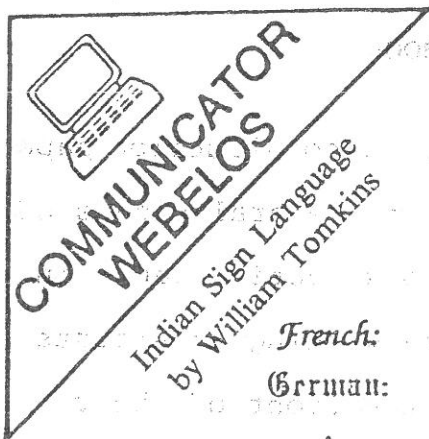
and morally straight.
HEART-GOOD.

I will do my best
I-EFFORT-WORK

and my country
WITH-MY-COUNTRY

To help other people at all times
I-WORK-WITH-ALL-PEOPLE-OFTEN

mentally awake,
MIND-ALIVE,



French:

German:

 Serment Eid Oath	Je, moi Ich, mich  I or Me	 Effort Bemühung Effort	 Travailler Arbeiten Work
 Bon Gut Good	 Avec Mit With	 Medicine Arzt Medicine	 Grand Gross Great
 Mon, ma Mein My or Mine	 Land Patrie Country	 Ecouter Hören Obey Listen	 Loup Wolf Scout or Wolf
 Vrai Wahr Law True	 Tout ailleurs All	 Gens Leute People	 Souvent Oft Often
 Behalten Keep	 Tapfer Strong	 Vivant Lebendig Alive	 Coeur Herz Heart

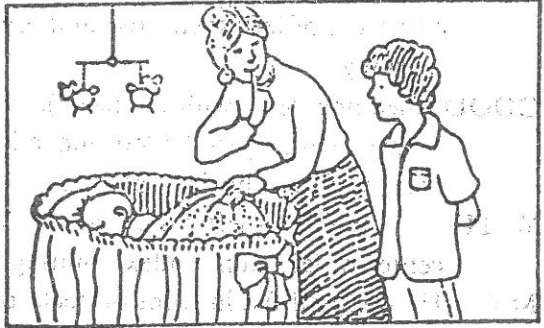
INTERPRETING NONVERBAL BODY LANGUAGE

Each picture shows a communication that is common but uses no words. Tell in words what the person means in each picture.

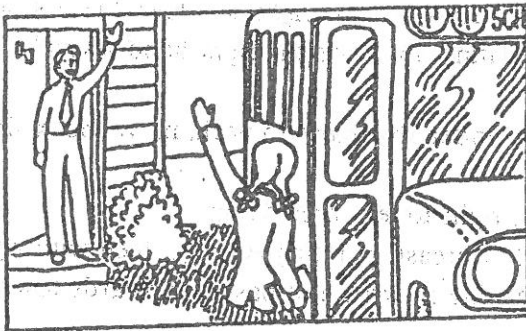
A.



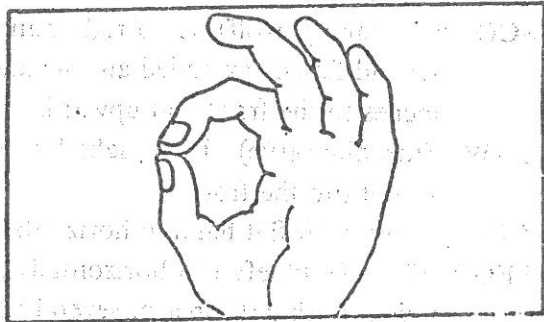
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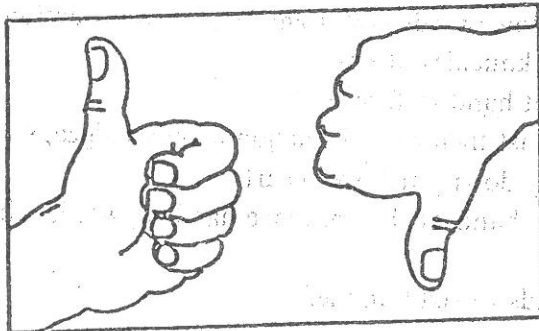
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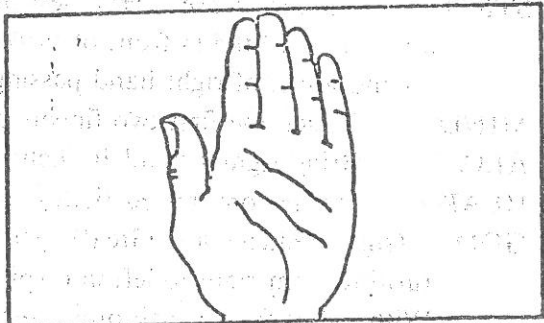
D.



E.



F.



INDIAN SIGN LANGUAGE

OATH "God sees my hands, they are clean." Holding up the right hand is now understood by all Indians, and is called "The white man's way."

I (meaning: myself) With the right hand extended, thumb touch center of breast.

EFFORT Place both fists near breasts holding arms rigid; then move them a few inches forward as with an effort.

WORK Bring hands flat in front of body edgewise, few inches apart, right hand higher and back of left; then raise and lower the hands by wrist action, to indicate working.

GOOD (meaning: level with the heart). Hold the flat right hand, back up, in front close to left breast, pointing to the left; move hand briskly well out to front and to right, keeping it in a horizontal plane.

WITH Hold flat left hand, back to left, in front; bring side of extended right index against center of left palm, index pointing to front.

MY Hold closed fist in front of neck, back to right; swing hands slightly downwards and by wrist action have thumb point to front.

COUNTRY Push both flat hands toward the ground, then spread them sideways.

OBEY Hold right 4 hand, cupped near right ear; turn hand slightly back and forth by wrist action.

SCOUT (meaning: wolf) Hold right hand with palm outwards near right shoulder, the first and second fingers extended and separated and pointing up; move the right hand several inches to the front and upwards.

LAW (meaning: true). Hold right 1 hand, back up, under chin close to neck; move index finger straight to the front.

ALL Move right flat hand in horizontal circle from right to left, breast high.

PEOPLE Hold left arm horizontally in front of left breast, pointing to front; then with right index touch left forearm several times commencing at wrist and passing upwards towards elbow.

KEEP With right hand grasp left index firmly and move hands slightly to right and left.

ME (same as I)

STRONG (meaning: brave). Hold left fist 8 inches from center of body, bring right fist 6 inches above and a little in front of same. Strike downwards with right fist, by elbow action, second joints of right hand passing close to knuckles of left.

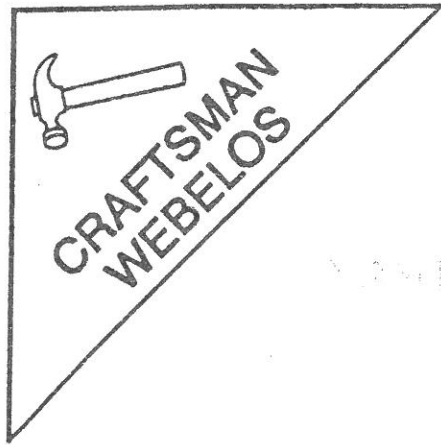
MIND Touch the first two fingers of the right hand to forehead.

ALIVE Bring right 1 hand 10 inches from breast then by wrist action makes 3 zigzags.

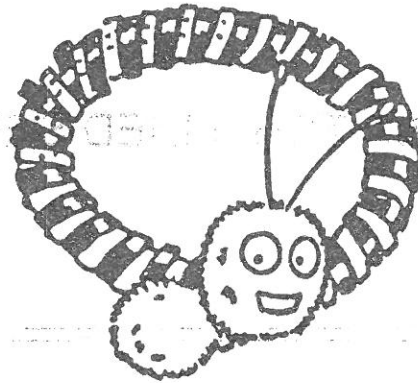
HEART bring compressed right hand pointing downward over heart.

GOD (sign Medicine and Great). Holding right hand as shown, move hands upwards while turning from right to left in a spiral.

With palms facing each other, separate hands to right and left.



CATERPILLAR NECKERCHIEF SLIDE



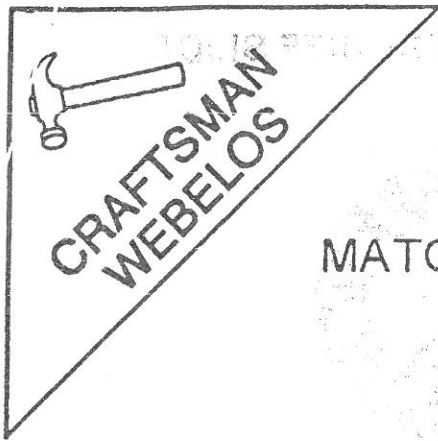
- MATERIALS:**
- 10" each of blue and gold plastic lacing
 - pom poms: one 3/4" and one 1/2" your choice of colors
 - one black flower stamen
 - 2 5mm wiggle eyes
 - round pencil

With masking tape, secure one end of each color lacing to the pencil. Wind the lacing tightly around the pencil and secure the other end with tape.

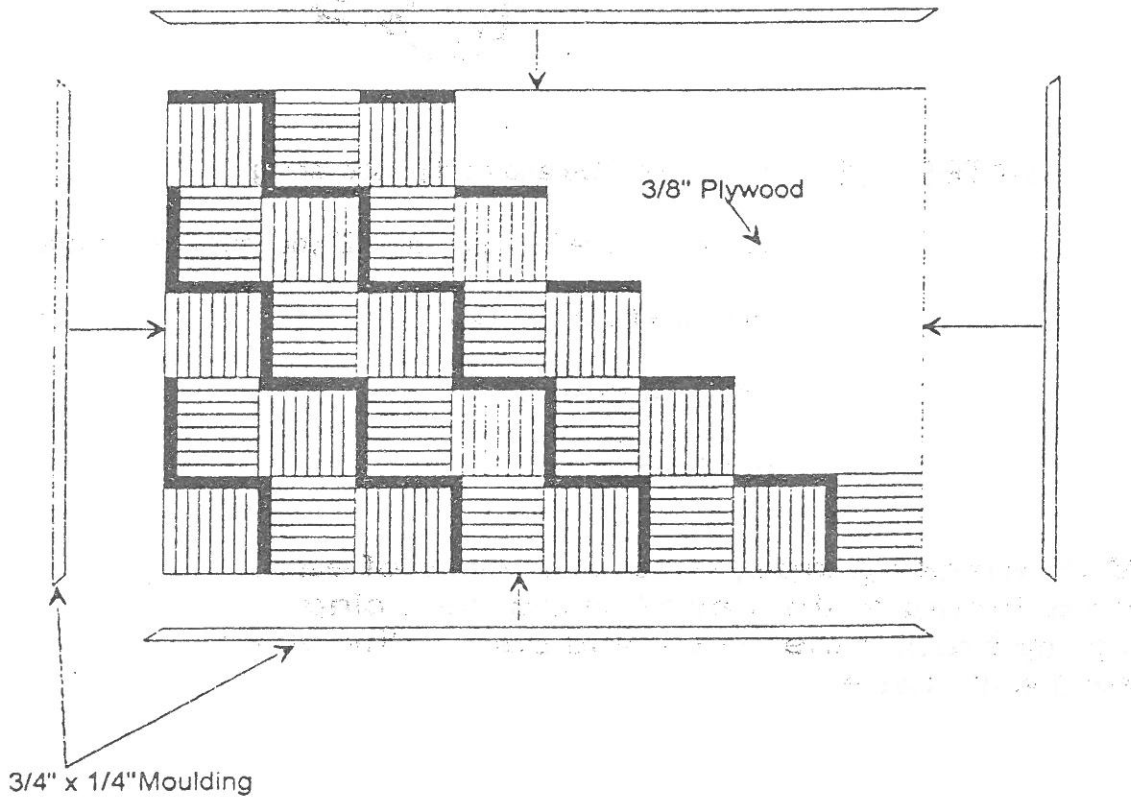


Place the pencil in a mug of boiling water for 20 seconds, remove and place in ice water for another 20 seconds. Dry the lacing and carefully remove it from the pencil.

Glue a pom-pom to each end, cross and glue as shown. Cut the stamen in half and attach to the head. Glue on the eyes and cut a mouth from a piece of lacing and glue in place.



MATCH LINED SERVING TRAY



Matches should be burned and cleaned before glueing to the plywood base.

Alternate groups of matches to form pattern as shown.

Size of the tray will vary with the size of matches.

Moulding is beveled at the corners and glued flush with the bottom of the base so that a lip is formed around the top. Use 3 small finish nails to hold each piece of moulding in place while glue dries.

Tray can be coated with salad bowl finish.

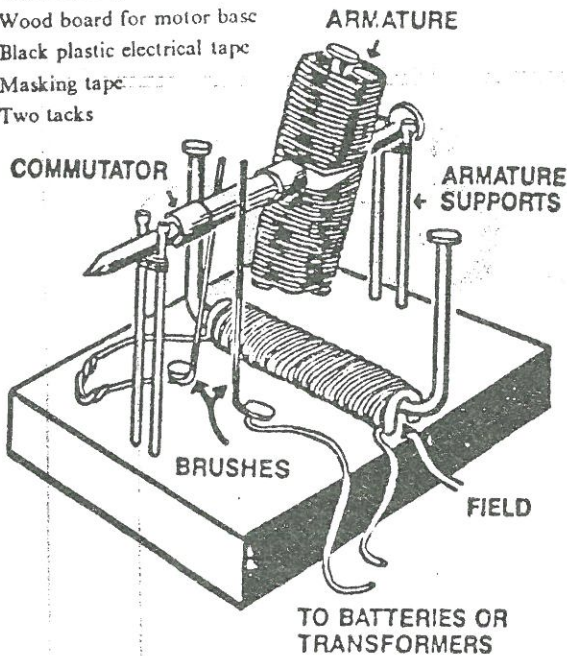


ENGINEER WEBELOS

6 VOLT DC MOTOR

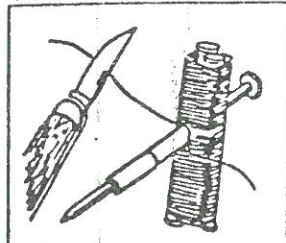
Materials:

- Three 4-nails (twenty penny)
- Four 2 1/2 nails (eight penny)
- Four 3-inch finishing nails (ten-penny)
- two dry cells or 8-volt lantern battery or 6-volt transformer
- One roll No.24 enameled wire
- Two staples (3/16 to 3/4") or four small brads
- Wood board for motor base
- Black plastic electrical tape
- Masking tape
- Two tacks

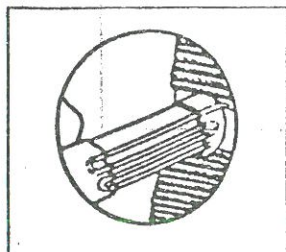


Note: Adjust position of the commutator and tension of brushes against it for best operation.

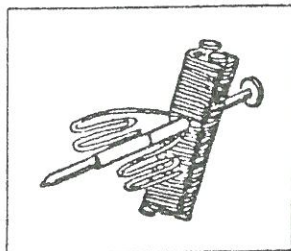
COMMUTATOR



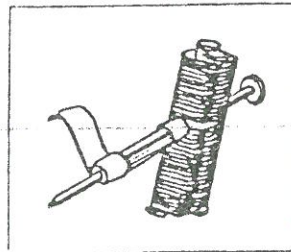
Scrape all insulation from ends of armature windings



Position is critical

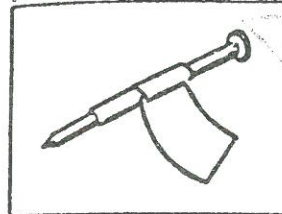


To form commutator, bend bare ends of wire as shown. Lay against the tape on the sides of the shaft halfway between the armature coils.

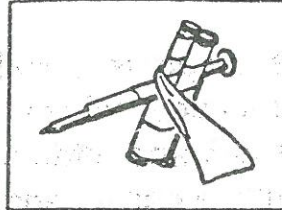


Hold commutator down with narrow strips of tape as shown.

ARMATURE

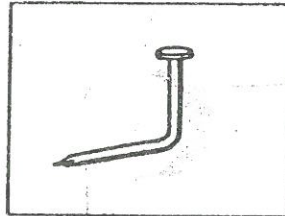


For armature shaft, wrap 1 1/2 inches of 4" nail with two layers of tape.

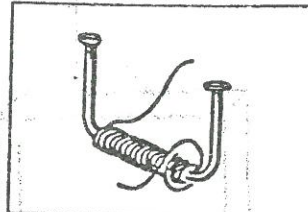


Center one pair of core nails on each side of shaft nail about 1 inch from head. Wrap with two layers of tape from tip to tip.

FIELD

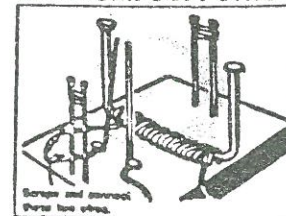


Bend two 4-inch nails in center for field core.

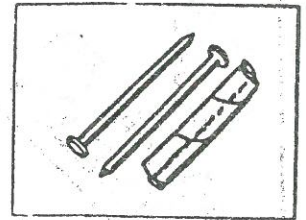


Leave 3 or 4" of wire at start and finish. Wrap the field core with about 40 turns of wire. After one layer is down, it may be difficult to see the spacing of the next layer. To make turns more visible, you can put down a thin strip of masking tape across the coil before wrapping additional layers. Leave room at each end of coil for attaching to wood base.

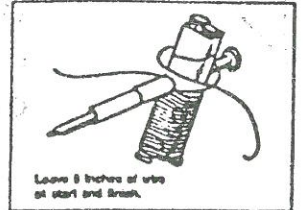
ARMATURE SUPPORTS AND BRUSHES



For armature supports, drive four 3" finishing nails into the base, locating them so that the armature turns exactly between the field poles. Wrap wire around the armature supports to form armature bearing.

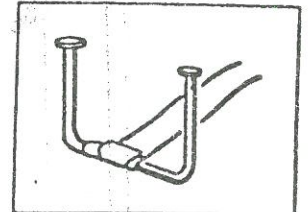


For armature core, tape two pairs of 2 1/2 nails, alternating heads and points.

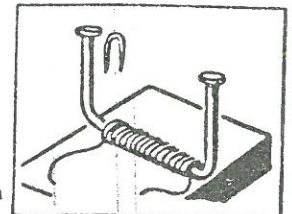


Wind armature with two layers of wire. Start at shaft, wind out and back on each half of core. Always wind in the same direction.

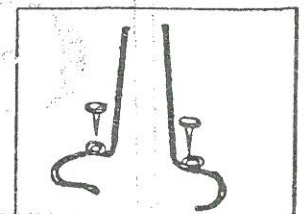
Bend two 4" nails in center for field core.



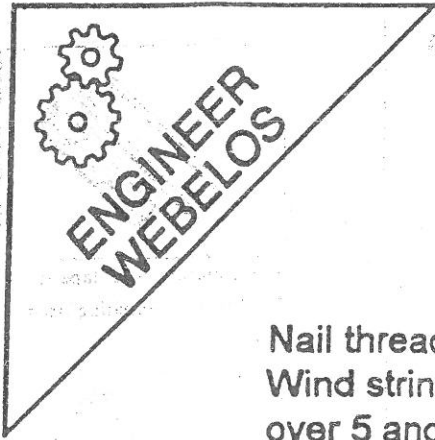
Space heads of nails at least 3" apart. (The spacing is critical; be sure the armature will clear the nail heads.) Wrap nails together with 2 layers of tape.



Attach to the wood base with staples or bent-over brads.

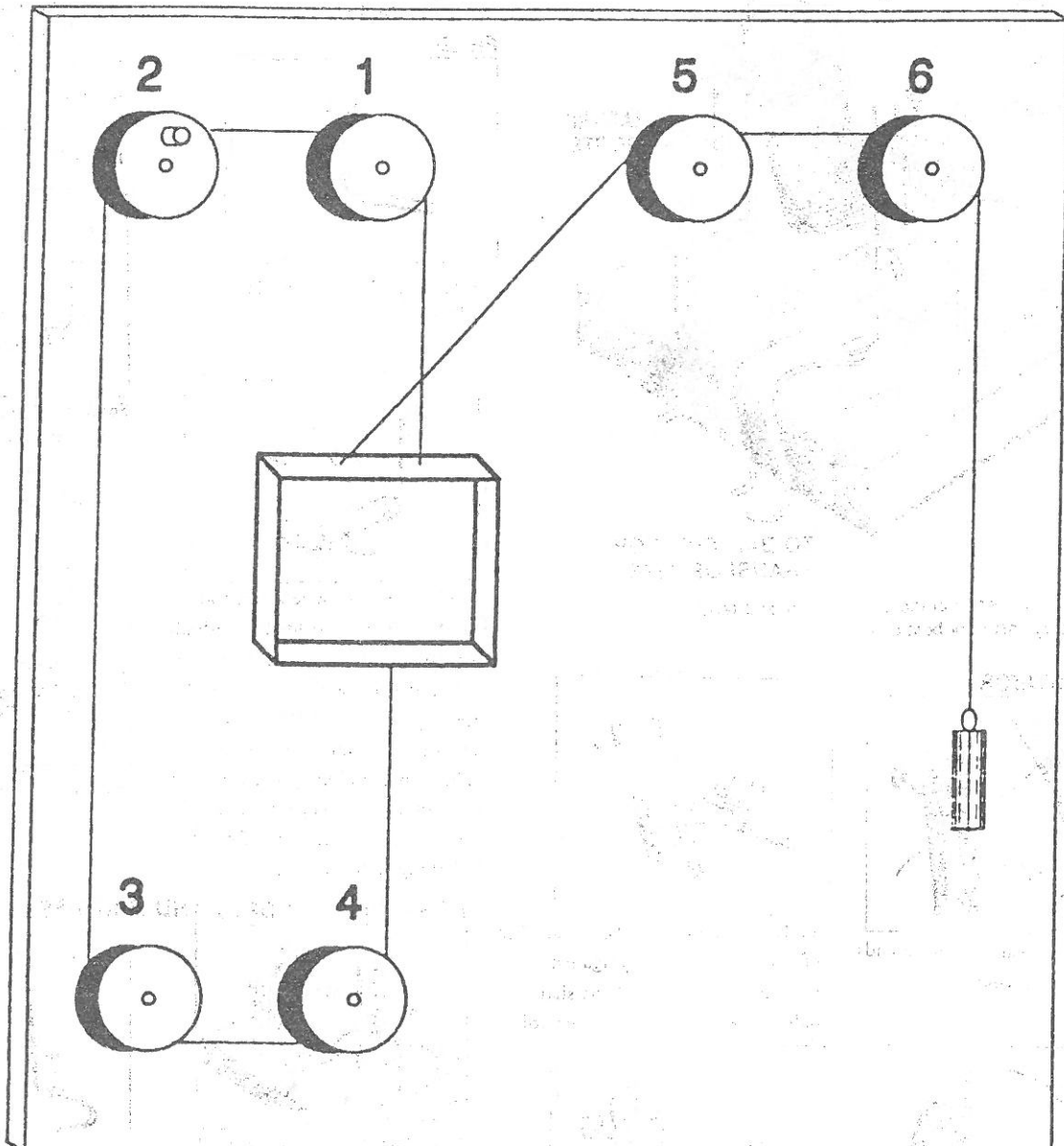


Scrap insulation from the ends of two 6" pieces of wire. Tack them to the base and bend as shown to form brushes.



Model Elevator

Nail thread spools loosely to board, slip string over 1,2,3,4. Wind string several times around 2. Wind second string over 5 and 6 and attach weight for balance. Turn handel on 2 to move car up and down.





FAMILY MEMBER
WEBELOS

"OH WHAT A SATURDAY MORNING"

It was Saturday morning at the Jensen house and things were not going too well.

"I can tell this is going to be a bad day," said 9-year old Julie as she stomped into the kitchen. "I can't find my skateboard or my tape recorder. I can't even find my shoes." "Mom, I don't have any clean soccer socks," yelled James, coming out of the laundry room. "Wear your dirty ones," Mom responded. "I haven't had time to do the wash yet."

Just then Dad came whistling into the kitchen, gave Mom a kiss, and asked, "When's breakfast?" Mom looked at dad and said, "Honey, could you get James to his soccer game right now? I have an appointment to get my hear cut, and I am going to be late."

Dad was a little annoyed, "I didn't know James had a soccer game this morning and I wanted to cut the grass before it got too hot. Where is David? Maybe he can do the lawn today."

Mom said "David just took off on his bike. I don't know where he went or when he will be back, but it is very important for James to be at his game. It is an unscheduled make up game against the top team and you know they can't win without James."

Dad stood in the middle of the kitchen and yelled in an angry voice: "Why don't I hear about these things sooner? Sometimes I can't stand the way we live in this family. I am hungry and I also want to mow the grass, but I have to go to a game without my breakfast. Nobody seems to be able to find anything. David takes off on his bike and nobody knows where to find him, my wife is leaving to get a haircut, and I wish I was at work where people work together to make things run smoothly. "It is not fun to be home on Saturday."

Mother, Julie and James became very quiet as they stared at Dad. All had big tears in their eyes. Then Dad felt bad...everyone felt bad.

What does this family need?

- * A weekly family planning session such as a "family council."
At this time the events of the week can be calendared and planned for. Any assignments that need to be made to make

events successful can be made at this time.

* Establishing order in the home by delegating chores and jobs that need to be done. A job chart done with pictures for younger children would be helpful. Find out who needs help, and who is available to help.

* Establishing a system whereby family members can know the whereabouts of each other including:

--Gaining permission from a parent to go away

--Where they are going

--Who they are going with

--What time they are leaving

--When they will be return

* Establishing a report system and having children report to the person who delegated an assignment or responsibility. This encourages children to be dependable and want to do a good job so they can feel proud when they report. In addition, it is a good teaching tool for parents. It provides a time to give direction on how to do a better job if it is needed, and an opportunity to give praise.

* From the B.S.A. Family Book



FAMILY MEMBER

MY NUTTY FAMILY TREE

MATERIALS

Family Tree pattern

8 1/2" x 11" oak tag

Acorn, nutshell, sweetgum balls, twigs

Scraps of yarn, cotton, fabric, ric-rac

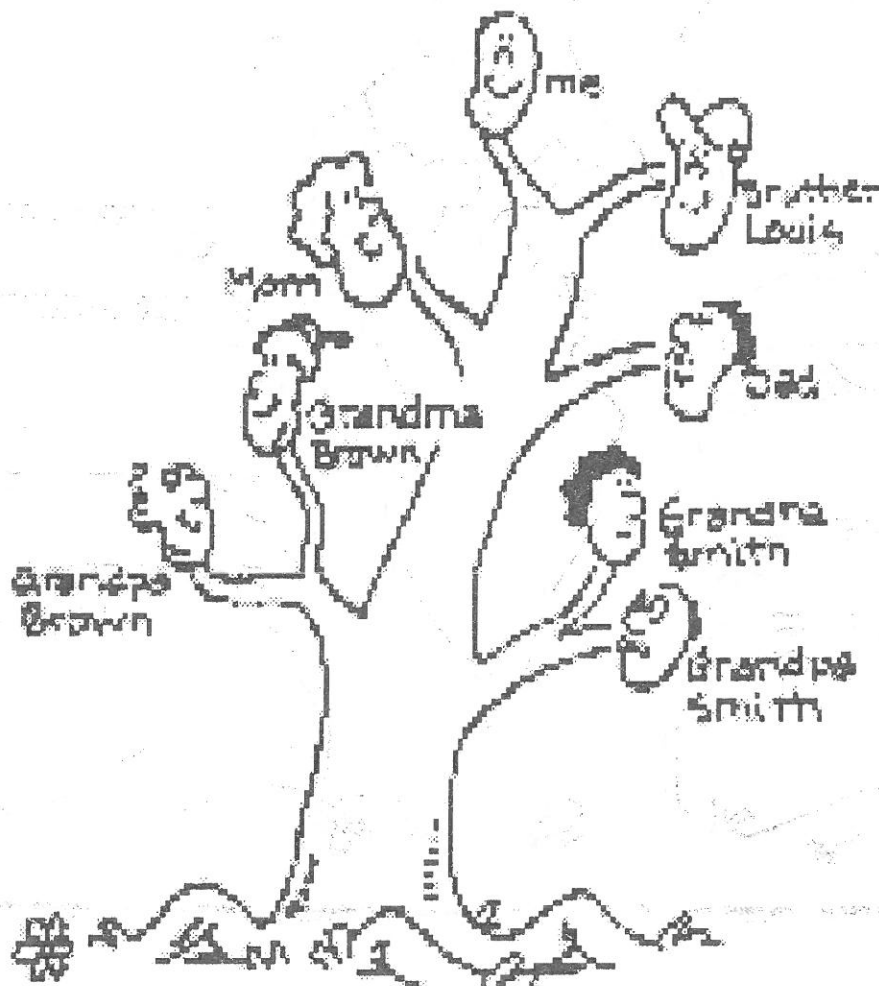
Small movable eyes

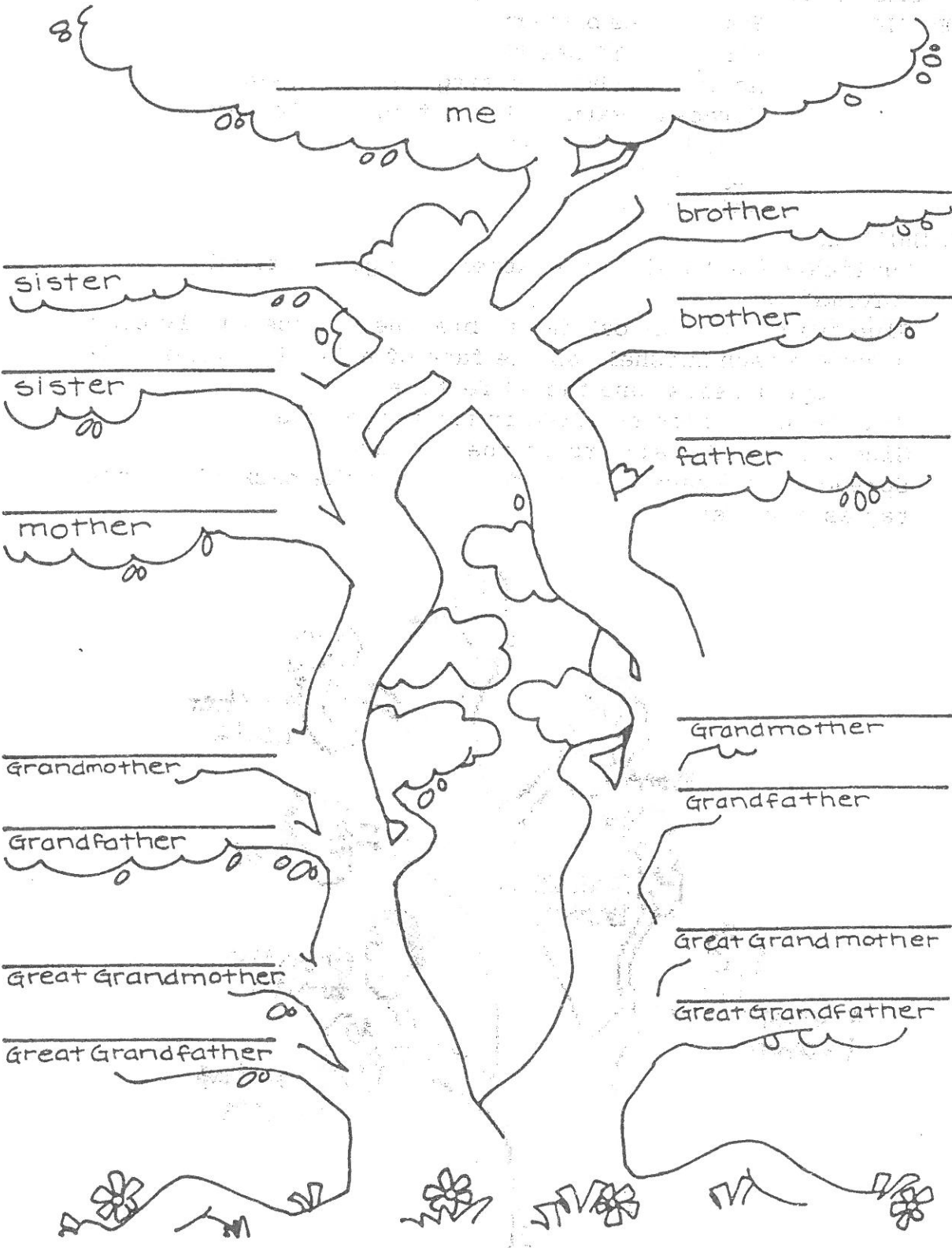
Paper clip

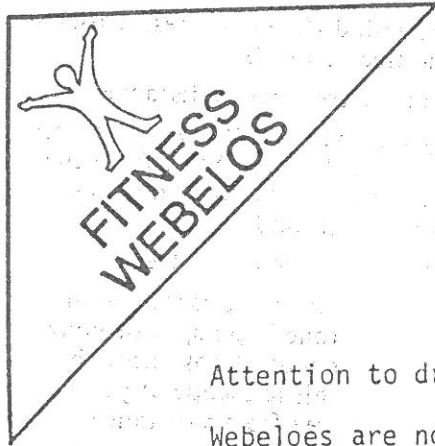
White glue

CONSTRUCTION

1. Duplicate the Family Tree pattern and gather family information.
2. Glue twigs onto the oak tag as branches of the family tree.
3. Decorate each nutshell as the face of a family member, Add hair, eye glasses, and facial feature.
4. Glue each nut onto the tree in the proper place.
5. Glue yarn border all around the oak tag
6. Spread open a paper clip and attach to the back of the oak tag as a hanger.







In the past the Fitness badge was easily obtained by each scout fulfilling the requirements of reading and then a verbal playback of substances both good and bad for the body. Oftentimes, the physical requirements were ignored.

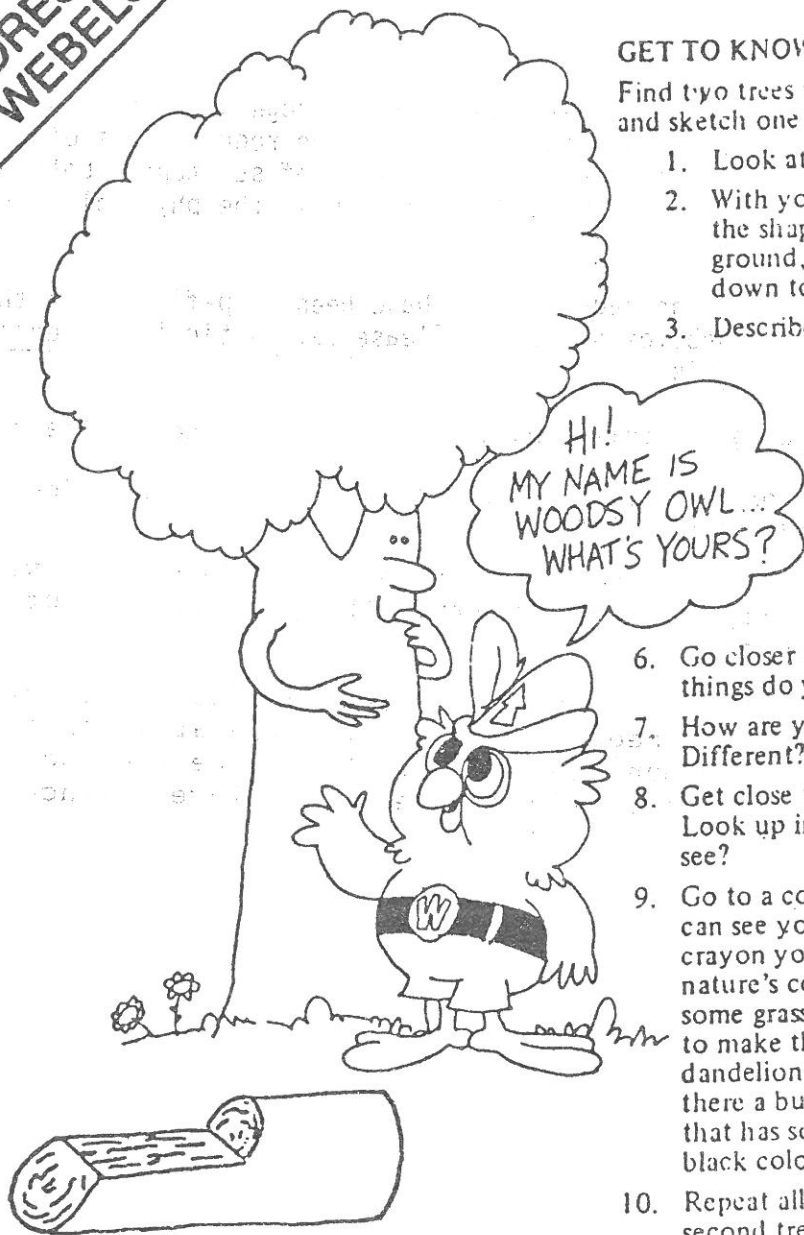
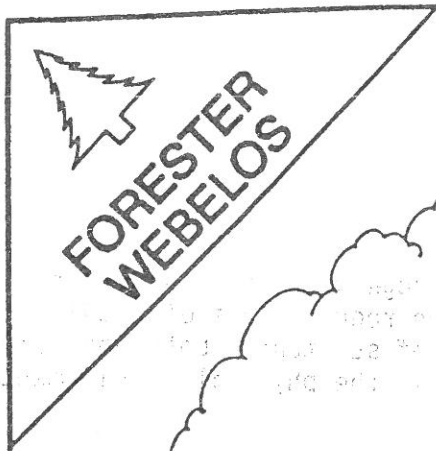
The requirements have been flip-flopped in the new Webeleos handbook. Please pay particular attention to this.

Attention to drug and child abuse is a necessary facet in the new book.

Webeleos are now required to choose six exercises and practice them at regular intervals for a 30 day period.

The purpose of the Fitness badge is to help the Webeleo to want to keep his body physically fit and to avoid the practice of putting harmful substances into it.

Emotional fitness is today a widely covered subject. Child abuse is on the rise. As leaders, we need to pay particular attention to what is going on in our communities and our homes. We need to aid our Webeleos in respecting them and helping them to achieve a sense of self respect.



GET TO KNOW A TREE

Find two trees with different shapes. Observe and sketch one tree at a time.

1. Look at the tree from a distance.
2. With your fingertip, "trace" in the air the shape of the tree. Start from the ground, go up to the top, and back down to the ground.
3. Describe the shape of the tree.
4. Make a telescope with rolled up paper or your hands. Look through this telescope at your tree from a distance.
5. Hold out your arms to show how the branches grow out from the tree (up, straight out, down?).
6. Go closer to your tree. What other things do you notice about it?
7. How are you and your tree alike? Different?
8. Get close to the trunk of your tree. Look up into the tree. What do you see?
9. Go to a comfortable place where you can see your tree. Sketch it with the crayon you brought. Add some of nature's colors to your sketch. Pick some grass and rub it on your paper to make the green of the tree. Use a dandelion blossom for yellow. Is there a burned stump or fallen log that has some charcoal to use for black color?
10. Repeat all of these things with the second tree that has a different shape.

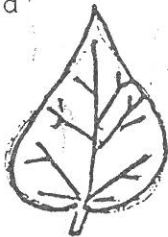
Ask: What differences did you notice in the two trees? What did the trees look like when you were born? How might they look 25 years from now, or 100 years from now? What can we say (in summary) about these trees? What do all trees have in common? How are some different from others? How many things that we need and use come from trees? How could you use this tree? To help build a house? Where did the paper come from that you made your sketch on? The wood in your pencil? The eraser? (rubber) If your tree was used, it is gone forever? How can it be replaced? Do you think it replaced a tree that was used for something somebody else needed?



Narrow



Notched



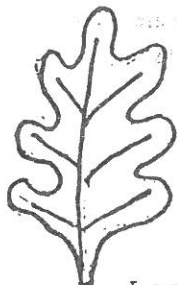
Round



Smooth



Teethed



Loped



Parallel Veined



Net Veined

1

TEAR ABOUT A HALF-PAGE OF A NEWS-PAPER INTO VERY SMALL PIECES. PUT THEM IN A MIXING BOWL ONE-QUARTER FULL OF WATER. LET THE PAPER SOAK FOR AT LEAST ONE HOUR.

YOU WILL NEED

- A MIXING BOWL
- AN EGG BEATER
- AN OLD NEWSPAPER
- A SIX INCH SQUARE PIECE OF WINDOW SCREEN
- A CUP AND A BIG SPOON
- WATER
- INSTANT STARCH

3

DISSOLVE TWO HEAPING TABLE-SPoons OF STARCH IN A CUP OF WATER. ADD THIS TO THE WATER AND PAPER MIXTURE. STIR WELL WITH THE BIG SPOON. WHAT YOU HAVE NOW IS CALLED PULP.

2

BEAT THE PAPER AND WATER WITH THE EGG BEATER UNTIL THE PAPER BREAKS APART AND IS SOFT AND MUSHY. (ABOUT TEN MINUTES)

5

PUT THE REST OF THE NEWS-PAPER ON THE TABLE. THEN PLACE THE SCREEN, COVERED WITH THE PAPER PULP, ON ONE HALF OF THE NEWSPAPER.

4

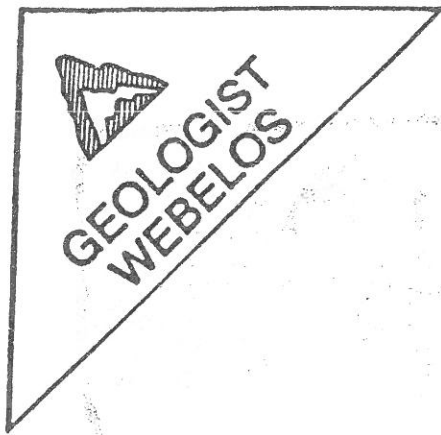
DIP THE SCREEN CAREFULLY INTO THE BOWL HOLDING THE SCREEN HORIZONTALLY. LIFT IT OUT OF THE BOWL SO THAT IT IS WELL COVERED WITH PULP.

7

CAREFULLY FOLD BACK THE NEWSPAPER SO YOU CAN SEE THE PULP ON THE SCREEN. LET IT DRY OVERNIGHT. THEN PEEL THE RECYCLED PAPER YOU MADE FROM THE SCREEN.

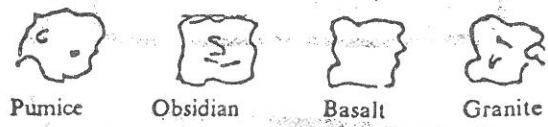
6

FOLD THE NEWSPAPER OVER ON TOP OF THE SCREEN AND PAPER PULP. PRESS DOWN VERY HARD WITH YOUR HANDS.



IGNEOUS ROCKS

ROCK CYCLE

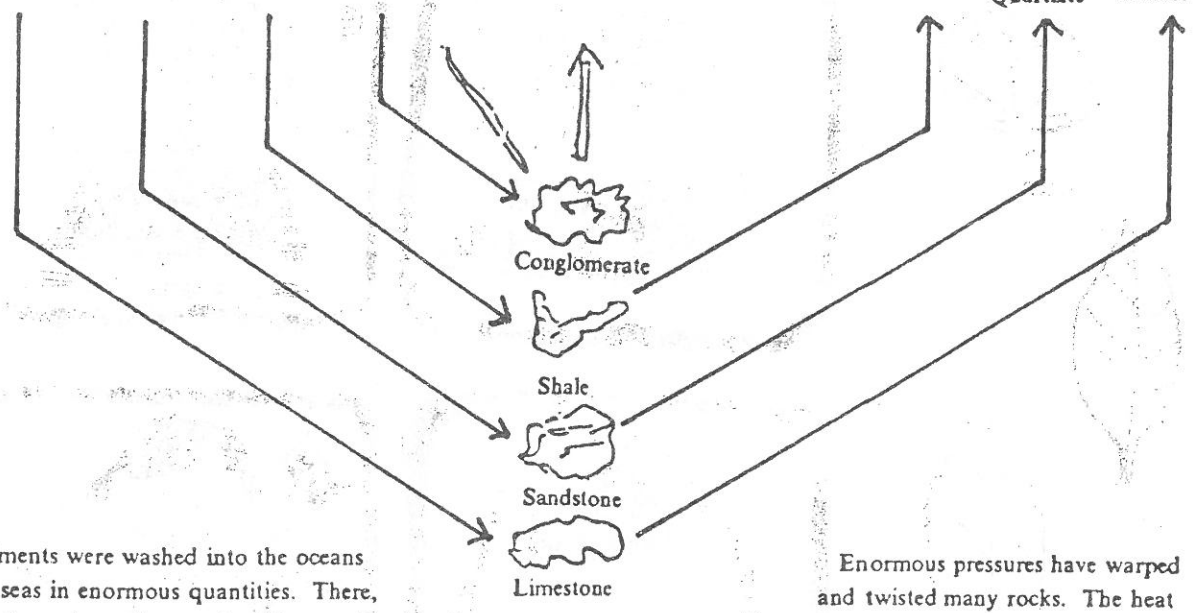
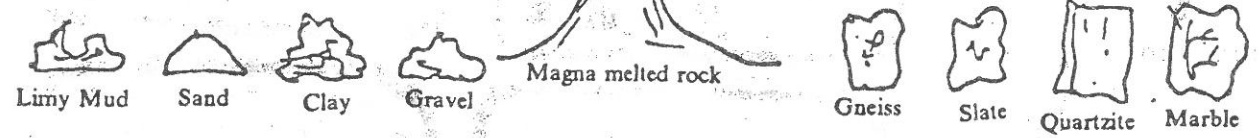


Weathering and erosion reduce igneous rocks to unconsolidated sediments.

Igneous rocks are formed by cooling and solidification of molten matter or magma that originates within the earth.

Metamorphic Rocks Through heat and pressure igneous rocks are metamorphosed.

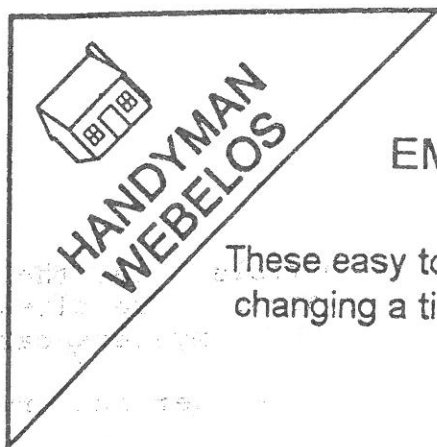
Unconsolidated Sediments



Sediments were washed into the oceans and seas in enormous quantities. There, they formed vast layers of sediments. Hardened later by the pressure of added sediments, they became Sedimentary Rocks.

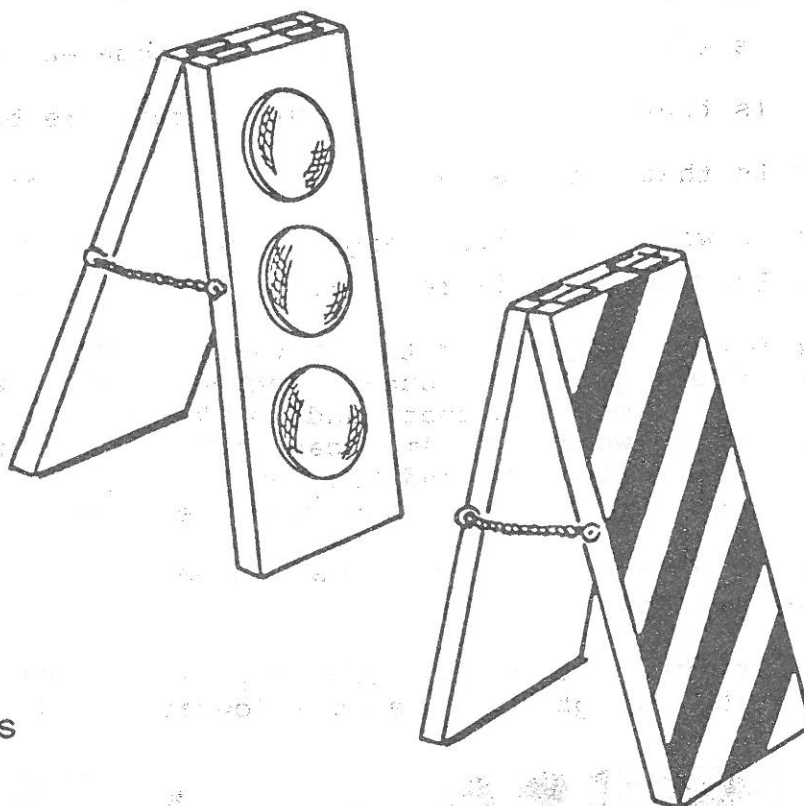
SEDIMENTARY ROCKS

Enormous pressures have warped and twisted many rocks. The heat and pressure of igneous intrusions has baked, hardened and recrystallized some. The rocks which these forces have changed in form, appearance and sometimes composition are called Metamorphic Rocks.



EMERGENCY ROAD-SIDE MARKER

These easy to build road-side markers add a measure of safety when changing a tire or performing other repairs along a busy street.



MATERIALS:

2 1" hinges with screws

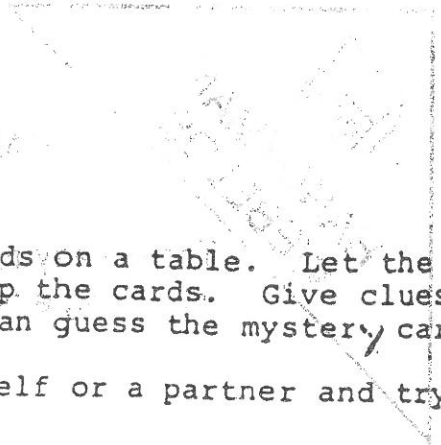
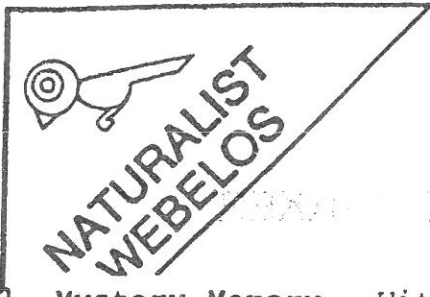
2 small screw-eyes

12" plumber's chain ,or string

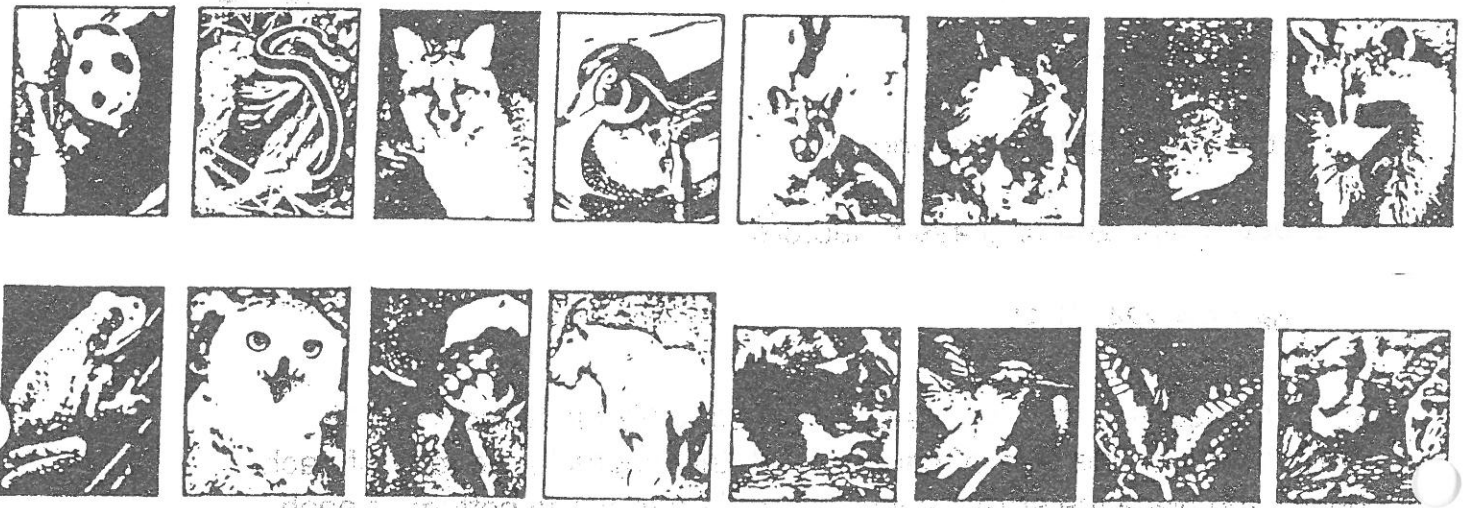
reflective tape and/or glass reflectors

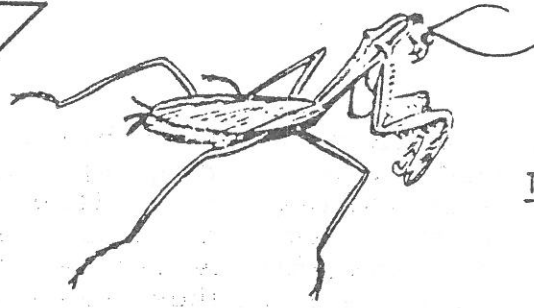
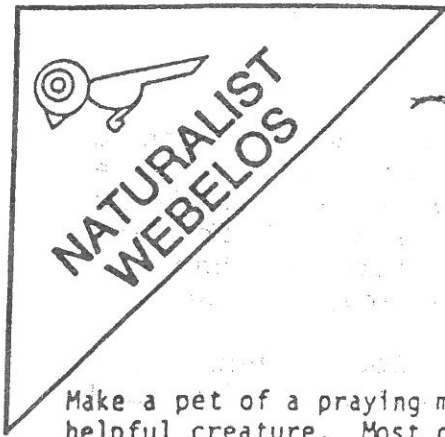
2 boards 4"x24"x3/4"

Sand the edges of the boards smooth and apply the reflective tape or reflectors to one side of each. Attach the hinges to the tops of each board and place the screw eyes about 8" up from the bottom of each board. Attach the chain or string between the two screw eyes.



1. Mystery Memory - With a partner, put three cards on a table. Let the partner study each for one minute, then pick up the cards. Give clues about one of the three. See if your partner can guess the mystery card.
2. Flash Recall - Flash one of the cards to yourself or a partner and try to recall the name.
3. Wild Categories - Put all the cards face up on a table. Pick out the:
 - A. Animals that fly.
 - B. Animals whose ears you can see.
 - C. Animals that lay eggs.
 - D. Animals that are bigger than a mouse.
 - E. Animals that are smaller than a horse.
 - F. Animals that have feathers
 - G. Animals with the color orange, blue, green, etc., showing.
 - H. Animals that have six feet, four feet, two feet, or no feet:
 - (Six feet: ladybug and tiger swallowtail)
 - (Four feet: gray fox, cougar, raccoon, gray treefrog, green turtle, mountain goat, and chickaree)
 - (Two feet: wood duck, American robin, snowy owl, ruby-throated hummingbird, and bluejay)
 - (No feet: garter snake and red-eared sunfish)
 - I. Animals that have scales: (red-eared sunfish, garter snake, and tiger swallowtail)
 - J. Animals that have wings: (ladybug, wood duck, American robin, ruby throated hummingbird, tiger swallowtail, bluejay, and snowy owl)

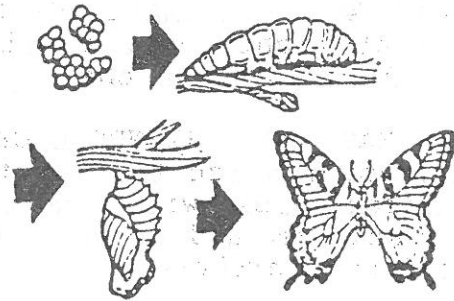




Tiger of the Grass Stems:

Make a pet of a praying mantis, the tiger of the grass stems. It's really a very helpful creature. Most of the insects on which it preys damage crops and gardens. In captivity this insect does things you would expect from a dog or cat. Speak to a mantis. It turns its head toward you and seems to respond. Offer your hand. It will alight on it, sit up and beg. Your mantis will learn to eat bits of fresh liver from your fingers or from a toothpick. A mantis will even drink from a spoon. They like milk or watermelon juice. Mantises need live food; small insects such as grasshoppers, flies and beetles. To capture these and the mantis itself, a net is a must. Make a simple net from a broomstick, wire and mosquito netting. Take along a cigar box or shoe box on your insect hunts. Treat gently whatever you capture. You should make a good home for your mantis or any other flying or jumping insect that you catch.

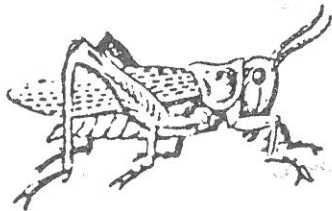
What It Takes To Be a Butterfly:



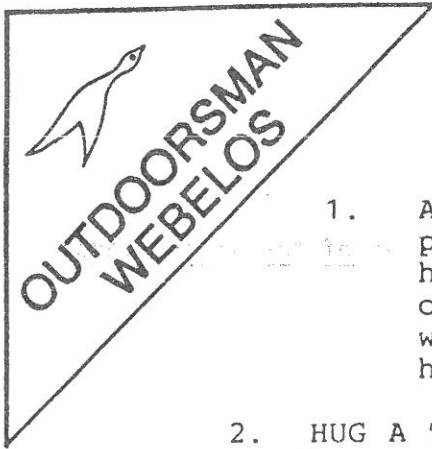
Would you like to watch Nature's greatest now-you-see-me, now I'm something-else-act? It begins with moth or butterfly eggs that hatch into a caterpillar that becomes a cocoon or chrysalis. The cocoon or caterpillar emerges into a moth or butterfly, whose eggs hatch a caterpillar.

Look for cocoons/chrysalis before trees and shrubs leaf cut. They are easily spotted, hanging from branches and twigs. Cut away part of the twig to which the cocoon is attached, taking note of the tree or shrub. The butterfly or moth sleeping peacefully in your cocoon will need food - leaves from the same plant upon which you found it. Shake the cocoon. If you hear a rattling sound, discard it. The pupa inside is probably dead.

Keep the cocoon in a clean can or jar with a tight cover. Punch a few holes in the cover to provide ventilation. Put cocoon in a cool place. When the trees are fully covered in leaves, bring you cocoon indoors and make a suitable home.

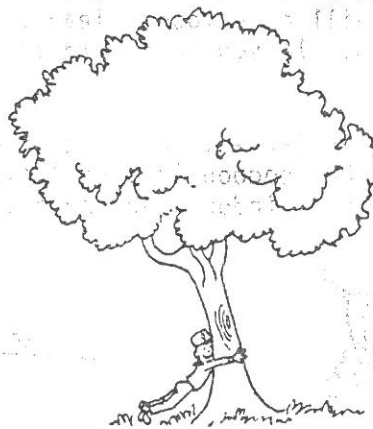


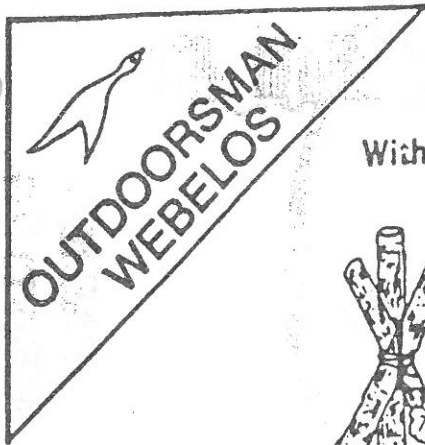
Keep an Aquarium of Insects:



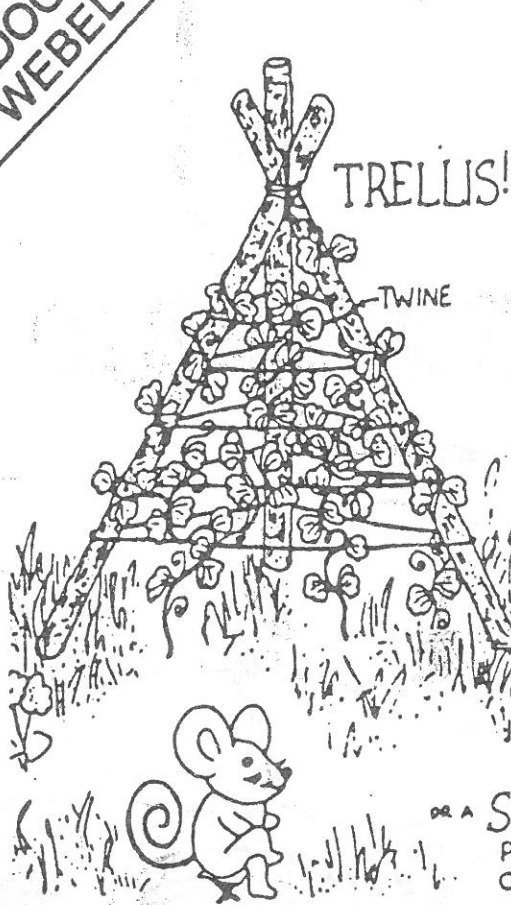
HUG A TREE AND SURVIVE

1. Always carry a trash bag and whistle on a picnic, hike, or camping trip. By making a hole in the bag for the face and putting it on over the head, it keeps the child dry and warm. The whistle carries further than the human voice and takes less energy to use.
2. HUG A TREE once you know you are lost. Hugging a tree and even talking to it calms the child down and prevents panic.
3. MY PARENTS WON'T BE ANGRY AT ME. Children have avoided searchers because they were ashamed of getting lost and afraid of punishment. If they know a happy reunion is awaiting them they will work hard to be found.
4. MAKE YOURSELF BIG. Find your tree to hug near a small clearing if possible. Lie down when a helicopter files over. If it is cool and you are rested, make an "S.O.S." in rocks or shrubbery or by dragging your foot in the dirt.
5. THERE ARE NO ANIMALS OUT THERE THAT CAN HURT YOU. If you hear a noise at night, yell at it. If it is an animal, it will run away. If it is a searcher, you will be found.
6. YOU HAVE 200 FRIENDS LOOKING FOR YOU. Many children who are lost do not realize that if they sit down and stay put, one of a few hundred people will find them. Some are afraid of strangers or men in uniform and do not respond to yells, and have actually hidden from searchers.
7. FOOT PRINTING YOUR CHILD is a five-minute exercise that cuts down the length of a search by several hours. Have the child step on a piece of aluminum foil on a soft surface such as carpeting or pillow. Mark the foil with the child name. With this print, trackers can separate your child's track from others in the area and quickly determine the direction of travel.





With the tripod lashing technique, you can make a —



TRELLIS!

TWINE



TEPEE!

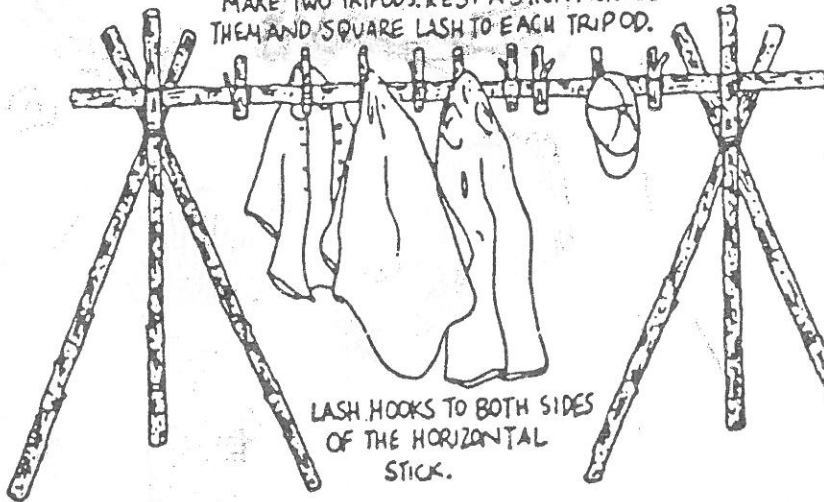
PIN A SHEET
AROUND
THE TRIPOD

OR A SMALL TABLE!
PUT A PIECE OF WOOD
ON TOP OF THE TRIPOD.

Or combine these techniques to make a —

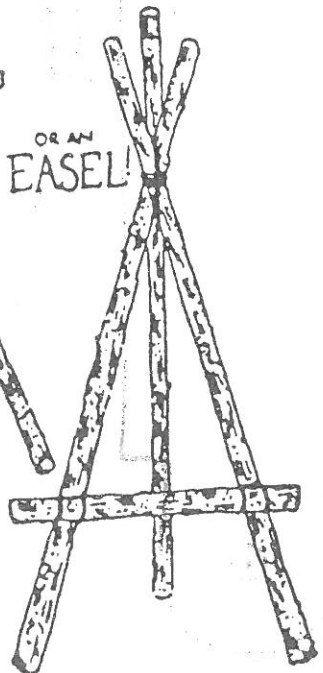
CLOTHES HOLDER!

MAKE TWO TRIPODS. REST A STICK ACROSS
THEM AND SQUARE LASH TO EACH TRIPOD.

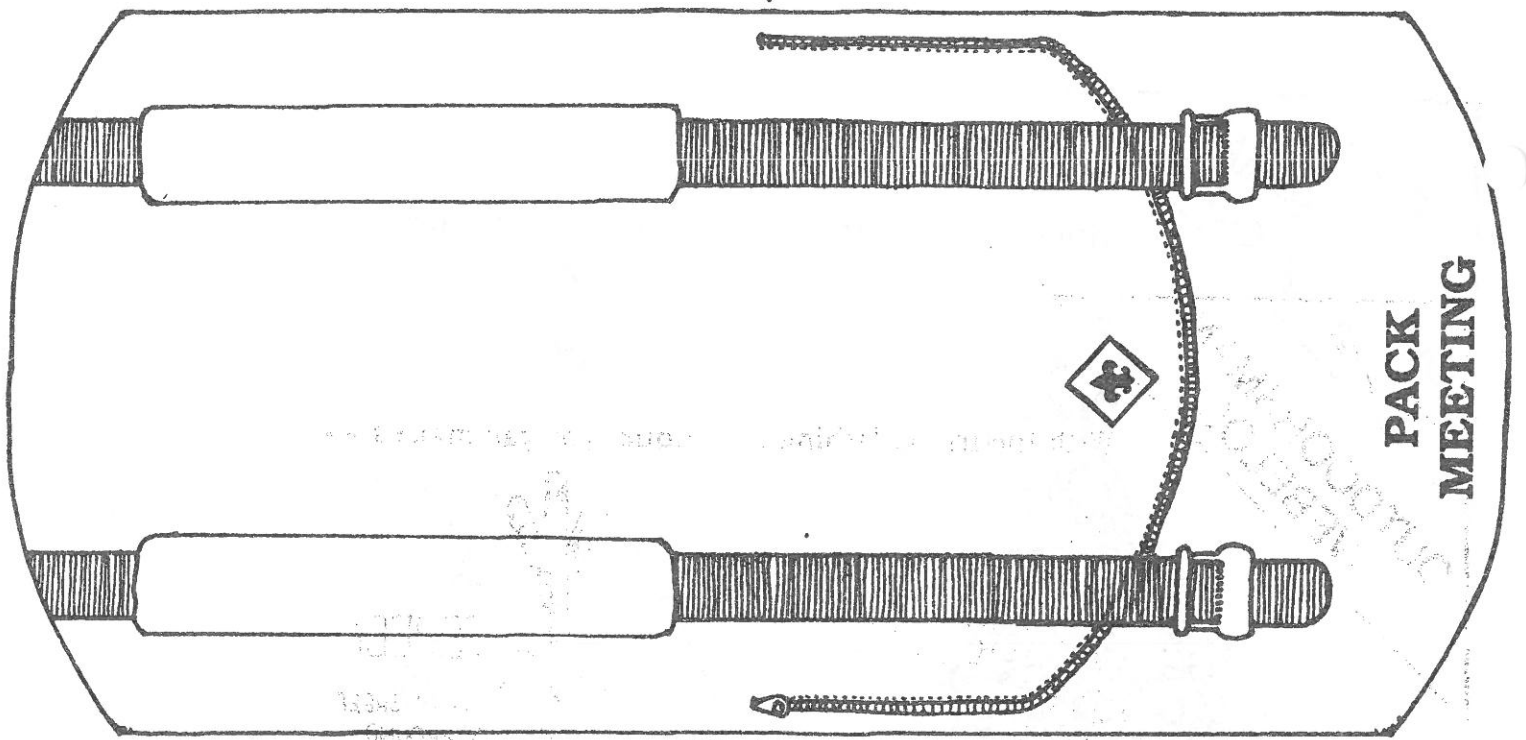


LASH HOOKS TO BOTH SIDES
OF THE HORIZONTAL
STICK.

OR AN
EASEL!

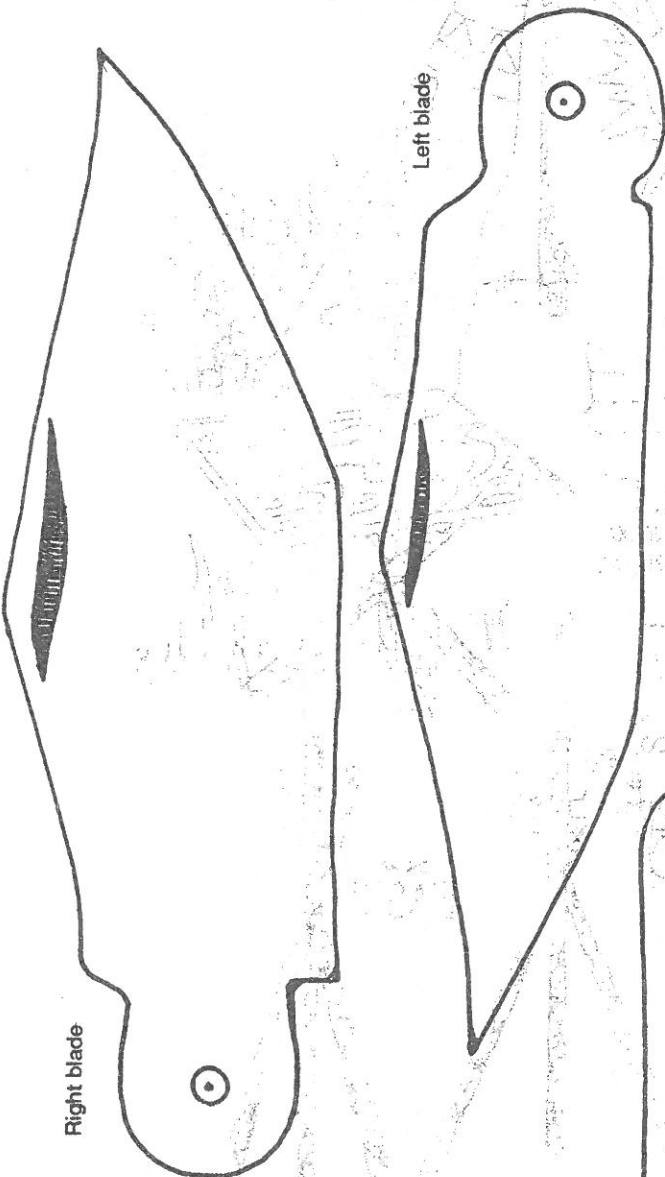


But, no matter what you decide to make (maybe you'll want to create something totally original), your project will be functional and strong! ■



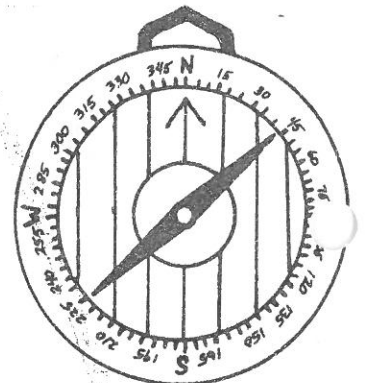
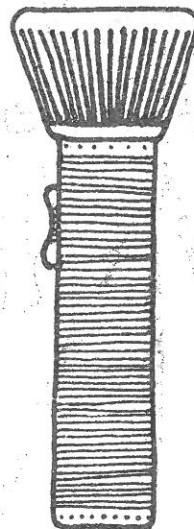
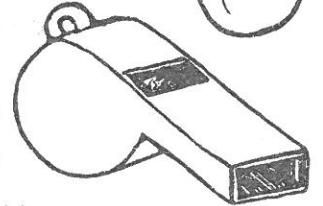
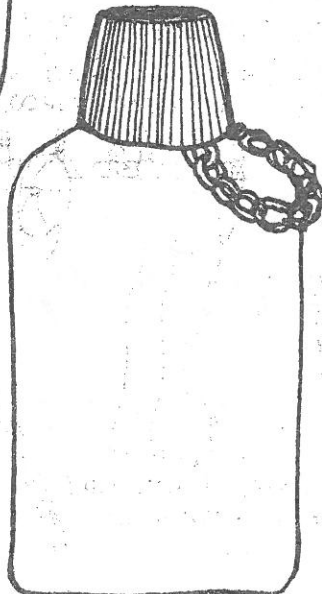
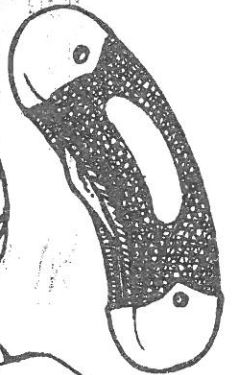
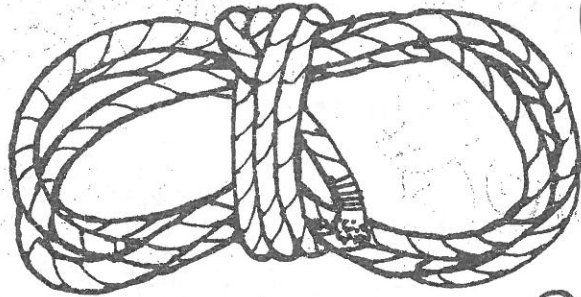
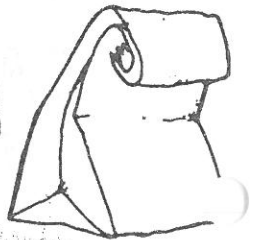
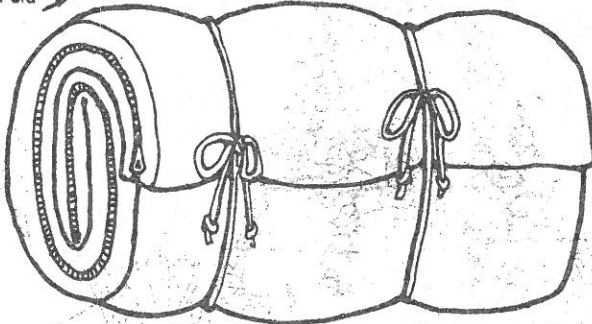
PACK
MEETING

Fold ↘



Left blade

Right blade

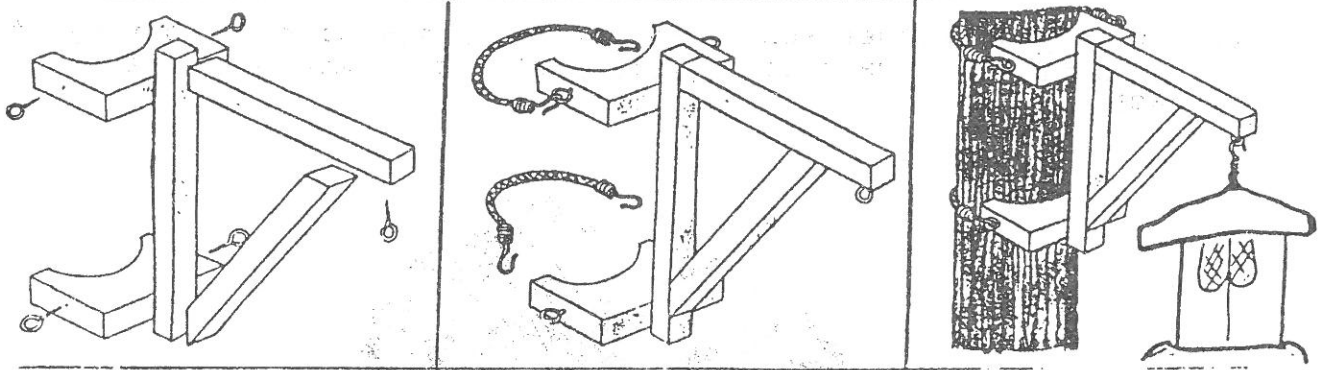
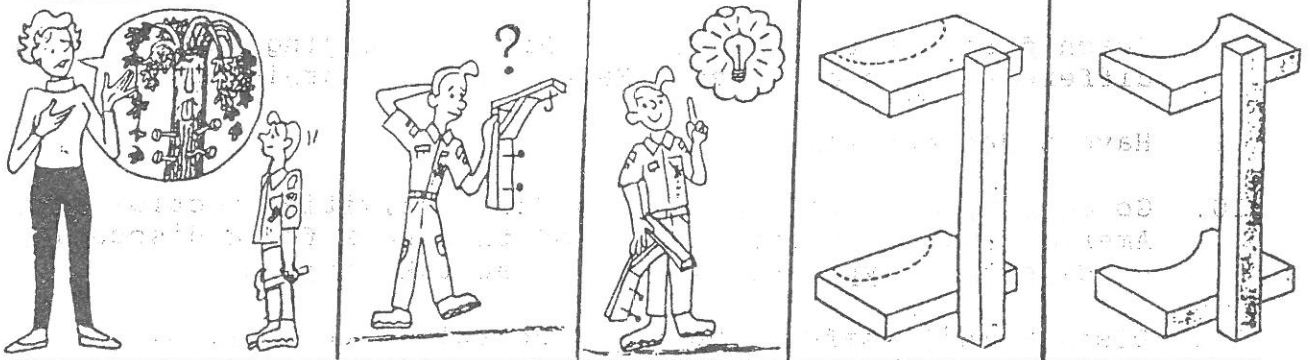
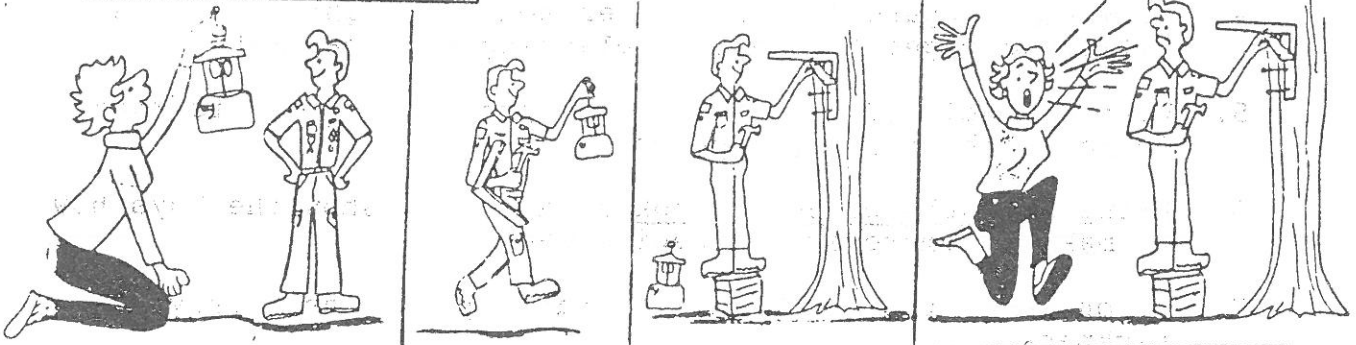


IDEAS FOR WEBELOS DEN MEETINGS AND ACTIVITIES

1. Make a tent and practice pitching it. See the following pages for the plans for a simple tent.
2. Make a den first aid kit.
3. Discuss first aid and practice what to do in the "hurry cases."
4. Plan and prepare for the father-son overnight. See the following pages for help in planning this campout.
5. With the help of your Den Chief, practice the basic knots found in the following pages.
6. Using the Webelos Scout Book as a guide, show the boys how to make an improvised sleeping bag.
7. Demonstrate the proper way to pack, put on and carry a backpack.
8. Teach fire safety principles. Practice laying and building different types of fires. Have a string burning contest.
9. Have a den cook-out.
10. Go on a hike. See the Den and Pack Activities section of the America the Beautiful chapter of this book for a discussion of different types of hikes you can take for fun.
11. Discuss knife safety and basic whittling techniques.
12. Go on your father-son overnight. You may wish to do this at a local Scout camp to fulfill that requirement of this activity badge.



THE FAMILY CAMPOUT



**HANG UP A CAMP KITCHEN -
A BOX, COVERED WITH NETTING**



**HANG GARBAGE OUT
OF THE WAY.**



**USE THIS CLEVER INVENTION IN A
NUMBER OF WAYS FOR CAMPING OR
AT HOME.**



FATHER-SON OVERNIGHT

At the heart of the Boy Scout program is outdoor fun and adventure. Webelos Scouts are preparing for this as they work on the Outdoorsman Activity Badge. They are introduced to basic camping skill, how to build fires safely, and outdoor cooking. This is done within the den where the boys can be less apprehensive about their possible ignorance and failure because they are among friends and it is done with the support of their fathers during the father-son overnight.

The father-son overnight, with careful planning, can be the highlight of your Webelos den program. Boys can learn real Scouting skills, be given an opportunity to be proud of their growth, and they can be provided with a real opportunity to work and have fun with their fathers. A three part planning process to prepare yourself, the boys, and their fathers can assure the success of your overnight experience.

Include the boys in the planning process as much as possible. Get their opinions on the types of activities they would like to do while on the campout. Would they like to take a hike or go fishing? Introduce them to some sample menus and select the food for the overnight keeping their likes and dislikes in mind. Let them have some input on the choice of locations.

Also, keep your fathers informed about the plans for the overnight and what you will expect from each of them. Ask for their help and use it when it is volunteered. Good communications can well be a key to the success of the overnight from the adults' point of view.

PREPARE YOURSELF

- A. Select the date and location for the overnight. This should be done several weeks in advance. Check out any special permits required by the campsite and submit a local tour permit to the council service center.
- B. Check out available equipment. See how many families have their own camping equipment and how many you will have to help find tents or sleeping bags for. If you have a good relationship with a Boy Scout troop in your area, check with them about the possibility of borrowing some of their equipment for these families. You may also need to borrow some equipment for the den's use such as dining flies, dutch ovens, coolers, water jugs and cooking grills. If you are planning to use troop equipment, be sure you plan your overnight on a weekend the troop will not be needing the equipment for their own use. If a troop's equipment will not be available to you, check out the companies in your area that rent the items you will need. If you are planning to camp at a Boy Scout Reservation, some of the items may be available for rental there.
- C. Attend a Webelos Leader Outdoor Training course for a good foundation of skills and information useful in planning your own overnight.

PREPARE THE BOYS

- A. Review the Outdoor Code with the boys and impress on them that good Scouts try to leave an area better than they found it. Get them to discuss ways this could be done.
- B. Discuss fire safety and its importance. It may be a good idea to practice fire building before you go on the overnight so you can be sure to have cooking fires when you need them. See the Den and Pack Activities section of the Come and Get It chapter of this book for tips on fire building.
- C. Review or teach basic knots. Make sure the boys have all mastered the taut line hitch as they may use this knot in erecting their tents on the overnight.
- D. About a week before the campout, give each boy an individual checklist of personal items they will need and go over the reasons for having this equipment. You may wish to practice packing these things in a suitcase or backpack for credit under the Traveler Activity Badge.
- E. Go over basic first aid practices with the boys that are required for the Arrow of Light. This will help the boys to feel they are prepared for emergencies that may come up.

PREPARE THE DADS

- A. Have a meeting with the fathers about 3 weeks before the campout to go over the details with them.
 1. Date and location of campout - Decide on rendezvous and return place and time.
 2. Transportation - Decide if you are going to caravan, have a van pool, or if each father and son team is responsible for getting themselves to the campout on time. You may provide each father with a map and details for getting to the site.
 3. Go over the schedule of events for the campout and what each father and son team will be responsible for. You may want to make up some kind of a duty roster so each team will have an opportunity to cook, clean up, build fires and go for water.
 4. Give fathers a list of equipment they will need to bring for themselves. Also, find out what kind of equipment they may have that they would be willing to share with others or with the den. Get volunteers to bring firewood if you plan on cooking with wood or if you are planning a campfire.
 5. Remind dads that pressure gas stoves and Coleman-type lanterns may not be used in Scout camps. (This is a national camping regulation.) Propane stoves and lanterns are permissible.
 6. Use this opportunity to get to know the fathers better. Ask for volunteers to help lead various campout activities.

CAMPING HEALTH AND SAFETY RULES

WATER - Use only tested water for drinking. If the water at your camping site hasn't been tested, bring water from home in plastic jugs or similar closed containers. Allow enough for drinking, cooking, clean up, and fire protection.

SANITATION - If toilet facilities are not available at the campsite, a slit trench latrine should be dug. It needs to be located away from the camp proper and screened for privacy. The dirt from the trench should be piled on the side and a paddle stuck in the dirt. After each use of the latrine, the paddle is used to spread a light layer of dirt over the excrement in the trench. A roll of toilet paper, protected from the weather with plastic or an inverted tin can, should be placed at the latrine.

Dishwashing is often a problem when camping. Using paper plates and plastic eating utensils can help cut down on this problem as they can be thrown away after the meal, leaving only the cooking utensils to be cleaned. Keep a supply of hot water for cleaning pots, pans and stirring spoons. If you spray the outside of the cooking pots with Pam before setting them on the fire, they will be much easier to clean.

Burn out all food cans after removing both ends. Dry out any wet garbage and strain dishwashing water to remove all food particles. Then pour the water next to a stump or scatter on the ground evenly. Do not pour water into latrine.

CAMPSITE CLEANLINESS - Every bit of litter that can be burned should be burned. This does not include plastic bags, utensils, or containers. If there are garbage disposal facilities at your campsite, they should be used for cans, bottles and wet garbage. If not, then glass bottles and jars should be washed out and taken home for disposal. Tin cans should be flattened after they have been burned out in the fire and taken home, too. Wet garbage should be dried beside the fire and then burned when dry. Nothing should be buried. Animals will dig it up as soon as you leave.

FLAMMABILITY WARNING - No tent material is fireproof and it can burn when exposed to heat or fire. Follow these rules:

1. Only flashlights and electric lanterns are permitted in the tents. No flames in tents is a rule which must be enforced.
2. Do not pitch tents near open fire.
3. Do not use flammable chemicals near tents (charcoal lighter, bug repellent, spray paint, etc.)
4. Be careful when using electricity and lighting in tents.
5. Always extinguish cooking and campfires immediately.
6. Obey all fire laws, ordinances and regulations.

- B. Schedule another meeting with the fathers to go over the skills they will be using for the campout. Show them how to erect the different types of tents they may be using, how to build wood and charcoal fires and light them without liquid starter, and how to use a bow saw or hand axe properly to prepare firewood. The boys should not be invited to this meeting. This gives the fathers the opportunity to learn or re-learn these skills without becoming embarrassed in front of their sons.

SAMPLE SCHEDULE FOR CAMPOUT

SATURDAY

10:00	Arrive at campsite
10:15	Raise U.S. Flag
10:30	Erect tents and set up camp kitchen
11:15	Short meeting to go over duty roster
11:30	Gather firewood and prepare wood lot
12:15	Eat sack lunches
12:45	Campfire preparation
1:15	Hike to work on activity badges (Try to observe animals or poisonous plants for Naturalist or gather rocks for Geologist.)
2:15	Boating (if available) or tour camping area
3:30	Games
4:15	First Aid practice with fathers as victims
4:45	Fire building demonstration
5:00	Prepare dinner
5:45	Eat dinner
6:15	Clean up and lay campfire
6:30	Flag Retreat
6:45	Fishing
8:15	Campfire
9:15	Night hike or game
10:00	Lights out

SUNDAY

7:30	Reveille
7:45	Personal clean up and air bedding
8:15	Raise flag
8:30	Prepare breakfast
9:00	Eat breakfast
9:30	Clean up
10:00	Non-denominational worship service
10:30	Game
11:00	Strike camp

This is just a sample of what you could plan for your campout. Remember to be flexible. If everyone is having fun doing what they're doing, rearrange your schedule to accommodate spending more time doing it. Some of the activities you could plan depends on what is available at your camping location and what the weather may permit. Remember to have a Plan B if the weather is not being cooperative for some of your plans.

DEN EQUIPMENT CHECK LIST

This list will vary, depending on the menus you've selected, the availability of wood at your camp site and the activities you've planned.

- First Aid Kit (See the Craft Section of the Fire Detective chapter of this book for a First Aid Kit the den can make. You may wish to add a snake bite kit to this for camping.)
- Cooler and ice for perishables
- Water containers and water
- Food and seasonings
- Cooking utensils (ladle, turning fork, wooden spoons, etc.)
- Dutch oven and/or other cooking pots
- Aluminum foil
- Paper Towels
- Dishwashing detergent and sponges
- Cooking grate
- Pitalator for washing hands
- Dining fly or rain shelter
- Wood and/or charcoal
- Lantern
- Buckets or dishpans for washing dishes
- Matches in waterproof container and fire starters
- Rope
- Toilet paper
- Trash bags

Handwasher

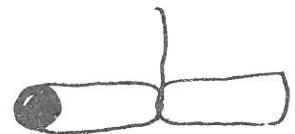
Poke a small hole in the side of a bleach bottle or plastic milk jug near the bottom. Plug it with a golf tee or small stick whittled to a point. Attach a bar of soap on a rope or in a woman's nylon stocking. Fill with water and hang from a tree.

Firestarters

Fill an egg carton cup three-quarters full and add enough melted paraffin to saturate it. Insert a string for a wick.

Tie a half dozen matches together with a string and dip in melted paraffin.

Cut several thicknesses of newspaper in 4" strips. Roll together and tie with string, leaving one end of the string long enough to serve as a wick. Dip in melted paraffin.



PERSONAL EQUIPMENT CHECKLIST

- Sleeping bag or bedroll
- Ground cloth
- Flashlight and extra batteries
- Poncho or rain gear
- Comfortable footwear, preferably boots
- Coat and hat that covers ears
- Warm clothes - at least one complete change
- Extra socks
- Soap
- Washcloth and towel
- Toothbrush and toothpaste
- Toilet paper
- Sack lunch for Saturday
- Water bottle or canteen
- Eating utensils (plate, cup, knife, fork, spoon)
- Webelos Scouts should wear uniform and bring Webelos book
- Fishing gear
- Tent

Add to this list anything else you need each person to bring. Some optional items like cameras and suntan lotion may be suggested, or other equipment may be needed depending on what activities you have planned.

SAMPLE LETTER TO PARENTS

Dear Fathers of Webelos Scouts,

Our den is planning a father-son overnight for (dates). As you know, attendance at such an outing is a requirement for the Arrow of Light rank, so we hope you all can plan to attend.

We will meet at (rendezvous place) at (time) on (date) and go to (camp site location). We plan to return at about (time) on (date). This promises to be a real fun-filled adventure.

There will be a meeting at (time) on (date) at (location) for all those planning to join us on the overnight. Enclosed is a personal equipment check list for you and your son. If you have any problems with any of these items, we will discuss finding them for you at the meeting.

Hope you can come,

Webelos Den Leader

FIRE BUILDING AND FIRE SAFETY

BE SAFE!

Each year around 10 million acres of woodlands and grasslands go up in flames in our country. Many of these fires were set by people who were careless with campfires. Some rules to follow when building fires are:

1. Check on the local laws regarding fires.
2. Check the wind conditions.
3. Never use a chemical fuel.
4. Have fire fighting equipment at the site (shovel, water and sand).
5. Clear away all leaves and debris.
6. Do not build a fire near tree roots or under hanging branches.
7. Make a fire ring of stone. Do not use layered rocks or rocks that are found near a stream bed.
8. Never leave a fire unattended.
9. Extinguish the fire properly. Spread coals. Sprinkle with water until the fire is cool. Stir with a stick. Add more water. The fire is out when you can stick your hand in it.

WOODGATHERING

Ernest Thompson Seton, first Chief Scout of the Boy Scouts of America, wrote a verse that tells you how to build a fire:

First a curl of birchbark as dry as it kin be.
Then some twigs of softwood, dead, but on the tree.
Last o' all some pine knots to make the kittle foam.
An' thar's a fire to make you think
you're sittin' right at home.

You need to gather all types of firewood before you start your fire. Have it cut to size and on hand--but no closer than 10 feet from the fire.

Tinder - smallest type of fuel. It is used to start the fire and should be able to be ignited with a match.

Kindling - pencil thick to thumb thick. Should be placed next to the tinder in your fire lay.

Fuel - starts where kindling leaves off. Larger pieces should be split for best results.

Squaw wood - dead wood found off the ground. This is very helpful in building a successful fire. Wood elevated from the ground is drier than wood found on the ground.

FIFTEEN STEPS IN BUILDING A CAMPFIRE

1. SPLIT DEAD LIMB INTO FRAGMENTS AND SHAVE ONE FRAGMENT INTO SLIVERS.
2. BANDAGE LEFT THUMB.
3. CHOP OTHER FRAGMENT INTO SMALLER FRAGMENTS.
4. BANDAGE LEFT FOOT.
5. MAKE STRUCTURE OF SLIVERS (INCLUDING THOSE EMBEDDED IN HAND)
6. LIGHT MATCH.
7. LIGHT MATCH.
8. REPEAT "A SCOUT IS CHEERFUL" AND LIGHT MATCH.
9. APPLY MATCH TO SLIVERS, ADD WOOD FRAGMENTS AND BLOW GENTLY INTO BASE OF FLAMES.
10. APPLY BURN OINTMENT TO NOSE.
11. WHEN FIRE IS BURNING, COLLECT MORE WOOD.
12. UPON DISCOVERY THAT FIRE HAS GONE OUT DURING YOUR ABSENCE, SOAK WOOD FROM CAN LABELED "KEROSENE."
13. TREAT FACE AND ARMS FOR SECOND-DEGREE BURNS AND RE-LABEL CAN TO READ "GASOLINE."
14. WHEN FIRE IS BURNING WELL, ADD ALL REMAINING WOOD.
15. WHEN THUNDERSTORM HAS PASSED, REPEAT STEPS 1 THROUGH 14!

RECIPES FOR CAMPOUT COOKING

Garbage

Ingredients: 1 lb bacon
1 lb sausage
1 package frozen diced or hash brown potatoes
1 dozen eggs
diced onion or green pepper if desired

In a dutch oven, start browning the bacon, then add the sausage. When these are about half-cooked, add the potatoes and onion or green pepper. Stir often. When the potatoes are just about done, add the eggs and stir until the eggs are cooked. Salt and pepper to taste. Serves 8-10.

Buckaroos

Ingredients: minute or cubed steaks
dill pickle wedges
mustard

Spread steak with mustard and wrap around dill pickle wedge. Fasten with toothpicks. Cook over hot coals, turning often, until done.

Quick Pizzas

Ingredients: English muffins
canned pizza sauce
mozzarella cheese
slices of bologna or salami
ripe olive slices
butter

Butter halves of English muffins and spread with pizza sauce. Cover with meat slices, cheese and olives. Place in a covered pan in glowing coals and heat until the cheese melts.

Jerky

Ingredients: 1 flank steak (about 1½ lbs.) with fat cut off
1 tsp liquid smoke
1/3 tsp garlic powder
1/3 tsp black pepper
1 tsp Accent
1 tsp onion powder
1/4 cup Worcestershire sauce
1/4 cup soy sauce

Semi-freeze meat so you can slice it into 1/8" slices, with the grain. Marinate overnight in a glass dish of sauce made with a combination of all the other ingredients above. Lay strips on oven rack with foil underneath to catch the drippings. With the oven door open slightly, roast at 125 degrees for 8-12 hours. Makes ½ lb of jerky.

RECIPES

Hamburgers

Make hamburger patties and grill over hot coals. Or, form hamburger into logs and serve in hot dog buns.

Shish Kabobs

Ingredients: round steak (or other meat) cut into 1½" cubes
cherry tomatoes
cubed potatoes
fresh mushrooms
green pepper cut in squares
pineapple chunks

Use regular skewers or straighten out coat hangers and sand off paint. (See Craft section, this chapter.)

Thread only one type of food on each skewer. Each food takes a different time to cook. The meat and potatoes should go on the fire first. The others need to be on just long enough to heat through. Baste everything with melted margarine.

Pineapple Beanie Wienies

Ingredients: 1 lb. package of hot dogs
2 - 16 oz. cans of pork 'n beans
1 - 16 oz. can of pineapple chunks

Put beans, pineapple chunks and hot dogs (cut in bite-size pieces) into a pan and heat through. You may wish to season with brown sugar and catsup.

Peanut Butter Sandwiches

Ingredients: slices of bread
jar of peanut butter
jar of jelly
raisins
sliced bananas
apple slices
shredded carrots
canned shoe string potatoes

Have each child build their own sandwich.

YOUR CAMPFIRE

The flames and embers of a warming campfire could be the highlight of your overnight. A little planning can help to ensure the success of your campfire so everyone can enjoy the fun and fellowship there.

Include some of the following elements in your campfire program:

OPENING - A formal opening can be built around an impressive firelighting ceremony. Have the campfire laid ahead of time, maybe by a father-son team, so it can be lit simply and quickly.

ACTIVE SONGS- Start with songs everyone will know, then have the Webelos Scouts teach their dads some of their own Scout favorites.

RUN-ONS AND SKITS - Your Den Chief can probably help with run-ons. Have him involve some of the participants by meeting with them ahead of time to tell them what he wants them to do. Have the dads and the Webelos responsible for a skit. You may want to take the dads aside during your campfire preparation time and help them with skit ideas and allow them time to practice so they will be prepared. Have your assistant leader or Den Chief do the same with the boys. Alternate skits with songs to provide interesting and varied entertainment.

CHEERS AND YELLS - Applause stunts gives the audience a chance to participate and provides appropriate recognition for performances. These can be either spontaneous or directed.

STORIES - These can be either inspirational or entertaining. Be careful with ghost stories - you want the boys to get a good night's sleep.

QUIET SONGS - These can be used to slow down the program and instill a serious or reflective mood.

CLOSING - Quiet songs and a den leader's minute are effective in a closing ceremony. Sending the audience back to their tents in silence prolongs the mood created by the campfire.

Each campfire should run from an opening ceremony to a climax and then to a quiet finish. You can find ideas for songs, skits and stunts in all the monthly theme chapters of this book.

CAMPOUT GAMES

Casting Relay

Divide the boys and dads into two relay teams. It may be fun to have boys on one team and dads on the other. Each player takes turns casting a plug at a target. As soon as he scores a hit, he gives the rod to the player behind him and goes to the end of the line. The first team back in its original order is the winner.

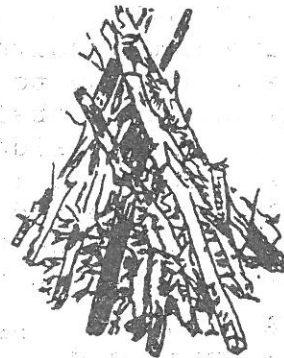
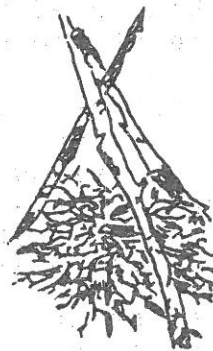
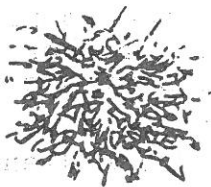
FIRE BUILDING

Now you are ready to lay and light your fire. What kind shall it be? Almost any kind will give comfort on a cold day. But when it comes to cooking, campers have a slogan:

"Flames for building. Coals for broiling."

Teepee Fire Lay: This fire lay will give you a quick fire for boiling in pots and frying in pans. Start it by placing a large handful of tinder on the ground in the middle of your fire site. Then lean a circle of kindling sticks around the tinder. The tips of the sticks should come together like the poles of an Indian teepee. Do a careful job, otherwise the kindling sticks may flop over when the tinder has burned out.

Teepee Fire Lay



To light the fire, crouch in front of the fire lay with your back to the wind. Strike a match. Cup your hands around it for protection. Let it burn into a real flame. Now touch the flame to the tinder, close to the ground. A few minutes later the tinder will light the kindling. Give the kindling a good start, then feed the fire from the downwind side. Use thin pieces of fuel at first, then add thicker pieces. Continue feeding until the fire is the size you want.

Lean-To Fire Lay: This is an improved version of the teepee. Start by pushing a green lean-to stick into the ground at a slant. (Or, you may wish to use a large log for the lean-to.) Point the tip of the stick into the wind. The lean-to is to keep the kindling upright when the tinder has burned out. Place a handful of tinder under the stick (or against your log) and lean kindling against it. Then place fuel against the kindling. Strike a match and light the tinder.

OUTDOOR GAMES

Flour War

Divide into two teams -- the Aggressors and the Defenders. One team picks out an area with a flag to defend and the other team tries to capture the flag. Each person has a sock with $\frac{1}{2}$ cup flour tied in the toe as a weapon. When a player is hit, he must drop out. When one side "kills" all other players or successfully keeps or captures the flag, the game starts over with sides changing.

Bronco Tag

One man is the chaser, all the others are the runners. The runners are in groups of two or three, each man with his arms wrapped about the waist of the man in front of him. The chaser pursues the group of runners, trying to catch on to the rear of any of the groups. When the chaser succeeds, he becomes the rear man and the front man becomes the new chaser.

Cowboys and Indians

Everyone needs to wear an old white T shirt and bring a watergun. (The shirts should all wash out.)

Divide into 2 teams -- Cowboys and Indians. Fill water guns with colored water. After playing for 10 minutes, see which team has the most dye on their shirts. Make sure the water is really dark before starting so it is noticeable on the shirts. Use 2 large buckets for refills. If you can't get enough guns, have everyone use cleaned out spray bottles -- no refills.

Ride 'Em Cowboy

Equipment: Filled water balloons

Have a relay with the boys running or walking with the filled water balloons between their legs. If he drops or breaks a balloon, he must go to the starting line and start with another balloon.

Knots

Stand in a circle and have everyone join hands, but not with their neighbor. Don't hold both hands of the same person, either. Try to untangle the knot. (As long as you are touching hands, it's fair.)

FORTY KNOTS

A VISUAL AID FOR KNOT TYING

OFFICIAL EQUIPMENT—BOY SCOUTS OF AMERICA

The Scout Seal is Your Guarantee of Quality, Excellence and Performance



OVERHAND KNOT



SAILOR'S KNOT



SQUARE KNOT



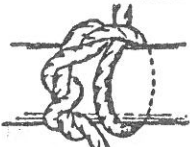
LARK'S HEAD



FIGURE EIGHT KNOT



STEVEDORE'S KNOT



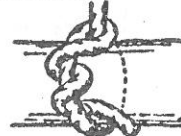
KILLICK HITCH



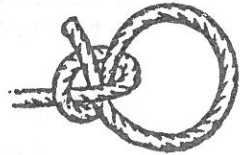
SHEET BEND



SHEET BEND DOUBLE



TIMBER HITCH



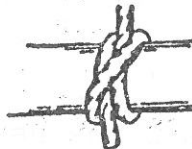
LARIAT LOOP



OVERHAND BOW



CAT'S PAW



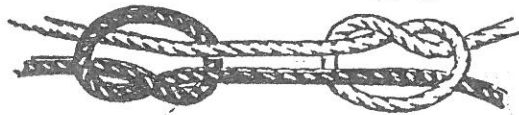
CLOVE HITCH



BLACKWALL HITCH



GRANNY KNOT



FISHERMAN'S KNOT



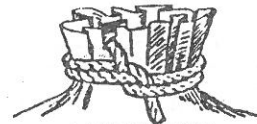
DOUBLE CARRICK BEND



FISHERMAN'S EYE



SHEEPSHANK



MILLER'S KNOT



RUNNING KNOT



BOWLINE

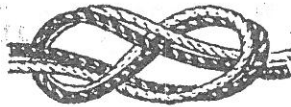


FIGURE EIGHT DOUBLE



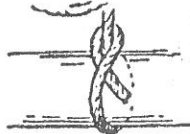
BOWLINE ON BIGHT



DOUBLE OVERHAND



SLIPPERY HITCH



HALF HITCH



BOW KNOT



TWO HALF HITCHES



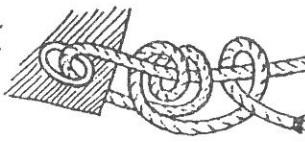
HITCHING TIE



ROLLING HITCH



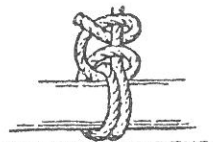
CHAIN HITCH



TAUT-LINE HITCH



HALYARD BEND



FISHERMAN'S BEND



SURGEON'S KNOT



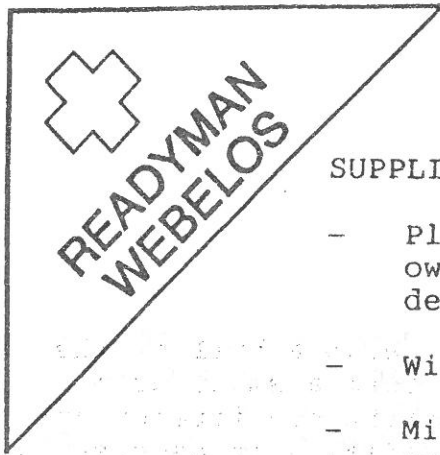
MARLINSPIKE HITCH



MIDSHIPMAN'S HITCH



TILLER'S HITCH

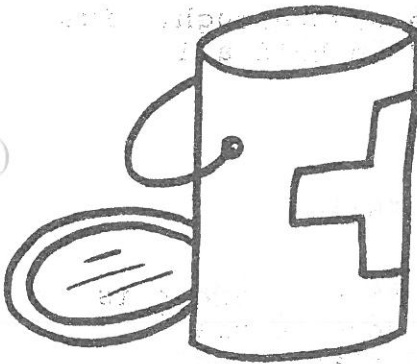


NECKERCHIEF SLIDE FIRST AID KIT

SUPPLIES NEEDED:

- Plastic film canister - each boy supplies his own or get them free from 1-hr. photo developing locations.
- Wire for back of canister.
- Mirror to glue inside lid--(purchase from Zim's craft supplies.)
- Pliers, wire cutters, paint, brushes, glue to finished canister. Awl or ice pick to make holes for wire.

CONTENTS AND ASSEMBLING INSTRUCTIONS:



- Glue mirror to inside of lid (For signaling).
- A quarter is placed on the mirror for emergency call.
- 1 bandaid, antiseptic wipe, medicated ointment packet, 2 safety pins, piece of hard candy (wrapped), threaded needle wrapped around a card on which is written: name, address, phone number, parents' names.

Wrap everything around the hard candy, pins, & carded needle & stuff into canister. Cover with quarter & lid.

BE PREPARED!!!

Pioneer Drumsticks

Ingredients: 1 lb. ground beef
½ cup crumbled cornflakes
1 egg
salt and pepper
hot dog buns
8 short sticks

Mix all ingredients (except sticks). Wrap a ball of the meat mixture around the end of a stick to form a small drumstick. Test mixture to see if it is the right consistency and does not fall off the stick. Add more cornflakes if necessary.

Lay drumstick on grill over hot coals. Cook slowly, turning often. Cook about 12 minutes.

To remove meat from stick, give it a little twist. Serve in hot dog buns. (Makes 8)

Pigs in a Blanket

Ingredients: 1 dozen hot dogs
12 slices of bacon
½ lb. American cheese

Slit hot dogs lengthwise but not all the way through. Put a strip of cheese in slit. Wrap bacon around to hold all together. Put on toasting fork or stick.

Angels on Horseback

Ingredients: 1 lb. cheese
16 slices of bacon
8 split rolls
lettuce

Cut cheese into 1" squares. Wrap with bacon. (Bacon is best handled if pan-broiled until about half done before wrapping.) Insert toothpicks to hold. Run a sharp stick through it and toast quickly over fire. Have a split roll ready, lined with lettuce to hold the angel when it is ready to unhorse, or if it seems ready to fall off the stick.

Dump Cake

Ingredients: 1 can fruit in syrup
1 small box cake mix
1 stick margarine

Open fruit and spread it on the bottom of a shallow pan. Do not drain. Sprinkle cake mix on top. Slice margarine and spread slices on cake. Bake about 40 minutes. (See instructions for making an oven in the Craft section of this chapter.)

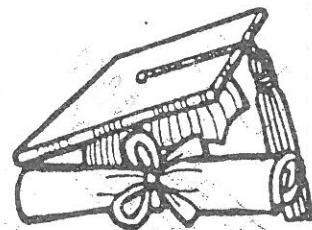
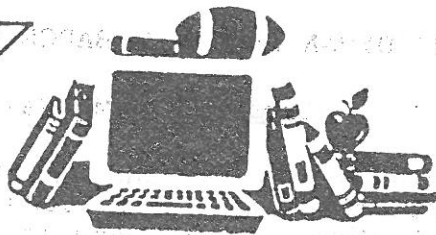
Fairy Ring

Ingredients: cake donut, pineapple ring, marshmallow

Place pineapple ring on a piece of aluminum foil. Place donut on top of ring, then stuff the center with a marshmallow. Wrap with drug store wrap and place on coals for 5 minutes.



**SCHOLAR
WEBELOS**



The Scholar Badge may be easily earned by your Webelos Scouts with the aid of their teacher and with your active program.

A BRIEF HISTORY OF EDUCATION

When prehistoric man learned to communicate with words he was able to pass his limited knowledge on to his children. Each generation has added new ideas gained from its experience. As contact between individuals, tribes and nations increased, so did the exchange of knowledge. But this word-of-mouth education was slow and limited.

It wasn't until writing was invented - about 5,000 years ago that formal education began. In Asia and Egypt, temple priests taught selected boys the mysteries of their religions. These young men studied to become priests, government officials, scribes, or astronomers. About this time the system of apprenticeship was established. Boys from poorer families were bound by agreements to work for a master without pay. In return he taught them a trade or an industrial craft. The master also had to feed, clothe and house his apprentices. This system of apprenticeship was still in effect in colonial America.

When Greece became a cultural center of the western world (around 400 B.C.) education took a new turn. No longer was education a religious rite or a mystery. All citizens could attend school, if they wanted to. Only slaves were excluded. The schools prepared boys for citizenship and educated them in literature, medicine, philosophy and similar fields. The teachings of ancient Greek wise men like Plato, Socrates and Aristotle still influence modern academic studies.

During the Middle Ages (500-1500 A.D.) education was controlled by the church. Although people spoke in various languages, books were written only in Latin. At that time students came only from wealthy families.

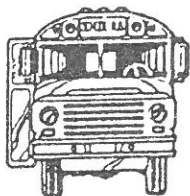
The Renaissance (1300) brought a great rebirth of culture in Europe. The Greek ideals of liberal education were revived. After the Reformation (1500s), church-financed public schools were started, using the common national languages in reading and writing. Education was made available to all but the very poorest.

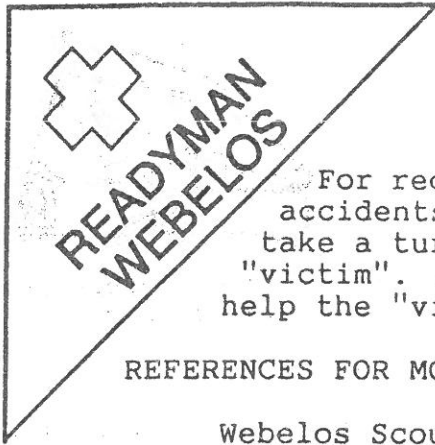
- The education system in early America was four types:
1. Apprenticeship training. Poor children and orphans were bound out as apprentices to learn a trade.
 2. Elementary schools. Many were supported by churches and similar groups. Town schools were at first private - later were supported by town taxes.
 3. Secondary and higher institutions - where the emphasis was on Latin to prepare boys for college.
 4. Prevocational schools which taught technical subjects. These were called academies.

By 1751, nine universities had been established in America. Harvard was the first. All except the University of Pennsylvania were founded by religious groups.

In 1939 the first of many Normal schools for teacher training was started. Massachusetts passed the first compulsory public school attendance law. Boston opened the first public high school.

-Boys' Life Magazine





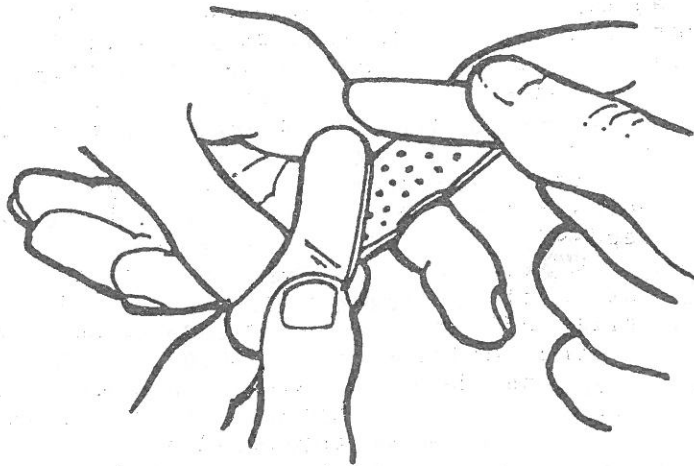
READYMAN ACTIVITY BADGE CONT.

It Happened to Me Game

For requirements #3, #4, and #5, make up stories of accidents. Put them on 3 x 5 cards. Have each boy take a turn and pick a card, read it and be the "victim". The rest of the boys tell what can be done to help the "victim".

REFERENCES FOR MORE HELP:

Webelos Scout Handbook
Boys Life magazine
Cub Scout & Webelos Program Helps
Webelos Den Activities Book
B.S.A. Family Book
First Aid Merit Badge Book
The Official Boy Scout Handbook



PLACES TO GO --- THINGS TO DO

- * Go swimming - use the Buddy system, work on the Aquanaut Activity Badge.
- * Sponsor a bicycle inspection for younger children. Make minor repairs. Work on Handyman activity badge. Teach younger children bicycle safety.
- * Visit a Fire Station or Red Cross Center.
- * At Pack Meeting, display first aid kits and Family Escape Plans.



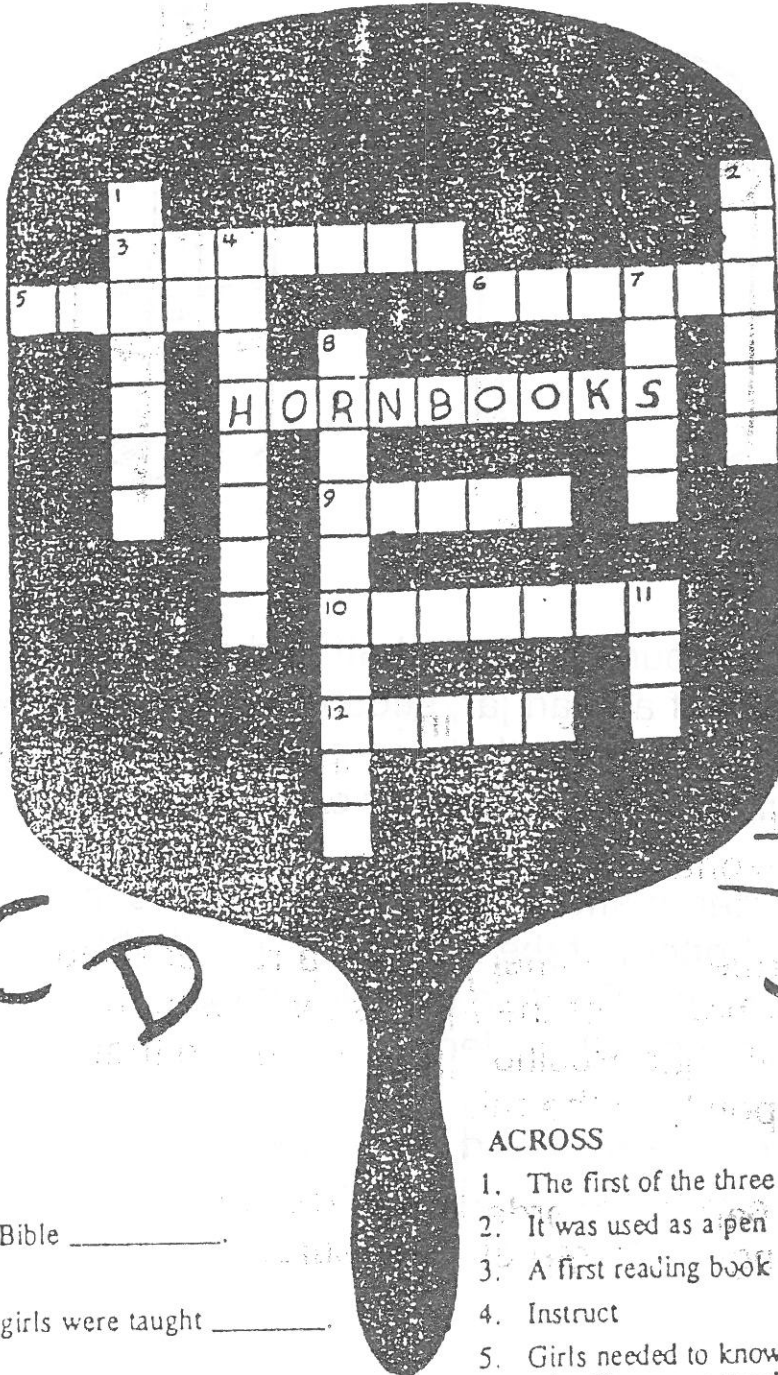
SCHOLAR WEBELOS

Colonial Education

Because paper was scarce in the colonies, some little boys and girls studied from "hornbooks". A hornbook was a flat board with a handle. The simple lesson was printed on paper and pasted to the board, then protected by a thin piece of clear horn. As you work this puzzle, you will find out other things about education in colonial America. Answers are on the next page.

Colonial Education Answers:

- Across**
- 3. Reading
 - 5. Quill
 - 6. Primer
 - 9. Teach
 - 10. Manners
 - 12. Trade
- Down**
- 1. Writing
 - 2. Verses
 - 4. Alphabet
 - 7. Music
 - 8. Arithmetic
 - 11. Sew



A
B
C
D

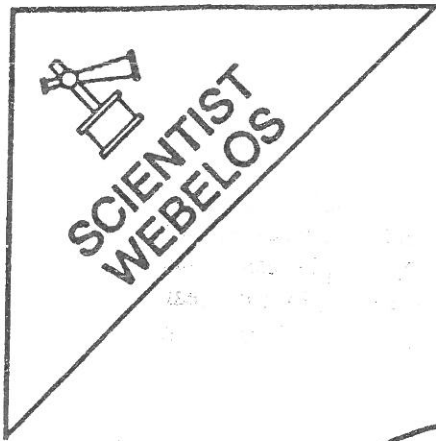
1
+2
3/1

DOWN

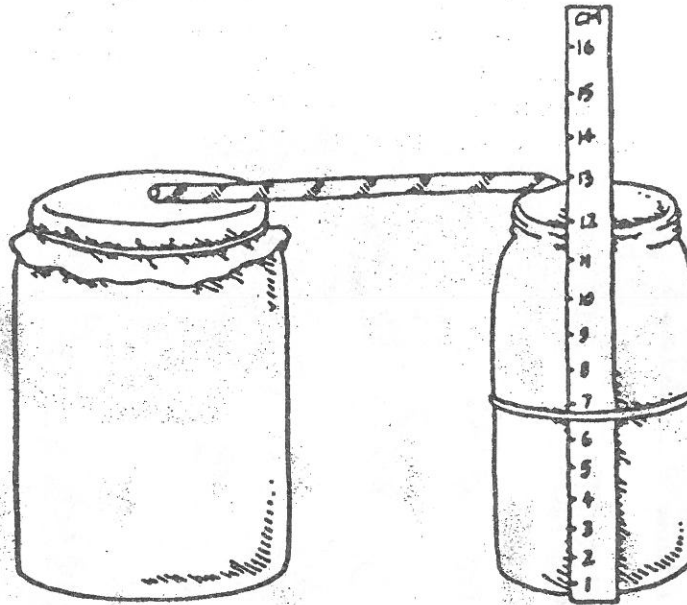
- 1. Penmanship
- 2. Children read Bible _____.
- 3. ABC's
- 4. Some wealthy girls were taught _____.
- 5. Mathematics
- 6. Girls made samplers to show how well they had learned to _____.

ACROSS

- 1. The first of the three R's
- 2. It was used as a pen
- 3. A first reading book
- 4. Instruct
- 5. Girls needed to know how to behave properly. They were taught good _____.
- 6. Some boys became apprentices to learn a craft or _____.



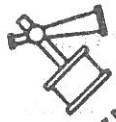
BAROMETER



Cut a 12 inch round ballon in half and stretch across the open end of a quart jar, secure with a rubber band. Cut a drinking straw so that one end is pointed and glue it horizontally to the center of the ballon.

Secure a ruler to another jar with a rubber band so that the bottom of the ruler is even with the bottom of the jar. Position the two jars so that the straw points to the ruler.

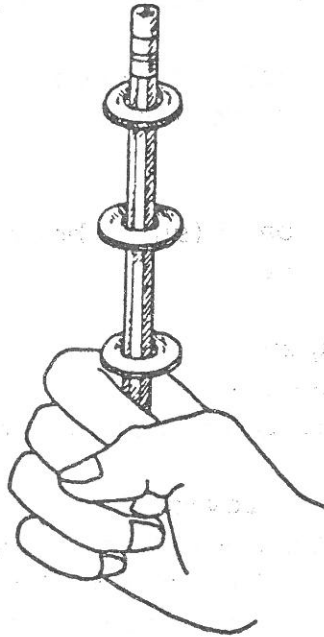
Readings can be recorded each day to see a change in Barometric presure.



SCIENTIST
WEBELOS

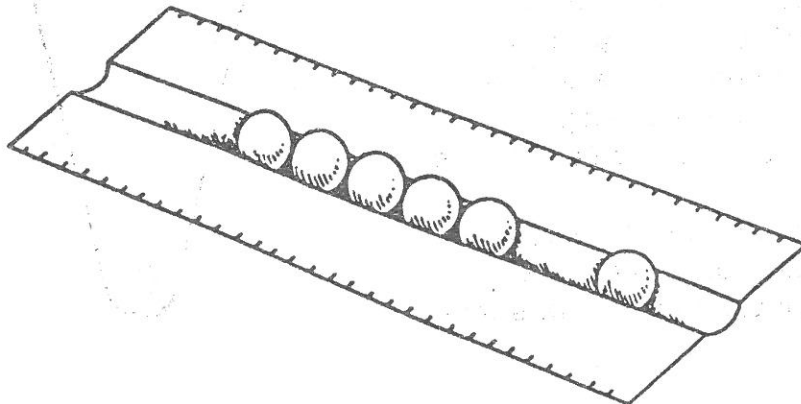
THE FLOATING MAGNETS

Place several round magnets on a pencil or dowel with like poles facing each other, north to north and south to south. Like poles repel each other, so the magnets will float on the pencil. If the top magnet is pushed down and then released, the magnets will spring apart.



INERTIA

Lay a ruler with a center groove on a table. Place 5 marbles in the groove touching each other. Place another marble about 1 inch from the group and flip it so that it strikes the group. The marble will stop when it hits the end of the group and a marble from the opposite end will move forward. Repeat with two marbles and two will leave the group from the other end. The moving marble has inertia of motion and when it strikes the marbles at rest which have a tendency to stay at rest the energy is transferred and a resting marble starts rolling.



SOLAR HEATER

During the winter, the sun doesn't provide enough heat to keep us warm. We burn different kinds of fuel to create our own heat. But the greatest source of fuel and heat is our sun. We are going to experiment with collecting the sun's energy to heat.

A solar furnace is usually a disk-shaped mirror aimed at the sun. The curved mirror acts as a lens to focus the sun's rays into a smaller area. The smaller area becomes much hotter than the air around it because it is actually receiving more sunlight.

To build a small solar furnace foil covered cardboard is attached together to form a disk shape.

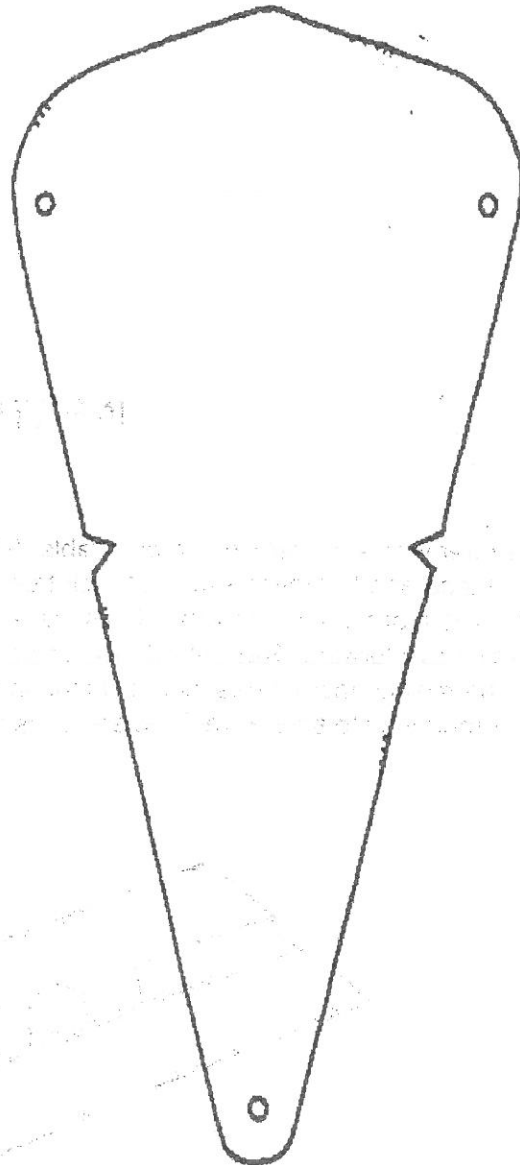
MATERIALS:

- Scrap Cardboard (shirt board weight)
- Aluminum foil
- Glue
- Tracing paper
- Paper fasteners
- Pencil, scissors, hole punch

Using the pattern provided, Cut out of cardboard-10 leaves and cover with foil. Glue the foil to the leaves so the shiny side is up. Try to keep the foil flat and free. Be sure to mark the position of the three leaf holes on each piece of cardboard. Carefully punch holes with the paper punch.

Stack the leaves in a pile with the foil sides up, and place a paper fastener through all 10 leaves at the narrow base. Attach the leaves in order, starting with the top leaf. Interconnect the notches at the sides of the leaves, and attach the top adjoining holes with the paper fasteners.

You should have to bend any two adjoining leaves to line up the top holes. It is this bending that creates the disk shape.



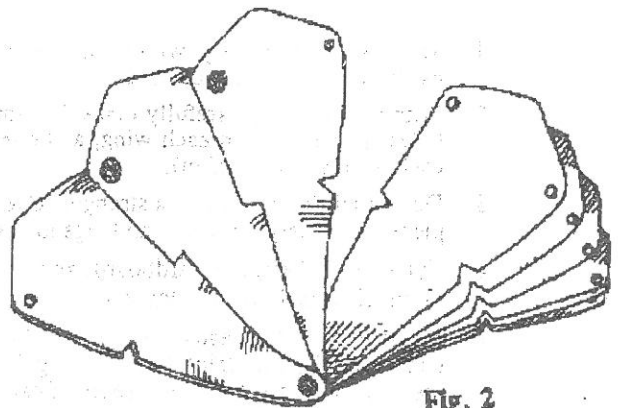
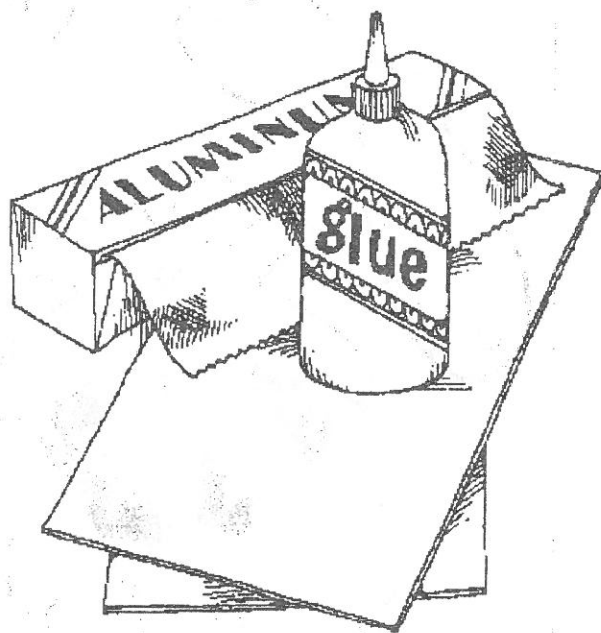
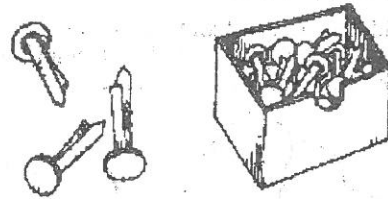


Fig. 2



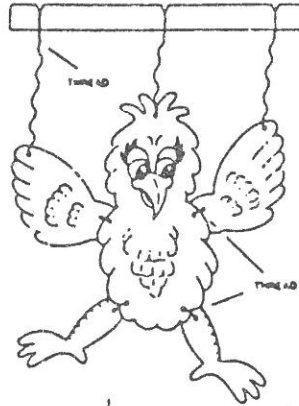


SHOWMAN
WEBELOS

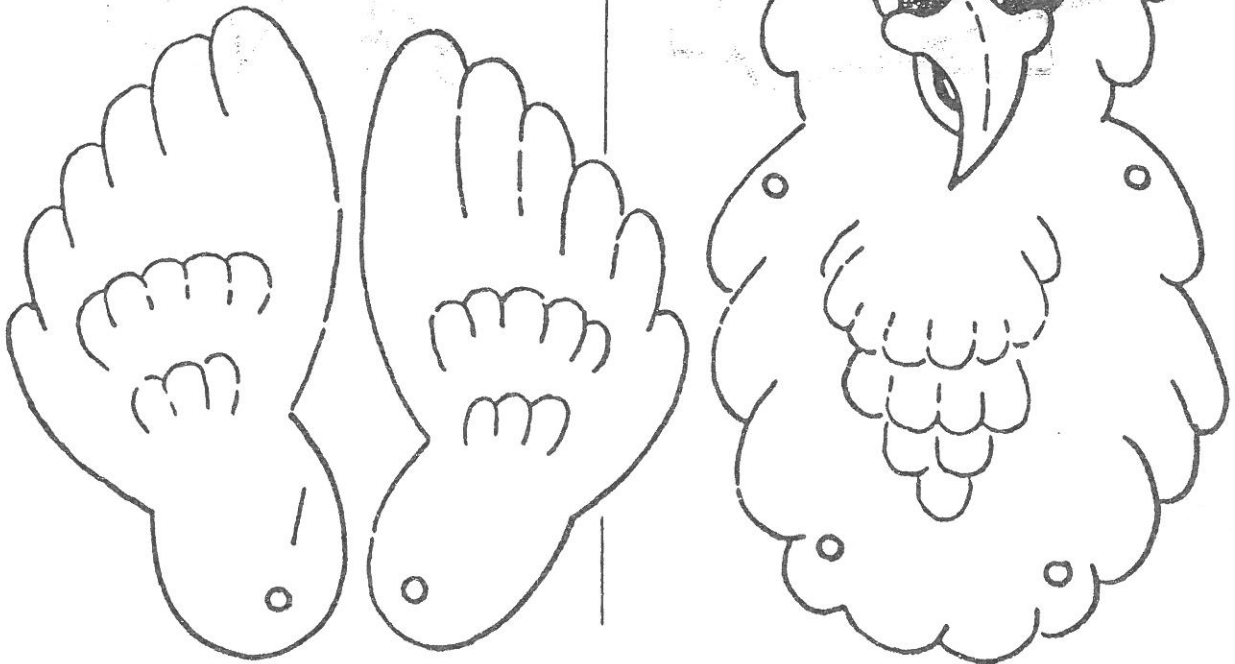
Dancing Dickeybird Puppet by Geoffrey D. Harning

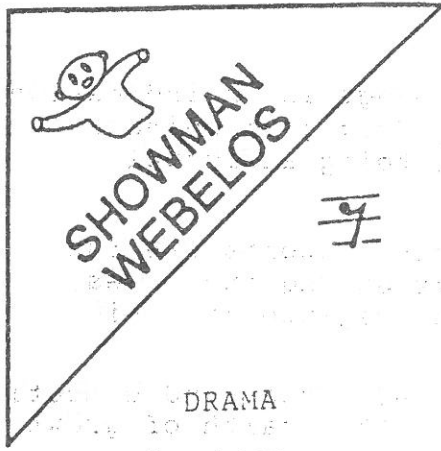
Materials:

- White cardboard
- Crayons
- Sharp pencil
- Scissors
- Thread - the same color as your bird cut into the following pieces:
 - Four 6" pieces
 - Two 10" pieces
 - One 9" piece



1. Trace your bird's body, wings, and legs onto cardboard. Color and cut out.
2. With pencil point, carefully make five small holes in body, two in each wing, and one in each leg (see illustration).
3. Double all thread for extra strength. Use 6" pieces to loosely tie wings and legs to body.
4. Cut 8" x 1/2" strip of cardboard, and notch in middle and 1" from each end.
5. Tie doubled 10" threads to wings and to ends of cardboard strip; tie remaining doubled thread to head and to middle of cardboard strip (see illustration).
6. Hold strip in one hand and shake it gently. Dickeybird puppet will flap its wings and kick its legs as if it were dancing.





DRAMA

Special Effects

MUSIC SYMBOLS



THUNDER — A piece of tin or galvanized iron 3' to 4' long and 1" wide is suspended. Shake it to produce rolling thunder. For single crashes, strike the tin in the center with a rubber hammer or a rubber-heeled shoe.

LIGHTNING — Flash white light on and off. A photo flash can also be used.

BREAKING GLASS — An old piece of window glass in a sack is dropped on the floor.

CRASHES — Fill a wooden box with broken glass and a few stones, then nail the top shut. Drop or tip box on end for various types of crashes.

HORSES — Two half coconut shells clapped on a wooden board gives the sound of horses walking or galloping on a hard road. For hoofbeats on a soft road or turf, use wallboard.

RUNNING — A wooden box 1"x2"x2" is fitted with tin on the bottom and ends in a 1" diamond pattern. Place a small amount of lead in the box. Tilt box and the sound of running water results.

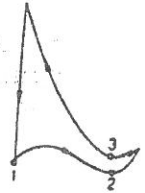
TRAINS — Place small wire nails or shot inside a flat tobacco tin; move it back and forth and it sounds like a train chugging along. Sandpaper or wire brushes on metal will also give this effect, when done in the right rhythm.

GONG - CHIMES — A Chinese gong is a 4-1/4" to 5" length of water pipe suspended by a rope. Tubes from an old brass bed, or water pipe can be cut in various lengths for chimes. Cut off 1/2" at a time and test for tone. Strike with rubber-soled shoe.

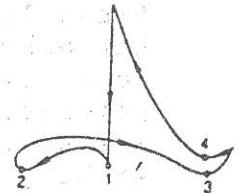
WIND — A cylindrical drum made of two circular wooden ends about 2' in diameter joined by slats set 2" apart is mounted on a frame. Also heavy canvas is stretched tightly against the drum which, when rotated by the handle, produces the sound of wind. A wind whistle can also be purchased from novelty or toy shops, and is adequate for some shows.

MATCH THE RHYTHM

6/8 or 6/4



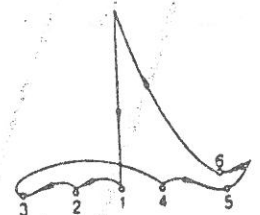
2/2 or 2/4

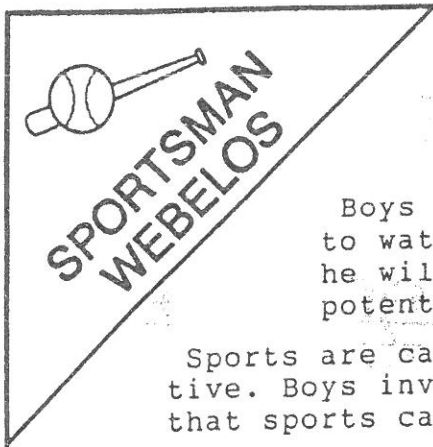


3/4 or 3/2



4/4





The Webelos Sportsman badge is an indication that will separate a boy from just being a watcher of the sport, to being an actual participant.

Boys want to participate in sports. Sports are fun to watch, but by playing and understanding the rules, he will grow to love the sport and begin to find his potential. A boy learns by having fun.

Sports are categorized into two areas -- individual and competitive. Boys involved in both areas will see the wealth of growth that sports can give.

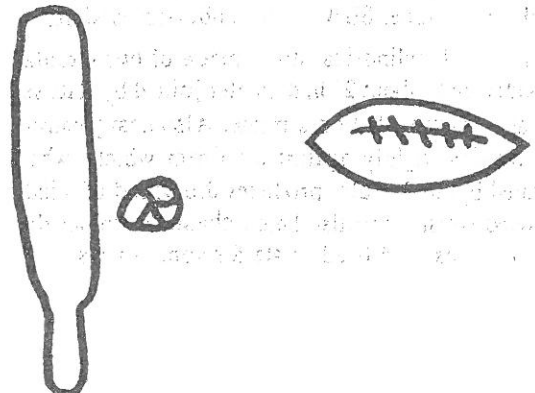
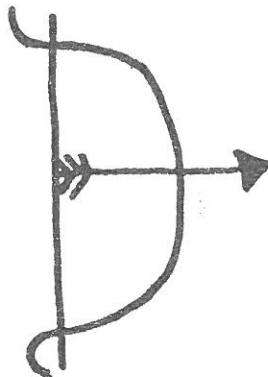
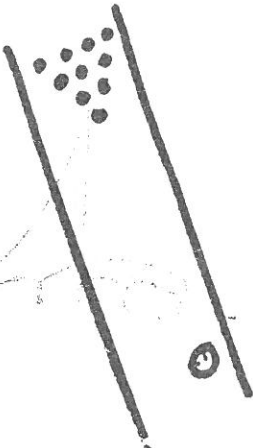
Just as people who disobey the law, in sports, rules will justify the issuance of penalties. Referees and umpires have a systematic way of keeping law and order as do our police. A boy will enjoy watching a sport if he is able to interpret the signals which relate to the penalties.

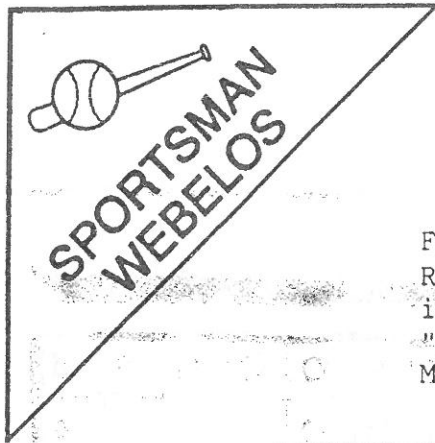
Take time to show the boys a variation of sports, either by PLAYING THEM IN THE DEN or by going to sporting events. Year round activity will give the boys a chance to participate in seasonal sports.

Places to go

- Football game or other event
- Bowling
- Baseball game between another Webelos den. Or father and sons.
- Horseshoe tournament
- Softball picnic
- Demonstrations for golf, tennis.
- Ice skating or roller skating
- Archery
- Fishing contests

Don't worry about a boy who doesn't excel at one particular sport, he will probably do better in another. The idea is that he learn to do his best and has a feeling of accomplishment.



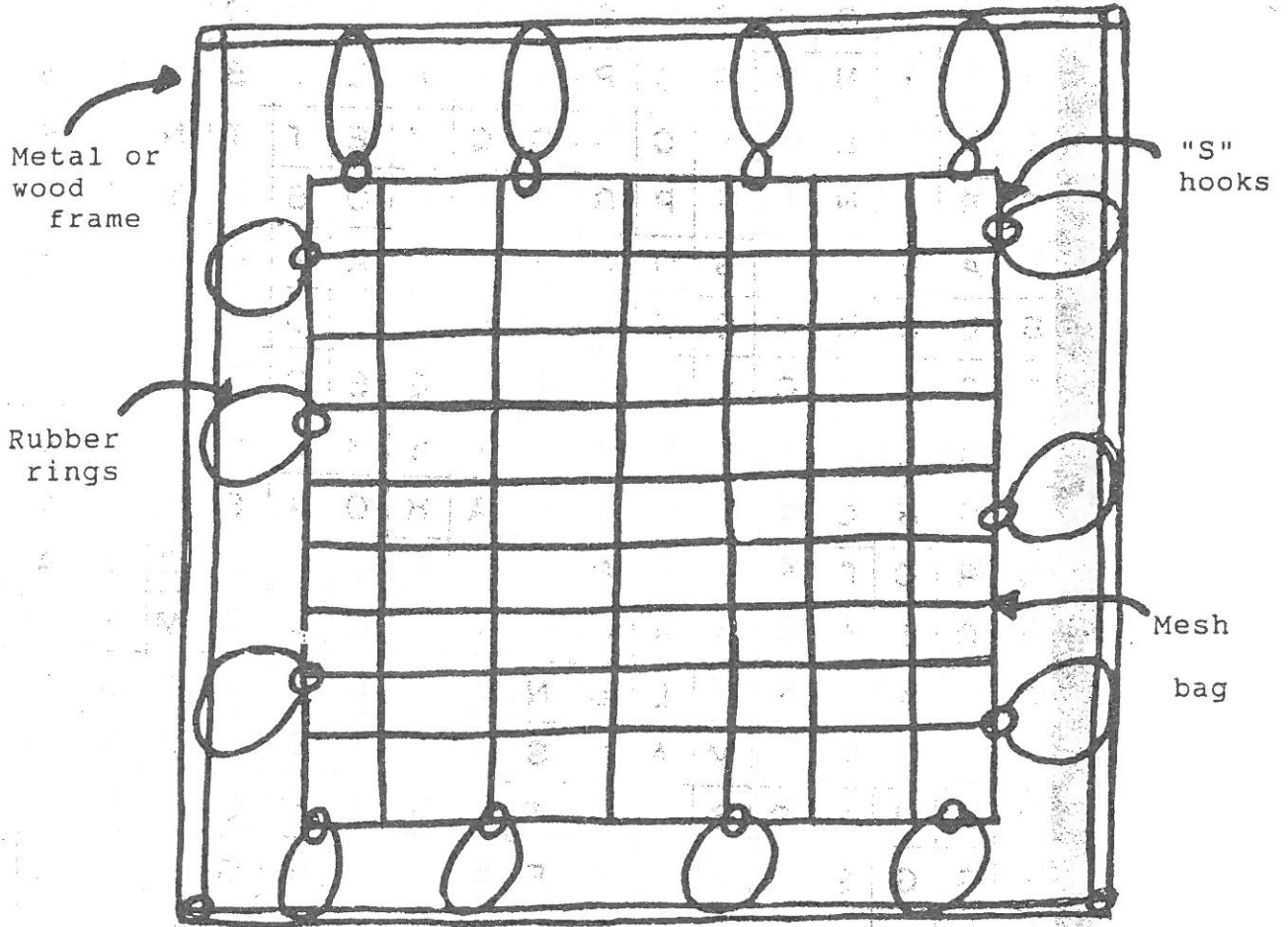


Baseball Throwback

Frame is made with metal conduit or wood strips
Rubber rings between mat and frame are bicycle innertube.

"S" hooks

Mat is made with mesh bag split up one side. (onion)



Legs (2)

Front



Side view



SPORTSMAN
WEBELOS

SPORTS & GAMES

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

ARCHERY

BACKGAMMON
BADMINTON
BASEBALL
BILLIARDS
BOLOBALL
BOWLING
BOXING

CATCH
CHESS
CRICKET
CROQUET

GAMES OF CHANCE
GOLF

HALMA
HOPSCOTCH
HORSESHOES
HURDLING

ICE HOCKEY

LEAPFROG
LACROSSE

MARBLES

PING PONG
POOL
PLAY

RUGBY

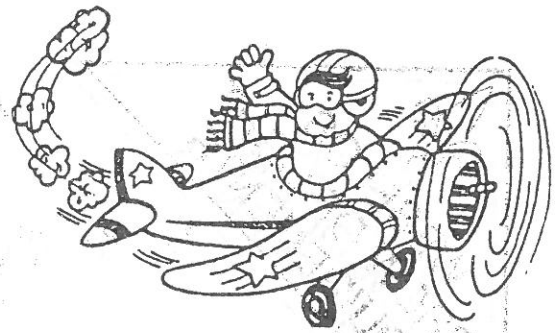
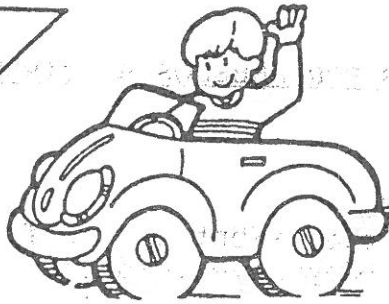
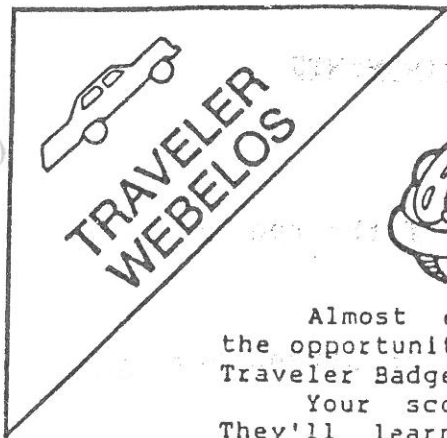
SHUFFLEBOARD
SKATING
SKITTLES
SLAM
SNOOKER
SOCCER

SOFTBALL
SQUASH

TENNIS
TENPINS
TIDDLYWINKS
TOBOGGANING
TRAPSHOOTING
TUG OF WAR

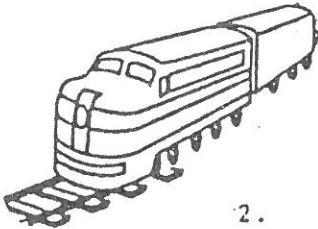
VOLLEYBALL

WATER POLO
WRESTLING



Almost everybody loves to travel, but most of us don't have the opportunity to do it extensively. As your boys work on their Traveler Badge they'll be introduced to some joys of traveling.

Your scouts will learn to read maps and time tables. They'll learn the comparative costs of rail, bus, and air transportation; the importance of trip planning; and how to equip their family cars with adequate first aid kits.



1. On 3 x 5 cards draw various map symbols and on corresponding cards describe each symbol. Shuffle and place cards face down in rows and columns. The first player chooses two cards. If cards match (one symbol and one description), the player keeps both and continues until cards don't match. The player with the most sets wins. (Play similar to "Concentration").

2. Have boys compare the cost of rail, bus, and air transportation to downtown Seattle, Washington.

3. Create a first aid kit using a small plastic, wooden, metal or cardboard box containing: roll of 2 inch gauze bandage; sterile gauze dressings; cravat bandage; sunscreen lotion; soap; baking soda; tweezers; small scissors; insect repellent; bandaids; antibiotic ointment; and pocket knife.

4. Make a traveler's kit and include: games (paper, pocket, etc.), home-made songbook, paper/pencil, crayons/coloring book.

5. SONG: ONWARD SPOTTED BED BUGS ("Onward Christian Soldiers")

Onward spotted bed bugs, Marching up the sheets.
Tickle, tickle, tickle, Oh poor grandmas feet.

Grandma got excited,
Grandpa got the gun,
Boom, boom, boom, boom,
Boom, boom, boom, boom,
See the bed bugs run.

Onward spotted bed bugs, Marching off the sheets.
Carrying off the wounded, And poor grandma's feet.



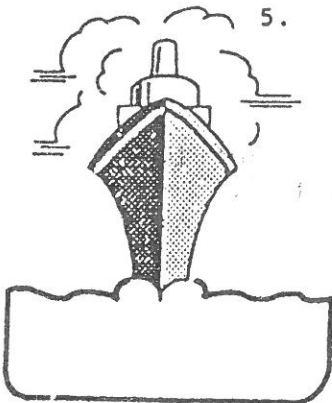
6. GAME: "To Market, To Market" (2 or more players)


"I went to the supermarket and put asparagus in my shopping cart," begins the first player.

"I went to the supermarket and put asparagus and butter in my shopping cart," says the second player, his item beginning with b.

The third player will add an item beginning with the letter c. Each player, in turn, adds an item beginning with the next letter of the alphabet.

When a player cannot repeat the whole list in order, he must drop out of the game. The last person remaining is the winner.

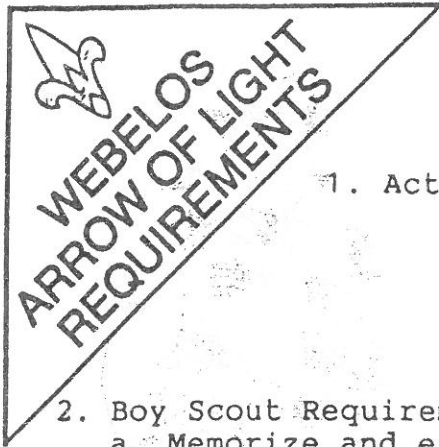




WEBELOS
ARROW OF LIGHT
REQUIREMENTS

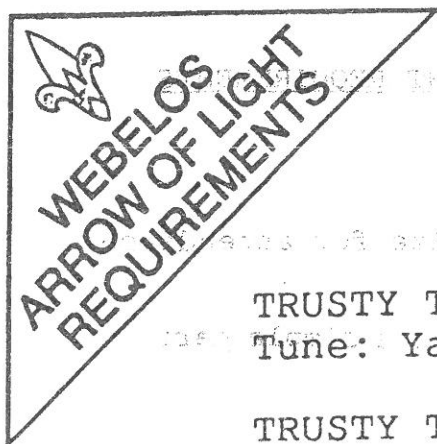
IDEAS FOR WEBELOS REQUIREMENTS

1. Parent guide -
 - * Have the parent sign off the requirement when they have read it.
2. Active member for 3 months -
 - * Present an award or prize for attendance and participation.
 - * Have a treat each week.
 - * Have certain boys present a simple part of the meeting.
3. Webelos Badge Meaning -
 - * Written or oral quiz on Webelos Badge Meaning.
 - * Prize for who remembers the next week.
 - * Have the oldest boy help explain the meaning.
4. Parts of Webelos Uniform -
 - * Written or oral quiz on uniform.
 - * Have a uniform inspection.
5. Earn 3 Activity Badges including Fitness -
 - * See Activity Badge sections in this Pow Wow Book for ideas.
6. Lead a Flag Ceremony -
 - * Do it in den or Pack Meeting.
 - * Use imagination - be creative.
 - * Have boys think of different ideas.
7. Understand Boy Scout Requirements -
 - a. Scout Oath or Promise.
 - * Have boys read the meaning of each part.
 - * Have boys explain in their own words.
 - b. Scout Law.
 - * Prepare Strips of paper with each part of the Scout Law and its meaning and have each boy read one or two.
 - c. Scout Motto and Slogan.
 - * Have boys explain why these are important.
 - * Go out and do a good turn or service project.
 - d. Scout salute, sign, and handshake.
 - * Have a Boy Scout come and demonstrate.
 - e. Outdoor Code.
 - * Go on a hike to observe how people don't follow the outdoor code.
8. Religious Duties -
 - * Encourage boys to earn the religious emblem of their faith.
 - * Encourage boys to work on these requirements with their parents and religious leaders.



IDEAS FOR ARROW OF LIGHT REQUIREMENTS

1. Active member for 6 months -
 - * Present an award of prize for attendance and participation.
 - * Have a treat each week.
 - * Have certain boys present a simple part of the meeting.
2. Boy Scout Requirements -
 - a. Memorize and explain the Scout Oath or Promise.
 - * Repeat all together each week at den meetings for opening or closing.
 - * Give an award or treat to those who memorize it.
 - b. Memorize and explain the Scout Law.
 - * Repeat all together each week at den meetings for opening or closing.
 - * Learn "Trusty Tommy" song to help memorize.
 - c. Know the Scout Motto, Slogan, Sign, Salute, and Handshake.
 - * Write these items on papers and have the boys draw them out of a hat. They then have to repeat or demonstrate what they picked.
 - d. Know the parts of the Scout Badge.
 - * Make the Scout Badge parts out of wood, felt, paper, etc. and quiz the boys by having them put it together.
 - e. Boy Scout Uniform.
 - * Written or oral quiz on uniform.
 - * Have uniform inspection.
3. Earn 8 Activity Badges including Citizen, Fitness, & Readyman -
 - * See Activity Badge sections in this Pow Wow Book for ideas.
4. Visit Boy Scout Troop Meeting and outdoor activity -
 - * Call Scoutmaster ahead of time to arrange a visit.
 - * Help plan an outdoor activity with Troop (Hike, campfire, bike ride, swimming, etc.).
5. Webelos Campout or Day Hike -
 - * Plan a father and son overnight campout with a campfire program.
 - * Plan a day hike and take a lunch to cook over a fire.
6. Talk to Scoutmaster and fill out Boy Scout application -
 - * Invite the Scoutmaster to come and talk to the boys all together.
 - * The Scoutmaster could talk to the boys while visiting a Troop Meeting.
 - * Send an application home for them and their parents to fill out.



TRUSTY TOMMY
Tune: Yankee Doodle

TRUSTY Tommy was a Scout,
LOYAL to his mother,
HELPFUL to the folks about,
and FRIENDLY to his brother.
COURTEOUS to a girl he knows,
KIND unto his rabbits.
OBEDIENT to his father, too,
and CHEERFUL in his habits.
THRIFTY, saving for a need,
BRAVE, and not a faker,
CLEAN in thought and word and deed,
and REVERENT to his Maker.



Compass Points Emblem. Blue, red, and gold embroidered emblem attached to the button of the right shirt pocket. Presented to a Webelos Scout who earns four activity badges in addition to those earned for the Webelos badge (total of 7). Compass Point pins may be earned for each four additional activity badges, and are worn affixed in the "E", "S", and "W" positions of the Compass Points emblem.

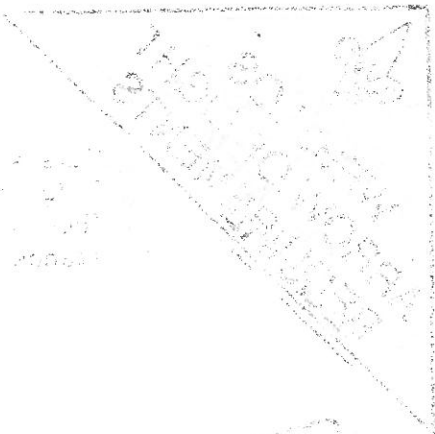
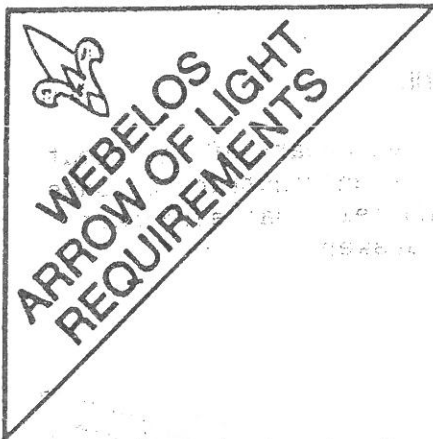


WEBELOS
ARROW OF LIGHT
REQUIREMENTS

SCOUT BADGE GAME

Make a puzzle of the Scout Badge. Cut each part of the Scout Badge out of wood, cardboard, flannel, even construction paper. Then have the Scout put it together and tell what each part stands for. 1 point for each correct answer.





WEBELOS GRADUATION

Cub Scouting is the younger boy part of the great scouting movement. In the final months of his Cub Scouting experience, a boy learns the requirements for the Scout badge. Tonight our pack has the privilege of bringing another Webelos Scout to this significant mile post.

To help with the ceremony, I would like the entire pack committee to join us in forming a ceremonial Pathway to Scouting.

Scoutmaster (name) of troop , along with Scouts (name) and (name) from troop are here to help us.

(name) joined Cub Scout pack three years ago, and has come through the Cub Scout ranks and achieved the highest award a Cub Scout can earn, the Arrow of Light, as is shown by his graduation plaque. (name) parents have been totally involved with him. (His mom has been a Den leader and Den leader coach. His dad has been Cubmaster and committee chairman.) The entire family effort of the (name) should be an inspiration and example for all Scouting families.

Will (name) and his parents please come forward with the Webelos escort.

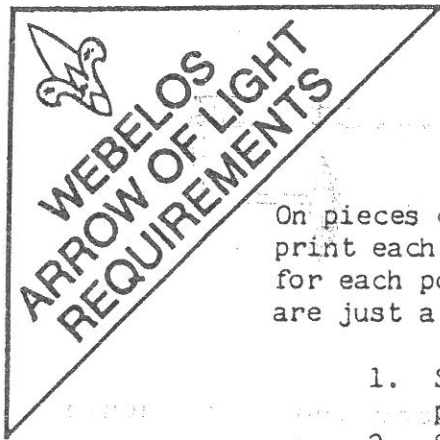
(name), as is the custom of our pack, your parents will have the privilege of presenting you with your graduation plaque which signifies your entire Cub Scouting experience from Bobcat to Arrow of Light.

This ceremony marks the completion of your Cub Scouting experience and marks the beginning of a whole new and exciting experience in Scouting.

Mrs. (name), will you take your son's neckerchief and slide off? Scoutmaster (name), pack is proud to give you in graduation Webelos Scout (name), holder of Cub Scouting highest award, the Arrow of Light.

Will you have your Scouts from troop escort (name) along the Pathway of Scouting?

(Scoutmaster welcomes the new Scout and presents him with the troop's neckerchief and slide.)



SCOUT LAW GAMES

On pieces of cards (take a 3"x5" card and cut it in half, 3"x2½") print each point of the law and on other pieces print a definition for each point. These can then be used in different ways. Below are just a couple of examples to get you started.

1. See how fast they can match up the definition to the point.
2. See how fast they can put the points in order.
3. Relay. Use two sets of cards and two teams. One relay can be to match point with definition and another relay can be to get the points in order.

THE SCOUT BADGE

Webelos Scouts often have difficulty remembering the various parts of the Scout Badge and what they mean unless they can visualize the various parts. One easy way to do this is to make a badge that can be put together like a puzzle. Boys can put the puzzle together and tell what each part means. You may decide to make two and have some friendly competition.

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

The three points, like the fingers of the scout sign, stand for the three parts of the scout oath.

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

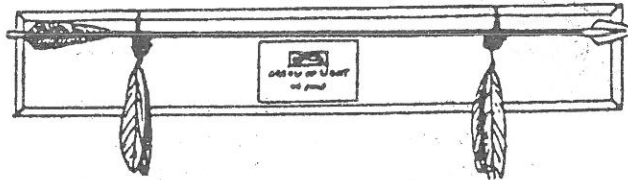
The eagle with the shield stands for freedom and readiness to defend that freedom.

The knot at the bottom of the scroll is a reminder to "Do a Good Turn Daily".

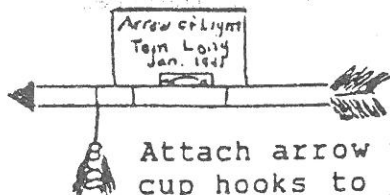
The scroll with the scout motto is turned up at the ends. It's a hint that a scout smiles as he does his duty.

To teach Webelos Scouts the parts of the badge, copy design on this and other pages and cut the separate parts from thin plywood or pressboard. Cut out with a scroll saw and paint or stain. Use the individual parts to teach the badge requirement for the Webelos award.

**WEBELOS
ARROW OF LIGHT
REQUIREMENTS**



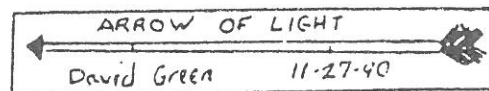
ARROW OF LIGHT - This is the highlight of Cub Scouting. It should be presented in Pack Meeting in an impressive ceremony.



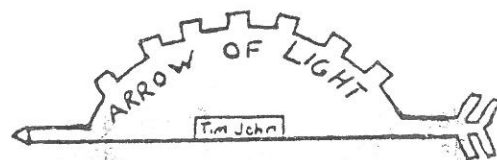
Attach arrow with cup hooks to plaque. Hang tassel attached with beads and feathers from arrow. Use gold rub-on letters for lettering. On bottom of plaque, attach boy's Arrow of Light pin.



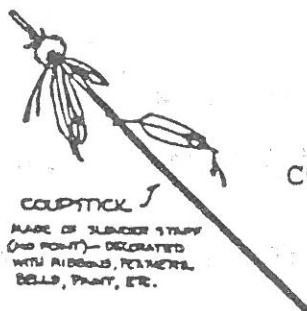
Block of wood cut from log. Drill hole, & insert arrow. Burn in the words, "Arrow of Light".



Mount arrow on wood (Use cup hooks to attach arrow.)



Cut pattern out of wood. Metal plaque with name engraved can be mounted on it.

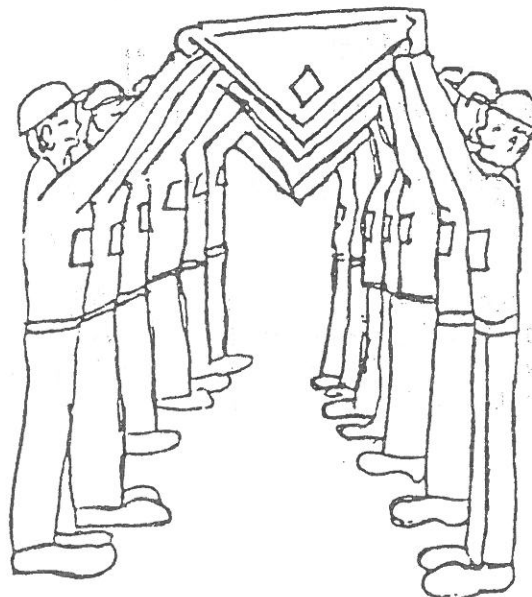


COUPSTICK - Tie a feather on for each boy's accomplishment. When the boy leaves the den, it can be presented to him.

NECKERCHIEF ARCH CEREMONY

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

The arch can be used as a ceremony for welcoming new boys into the den, honor boys receiving awards, or honor boys leaving the den.



Arrow of Light Ceremony

AKELA'S ARROW OF LIGHT CEREMONY

Props:

Tom-tom, Indian headdress, Webelos leader, Indian with feather, arrow with Arrow of Light pinned to target, council fire, tape recorder, spotlight.

(Akela is standing behind council fire, arms folded, lights out with spotlight or lights out in front of room, tom-tom beating softly in background which continues all through ceremony except when the tape recorder is playing. When tape recorder is playing Akela uses sign language to interpret what is on the tape recorder.)

Webelos Leader:

(comes to Akela) O mighty Akela, I bring to you tonight one of your Webelos braves who desires to acquire his Arrow of Light. Akela, he has worked hard to pass the test and skills required for this honor. I present to you Webelos Scout _____. (Webelos leader escorts the Cub to the other side of council fire across from Akela and has him sit down Indian style on the floor. Start tape recorder.)

Tape Recorder:

You and I have been given Light and Knowledge. I have learned many things from my mother. You have learned many things from your den mother, Princess Ann. As I grew in age and stature, I was turned over to warrior scouts to be trained and disciplined, to become a warrior scout. At the age of 10, you were presented to the Webelos leader, Princess Faye, and became a Webelos Scout. In Webelos you learned more about Scouting skills and how to control your emotions. You learned the true meaning of the word "Webelos, We'll Be Loyal Scouts". I was sent out in the wild country to prove to the tribe that I was worthy to be a warrior scout. I was out for three moons by myself with nothing but clothes, knife, bow and arrow. I was able to conquer the hardships I faced in the wilds. When I came back, I was a warrior, standing next to my father, Arrow of Light. You have passed the test of the Bobcat, Wolf, and Bear. You will now be a warrior standing next to your parents.

Webelos Leader:

Akela, these are the parents of this Webelos brave. They are here to stand beside him for they have worked hard and long with him to meet all that is required, these last three years.

Akela:
Webelos Scout _____, you have endured all the test
has given you. You have truly earned this Arrow of Light.
(hands award to Cub) Wear it with pride, yet with
humility, always remembering what you have learned and
always BE PREPARED to use these skills whenever called
upon to. (allow time to pin on award) Now Arrow of Light
Scout _____, salute your parents the way you have
been taught on the Scouting trail. (Cub does this and then
salutes Akela) Go now, and continue your Scouting trail.
Remember Akela is always watching. (tom-tom gets loud as
they all sit down, then stops as the lights are restored)

Resources:

There are many resources available to you to help you plan
and carry out inspirational ceremonies. The following list
is but a few of these:

Staging Den and Pack Ceremonies
Program Helps
Previous Pow Wow Books
The Scouter's Minute
LDS #PSAP0094
The Cub Scout Leader Book
BSA #3220A
Creative Campfires
Douglas R. Bowen
Cub Scout Leader How-To-Book
BSA #3831

