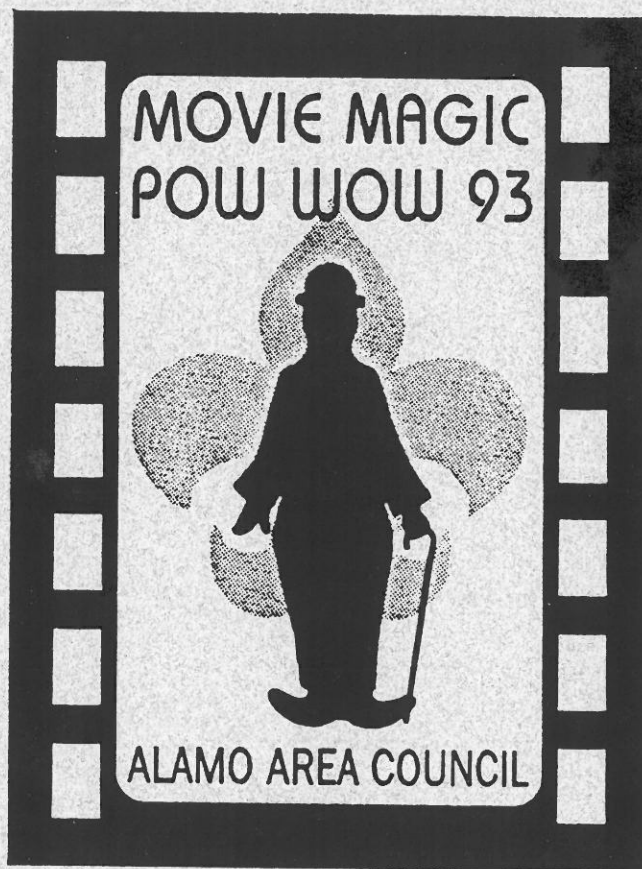


Movie Magic

Pow Wow 1993



**Presented by the
great volunteers
from the**

Alamo Area Council

One day last fall, I received a big box of Pow Wow stuff from last year's Pow Wow chairman. This was like a time capsule -- pictures, documents, memos, notes, various articles and other items like these. Not just from last year, but from the year before that and the year before that and the year before that and the year... you get the idea. I sat down one evening and went through the box. Each item I picked up was different than the previous one, some obviously old and some more recent. In this same way each Pow Wow was and is different from the previous one, taking on a personality of its own (with a little of the personality of the chairman, I hope).

I started to think about the number of people effected by a Pow Wow; the staff, the hundreds of participants, the group of people who just purchase the Pow Wow book, and even the many people who get an old Pow Wow book passed on to them. Of course the group with the largest number is the kids. Boys in grades 1st thru 5th who are members of the Cub Scouts of America in the Alamo Area council in San Antonio, Texas and the surrounding counties.

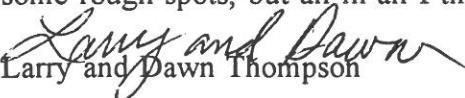
It is for these kids that a staff of 105 people has prepared for this day. We don't know how many people will attend today, but each one can help at least one boy have a great time at a den meeting, a pack meeting, a banquet or an overnigher. These kids expect one thing from Scouting -- FUN! We have a responsibility as leaders to do the best job we can for them. Since you are reading this I must assume that you are a leader and I applaud you for that and wish you all the luck. Use this book as a resource to help you. It has ideas and stories, songs and games. Something for everyone.

I have to thank my Production Coordinator for her large role in this Pow Wow. Dawn and I worked off and on for a year on this project and I hope she feels that it is as much her project as mine. She takes the "Best Supporting" Oscar for her role as my wife and assistant.

The Key staff for this Pow Wow, who are listed later in the book, also worked for the better part of a year to bring you this event. There were many meetings, phone calls and decisions made by these people. They each worked professionally and handled their responsibilities with care. I hope they had some fun along the way.

When a real movie is filmed, each sequence is edited and any extra scenes or footage are removed and left on the cutting room floor. Our Pow Wow has no such luxury. We have one take. It has to be right the first time. Without a doubt, we have put together the best cast available in this area; plenty of new faces making their on-screen debut and just enough seasoned stars. They have spent time reading their scripts and rehearsing their scenes. I hope you enjoy each one you get to view.

We have had a pretty good time putting this Pow Wow together for you; their have been some rough spots, but all in all I think you'll have a good time. Thanks for being here.


Larry and Dawn Thompson



ALAMO AREA COUNCIL
BOY SCOUTS OF AMERICA

November 6, 1993

Dear Cub Scout Leader:

Welcome to the 1993 Cub Scout Leaders' Pow Wow! Your Pow Wow staff has worked hard to bring you a fun-filled and informative program.

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

Pow Wow is an opportunity for you to share experiences, ideas, friendship and fun with other adult volunteers, so that your Cub Scouts can do the same in their Cub Scouting experience.

I hope the enthusiasm and knowledge you gain today, will help you have a more enjoyable time in Cub Scouting.

Your Friend in Scouting,

Dennis J. Shaffer
Scout Executive



It is my sincere hope that this book will enrich your Cub Scout program as much as putting it together has enriched mine. In researching and developing new ideas, I used my den as "guinea pigs" and we had a ball with some of the ideas contributed.

It isn't possible for one person to put together a project of this size without the help and contributions of many people. I am grateful for the work and strong shoulders of:

Leslie Tomlin
Tom Newell
Frank Walsh
Rita Whiteaker
Andi Barrows
Dawn Thompson
Larry Thompson
Joel Albert
Larry John
Roberta Ganley
Sheri Watson
Roger Garza
David Bewley
Mark White

A special thanks goes to Frank Gracia and Merallyn McDonald, proof readers, who managed to find spelling errors, grammatical errors and things that were just plain wrong. Their guidance and wisdom was invaluable. Keep in mind that I left a few errors just to give you something to do in your spare time.

Many more thanks to H. R. McDonald, my father, for the use of his scanner for a year. Without the scanner, all the graphics would have required hours of work to cut and paste. The scanner saved all those hours. Dad couldn't even run over to use his own scanner because he lives in Florida. Thank you, Dad.

An extra special thanks to my husband, Ed Marzuki. Ed provided me with all the tools I needed to publish this book from the printer used to print it to a new hard drive when the old one died at a very inopportune time. He put up with a "creative" mess and not so creative dinners. Without Ed's encouragement, I would not have been able to edit this book.

Scoutingly Yours,
Jerri Marzuki

TIGER CUBS



POW WOW DIRECTOR:
LARRY THOMPSON

STAFF ADVISOR:
MICHAEL VERCHER

PRODUCTION COORDINATOR:
DAWN THOMPSON

SCREENPLAY:
TERRI MARZUKI

TICKET SALES:
TED ROHLING

PUBLICITY:
ANDI BARROWS

SET DESIGN CONSULTANT:
GUY BARROWS

SOUVENIR STAND:
JOHN CAMERON

TRAINING COORDINATOR:
GEORGE LEE

CAST AND CREW TRAINING:
DONNA ALWAI

FUNDING:
KEVIN JETTON

EXHIBITS:
RALPH CHANCE
FREDA SULLIVAN

DIRECTOR'S SUPPORT STAFF:
STEVE ALWAI
DAWN THOMPSON

CHIEF CASTING AGENT:
SUSAN ALWAI

CASTING AGENTS:
PAM BARQUEST
PATTI JOUBERT
GERRY STIFT
DEBBIE CHANCE
SHELBY ROGERS

Standing in His Shoes

The boys and their adult partners trade shoes. The boy must now introduce himself as the adult and tell his hobbies and his goals. The adult is now the boy and must tell the things he wants to do in Tiger cubs. This is an ideal way to learn what everyone expects from the Tiger Cub program. It's often hilarious to hear young boys describe what their partners do for a living. Pay close attention to what people say at this meeting. Shape your program to fit the desires mentioned at this time.

Tiger Tales Scrap Book

Take pictures at all your group meetings and outings. Have the boys draw pictures of what they do. Include anything else you want. At each meeting give the host team the job of bringing the scrapbook to the next meeting. Remember to display your scrapbook at every pack meeting so everyone in your pack will know how much fun you are having in Tiger Cubs.

Egg Carton Totem Poles

Take your egg carton and carefully cut down the middle so you have two long pieces. Wind several rubber bands around the top, middle and bottom.

Decorate it all the way around; insert wings cut from the carton top, between the sections.

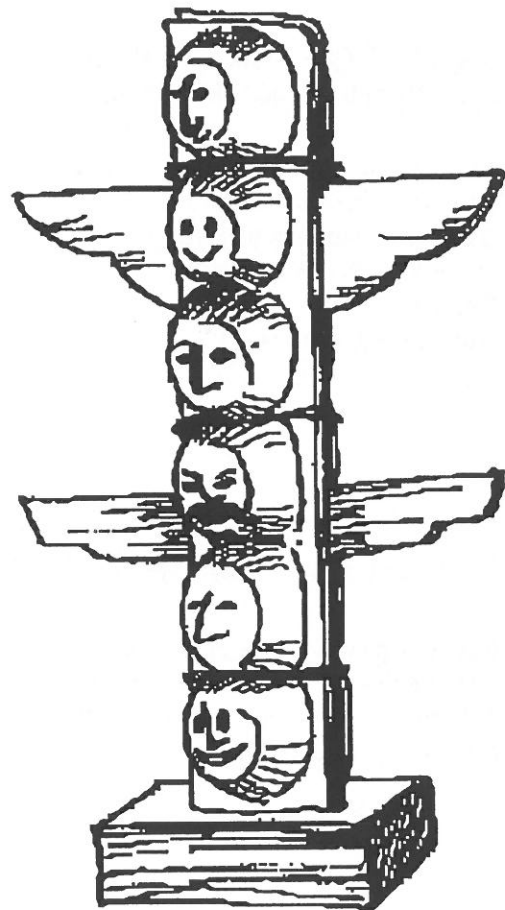
For a stand, use 4 egg cups, a small box or a styrofoam block.

Tiger Cubs, Tiger Cubs

(tune: Jingle Bells)

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

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



The Bag Game

Find 9 objects such as a rock, patch, mug, toy car, fork, etc. Place each item in a paper bag and staple the top shut. On the outside of each bag write a single letter from the words TIGER CUBS. Give each Tiger and his adult partner a piece of paper to write their answers on. To start the game, have the Tiger and his adult partner select a bag. By feeling and shaking, they try to figure out what each object is. The bags are not to be opened at this time. When everyone has had a chance to feel all the bags, open each bag and see how many were able to "Search, Discover and Share."

Tiger, Tiger, Little Scout

(tune: Twinkle, Twinkle Little Star)

Tiger, Tiger, little scout,
What are Tigers all about?
Having fun with lots of joys,
Laughing with other Tiger boys.
Tiger, Tiger, little scout,
What are Tigers all about?



Tiger Cubs, BSA

Rescue the Tiger from the Sharks

Cut out a picture of a tiger and a dozen fish. Clip a paper clip to each one. Tie a small magnet to the end of a line or string on a pole. Place the tiger and "sharks" on the floor behind a curtain or box so the boys cannot see what they are attracting with the magnet. Give each boy three turns. Give 2 points for each "shark" picked up and 10 points for each tiger.

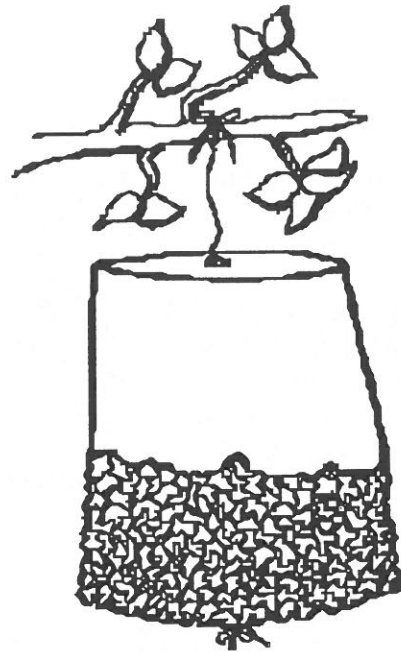
Bird Food Bell

Materials: 3 cups popped popcorn
2 cups mixed dry cereal
1 cup sunflower seeds
1 cup light molasses
1 cup granulated sugar
paper cups (not plastic)
string

Mix popcorn, dry cereal, and sunflower seeds in a large pan. Combine molasses and sugar in a saucepan. Cook over medium heat to hard ball stage, 260 degrees.

Pour the syrup over the popcorn mixture and stir until well coated. Do not allow the boys close to the syrup until it has cooled. Be sure to check the middle for hot spots.

Punch a hole in the bottom of the cups. and run a long string throught it, leaving plenty of string on either end of the cup. Press the popcorn mixture into the cup. Keep the string more or less in the center. Let the mixture cool and harden. Knot the sting on the open end of the cup. Peel part of the cup away from the filling when you hang it in a tree.



Terrarium

Materials: small plants
knitting needle
potting soil
large jar
clean sand
ground charcoal
wooden spoons

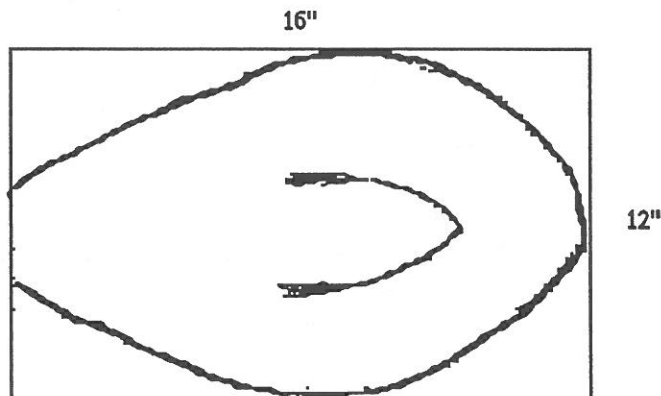
Pour one inch of sand into the bottom of the jar. Use a wooden spoon to make the sand level. Mix some potting soil with some ground charcoal. Pour about one inch of this mixture over the sand. Spread it out. Be careful not to disturb the sand. Add two or three inches of topsoil to form a third layer. Using a wooden spoon, carefully scoop out a small hole in the potting soil. Place a plant in the hole and cover the roots with some soil. After all the plants are inside the jar, add some water to moisten the soil. Put the lid on .
Terrariums do not need to be watered very often.

Fire Helmet

Materials: red poster board
scissors
crayons



Enlarge the pattern. You should be able to get at least three from each board. Be sure to make one before the meeting as a sample. The size head of the head opening can be adjusted with scissors.



Soda Fire Extinguishers

Materials: spray paint
1 lb. coffee cans or parmesan cheese containers or any medium size covered container (no plastic)
baking soda

Spray paint the container. Fill with baking soda. Set it next to the stove to extinguish grease fires.

Pocket First Aid Kits

Materials: envelope
2 bandaids
an alcohol wipe

Place the bandaids and the alcohol wipe in the envelope. Be sure to emphasize that children must report all injuries to an adult.

Balloon Relay

Divide the group into two teams. Provide each team with several balloons and a broom. Each member of a team must sweep the balloon to the goal line and back again. If the balloon breaks, toss in another one at that point. The handle of the broom may not be used to push the balloon.

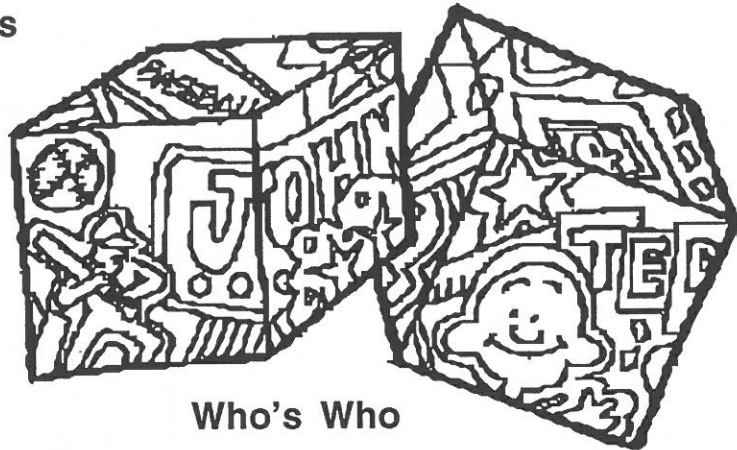
Fire Safety Song

(tune: Auld Lang Syne)

Be careful where you throw a match
An awful fire could start
Break every match at least in two
It pays to do your part.

Family Cubes

Materials: small box or box make from the diagram
Construction paper
magazines to cut up
odds and ends such as theater or sports tickets, food labels, tv listings, etc.
photos of Tigers and families (optional)



Paint or cover the box with paper. If desired use the diagram to make the box.

Write , cut out, draw and collect items that tell about your family. Include pictures that represent your favorite foods, movies, places visited, etc. Make a collage of these items on the box. Be sure to include your name.

Share your Family Cube with the Tiger group.

Who's Who

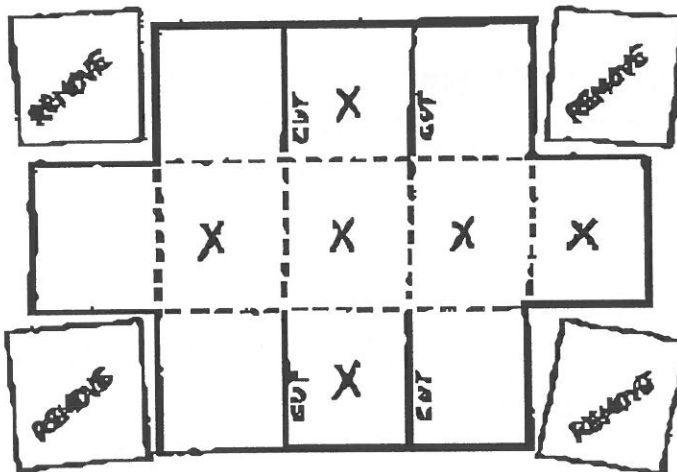
Have each Tiger and their adult partner bring a baby picture. Each Tiger team tries to guess who belongs to which picture.

Where Were You Born

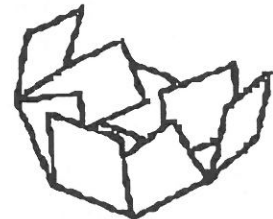
Display a world map. Give each person a chance to place a map pin on the place where they were born.

Family Pot Luck

Each family brings a main dish and a salad (or dessert or side dish) from their country of origin. Variations: each family brings their favorite dishes or each family brings dishes from the region of the U.S. the parents were raised in .



Fold on the dotted lines. Decorate the marked squares.



Silly Choo Choo

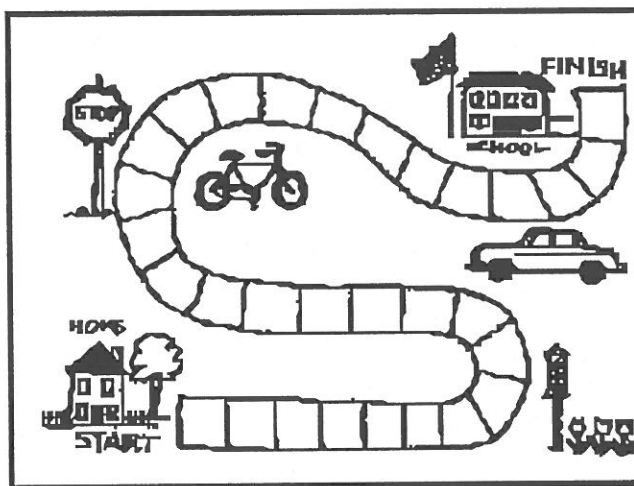
Seat your group in a circle. The first person says "choo", the second says "choo choo", the third says "choo choo choo", and so on. Start over when you reach the first person. The object is to add a "choo" without laughing. If a person laughs then he is out of the circle. The last one to laugh, wins.

Stop and Go

Materials: a large piece of cardboard and several smaller pieces
crayons
ruler
scissors
buttons, bottle caps, or stones (one for each player)

Draw a sidewalk of about 20 squares on the cardboard. Draw a house for the start and a school for the finish. Add trees, cars, etc.

Make a set of game cards from small squares of cardboard or paper. Write a basic safety rule on each card. Shuffle the cards and put them in a pile face down for each player to draw in turn. The first player to get to school is the winner.



Go Cards (make 4 of each)

1. You waited for a green light before crossing the street. Go ahead 2 spaces.
2. You looked both ways before crossing. Go ahead 3 spaces.
3. You held a small child's hand to help her across the street. Go ahead 2 spaces.

Wait cards (make 2 of each)

1. The light is yellow. Wait where you are.
2. Your bike has a flat tire. Stay put.
3. You cut through a neighbor's yard. Wait out your turn.
4. You forgot your lunch. Go back home!

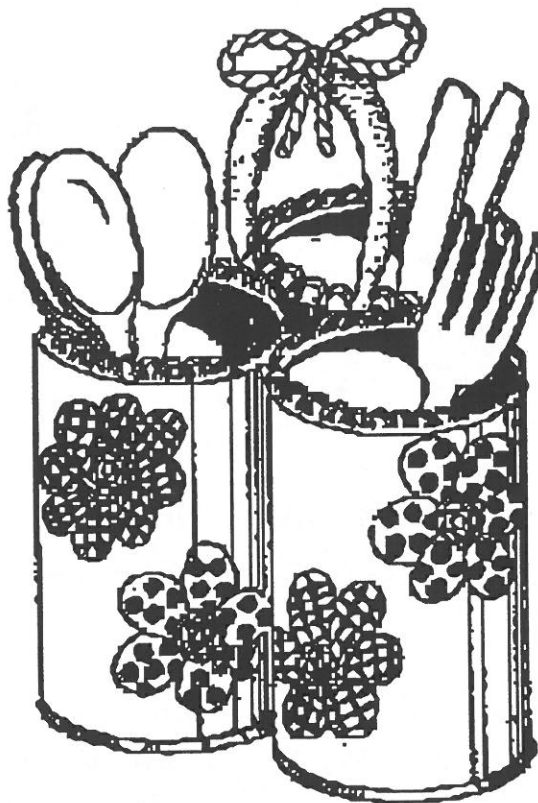
Stop Cards (make 1 of each)

1. The light is red! Stop and stay where you are.
2. You ran into the street after a ball. Go back 2 spaces.
3. You didn't cross with the crossing guard. Go back 1 space.

Picnic Utensil Caddy

Materials: 3 soda cans
hand operated can opener
colored paper
yarn
decorative trim
1 chenille stem
scissors
glue

Using the can opener, the adult partner carefully cuts the bottom off each can. Make sure there are no sharp edges. Set the cut-off parts aside. Turn cans upside down. Cover each can with paper. Decorate in anyway you desire. Glue decorative trim around tip and bottom of each can. Tie the cans together with yarn, threading the yarn down through one can, through the tab opening and back through another can. Continue until all the cans are securely tied together. Slip the cut-off part of each can down to the bottom of a can to cover the tab opening. Add the chenille stem for a handle.



Tin Can Ice Cream

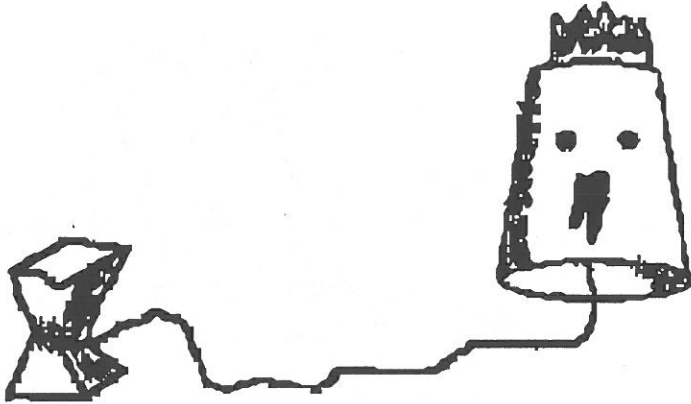
Place one 3 3/4 oz package of instant pudding mix and two 6 oz or one 13 oz can evaporated milk in a clean 1-pound coffee can. Add enough regular milk to fill the can three quarters full. Mix well.

Cover with plastic lid. Tape on the lid securely with duct tape so the can is air tight.

Place the 1-pound can in a 3-pound coffee can. Add layers of crushed ice and rock salt around the smaller can until it is surrounded by ice and salt on all sides. Put the lid on the larger can. Seal with duct tape.

Roll the can back and forth on the ground for 20 to 25 minutes. The boys can form two lines to do this, rolling it back and forth to each other. You might also want to pick out a rousing song to sing as the can is rolled.

Carefully untape the large can and remove the smaller one to check the ice cream. Wipe off all salt before removing the lid from the smaller can. Scrape the ice cream from the sides of the can. Put the lid back on and tape again. Repack as before and roll for another 10 minutes. The ice cream should be ready to eat.



Clucking Chicken in a Cup

Materials: Plastic cup
24" string
small piece of string
white glue

Poke two small holes in the center of the bottom of the plastic cup. Put one end of the string through one hole and the other end of the string through the other hole. Pull one end all the way through cup so that about 18" hangs out the bottom. Tie a knot inside the cup.

On the end of the long string tie the piece of sponge. Tie it on the string in the middle of the cup and tight enough to compress the sponge.

Decorate the cup with felt and markers to resemble a chicken.

After decorating, make the chicken cluck. Moisten the sponge just a little bit. Fold the sponge in half and catch the string near the cup. Pull down sliding the sponge on the string and make the chicken cluck.

Banana Tid-Bits

Ingredients: bananas
honey
wheat germ
chopped nuts

Slice the bananas into thick slices or chunks. Dip them in honey and then roll in the wheat germ and nuts. Place the chunks on a foil-covered cookie sheet and leave in the refrigerator an hour or so. Keep in plastic bags until ready to eat. Poke a toothpick into each one and nibble away.

Gadget Printing

Materials: gadgets to print with: sticks, corks, spools, hair rollers, egg carton cups, bits of sponge, an eraser, etc.
Vegetables, like a potato, carrot, turnip, orange or grapefruit half, scooped out, apples cut in half
jar lids, pans or a muffin tin
paint
all kinds of paper
newspaper
paper towels

Spread newspapers over your work area. Have the adult partner cut a design into a potato, carrot, eraser, etc. Pour a small amount of paint into a jar lid or muffin tin. Dip your vegetable or other object into the paint. You may need to blot it on a paper towel first; then press it down on your paper. Print a pattern by repeating the design over and over. You can make wrapping paper, notepaper, greeting cards or a picture.

Painted Ceremonies

Material: orange paint
yellow neckerchief (already rolled)
neckerchief slide

Cubmaster: Would the following Tiger Cubs and their parents please come forward. (call the boys names)

For the past few months, you and your family have explored new and exciting things and places. You have taken and used in your home, school and neighborhood each part of the Tiger Cub Motto; "Search, Discover, and Share."

You and your adult partner have searched out in your home and community new activities which have shown you how people work together and have fun together. (With the orange paint, draw foot steps on right cheek.)

You and your adult partner have discovered that by doing things together with friends and family, you feel a sense of being a part of a family, community and country. (with orange paint, draw open hand on the other cheek.)

The things you have searched and shared with your friends, family and fellow Tiger Cubs, which let them learn about you and the things you saw and did. Now it is time to move along the Scouting trail. In Cub Scouting, your family is important, just as it is throughout your whole scouting experience. Support in earning each badge comes from your family as well as from your den leader. Your parents will help you each step of the way. On behalf of our pack, I welcome you into the next step of scouting by presenting you with the Cub Scout neckerchief. (Tiger Cub Coordinator places neckerchief around each boy's neck and presents a slide. Cubmaster follows and shakes each boy's and parent's hand.)



DECEMBER - Holiday Magic

TOY BOX



NORTH STAR MALL
INGRAM PARK MALL

McCRELESS MALL
CROSSROADS MALL

WHERE EVERY BOY IS KING
AND EVERY GIRL IS QUEEN

Holiday Magic Opening

Cast:

Magician
Magician's Assistant
Santa

Props:

Magic Wand
Colorful Scarves
hat
large cardboard box decorated like a chimney



Santa is hidden in the chimney.

Magician: Good Evening. I'm Marvo the Magnificent. Tonight I will astound you with amazing feats of Holiday Magic. You won't believe your eyes. (Assistant whispers in magician's ear.) Oh yes. On with the show!!

Assistant: Every magician pulls rabbits out of the hat. Its a very ordinary trick, right? Marvo the Magnificent will now ... Before your very eyes.... pull Santa Claus out of the hat!

Magician: Hocus Pocus Alakazam! (Pulls scarf out of hat. Looks puzzled, shrugs shoulders.) Mumbo Jumbo alakazoo! (pulls another scarf out)

Assistant: (stage whisper) Marvo, maybe you need the help of these Cub Scouts.

Magician: Of course. Scouts, on the count of three, say "Alakazam!" One, Two, Three! (Santa pops out of the Chimney)

Santa: Ho Ho Ho! Welcome to Pack ____'s
Holiday Magic!

Tree Opening

Each of the first six lines are spoken by a different Cub Scout and the entire group recites the last two lines.
As each of the first six lines is recited, the speaker holds up the Christmas ornament he is describing.



A shiny stand of tinsel,
A bright and beaming ball,
A brilliant star of Christmas
And angel straight and tall,
A garland gold that glistens,
Santa laughing merrily.
We'll make Christmas Magic
If you'll help us trim our tree!

Another Opening

M - Many Cub Scout's helping hands
A - Angelic faces beaming across the land
G - Goodwill all Cub Scouts give
I - Ideals put in action prevents a season tragic
C - Christmas living in our hearts
(all) - Makes Holiday Magic

Marvo's Holiday Magic Advancements

Personnel: Magician
Assistant
Santa



Magician: I, Marvo the Magnificent, will now materialize Bobcats, Wolves, Bears and Webelos out of thin air.

Assistant: Marvo, aren't they sitting right there? (points to pack)

Magician: Oh, yeah. In that case, how about their advancements? I'll materialize their advancements. (Holds up empty bag) Alakazam!

Assistant: (Scratching head) Nothing happened. The Cubs helped before maybe they can help again.

Magician: (to pack) One the count of 3 say, "Alacazam!" One, Two, Three! ALAKAZAM!

Assistant: The bag is still empty. I don't understand.

Santa: Marvo, could I have a word with you? Holiday Magic isn't made by magicians. It's the smile on a boy's face as he helps another person. By the way, are these yours?

Marvo: The advancements! Thanks Santa! Holiday Magic works again. (Santa rolls his eyes in disbelief)

Santa: These advancements didn't materialize because of your Holiday Magic, Marvo. These advancements are the result of hard work by the boys and their families. (Present the advancements)

Candle Light Advancements

Materials: One large candle
One candle and holder for each family whose son is receiving an achievement

Cubmaster: This is a special season. Christians celebrate the birth of Christ, the Light of the World and Jews celebrate Hannukka, the Festival of Lights. Tonight we celebrate the Light of Cub Scouting by recognizing the achievements of these boys. (Dim the lights and call names. As each family comes forward give them a candle and have them light it from the large candle.) The light of these Scouts achievements and the pride of their families light up this stage. When they leave here that light will be spread throughout this pack and our community.

Holiday Magic

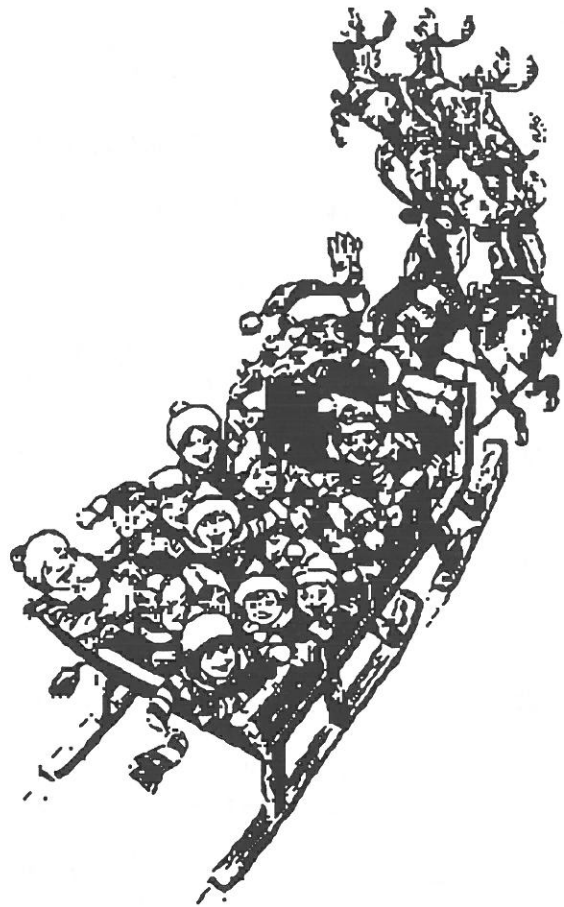
Holiday Magic surrounds us at this time of year. From the glow on a young Scout's face as he helps other people to the joy in another Scout's heart as he spreads goodwill. This is Holiday Magic that will last all year. Lets sing "We Wish You a Merry Christmas."

Marvo's Holiday Magic Closing

Santa: I had a great time at your pack meeting. But I really need to get back to the North Pole. If I'm not there to keep the elves on task, they start singing "Jingle Bells" and forget their work. HO! HO! HO!

Marvo: If my assistant would hold up this magic cloth, I'll send you back as quick as a wink. (Assistant holds up a sheet to screen Santa) Alakazam! (Lower the cloth - Santa is still there) I just don't understand. It's the holidays, and I'm a magician. This stuff should work.

Santa: Marvo, Holiday Magic isn't done by magicians. Its the change in our hearts as we spread goodwill and help other people. Its the joy of giving of ourselves and sharing our good fortune. That's Holiday Magic! By the way, the reindeer are waiting on the roof. Happy Christmas to all and to all a Good Night! (Santa Exits with a lot of HO HO HOs)



Santa's Noisy Christmas Eve



The sound effects:

- (1) beat on drum
- (5) Clap blocks of wood together
- (2) Blow shrill whistle
- (6) Sing through a kazoo
- (3) Ring bells
- (7) Strike two heavy lids together
- (4) Rub Sandpaper blocks together

Narrator: It was a snowy, blowy Christmas Eve. *(1-roll, 2)* Santa was just about finished with his rounds. His reindeer landed on the last roof with a great jingling of bells. *(3-loudly)* Santa jumped from his sleigh and dsqueezed down the chimney, *(4)*, landing softly on the floor *(5)*. Reaching into the bottom of his almost-empty pack, Santa hummed *(6)* a tune as he

decorated the tree and filled the stockings. The clock on the mantel struck two *(7)* as he put the last ornament in place. Then Santa began stacking presents under the tree *(6-several times)*

As he finished and stood back to survey his work proudly, he notice that an ornament was slipping from a branch *(4 - slowly)* He lunged frantically for it, but he missed, and it crashed to the floor *(7)*. In his hurry, Santa knocked over the beautifully wrapped presents that he had arranged so carefully *(all loudly)*. Then, horrors! A brightly-painted Jack in the box popped out with a grin *(2-scaling up)* A toy airplane started zooming around the room *(6 up and down)*, just as a bowling ball bumped over some small things that had fallen *(1 bumps)* A baby doll, still smiling sweetly, tumbled to the floor, loudly calling for her "MAMA" *(6)*.

Reaching quickly for her, Santa stumbled across a rocking horse, which started to rock frantically with its bells jingle-jangling *(3)*. A large rubber ball, carefully balanced on the horse's saddle, slid off and began bouncing merrily around the room *(1)*. It struck a tall pile of blocks, crashing them loudly to the floor *(all sounds)* A toy engine, beneath the blocks, began to whistle shrilly *(2)* as a block hit its switch, and it raced around and around on its track.

As the wind outside got louder and louder *(6)*, the sutters began to bang *(1)* the windows rattled *(5)* and the rafters creaked *(2)*. What a bedlam! Santa groaned *(6)*, as he could hear his reindeer up on the roof prancing lightly *(5)* and jingling their bells *(3)*.

"Oh, dear!" sighed Santa, scratching his head *(4)*. "why does everything happen to me at once?" He scurried around the room, picking things up and putting them back in their boxes. Just as the clock struck three *(7)*, many pairs of feet began running down the stairs *(5)*, so, hastily squeezing up the chimney, *(4)* he jumped into his sleigh and away he flew. Through the noise of jingling bells *(3)*, crashing storm *(1- roll)* and whistling wind *(2)*, you could hear him exclaim as he drove out of sight, "Chistmas is fun, but oh! what a night"! *(all)*.

Santa Goes High Tech



Cast: Elves
Reindeer
Santa

The number of reindeer and elves will depend on the number of boys in your den.

Elf 1: What are we going to do?

Elf 2: Santa doesn't seem to need us any more.

Elf 3: I haven't had anything to do since he installed the painting robots in the workshop.

Reindeer 1: You think you have it bad.

Reindeer 2: Since Santa got that

helicopter, he hasn't even checked on Reindeer Training school.

Reindeer 3: Rudolf is so sad his nose isn't red anymore.

Elf 2: That computer tracks who's naughty and nice much faster than a whole team of elves.

(All sigh.)

Santa: Oh my goodness! Everything goes wrong at once!

Elf 1: What's wrong Santa?

Santa: The paint robots went bananas and painted everything purple!

Elf 3: I'll take care of it!

Santa: Thank you! Then the computer blew a fuse and I can't tell whose been naughty and whose been nice.

Elf 2: My team will get right on it Santa!

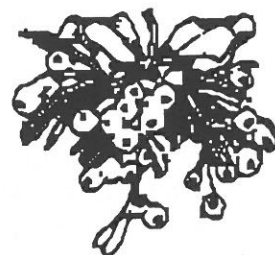
Santa Goes High Tech cont.

Santa: Great! A big storm is brewing. The helicopter won't be able to take off! Oh, what will I do?

Reindeer 3: (calling off stage to Rudolf) Hey, Rudolf! Get that nose shining. We're pulling the sleigh!

Santa: No more of that high tech stuff for me. I'm sticking with elves and reindeer!

Here's a couple of "skits" to introduce portions of your program.



CAROL SINGING

Song Leader: Good evening. I've been asked to prepare this part of tonight's pack meeting. Ladies, will you please come up here? (Several girls and women enter. The Song Leader introduces them) I'd like to introduce Carol Smith, Carol Martinez, Carol Jones, Carol Rodriguez, and Carol Johnson. (Use as many girls as you want, giving them each the name "Carol." Cubmaster enters)

Cubmaster: Hey, wait a minute! What's going on?

Song Leader: (shrugging shoulder) You got me. I just did exactly what I was told to do.

Cubmaster: What do you mean? What were you told to do?

Song Leader: I was told to have a lot of Carols on the program this evening! (With this, the "Carols" distribute the Song Sheets to the audience and the singing begins!)



TO INTRODUCE SANTA

A den is on stage discussing Santa's arrival when one of the boys realizes it's time for Santa's entrance. The boys straighten their uniforms, slick down their hair and prepare to give St. Nick a good first impression. They stand in a straight line with folded hands, looking like little angels. They sing a chorus of

"Santa Claus Is Coming To Town." But Santa doesn't arrive.

They look around for him, shrug their shoulders and sing another chorus of "Santa Claus is Coming to Town." Still no Santa! Finally, one of the boys begins to criticize the boy who said Santa would be arriving soon. The boys fall out of line and begin to argue with one another. Be sure to have some crying and pouting going on. Just then, jingle bells are heard off stage. The boys pull themselves together and begin to sing their song for the third time. Santa enters, seeing before him a group of perfect Scouts!!

Pack Game: People String Along

Materials: One ball of string for each team.
One spoon for each team

Tie the spoon to the string. Divide the group into teams of 5 or 6. On "GO", the first player passes the spoon down his shirt and through his pants and lets it come out his pants' leg. the spoon is then passed on to the next player, As soon as the spoon has reached the end and all the players are connected, the last player pulls the spoon back and the process is reversed, with the first player winding up the string as the spoon travels up the line. The winners are the first team to have the spoon travel down and up back the line, ending up with the string wound back into a ball. The team signals its completion by sitting down. Broken string disqualifies team.

Dress Me

Equipment: a very large, old shirt for each team

Divide into teams of 5 or 6. The first player puts on the big shirt and takes the hand of the next player. The rest of the players try to take the shirt off the first player and put it on the second player without breaking their handhold. The only way this can be done is to turn the shirt inside out as it goes over the first players head. Once it is over that player's head and onto the next player, another player joins hands with the player wearing the shirt, and the first player becomes a dresser. This continues until each team member has been "dressed."

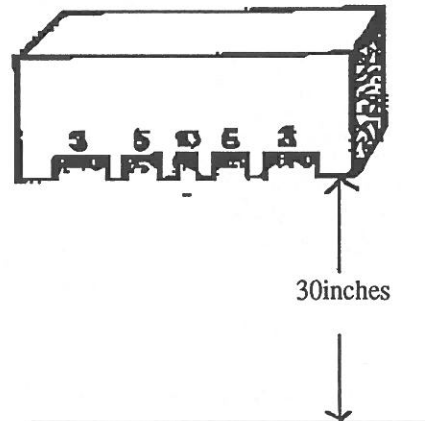
Shoe-Go-Round

The players sit in a circle and remove their shoes. At the signal of the leader, the players pass the shoes as quickly as possible around the circle. When the leader calls, "Change" the shoes get passed in the opposite direction. When the leader calls "Find!", the players try to find their shoes as they are passed around. Winner is the first one with both shoes. Players may not toss or throw shoes and they may not move from their spot in the circle.

Through the Arches

Materials: marbles
cardboard box or shoe box

Establish a shooting line about thirty inches away on a smooth, flat surface. In turn, each player knuckles down and shoots all his marbles at the target and scores the points. Play continues to an agreed upon winning total. The player with the highest score is winner.



Christmas Bingo

Make a master bingo card by drawing 25 squares on a sheet of paper and make a few copies. In each square, write a holiday word from the list given. Make sure each sheet is different. Play just like you would Bingo. The leader calls out the words and each player covers the words on his sheet with buttons or beans. Five in a row wins by calling out NOEL-O!

Christmas	evergreens	Nativity	stockings	holiday
greetings	greetings	ornaments	ribbons	bows
sugar plums	holly	peace	cranberries	wrapping paper
Wassail Bowl	Judea	poinsetta	cookies	toy trains
angels	Joseph	reindeer	fruit cake	nutcrackers
bells	jingle bells	Rudolf	punch	nuts
Bethlehem	Jesus	shepherds	wreaths	candy
candy canes	Kris Kringle	sleigh	Yule log	evergreens
carols	lights	sled	Wise Men	candles
cards	lamb	stable	icicles	luminarias
crib	liturgy	star	elves	helping hands
carillons	Mary	Santa	presents	sheep
doll	Magi	snow	Noel	donkeys
fireplace	mistletoe	toys	donkey	camels
friends	manger	tinsel	party	hay
gifts	Merry	tree	goodwill	



Contrary Children

This is played almost like Simon Says but instead of following the leaders commands, the players try to do the opposite. For example, if the leader says, "Take 3 steps toward me," the players take 3 steps AWAY from the leader. The leader should not demonstrate the movements but carefully watch for players following, not opposing, instructions. Players caught doing as they are told are eliminated.

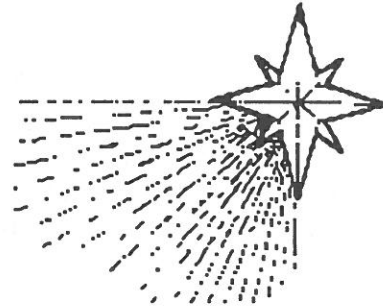
**Alamo Area Council
December
Songs**

**Pow Wow 1993
Holiday Magic**

We Light the Flames

(Tune: For He's a Jolly Good Fellow)

We light the flames of the candles
We light the flames of the candles
We light the flames of the candles
Till Christmas Eve is here.



Cub Scout Trail

(Tune: Ruben, Ruben)

Cub Scout, Cub Scout, I've been thinking
What a grand World this would be
If the boys would all come join us
As we hike the Cub Scout Trail.

The More We Scout Together

(tune: Ach Du Lieber Augustine)

The more we scout together, together, together,
The more we scout together the happier we'll be.
We'll work on the Bobcat, the Wolf and the Bear.
The more we scout together the happier we'll be.

The more we scout together, together, together,
The more we scout together the happier we'll be.
For you'll be a Webelo and I'll be a Webelo
The more we scout together the happier we'll be.

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

Jacob Earned His Bobcat

(tune: Mary Had a Little Lamb)

Jacob earned his Bobcat badge,
Bobcat badge, Bobcat badge.
Jacob earned his Bobcat badge on the
Cub Scout Trail.

Michael earned his Wolf badge too,
Wolf badge too, Wolf badge too.
Michael earned his Wolf badge too on the
Cub Scout Trail.

Derek earned his Big Big Bear,
Big Big Bear, Big Big Bear.
Derek earned his Big Big Bear on the
Cub Scout trail.

Reggie is a Webelo, Webelo Webelo
Reggie is a Webelo on the Cub Scout Trail.

Now they've earned the Arrow of Light,
Arrow of Light, Arrow of Light.
Now they've earned the Arrow of Light and
They're on the Boy Scout trail.

Tree Decorators Cheer - pretend to put ornaments on a tree. You drop one, look shocked as you say "Crash! OOPS!"

Candle cheer - say "Flicker, flicker, flicker!"

Santa's reindeer cheer - "On Dancer, on Prancer, On Donder and Blitzen!"

Baker's cheer - Break the eggs into a bowl, pour in the flour and sugar. Mix it up. Roll it out. Put them in the oven. Take them out. Taste one and say, "Yummy!"

Holiday Magic Cheer - Abra-ka-da-bra, Ala-ka-ZAM!!!



Santa Decorates the Tree

Santa - Ho, Ho, Ho!

icicles - drip, drip

snow - flakey, flakey

white - as snow (the snow group should give their line when snow is said)

star- twinkle, twinkle

elves - Tee, Hee, Hee!

reindeer - clip clop

Once upon a time, long long ago, *Santa* was decorating his first Christmas tree. *Santa* hung *icicles* on some branches and *snow* balls on others. In between, he hung *snow* flakes. On top, *Santa* placed a *star*.

Santa stood back to admire his tree. Something was missing! The *star* twinkled and *snow* flakes glistened. The *snow* balls and *icicles* hung beautifully. The problem was that everything was *white*!

Santa called his *reindeer* and asked them what to do. The *reindeer* thought and thought. *Reindeer* are very good at flying but Christmas trees were too hard. They just couldn't figure out how to fix *Santa's white* tree.

Santa called his head *elves*. "What can I do with this *white* tree?" he asked. The *elves* thought and thought. Even though the head *elves* were the very smartest *elves* in the workshop, they just couldn't figure out what to do with *Santa's white* tree.

Santa, the *reindeer* and the head *elves* stood looking at the *white* tree with the *star* on top, the *icicles*, the *snow* balls and the *snow* flakes. They thought and thought. While they were thinking, a very young *elf* came in carrying several buckets of paint from the store room. This young *elf* had never seen a tree with a *star* on top, and decorated with *snow* balls, *icicles* and *snow* flakes. The young *elf* thought it was the most beautiful thing he had ever seen! The young *elf* was fascinated by the *star*, the *snow* balls, the *snow* flakes and the *icicles*. Just then, he tripped over his paint buckets!

The paint buckets went flying through the air and spilled all over the tree. The head *elves* were embarrassed by the clumsy young *elf* and began to scold him. The *reindeer* were frightened by the clatter and hid in the corner. The young *elf* began to cry because he ruined *Santa's* beautiful tree.

Santa looked at the tree. The *icicles* were silver, the *snow* flakes and *snow* balls were red, blue and green, and the *star* on top glistened with gold. *Santa* was delighted with the beautiful colors on the tree. He picked up the young *elf*, gave him a big hug and made him head *elf* in charge of Christmas trees!

What's New

Materials: paper with list of items to be found
10-12 small objects that can be hidden on boys or parents
tape or safety pins
pencils

As the guests arrive, the leader calls them individually to another room, where a small object is pinned to their person. Everyone is given a list of the objects to be found and instructed to look for them among the pack. The objects should be in a place where they are visible yet difficult to see right away. Hide items on socks, almost under collars, in patterned fabric, at the belt buckle, etc. Here's a list of some items you can use but don't hesitate to add your own!

jingle bell, key, rose, button, clothespin, colored bead, diaper pin, clothes label, pipe cleaner, holly, miniature plastic dinosaur, little toy car, feather, etc.

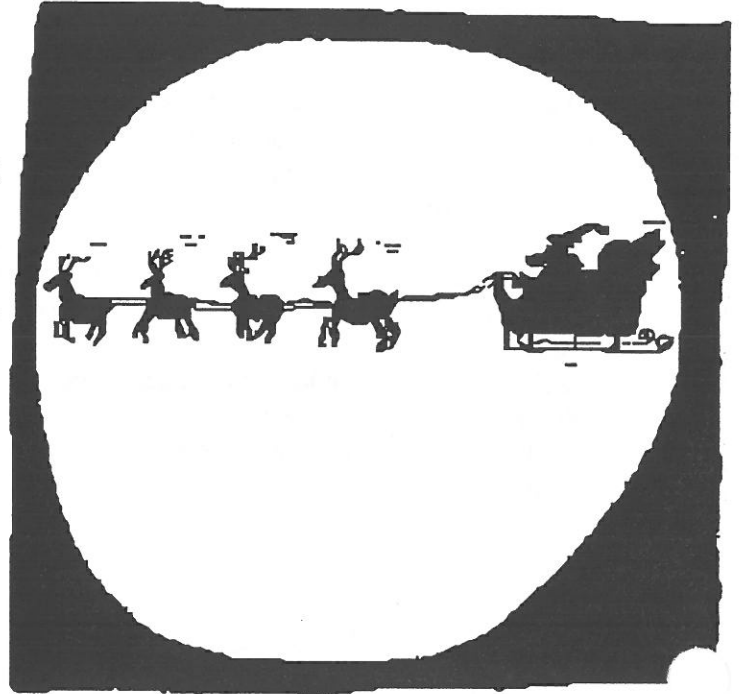


December Word Fun

Unscramble the words below.

- | | |
|--------------|------------|
| 1. itestemlo | 6. ecadnsl |
| 2. eidernre | 7. ratwhe |
| 3. okscnsitg | 8. acrolos |
| 4. ecadoret | 9. slit |
| 5. cpaakseg | 10. ohlyl |

answers: 1. mistletoe 2. reindeer 3. stockings 4.
decorate 5. packages 6. candles 7. wreath 8. carols
9. list 10. holly



The Funniest Christmas Gift

Have each boy fill in the blanks below. When everyone has finished read the story using the words the boys came up with.

a name _____

a place _____

a piece of clothing _____

an adjective _____

a name _____

a place _____

furniture _____

a place _____

an animal _____

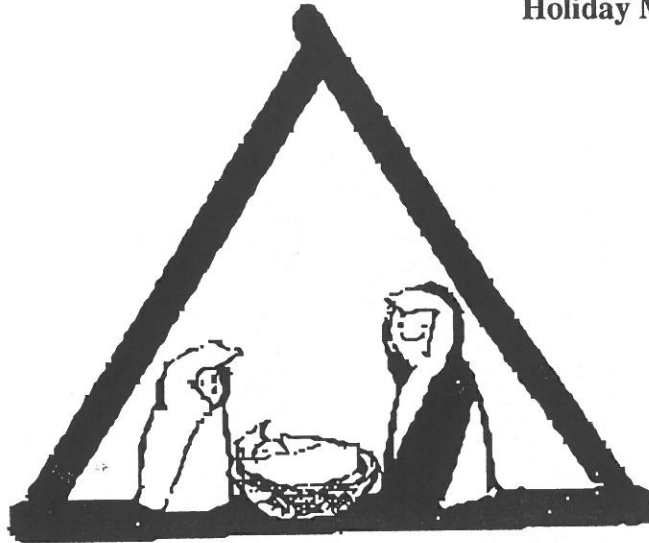
an amount _____

a feeling _____

(name) went to the (place) to pick out a Christmas present for Joe. He/She looked at (clothing) but decided they were too (adjective). Then (name) came by and said, "Why don't you go to (place) and buy a (furniture)?" But they went to (place) and bought a/an (animal) instead for (amount)! Was Joe ever (feeling)!

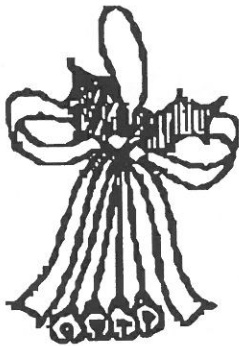
Nativity Scene

Materials:
3 popsicle sticks
brown paint
egg carton cup
tiny peanut
2 double peanuts
small squares of cloth
flet tipped pen
glue

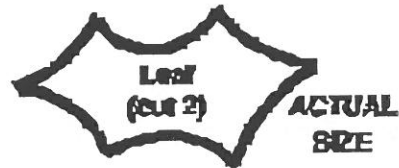


Paint the popsicle sticks. Glue the sticks together in a triangle. Use the bottom of an egg carton cup for the manger, paint it brown. The Baby is a tiny peanut. Use double peanuts for standing figures, making the smaller end the head. Decorate with squares of cloth and felt tipped pen. Glue the baby in the manger and all the figures in place.

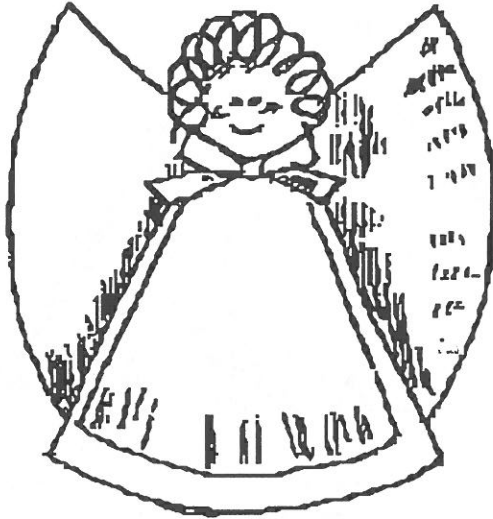
Jingle Bell Door Decoration



Materials:
1/4" red ribbon, 9"
Two 1/4" red pom-poms
Four bells
green felt
Green embroidery thread, one 3" length and four 6" lengths



Tie the ribbon into a bow. At the end of each 6" piece of embroidery thread, tie a bell. Tie to the center of the bow. Trace the leaves on the green felt and cut out. Glue to the front of the ribbon. Gue pom-poms to leaves Tie 3" thread in a loop and tie to top of bow.



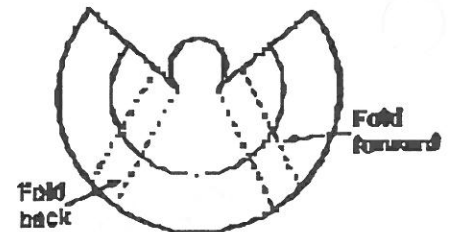
Paper Plate Angel

Equipment: scissors
pencils
markers

Materials: Paper plates
pipe cleaners
glue

Cut a paper plate, as shown in the diagram, to make the angel's shape. Fold the plate back to make the angel's body. Then fold the plate forward to make the angel's wings.

Draw on a face with markers. To make the angel's hair, wrap a pipe cleaner around a pencil. Slide the curled pipe cleaner off the pencil and glue the pipe cleaner around the angel's face.



Bird's Christmas Tree

Decorate a tree for the neighborhood birds. Here are a few bird favorites:

Garlands of popcorn, unshelled peanuts and cranberries, strung on heavy thread

Pinecones filled with a mixture of peanut butter and birdseed. Hang these from the small end to make it easier for the birds to pick out the seeds.

Stale bread cut into Christmas shapes with cookie cutters. These may be decorated with peanut butter and birdseed.

Chunks of suet, suffed into small mesh bags

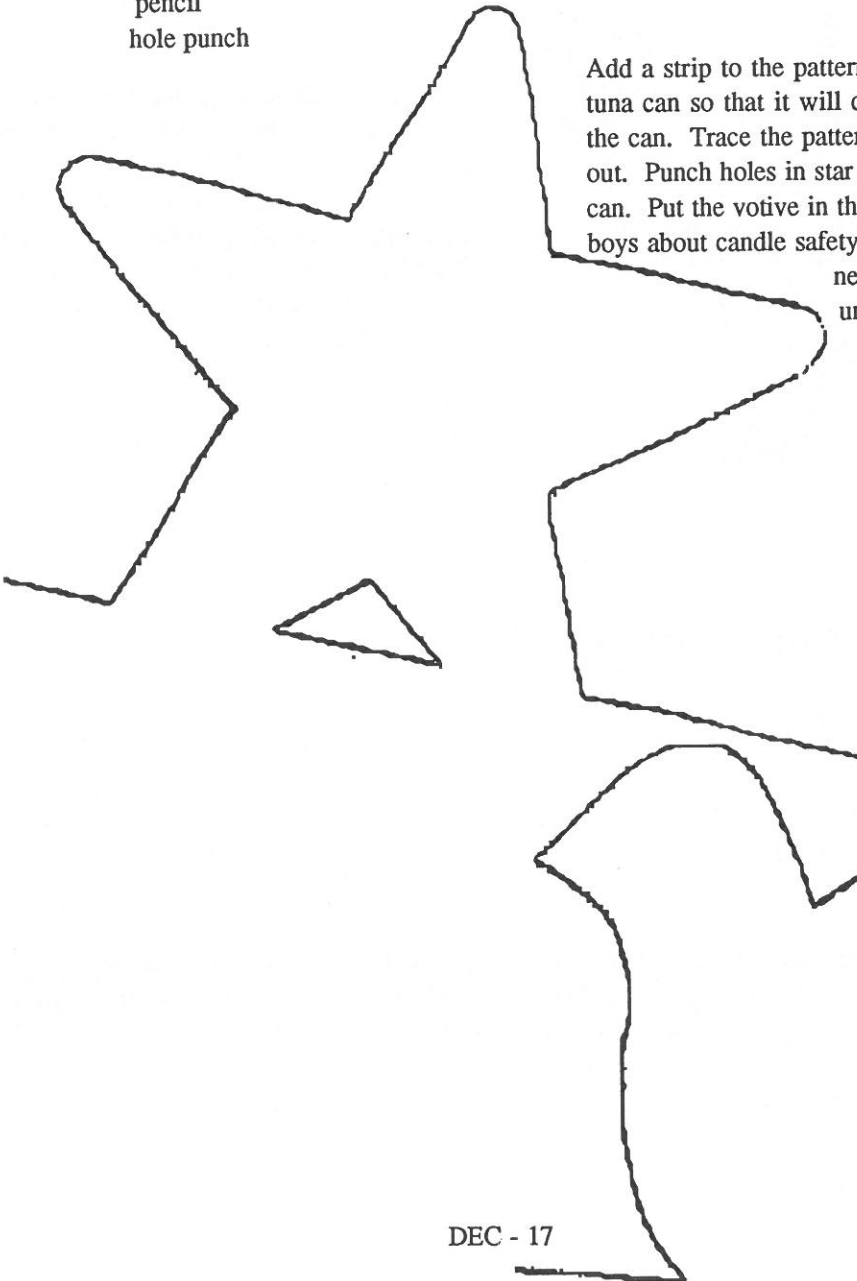
Scooped-out orange halves, filled with sunflower seeds, cracked or or birdseed.

Apples cut in half.

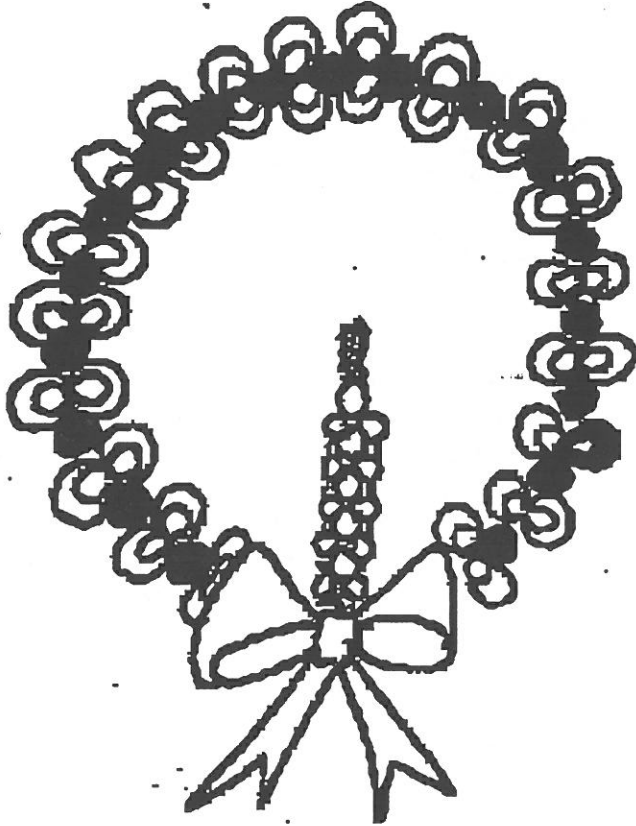
Tuna Can Luminaria

Materials: 6 1/4 oz. tuna can
6" X 12" piece of poster board
transparent tape
votive candle

Equipment: scissors
pencil
hole punch



Add a strip to the patterns the height and diameter of the tuna can so that it will completely cover the outside of the can. Trace the pattern onto the poster board . Cut it out. Punch holes in star as desired. Wrap around the tuna can. Put the votive in the tuna can. Be sure to remind the boys about candle safety. (Only adults light candles and never leave a candle burning unattended.)



Beaded Christmas Wreath

Materials:

21 green paddlewheels
20 red faceted beads
10 white tri beads
1 red pipe cleaner
ribbon bow
nylon filament or fish line

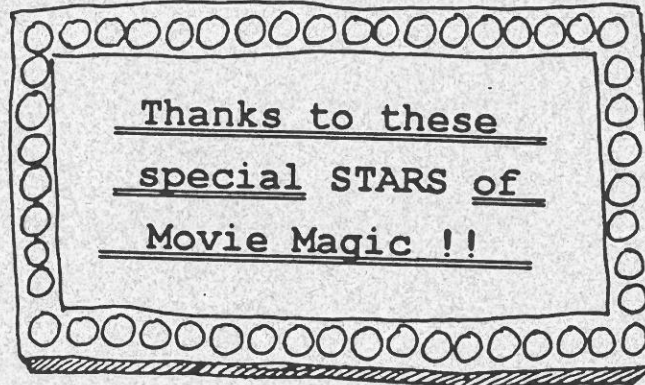
Take the pipe cleaner and thread 1 green paddlewheel alternating with the red faceted beads until all the red and green beads are used. Form a circle with the long end of the pipe cleaner twisted up to form the candle. Thread 10 white tri beads on and twist the top down to form a flame. Add the red bow at the base of the candle.

"Stained-Glass" Ornaments

Materials: Black construction Paper
pencil
scissors
glue
assorted colored tissue paper
Thin cord or thread.

Fold a piece of black construction paper in half and draw a simple shape like a tree or house. Cookie cutters could be used for templates if desired. Cut out holes and shapes inside the shape. Be sure to leave a border. Now cut out the design. After cutting out the design, he will have two identical shapes. On one of the shapes, glue tiny pieces of tissue paper over the holes. After all the holes are covered. Glue the other shape on top. A loop of thread is then taped to the top to hang it.

JANUARY - Exploring Alaska



Ewing and Sons Printing
Cadillac Bar and Restaurant
Marie Calendar's
Radio Cap Company

Genisys Consulting Services
Bjorn's Audio Video
Santikos Theaters
Northside School District, Printing Services
All advertisers and contributors

AMC Rivercenter Theaters
IMAX Rivercenter Theaters
Splashtown



**Alamo Area Council
January
General Information**

**Pow Wow 1993
Exploring Alaska**

For thousands of years, small groups of people have lived in cold northern areas of Alaska. These are the only people who have been successful in finding food, clothing and shelter in these frozen lands.

The "Inuit" people, or Eskimos, of Alaska are the most well known. The word "Inuit" means "real people." The word "Eskimo" is an Indian word for "eaters of meat."

Winters are severely cold in these northern regions. The temperature often stays below 25 degrees below zero for weeks at a time. Yet the Eskimos are able to build homes and find food which allows them to live in this harsh climate.

Summer in the Arctic circle is much warmer but very short. When the snow melts, the "tundra" is exposed to allow some plants and grass to grow.

Eskimos do not live in igloos made of snow as most people think. Ice houses are built only as temporary shelters during hunting trips in the winter. The "Igloo" is made of blocks of snow which are carefully cut and formed into a small round house with a hole in the top for a chimney.

Permanent homes are usually built of wood and whale bone and covered with seal skin and earth. Family members sleep on raised platforms in one large room. Seal oil is burned for warmth, as well as light.

The clothing used in these harsh climates is very warm. The Eskimos must protect themselves from the severe cold with parkas, boots and mittens made from fur and hides. Snow goggles are used to protect their eyes from the glaring snow.

Finding food has always been a struggle for the Eskimos. Sometimes, they patiently wait for hours in the cold to capture a walrus, seal or polar bear. Eskimos kill animals only for food or other useful products like oil, hides and fur. In the summer, they catch fish, rabbits and sometimes caribou.

Eskimos use snow shoes to travel short distances on land. Long distance travel is done with dog sleds. Huskies are the only domesticated animals the Eskimos have known. The dogs are carefully trained to work as a team to pull the sleds long distances.

Two different types of boats are used to travel by water. The "kayak" is a one-man canoe which is extremely light and waterproof. It is made of driftwood and seal skin that fits tightly around the waist of the man inside. If the boat overturns, he will stay dry. The "umlak" is a large boat in which the entire family can travel. It is made of driftwood, whale bone and walrus skin.

Eskimos are very warm and gentle people. Families live together in peaceful harmony while outsiders are made to feel welcome. Little has changed in their lives in modern times. They understand that each person depends on others for survival in the cold, harsh world.

Good Turn

Staging: eight Cub Scouts with signs with large letters on front and sayings on back.

G - Greetings - A special greeting for a special time of year.

O - Obey - A Cub Scout promises on his honor to obey the Law Of the Pack.

O - Over - Good turns should be done over and over again.

D - Daily - Do a good turn daily, don't just think about it.

T - Together - We must all learn to live together.

U - Uniform - You wear a uniform that makes you a special person with special beliefs.

R- Remember - At this special time of the year, remember the goodness you receive.

N - Nobody - We need each other, no one is an island.

Leader: The good turns we do in daily living are the things which make us useful. The good turns enable us to be useful in our home, school, community and the nation. The good turn raises us above the ordinary. It makes our lives worthwhile.

Trails

Cub 1: I want to go somewhere.

Cub 2: I know where I want to go.

Cub 3: I know how to get there.

Cub 4: Let's all plan and go there.

Cub 5: We are here, so let's pledge
our allegiance to the flag which
protects the freedom of us being
able to go where we want.



Eskimo Advancement

Equipment: Tom-tom
artificial fire

Personnel: Cubmaster
Tom-tom drummer

Turn out the lights and light the fire. Beat the tom-tom slowly.

Cubmaster: As leader of this pack, it is my duty to honor all Scouts who, with the help of their parents, are ready to become members of the Wolf, Bear, and Webelos clans. All scouts who have earned the right to join the Wolf clan, rise and come sit by my left hand at the fire. (Wolf Candidates do so.)

All scouts who have earned the right to join the Bear clan, rise and sit by my right hand. (Bear candidates do so.)

All scouts who have earned the right to join the Webelos clan, rise and sit behind me at the fire. (Scouts who are receiving Webelos badge do so.)

Parents of these scouts, come, stand behind your sons.

(The Cubmaster then moves to the first new Wolf, whispers congratulations to him and gives the Wolf badge to his parent to pin on the boy's uniform. Do this for each boy until all boys have received their badges.)

Cubmaster: Let all members of our pack know that the following scouts are now members of the Wolf clan, Bear clan and Webelos clan. May all these scouts bring honor to themselves, their parents and our pack. Rise and return to your places.



Why We Have Advancements



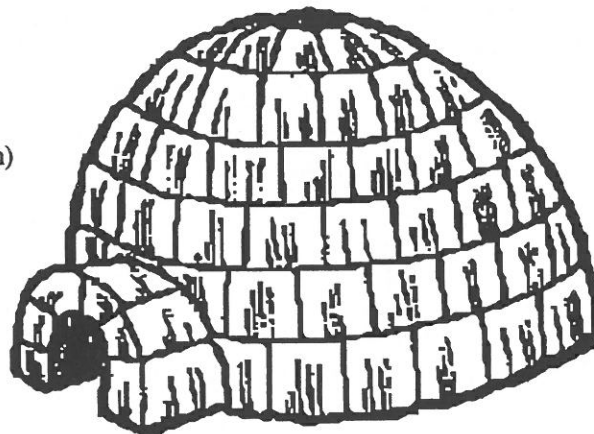
This opening is to be given after the Pledge of Allegiance.

Cubmaster:

And why do you have advancements in Cub Scouts?
Dad asked the night they signed up his son.
Very soon he found his boy working.
Achievements passing one by one.
Never had Dad seen his son work so hard,
Cleaning his room, brushing his teeth and hair.
Each new thing was a challenge.
My how great to see him care.
Eventually this lad would become a man,
Now he is being prepared for then.
Thanks to the father-son relationship,
Scouting's advancement plan, Dad now commends!

North Wind Blow

North wind blow (point North)
Sun give us light (raise arms to the sun)
Moon give us sleep and rest at night (hands in sleep position)
God protect and guide us right (hands in prayer)
Until we meet again (head bowed)



Closing Thought

Do you ever notice how pleasant it is to be around people who have cheerful attitudes? On the other hand, we sometimes avoid a person who is grumpy and looks on the dark side of things. There can be many reasons for not being cheerful, but in spite of this, it is best to keep your feelings to yourself. Cub Scouts who have a cheerful attitude not only make life easier for themselves, but spread their happiness to others.

Wolves

Personnel: Narrator dressed like an old Eskimo
One scout dressed as an Eskimo hunter
Three or more wolves

Equipment: Long switch
three or four wolf masks (optional)
One bow and arrow



The characters act out the story as the narrator speaks.

Narrator: Long time ago wolf pretty bad. Lots of wolves meet you and they circle around you. Wolves very hungry, when you turn your face other wolf come from your back. One man can't see all ways. You go to shoot arrow and wolf watch and he hear the noise of the arrow go *zz-zz-z-z-z-st*.

Only one way to stop wolves! Cut long willow switch as long as you can get. Snap willowstick back and forth around you always and move back to village. Sw-i-i-i-ish, this limber little willow goes. This is only way you get saved, only way to protect, even gun can't do this.

Smoke Signals

Personnel: Narrator dressed as on old Eskimo
4 or 5 scouts to help with "fire"

Equipment: Ten white balloons filled with helium to simulate smoke
Several logs to simulate fire
Two blankets
String

Tie four balloons together in a square pattern to represent "big smoke."

Tie six balloons together in a long line to represent "smoke keep coming."

Make two layers of balloons with the two blankets and as the narrator reads the story, the scouts release the balloons as stated.

Narrator: Smoke signal people send smoke from fire made from green spruce branch and leaves. They climb the highest hill and send smoke signals. If "big smoke" then everyone say, "Someone is coming" and "He come soon." If smoke keeps coming everyone say, "Caribou are coming."

The Rescue Trip

Personnel: Mountaineer wearing old clothes and a long beard

Rescuers wearing heavy winter clothing

Equipment: one shovel for each rescuer

Narrator: (all we see at first are rescuers) No matter what the weather, the Red Cross travels the high mountains, struggle through snow, searching for lost snow bound people.

(All rescuers pantomime the struggle)

Rescuer 1: Worse snow in years!

Rescuer 2: Have you seen anybody yet?

Rescuer 3: I can't see anything!

Rescuer 4: Don't get too far away: we'll lose sight of you!

Rescuer 5: No one could survive this terrible storm!

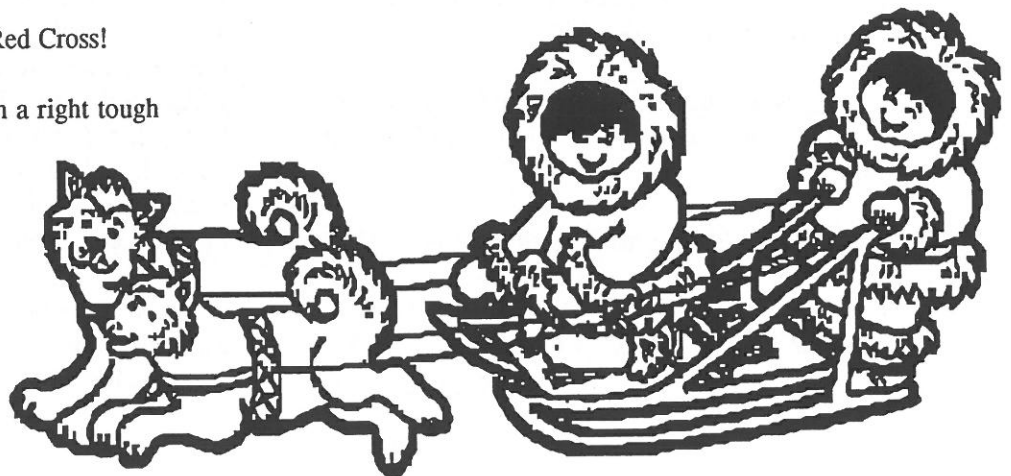
Rescuer 6: Look! A cabin! Hurry! Hurry! (They pantomime shovelling snow away from the door. Then they pound on the door)

All: Is anybody there?

Rescuer 7: Is anyone there? Are you OK? (Mountaineer opens the door and looks around, surprised.)

Rescuer 8: We're from the Red Cross!

Mountaineer: Well, it's been a right tough winter and don't see how we can give anything this year!



**Alamo Area Council
January
Games**

Ajaqaq

Eskimos play this game during the dark winter months, an old belief says that playing Ajaqaq makes the sun return.

You will need at least two players, 30 inches of string, a straight stick about 7 inches long and a curtain ring.

Tie one end of the string to the stick and the other end to the curtain ring.

One at a time, each scout holds the stick in his hand, tosses the ring in the air with the other hand and tries to catch the ring on the stick.

Score one point each time you catch the ring. The player with the most points after ten tosses wins.

Tug For Two

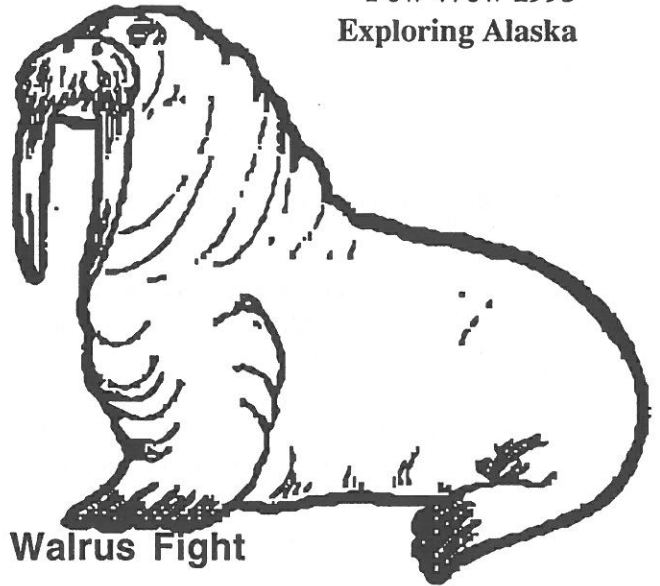
You will need 10 yards of heavy string. Wrap the string around your hand thirty times.

Slip the string off your hand and divide it into two equal rings. Keep them joined in the middle, and be careful not to unwind the string.

Start to wrap the extra string around the center where the two loops join. Finish with a few strong knots.

Mark a center line on the floor or the round. Hold one side of the tug grip, and have a friend hold the other side. The center line should be between you and your friend. Pull until one of you is pulled over the center line or one loses his grip.

**Pow Wow 1993
Exploring Alaska**



Walrus Fight

Mark a circle about 10 feet across. Have each scout squat and grab his ankles. Keep this position throughout the contest. Use only your shoulders and back, **NO HANDS**, to try to push each other over or out of the circle. The last one to remain squatting and in the circle is the winner.

Crossing the Ice

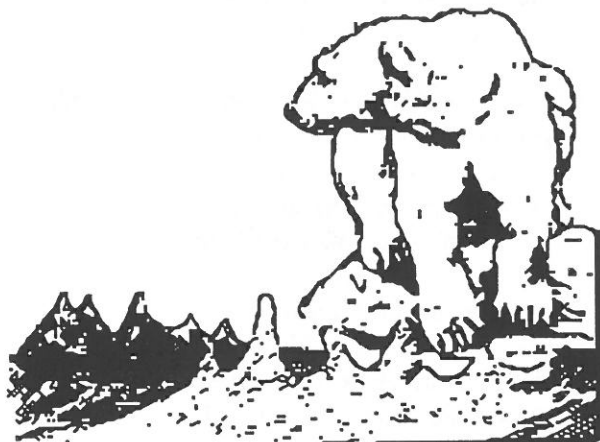
You need two sheets of newspaper for each team. Each sheet is folded to a size just a little larger than the scout's foot. The folded paper represents cakes of ice.

Form two single file lines and on signal, the first scout from each line places one piece of paper on the floor, steps on it and places the other piece of paper on the floor for the other foot. The scout then retrieves the first piece of paper, pushes it forward, and steps on it. This continues until he reaches the turn-around point and he returns to his line to hand off the paper to the second scout.

If a scout steps on the floor he falls into the water and must return to the starting line to try again. The first line of scouts to finish wins.

Guess Who

One person is blindfolded and stands in the center of a circle of scouts. He counts to 15 while the scouts move and change position in the circle. At 15, all the scouts stop where they are standing and the blindfolded scout touches one of the scouts in the circle. By feeling the scout's face and clothing, he must guess who it is. If the scout guessed correctly then that scout is it and must change places with the blindfolded scout. If the scout guessed incorrectly, the blindfolded scout must count to 15 again.



Fish On A String

Get some sand board or heavy paper. Cut out a fish about 6 inches long for each player. Punch a hole in the head of the fish. Get a piece of string about 10 feet long for each player. Tie one end of the string to a piece of furniture such as a chair. Put the chairs in a line with about one foot between them. Stretch the lines of the string out straight. Thread the loose ends of the string through the holes in the fish heads and push each fish up the string to the back of the chair. Give a signal and the scout must jiggle the end of the string carefully to get the fish to move toward him. The first scout to "land" his fish is the winner!

Follow That Nugget

Boys sit in a circle with one boy in the center. The boys in the circle start passing around a nugget (pebble painted gold) 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

I Can Guess!

Cubmaster: Be sure that everyone has a pencil and paper. Listen carefully.

I have 10 polar bears in my igloo.

Each polar bear has a number, one thru ten.

Pick a number of a polar bear (one thru ten) and write it down on your paper.

Multiply your polar bear number by two.

Add twenty polar bears to your answer.

Divide the number of polar bears that you have by two polar bears.

Now subtract the number of polar bears you started with.

You should have 10 polar bears.

**Alamo Area Council
January
Songs**

**Pow Wow 1993
Exploring Alaska**

Home on 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 40 below
The tundra for me by the great Bering Sea,
And the life of an old sourdough.

Our Alaska

(tune: Deep in the Heart of Texas)

The stars at night
Are twice as bright,
(clap, clap, clap, clap)
Up here in our Alaska.

The Arctic sky
Is twice as high,
(clap, clap, clap, clap)
Up here in our Alaska.

There's sun at night
And northern lights,
(clap, clap, clap, clap)
Up here in our Alaska

So don't berate
THE BIGGEST STATE
(clap, clap, clap, clap)
And that is our Alaska!



This Land Is Your Land

This land is your land
It sure ain't my land
From the forzen northland
to the unpaved Alcan
From the ice at Barrow
to the Bering Narrows
This land was made for you NOT ME!

See the fish a'running
Mosquitos are buzzing
the bears are growling
the wolves are howling
My car is stalling
My mom is bawling
This land was made for you NOT ME!

I went out hunting
for moose and caribou
Though the ice was frozen
I still fell right through
While I stood there freezing
A moose informed me
This land was made for me NOT YOU!

See the earth is quaking,
The building's shaking
the tides are rising
the boat is capsizing
My house is battered
My nerves are shattered
This land is sinking in the SEA!

Mush Your Huskies

(tune: Row, Row, Row Your Boat)

Mush, mush, mush your huskies
Through the ice and snow.
Freezing, breezing, wheezing, sneezing,
Over the ground we go.

Eagle Cheer: Lock thumbs, flutter fingers like wings and say, "Cree, Cree, Cree"

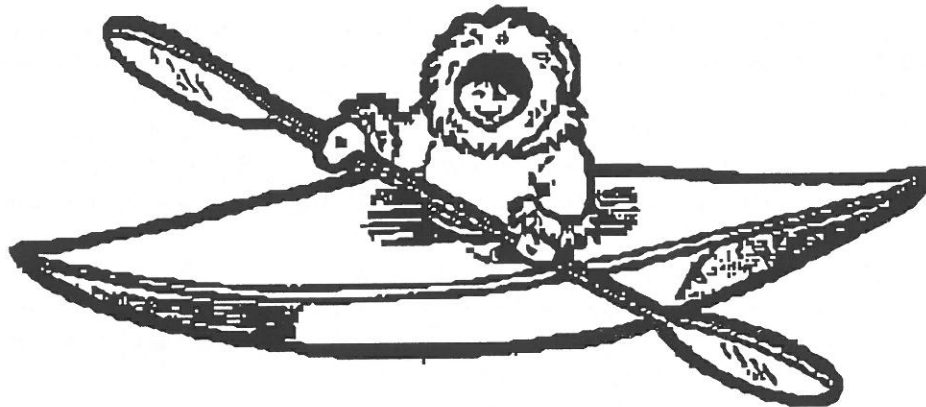
Melting Icicle Cheer: Hang fingers down and say, "drip, drip, drip"

Old Eskimo Cheer: Um-um-ugh
Um-um-ugh
Um-um-ugh

Hikers Cheer: How, how, how
Water, water, water
Glug, glug, glug
Ah-h-h-h-h!

Seal Cheer: Extend arms, cross hands at wrists, clap several times and honk like a seal.

Sleigh Cheer: Bob up and down on the chair like you're riding in a sleigh and say, "Ting-a-ling,
Ting-a-ling, Ting-a-ling!"



Matuk, The Eskimo Boy

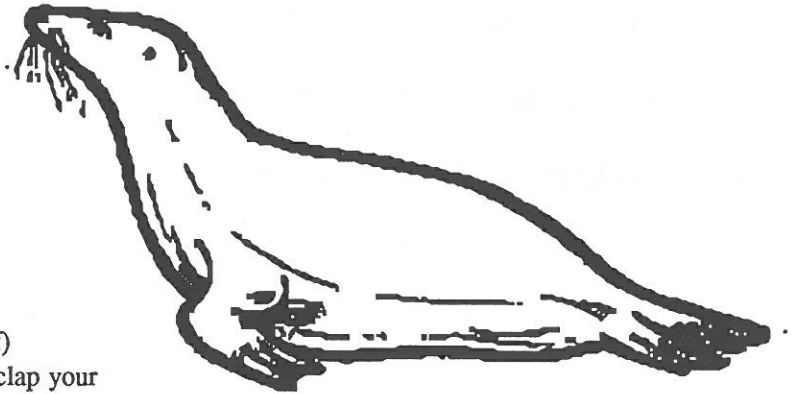
Divide the audience into four parts. Read the story and where the words are highlighted, the audience should respond with the appropriate words.

Spear: Sw-i-i-i-sh!

Dogs: Stand and howl

Ice: Br-r-r-r-r (wrap your arms around yourself)

seals: Stand and stretch your arms forward and clap your hands while you bark like a seal three times



Carrying the SPEAR he had just made and an empty bag, Matuk went with his DOGS, Kunik and Tupak through the snow. The young DOGS raced, tumbling and nipping at each other's heels. Suddenly, Matuk saw two black objects moving far out on the sea ICE. He was sure that the two SEALS had just dived back into the clear, deep water.

Matuk thought of how proud he would be to tell such good news to the village. Yet, he ran back to get his SPEAR, he might not be able to find the place again. He decided that a good hunter would first put up a marker. Matuk caught up his SPEAR and empty bag and hurried across the slippery stones of ICE along the shore. Matuk's DOGS Kunik and Tupak followed at his heels as he ran toward the spot where he had seen the SEALS disappear.

Soon Matuk came to a wide crack in the ICE. When he peered over the edge, he could see that the ICE sloped downward into the water. It would be easy for the SEALS to climb up here to sun themselves. Matuk walked a few steps and saw the marks where the SEALS had been resting.

Both DOGS, however, seemed to think it was a game. The DOGS began to bark and bounce and run around as though it were great fun. Then a terrible thing happened. Tupak jumped back too far and disappeared. Matuk ran to the edge and look down and saw Tupak digging his toenails into the rough ICE and crying with fright.

Matuk shouted for help, however, the village was too far away. Matuk didn't feel grown up now. He had to do something. At the spot Tupak had fallen over, Matuk drove the SPEAR into the ICE with all his strength. He lowered himself, feet first, over the edge of the hole and with his free arm Matuk grabbed Tupak. Matuk shoved Tupak up over the edge to safety.

Matuk began to wonder if he had enough strength to pull himself out. At that moment, both DOGS began to bark and all of a sudden he heard a shout. Matuk could see his father running towards him. His father lifted Matuk out of the hole. Matuk was too tired to open his eyes or speak. He just layed there stomach-down on the ICE.

After Matuk's father heard the story, he said, "You remember that a hunter thinks of others first and does is best when there is any danger." He looked down at the DOGS, "They are young and foolish yet. Take them home. Then come back. You and I will wait for these SEALS together." Matuk did not need to be told twice. "There will be a big feast in the village today," Matuk said proudly.

Eskimo Word Find

Find these Eskimo words in the puzzle: Eskimo, Inuit, igloo, walrus, polar bear, parka, huskies, kayak, umlak, Alaska, tundra



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

Personal Favorites

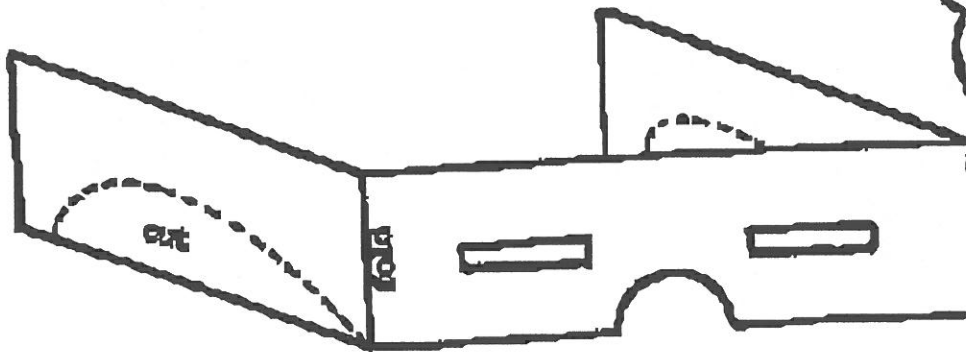
As each boy comes in, ask him to write down 5 or 6 things that he could never have too much of. Tell them not to let anyone else see their list. When everyone has finished, they put their name on it and pass it to the leader. The leader reads the paper outloud while everyone tries to guess whose list is being read.

Eskimo Snow Glasses

The Inuit people or Eskimos, made snow glasses that protected their eyes from the reflected glare of snow. You scouts can make snow glasses with just a few simple materials.

Cut strips of poster board, measuring about 3" X 16".

Cut out the pattern as indicated. Scouts can color or paint their own creative designs on the glasses.



"Ice" Crystals

Put 1 3/4 cups sugar in 1 cup of boiling water. Stir until the sugar is dissolved. Let cool to room temperature.

Cut two or more pieces of string. Tie a paper clip to one end and tie the other end to a pencil. Lay the pencil across the top of an open jar allowing the string to hang into the jar. Pour the cooled mixture into the glass jar.

Set aside for a few days and sugar crystals will form on the string. Eat the sugar "ice" crystals when ready. The longer it stands the more sugar crystals will form.

Fish Mobile

Cut nine pieces of thin wire with wire cutters. Make four pieces 10 inches long. Make five pieces 7 inches long.

Hold the ends of a piece of wire in each hand. Bend the ends toward each other and crisscross them. Tie some fine wire or thread around the crisscross. Do this with all the pieces of wire. This makes the fish shape.



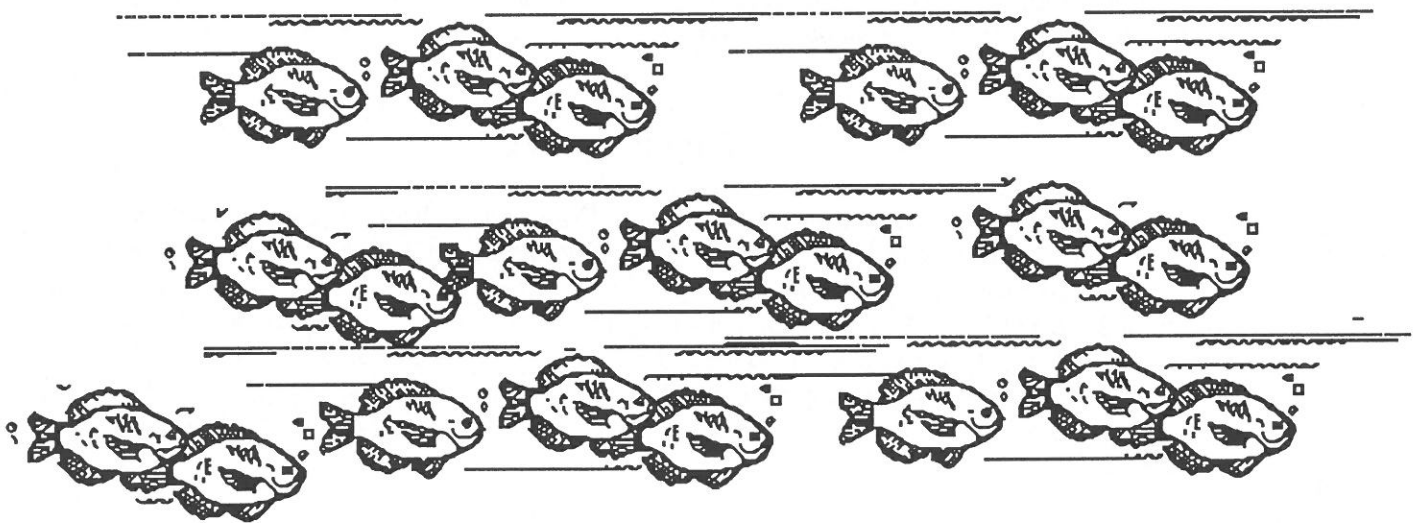
Cut nine pieces of tissue paper. Use many colors. Make each piece a little larger than each wire fish.

Cover your work area with wax paper.

Put glue on one side of a wire fish. Lay the fish on the tissue paper and let it dry. Do each fish this way. Trim off the extra paper leaving about 1/8" outside the wire. Fold and glue the paper around the wire.

Add an eye and make slits in the tail

Cut four pieces of heavy wire. Make one about 20 inches, one about 15 inches, one 9 inches and the last one about 6 inches long. Bend them in a curve and make little loops at each end. Tie the wire together with heavy thread in the center so they hang below each other. Push a needle and thread through the top of the fish. Tie the thread around the wire. Tie the other end around the loop on the heavy wire. Do this with all your fish.



Compass

The Eskimos learned from their father who learned from their fathers how to navigate the vast ice lands and water ways of Alaska. You, as a scout, can learn to navigate direction as the Eskimos did.

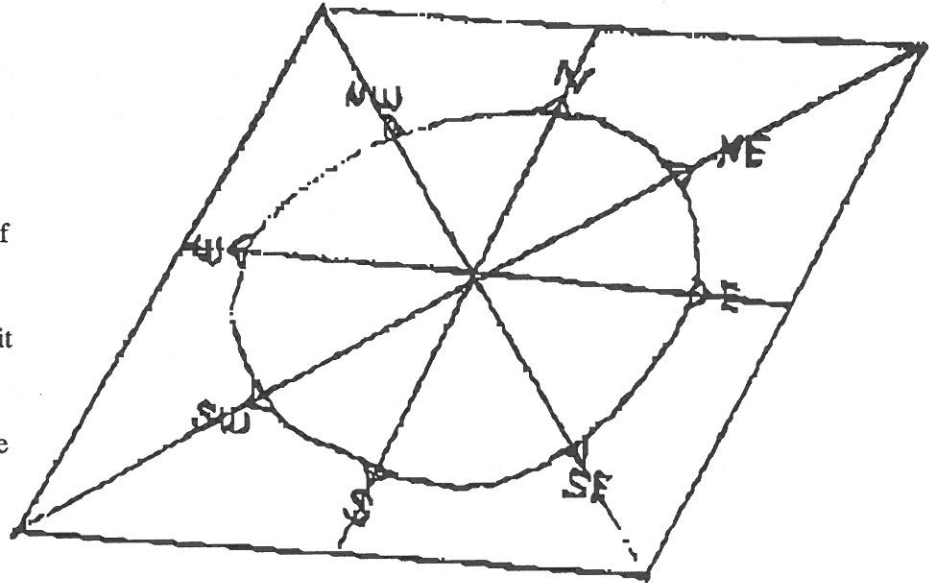
Trace an empty lid in the center of a square sheet of paper.

Fold your paper in half and fold it in half again. Unfold your paper.

Fold your paper this time to make a triangle. Make a triangle the other way using opposite corners.

Put a mark on the edge of the circle at each fold mark. Label the

marks as shown. Use a magnet to make a compass. Hold the magnet in one hand and a sewing needle in the other. Stroke the needle about 20 times in the same direction along one side of the magnet. Cut a very thin slice of cork. Push the needle through the cork and float the cork in the lid which is filled with water. Your needle will point north. Put the lid on your compass diagram with the needle pointing north.



Eskimo YoYo

Eskimos make these out of fur or leather. It can be challenging but with a little practice, the balls can be made to rotate in opposite directions. Cut 2 circles about 5 inches in diameter. Use leather, vinyl or felt. Make holes about a half-inch apart around the edge of each circle. Thread one end of a 48" length of strong cord through the holes in each vinyl circle. Put a couple of marbles or stones in each circle as weights. Tighten the cord to make a pouch and tie with a square knot. Tie an overhand knot near the center of the cord so that one side is about 3 inches longer than the other. Hold the knot in one hand and start rotating the ball on the longer end of the cord. Then send the other ball in the opposite direction. Keep your hand moving up and down to keep the balls in motion.

**FEBRUARY - Blue and Gold
Traditions**



JCPenney

**SCOUT HEADQUARTERS
5 CONVENIENT LOCATIONS TO SERVE
OUR CUSTOMERS, IN OUR BOY'S DEPT.**

1. Windsor Park Mall
IH 35 N. at Walzem Rd.
654-1550

2. Northwest Center
3672 Fredericksburg Rd.
734-6451

3. South Park Mall
IH 35 S. at Military Dr.
923-5461

4. Ingram Park Mall
6301 NW Loop 410
681-6450

5. McCreless Mall
100 McCreless Mall
533-7181

**ALSO AVAILABLE
IN OUR CATALOG: 1-800-222-6161**

**3-4 DAY DELIVERY
TO YOUR HOME.**



Abe Lincoln Opening

Setting: Five Cub Scouts repeat lines of poem below. A large Lincoln silhouette can be used as a backdrop on stage or the boys can all be dressed in Lincoln costumes.



- Cub 1: Lincoln was a long man. He liked the out of doors.
He liked the wind blowing and the talk in country stores
He liked telling stories. He liked telling jokes.
"Abe's quite a character," said quite a lot of folks.
- Cub 2: Lots of folks in Springfield saw him every day,
Walking down the streen in his gaunt, long way.
Shawl around his shoulders, letters in his hat,
"That's Abe Lincoln." They thought no more than that.
- Cub 3: Knew that he was honest; guessed that he was odd;
Knew he had a cross wife though she was a Todd.
Knew he had three little boys who like to shout and play;
Knew he had a lot of debts it took him years to pay.
- Cub 4: Knew his clothes and knew his house; "That's his office, here.
Blame good lawyer, on the whole; though he's sort of queer."
"Sure, he went to Congress once. But he didn't stay.
Can't expect us all to be as smart as Henry Clay."
- Cub 5: "Need a man for troubled times? Well, I guess we do.
Wonder who we'll ever find? Yes... I wonder who."
That is how they met and talked; knowing and unknowing.
Lincoln was the green pine. Lincoln kept on growing.

Cub Scout Promise Opening

Cubmaster: Cub Scouting is a tapestry woven of many traditions. The "Blue and Gold" uniform. The tradition of "Doing Your Best" and "Obeying the Law of the Pack." Of the most important traditions to Cub Scouting is the Cub Scout promise. H.E. Barrow looked long and hard at this promise to see what it means and then he wrote a poem about it. As these Cubs say the promise, I'll read you Mr. Barrow's words.

(The Cub Scouts recite the promise pausing at the appropriate times for the Cubmaster to read the poem.)

I _____ promise

An assurance I make
A pledge to do right;
I keep it before me
A bringt shining light

To Help Other People

If I am helpful
Faithful and just
Then I'm deserving
Of everyone's trust.

To Do my Best

I'll try my best to do it
Though difficult it may be
And if I keep my promise
Then folks will believe in me

And to obey the Law of the Pack

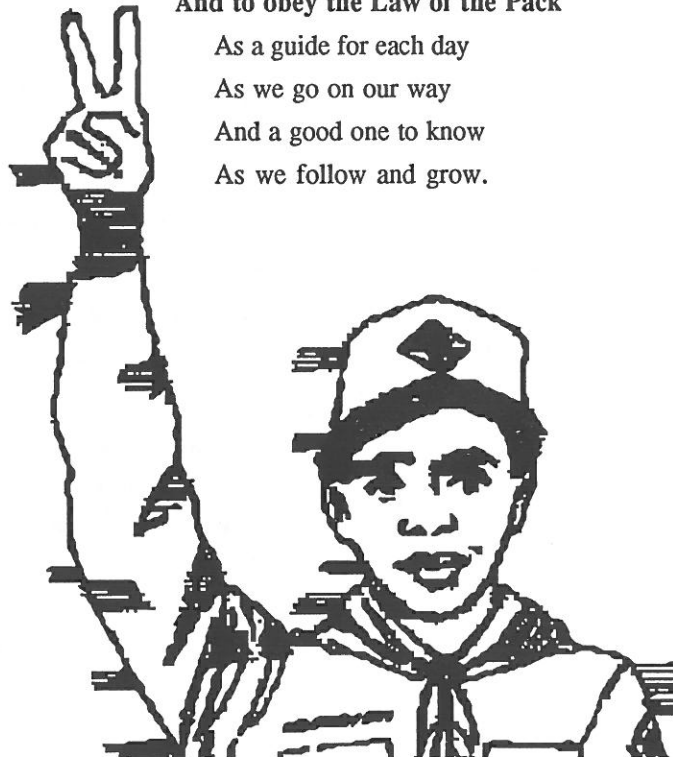
As a guide for each day
As we go on our way
And a good one to know
As we follow and grow.

To Do My Duty to God

To God the Creator
The Maker of all
In joy or in sorrow
On Him we may call.

And My Country

A wonderful country
I'm sure you'll agree
So let's keep it always
The land of the Free.



Traditions

Cubmaster: Tonight we are celebrating Cub Scouting's Birthday and the many traditions that have developed over the years. These traditions have evolved, leaving some things behind and add exciting new things. One tradition that has flourished is the recognition of Cub Scouts advancing through the ranks.

Every boy must earn his Bobcat first. These boys have completed the requirements for Bobcat. Please come forward with your parents when I call your name. (call names) Traditionally, the Bobcat is pinned on upside down by the boy's parents. The badge is turned over as soon as the Scout does a "good turn."

The boys earning the Wolf badge complete 12 requirements. As I call your name to receive your Wolf, please come forward with your parents. Some of these requirements needed hard work and a great deal of thought. Some were fun. All required the help, encouragement and support of the parents. Traditionally, the Wolf badge is presented to the parents to pin on the boy's uniform in recognition of their dedication to their son and to the Scouting program.

The boys earning the Bear badge also complete 12 requirements. As I call your name, please come forward with your parents. Notice that these boys are wearing a blue neckerchief. This traditional Cub Scout blue stands for truth, spirituality, steadfast loyalty and the sky above.

The Webelos have many different pins to work on as well as the Webelos badge. (call the boys and their parents forward to receive pins and the Webelos badge) Notice each of these awards contains the second traditional Cub Scout color -- gold. The gold stands for warm sunlight, good cheer and happiness.

Congratulations to each of these fine Cub Scouts and to their parents. You have done a fine job of carrying on the traditions of Cub Scouting.

A Simple Advancements Ceremony

Traditions are the anchors securing one generation to the next. They are passed down from father to son, mother to daughter, generation to generation. Tonight we are celebrating the Blue and Gold traditions of Scouting and with that in mind we are honored to celebrate the advancement of these fine young men.



Don't forget! Staging Den and Pack Ceremonies is loaded with traditional Opening, Closing and Advancement ceremonies.

Rededication of Leaders, Parents and Boys

from the Sam Houston Area Council

Leaders:

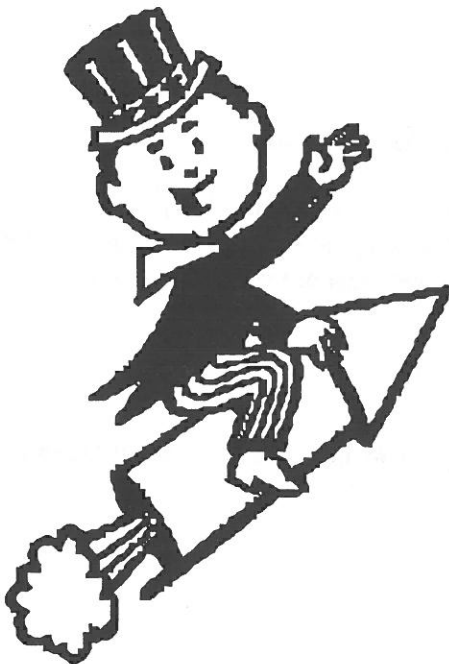
On my honor, as a leader, I re-dedicate myself to my goals in scouting:
To provide the best possible program for the greatest number of scouts that I can reach;
To approach each scout as an individual with certain characteristics and needs, and not just as one of a group;
To provide adventure that involves both work and play;
To teach our boys that by getting along with others and working together they can all be strong;
To foster pride in the American flag and loyalty to our country;
Enthusiasm will be my watch word, patience my guide, and service my goal.

Parents:

Now, I re-dedicate myself to my son in scouting. I promise to encourage him as he learns and grows with the pack, and to participate in his activities whenever possible. By involving myself in this part of his life I will help to instill the principles of scouting: trust, loyalty, helpfulness, courtesy and cheerfulness.

Boys:

Tiger Cubs repeat the Tiger Cub Promise
Cub Scouts repeat the Cub Scout Promise

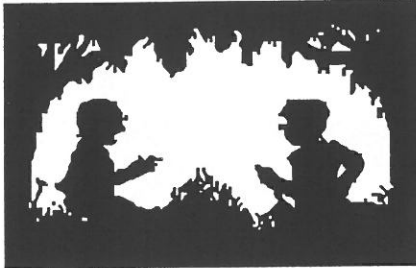


Cubmaster Minutes

by Astronaut Edward H. White, II

The main reason I like Scouting -- and like to support it--is because it is not so specialized as some youth activities. I have nothing against the specialized one, but there is a place in Scouting for every boy. He can be fat, skinny, a bookworm, slow in school -- there is still some place for him in Scouting, some interest his leaders can channel him into. It's not an accident that of 29 astronauts, 26 are former Boy Scouts.

A Campfire Tale



Cast: Narrator
4 or more boys in uniform
2 or more boys in "space" costume

Props: fake campfire
large box decorated like a "time machine" (Adding blinking Christmas tree lights will really set it off)

Narrator: As our story begins, we see Cub Scouts sitting around a campfire. As we come in closer, we can hear the boys' conversation.

Cub 1: My dad was a Cub Scout. How about yours?

Cub 2: Mine too! He said they went on hikes and everything.

Cub 3: Yeah, Scouting is a tradition in our family. My grandfather was a Cub Scout.

Cub 4: My dad says Cub Scouting has been around for a long time. I wonder if Scouts will still be around in one hundred years.

Narrator: The boys continue talking into the night. Finally, it is time to go to sleep.

(Boys lay down and pretend to go to sleep.)

Narrator: Look, lights suddenly appeared over there! (light up the time machine) It's a time machine. Shhh. I wonder what is in it.

(The Cub Scouts wake up yawning and rubbing their eyes. They can't believe what they see. All of a sudden, two futuristic Cub Scouts pop out of the time machine.)

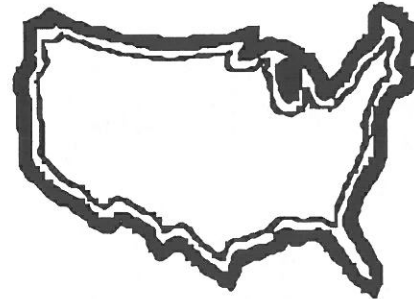
Future Scouts: (in unison) Greetings from the Year 2094. We are Scouts of the Futuristic Council Pack (your pack number) We have traveled back in time to see traditional Cub Scouting!

All 4 Cub Scouts: Wow! This is fantastic!

Narrator: They talked and talked into the night, finding out that the traditions of Scouting will go on forever, in many strange and wonderful places.

America, My Country

All boys together: America is my country.
How glad I am that this is my land.
Prarie and forest
Snow-capped peaks and mighty canyons.
Cities of steel and farms with red barns.
How glad I am that this is my land.
Beautiful is the face of my country.



Cub 1: Down the mountains race the streams.
Cub 2: That slow to winding rivers.
Cub 3: The peaceful woodlands blue lakes sparkle
Cub 4: Foamy waters rush upon the rocky coasts
Cub 5: A nightingale sings, while magnolias
bloom
Cub 6: And far to the West, great redwoods touch
the sky.
All: Beautiful is the face of my country...
With full hands, my country gives freely to
her people.

Cub 1: In fertile Iowa soil is food for fruitful
harvest.
Cub 2: Below the earth lies Pennsylvania coal
Cub 3: And the busy Tennessee waters feed hungry
turbines.
Cub 4: Farm animals dwell in Oregon forests rich
with timber
Cub 5: And fish inhabit the streams.
Cub 6: Oklahoma oil pours forth in eager gushers
All: And in Texas EVERYTHING is big
Bountiful are my country's farms.

Cub 1: In Grand Rapids they are fitting legs on
tables.
Cub 2: In Seattle they are squeezing sardines into
little cans.
Cub 3: In Gary they are pouring liquid steel and
the skies glow with yellow fire.

Cub 4: At a garment factory in Oshkosh a lady is
stitchng a seam.
Cub 5: At Oak Ridge scientists split the atom.
Cub 6: In Chicago, someone is making a TV so
that children like me can watch the Disney
Channel.

All: Which happens to be filmed in Hollywood.
In our country are 227,000 miles of railroad
tracks and better than 3 million miles of
roads.
There are boats and trains and trucks and cars
and buses and planes.
Chug, chug, chug.

Cub 1: Go the trains as they leave the station.
All: Clickety clack, clickety clack.
Cub 2: As they roll across the plains.
Cub 3: Boat whistles call with deep voices.
Cub 4: Taxis honk their horns.
Cub 5: Above us the sound of jet planes make us
hold our ears.
Cub 6: Now our rockets are in space and men are
on the moon.
All: Where will we be going next?

(From 1955 Pack-O-Fun)



T stands for Traditions
Ours bear the test.
As Pack _____, we promise
We'll do our best.

H is helpful
Which we try to be
As each helps the other
In the highest degree.

A for Advantages
We all enjoy
We try to be grateful
And wisely employ.

N is for nation
Whose future depends
On all of us Cub Scouts
Who want to be friends.

K is for knowledge
We're going to need.
We'll work hard to gain it
And hope we succeed.

Y is for Youth
All over the land.
God bless and keep us
And steady our hand.

O for opportunity
Around every one
We'll grasp and hold tightly
Until we have won.

U stands for usefulness
We like to serve.
We do what we can
All praise to deserve.

(All together)
As together we stand,
A "Thank you" we give.
We mean it sincerely
We'll never outlive
The lessons we're learning --
The character you mold.
We Cub Scouts say, "Thank you"
As our futures unfold.

The Brass Ring Game

Cut a triangle, diamond, square, circle or other shape from a piece of wood. The shape is not important, but it should be smaller than a trash can lid. Screw three hooks into the board in a triangular arrangement. Tie a ring about 2 inches in diameter to the end of a long piece of string. Attach the board to a wall. Attach the string to the ceiling about 6 feet away from the target. Make sure there is enough slack in the string to hook the ring. Too much slack and the ring will bounce off the wall and too little will not allow it to catch. Experiment until you get a good challenge

Each player gets 5 - 10 chances to hook the ring. Decide before hand how many points each ring is worth.

Neck-tarines

Each team forms a line and each player must clasp his hands behind his back. Place a nectarine or other small fruit under the chin of the first player on each team. At the signal, the player must pass the fruit to the next player without dropping it or touching it with his hands. If the fruit hits the floor or a hand is used, the team must start over. It is perfectly legal for teams to tell jokes to their opponents. First team to successfully get their fruit to the end of the line wins.

Pass the Orange

Divide the group into teams. Competitors are seated in two rows facing each other. An orange is started at one end and passed to the other end along the tops of the boys feet. A dropped orange must be reintroduced to play two boys back.

Kim's Game Fakeout

Provide each player with a pencil and paper. Have an assistant bring out a tray covered with small articles. Allow a minute or two for the boys to examine the tray. Now the assistant leaves with the tray. The winner will be the boy who can remember the most things about the ASSISTANT!



Red Lion

Mark off boundries for the game and choose an area to be the lion's den. Select one player to be the lion and send him to his den. The lion must remain in his den until

another player challenges him by chanting:

Red Lion, Red Lion
Come out of your den.
Whoever you catch
Will be one of your men.

At anytime after this chant, the lion may run from his den and pursue ANY player. Players who reach the other boundry line are safe. Any player the lion tags, is taken back to the den and helps the lion catch other players. The game continues until there is only one player left.



Don't forget those
"traditional" boy games of
Tag, Freeze Tag and Statues.
They can burn up a lot of
energy with these!

Alamo Area Council
February
Songs



Blue and Gold Traditions

(tune: Jingle Bells)

While dashing all around
To prepare for Blue and Gold
The boys made napkin rings
And placemats to behold

The nutcups, they were neat;
The name tags were just right.
O what fun it is to have a Blue and Gold tonight!

Chorus:

Blue and Gold, Blue and Gold,
Banquet time again.
Families gathered all around
Ready to pitch in.
(repeat chorus)

Fried chicken and baked beans;
Potato salad, too.
A piece of birthday cake;
Enough for me and you.

Some people ate too much;
But we all enjoyed the meal:
The friendship that was there
Was warm and true and real

Pow Wow 1993 Blue and Gold Traditions

Chorus:

Blue and Gold, Blue and Gold
Banquet time is here,
Time to sing and celebrate,
Cub Scouting's one more year.

Blue and Gold

(tune: Row, Row, Row Your Boat)

Blue, blue, blue and Gold
That's our Scout tradition.
Eat and drink and Have some fun
We're all in fine condition.

Fly Your Flag

(tune: Row, Row, Row Your Boat)

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

Old Cubmaster

(tune: Old McDonald Had A Farm)

The Old Cubmaster had a pack
E I E I O
And in the pack he had some Tigers
E I E I O
With a roar roar here and a roar roar there
Here a roar, there a roar everywhere a roar roar
The old Cubmaster had a pack
E I E I O.

Continue with:

Wolves - howl, howl
Bears - grrr, grrr
Webelos - Hiya! Hiya!
Leaders - Signs Up!

**Alamo Area Council
February
Cheers**

**Pow Wow 1993
Blue and Gold Traditions**

Blue and Gold Cheer: Blue and Gold
Gold and Blue
Pack _____
Is always true!



Banquet cheer: Rub your tummy and say: I'm hungry! Let's eat!

Quick cheer: Have pack remain seated. Explain that this is to be a very quick cheer, GOOD BUT QUICK! Then have them clap their hands once as loud as they can.

Swell job Cheer: Everybody stands. To the person getting the cheer yell, " Swell job, Swell job, Swell job!"

Messy Cub Scout Cheer: Everybody stand. Pretend you are eating. Yell "OOPS! Please pass the napkins!"

Jokes and Riddles



Knock, knock.
Who's there?
Army.
Army who?
Army friends invited to the Blue and Gold?

Den Leader: You're late again, Henry. What happened?

Henry: Its because of the alarm clock.

Den Leader: Why is that?

Henry: There are seven of us at home but the clock was set for six.

Cub Scout 1: What is big at the bottom, little at the top, and has ears?

Cub Scout 2: I don't know.

Cub Scout 1: A mountain.

Cub Scout 2: A mountain? What about the ears?

Cub Scout 1: Haven't you ever heard of mountaineers?

George and the Apple Tree

George: "By George"

Apple trees: "Mmmmm good"

Orchard: "Trees, trees, trees"

Patches: "Bow Wow"

As presidents go, GEORGE Washington led an interesting life. All of you have heard about the Cherry Tree incident, but have you ever heard of the one about the APPLE TREE? The story goes like this.

One spring day GEORGE and his constant companion, his dog PATCHES, were walking around the homeplace, kicking rocks and what-not. On a lazy afternoon between the morning chores and the evening ones, PATCHES would bring GEORGE a stick to throw, so he could fetch it. Occasionally PATCHES would run up to GEORGE with the stick in his mouth, dance around GOERGE and run away down the road.



Off to the right of the road was an ORCHARD, with various fruit trees such as APPLE TREES, cherry trees, peach trees and pear trees. This ORCHARD was a large one and was close to the house. This being Monday, the washing was hung ou on the line to dry between two huge APPLE TREES. The wash, being shirts and linens and such, was flapping in the breeze.

Boys being what they and are and dogs being the same, a game of tag developed around the laundry so carefully hung in the sun to dry. First PACTCHES ran between Poppa Washington's shirts and Momma Washington's best pillowcases, then around them came GEORGE. Past the long johns, around the sheets, stirring up a bit of dust, flappin the wash, and popping the clothes line. Around the ORCHARD they raced, behind a cherry tree, under the peach tree and back again. First PATCHES, then GEORGE chasing PATCHES ran past the big APPLE TREE and started back again. Momma Washington came ou the back door yelling, "GEORGE! PATCHES! What do you think you are doing?"

Poor GEORGE! Everything happened at once. He looked toward the door where his mother stood and kept on running . . . smack into the APPLE TREE!!! KABOOM! He grabbed the air, but got the clothes line instead. The wash fell, the clothes line came loose, what a mess for GEORGE! PATCHES didn't help either, because in the excitement PATCHES left paw prints on the shirts, pillowcases, long johns, and such. GEORGE was examined and was found to be okay with only a nice bump on the head. Well, mothers being mothers, had GEORGE climb the APPLE TREE and rehang the clothes line. But even worse, GEORGE had to rewash the clothes...which is probably why nobody ever heard about GEORGE Washington's wash day or about GEORGE and the APPLE TREE.

13 Colonies Word Scramble



Unscramble the words below to find the names of the 13 colonies that became the first states. Hint: The colonies are listed in the order in which they became states.

LEAWERDA _____

SENLAPVINANY _____

WNE REYENJS _____

ORAGEIG _____

NICTOCTENC _____

SATESHAMSUCST _____

YARDMALN _____

HOTUS LOACNARI _____

EWN HMPREAHSI _____

RIGNIAVI _____

REOWYNK _____

ROHNT NILACRAO _____

DEHOR DINALS _____

Answers: Delaware, Pennsylvania, New Jersey, Georgia, Connecticut, Massachusetts, Maryland, South Carolina, New Hampshire, Virginia, New York, North Carolina, Rhode Island.

Note: For younger Cubs, you may want to give them a list of the states - out of order, of course.

SCOUTING AROUND THE WORLD

1. How many countries have a Scouting program?
 - A. 25
 - B. 75
 - C. 120
2. Who founded both Boy Scouting and Cub Scouting?
 - A. George Washington
 - B. Lord Baden-Powell
 - C. Michael Jackson
3. Which country has the largest Scouting association?
 - A. China
 - B. United States
 - C. Great Britain
4. How many Scouts and Scouters are there in the world?
 - A. 10 million
 - B. 16 million
 - C. 30 million
5. What is the World Friendship Fund?
 - A. A fund to promote better relations between governments.
 - B. Money given by members of BSA to help Scouting associations in developing countries.
 - C. A fund to aid the United Nations.



answers: 1) C-120 countries. 2) B - Lord Baden-Powell 3) B - The United States 4) B - 16 million
5) B - money given to help Scouting in developing countries.

NAME BINGO

As each person arrives, have them print their name on a slip of paper. Then give them a blank "Bingo" card and instruct them to have other people fill in the blanks. Be sure to mark the "free" square in the center. Later in your meeting, play Bingo by drawing the names.

Blue and Gold Invitations

Cub Scout Invitation



Fold blue construction paper and cut a diamond shape that will open. Place a Cub Scout emblem on the front. Inside write the date, time and place. Don't forget to put in an RSVP and phone number.

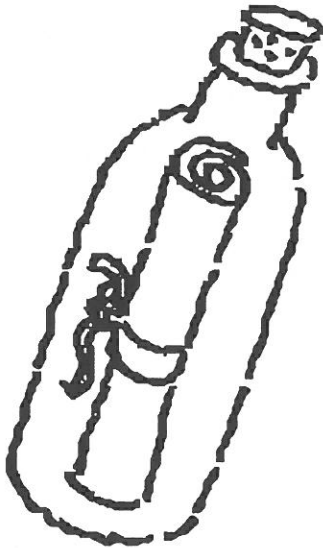
Tiger Cub Invitation



Fold a piece of orange construction paper in half. Add black paw prints on the front. Inside write:

For a roaring good time
That won't cost a dime
Come to our first Blue and Gold!
Date Time
Place
RSVP - phone number

Note In A Bottle



Gather a small bottle for each boy in the den. For the "note" use parchment-like paper. On the paper write:

This bottle brings an invitation
To celebrate a great tradition.
A Banquet of Gold and Blue
We are now inviting you!

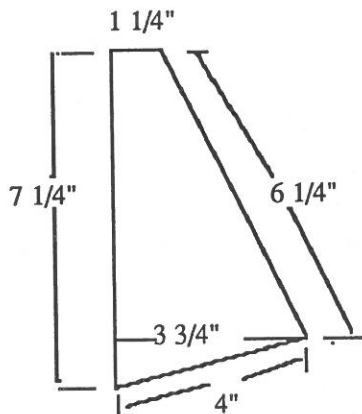
Date Time Place
RSVP - phone number

Cub Scout Centerpiece

Materials: Book (5 1/2" X 7 1/2") at least 250 pages
12 ounce frozen juice can
4" plastic foam ball
Blue spray paint
Construction paper
Cardboard
Yarn
Cub Scout Hat
Cub Scout scarf

For the body, make a pattern from light weight cardboard. Remove the front and back covers on the book. Place the cardboard pattern on the first page of the book, fitting the long straight edge into the binding. Then, fold the bottom of the page up. Next fold the long edge toward the binding and remove the pattern. Fold the excess back away from the binding.. After all the pages are folded, staple the front and the back together.

For the legs, cut the juice can down to 2 1/2". Spray paint the body and legs a royal Cub Scout blue. Using a felt marker, draw a line down the center of the legs to separate them. Cut the shoes from construction paper and glue them under the legs. Add a belt from constuction paper. Make a buckle from yellow paper.



Cut arms from light weight construction paper and spray blue. Add hands. Glue in place between the pages of the body. Glue the bottom of the body inside the top of the legs. Use a foam ball for the head. Insert and glue a toothpick into the head to attach it to the body. Glue on paper features. Add yarn hair and eyebrows. Glue the head to the body. Add the hat and scarf. Use your imagination to fill his hands with "Cub Scout" stuff.



Kachina

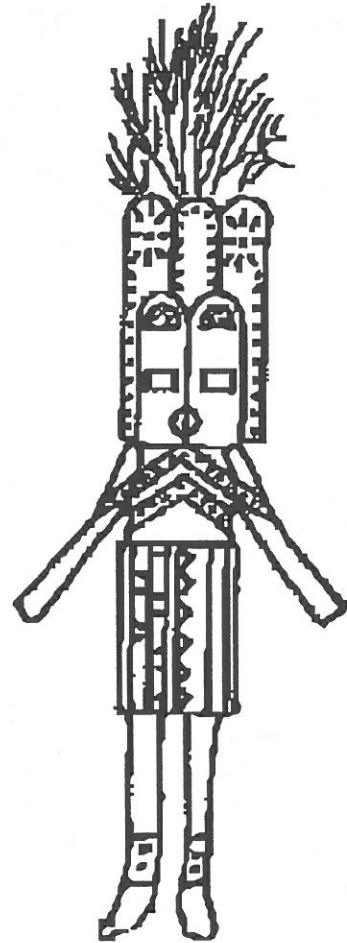
Materials: Two flat clothespins
One jumbo craft stick
acrylic paints
feathers
glue
three craft sticks

1. One clothespin will form the head and body. Cut 1 1/2" off the bottom of the other clothespin to make the arms. Glue to the body.
2. Cut a 1 3/4" piece from one craft stick.
Cut two 1 3/4" pieces from the second craft stick.
Cut two 1" pieces from the third craft stick.
Glue these pieces to the head to form the mask.
3. Cut two 1" pieces from the jumbo craft stick.
Use these pieces to make the breach cloth.
4. Paint as desired using geometric designs.
5. Glue feathers to the back of the mask.
6. Glue to a small piece of poster board or lightweight cardboard to make them stand up.

Let the boys make up Kachina designs of their own..

"Leather" Placemats

Crumple grocery sacks until they look like leather. Cut or tear an "animal skin" shape. Decorate with Indian designs. They may be sealed with clear contact paper if desired.





"Homespun" Placemats

Fringe the sides of burlap or other loosely woven fabric. Pull out individual threads to form drawnwork designs. Yarn may be woven through the openings. It may be a good idea to machine stitch a "stop" line around the edges so the boys don't end up with a lot of fringe and no placemat. Use with a pioneer centerpiece.

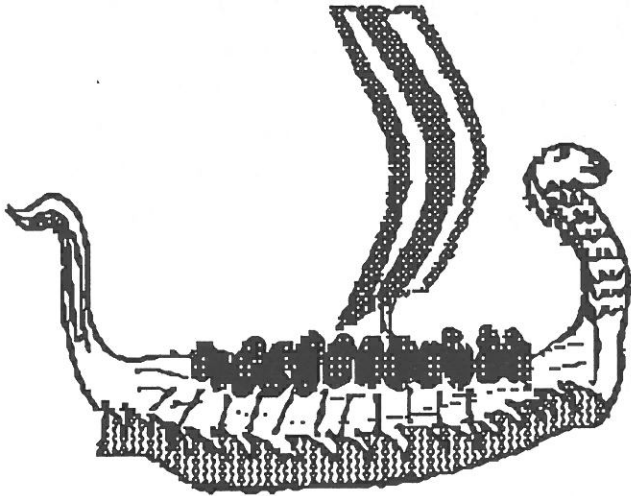
Star Placemats Glue white stars to blue construction paper. Cover with clear contact paper if desired. These look terrific on a red table cloth. These are great with a patriotic centerpiece.

Tiger Placemats and Table Cloth Glue black Tiger prints to orange construction paper. Cover with clear contact paper if desired. Paint black Tiger stripes on an orange cloth. Add a "Tiger" tail if desired.

Webelos Placemats Enlarge an Arrow of Light. Cut it out of gold wrapping paper or yellow construction paper. Glue to blue construction paper. Cover with clear contact paper if desired. Another idea is to trace the Arrow of Light onto the mat then use gold glitter to fill it in.

Marble Painted Placemats Put a sheet of white paper in a cake pan or cookie sheet. Dip marbles in royal blue paint and roll around on the paper. Then dip marbles in gold paint and repeat the process. Glue to large sheets of blue construction paper. If desired, any Cub Scout emblem or symbol may be glued to the painted sheet. Cover in clear contact paper if desired.

Viking Centerpiece

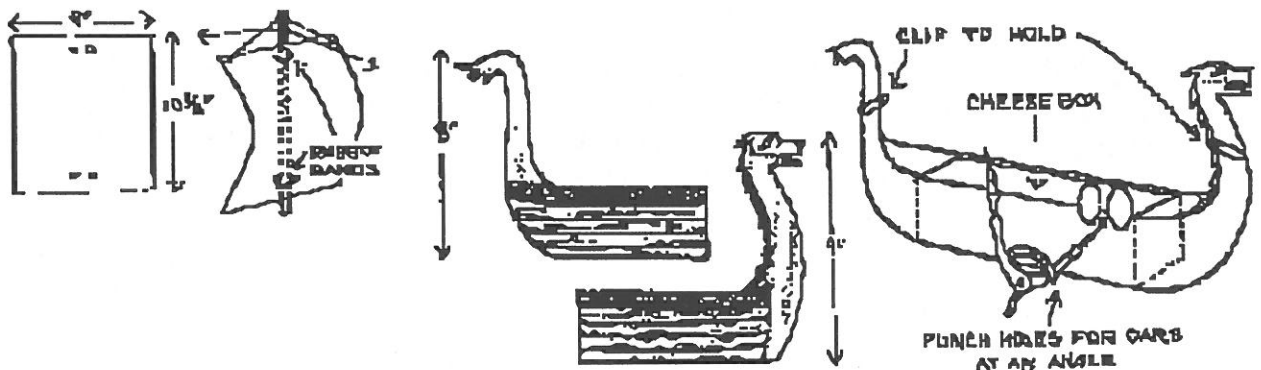


Hull: The base of the ship is a two-pound cheese box. From construction paper, cut two dragon heads 9" high and long enough to extend half way along side of ship, as shown. Cut two tail pieces 8" high and the same length as head pieces. With black ink, draw features of dragon on head, neck and tail. Also draw planks on sections for sides of ship. Glue these plank sections to cheese box, but leave the head and tail parts unglued. Hold together temporarily with paper clips.

Shields and Oars: From bright construction paper, cut 24 ovals about 1 1/2" X 1" and glue along sides of ship, extending above edge. These represent the Vikings' shields. Punch holes between the shields along sides of ship.

For oars, cut drinking straws in half and insert through holes at an angle. Cut waves in two long strips of blue construction paper and glue to bow and stern on each side, curving out around the ends of the oars.

Mast and Sail: The mast is a thin stick or dowel. Cut a 9" X 10 1/2" construction paper sail and glue bright vertical strips to it. Near top and bottom of sail, punch two small holes at the center, through which rubber bands are inserted to tie sail (in a bowed out position) to the mast. Glue a lump of clay to bottom of cheese box and insert mast. Extend a string from bow of ship to top of mast; wrap around mast and bring to stern of ship. Now pass ends of string between paper head and tail pieces and glue paper pieces together. Also tie string through a small hole in one upper corner of sail, bring up and wrap around mast and tie to other upper corner of sail.



MARCH - Wheels, Wings and Rudders



7702 Briaridge
341-2500

2-SEAT GRAND VIRAGE CARS

Formula-style racing!
Bring in this coupon
and receive a FREE
LICENSE AND 5 FREE
TOKENS.

Birthday Parties
from \$3.95.

Coupon good - 1 per
person per day.

MALIBU 3330 Cherry
CASTLE Ridge

341-6664

NOW HERE ----

2-SEAT SPRINT CARS

Experience the thrill of wheel-
to-wheel competition racing.
Rider must be 3'6" tall or over.
No License Required.

We have 2-Seat Bumper
Boats too!!

BIRTHDAY PARTIES
FROM \$4.95.

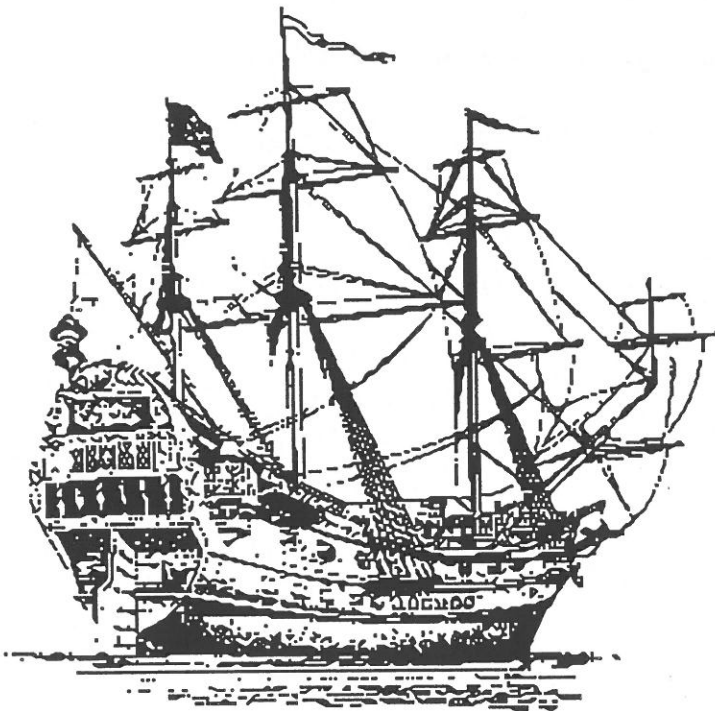
Square Rigging

The earliest know sails were simple branches or large leaves held up by the occupant. Eventually hides, woven mats and finally woven cloth were made into sails.

The Roman ships had one mast placed amidship and a square mainsail hanging from a yard. The mast and yard were traditional and harked back to sea-going Egyptian crafts.

The lateen sail was introduced introduced to free the windship from the limitations of the square sail. The triangular lateen sail was rigged to a long yard with hung at a slant from a short mast.

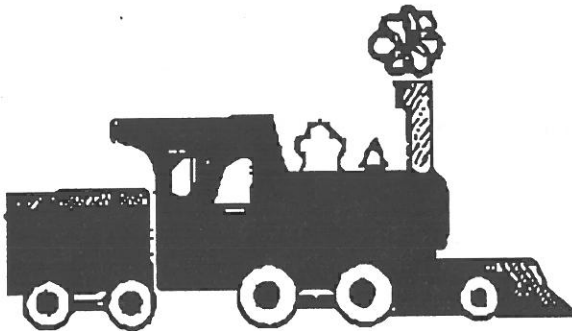
In a burst of inventiveness and creativity, the shipwight of yore, combine the caravel with the cog and produced the first, classic full rigged ship: three masts, with large square sails on the foremast and mainmast, a lateen sail set on the mizzen and sometimes a rather large spritsail set forward of the stem, below the bowsprit.



As time passed, ships grew larger and master riggers would fling up tiers of 3, 4 and even 5 sails per mast. To counter balance the square sails, additional fore and aft sails were added. This provide by staysails, small triangular sails, similar to the lateen sail, set on stays between the masts. Eventually these small triangular sails began to appear on the stays that ran from the foremast to the bow. These sails were called jibs.

Thus, with time, the single mast-square sail ship evolved into the fully rigged ship, sometimes known as the tall ship. Now, let us set our sails as the wind blows from the east and we begin our sea going adventure tonight.

All Aboard



During the early part of the 1800's, Richard Trevthick invented the first successful locomotive, the steam locomotive. Trevthick's innovation of a single piston led the way to engines with pairs of alternating pistons.

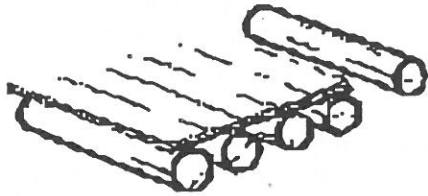
Major Eli H. Janney patented the automatic coupler, thus eliminating the metal pin connections and saving many fingers of the brakemen and even preventing deaths.

Another innovator was George Westinghouse. His claim to safe railroading were the air brakes, signaling, switching and traffic control.

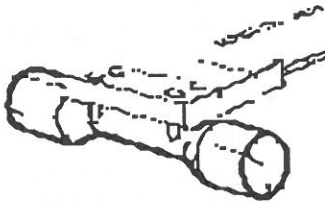
As the elements of the train evolved through ages of hard work and dedication of men and women, so does this PACK because of family support, Cub Scout activities and dedicated leaders.

And now, let us pledge the flag, so that we may begin our journey down the PACK track.

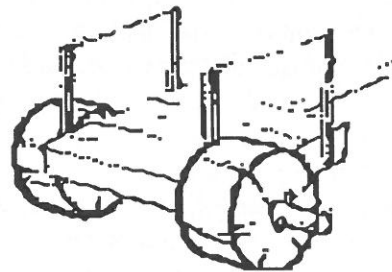
Wheels



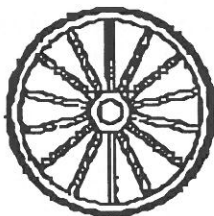
The origin of the wheel is a mystery. The first wheel was probably a log placed under heavy objects that were to be moved or under sledges bearing these objects.



As time marched on, the logs were later set in a position permanently beneath a stationary platform or stage. Now we're rolling.



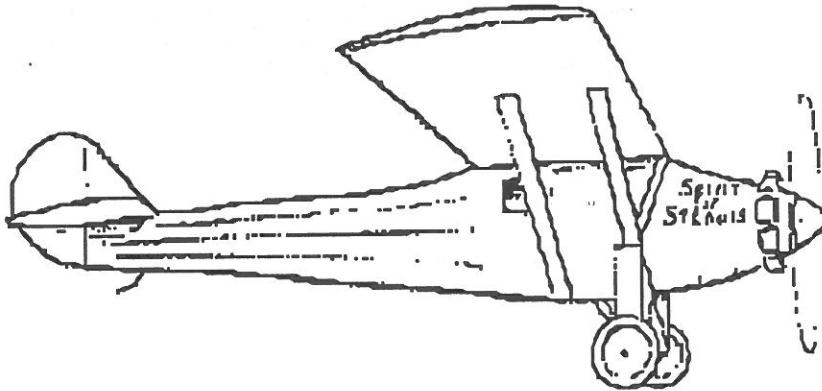
Small cylindrical sections were cut crosswise from logs and holes were burned through the center and fixed to an axle under a body. Stone wheels were fashioned with the aid of various tools of that time period. Granted, these wheels were crude, but they worked for those who fashioned them.



The antique wheel reached its technological peak, with the onset of the spoked wheel. The spoke wheel had many cylindrical wooden spokes mortised into a felloe, a rim. The tire around the perimeter of wheels were made from thin strips of iron that were joined together and hammered into a hoop and welded together around the outside face of the wheel.

Tonight, we heard how the wheel evolved through time. Our Pack honors these scouts for their evolution through their achievements to obtain the rank of _____ (Wolf, Bear, Webelos, ets). Let us give these well rounded scouts a round of applause.

Flight



Ladies, gentlemen and scouts, please buckle your seat belts, place all seats in an upright position and stow all objects below your seats or in an overhead compartment.

Man has always dreamt of flying like the birds. According to Greek legend, Daedalus and his son Icarus were testimony to this when they donned wax wings and flew. The story says, that Icarus' wings melted when he

flew too close to the sun and he fell into the sea. In the sixteenth century, Leonardo da Vinci drew plans for a flying machined called an ornithopter. During the nineteenth century, men sought to master the principles of flight. Glider builders, Otto Lilienthal and Octave Chanute helped to contribute to the early evolution of flight. In the twentieth century, Samuel P. Langley made important contributions to the science of aerodynamics. Langley and his assistant, Manly, attempted to fly off the top of a houseboat in a gasoline airplane. Langley and Manly were catapulted into the chilly Potomac River. Just nine days later, history was made. The daring Wright brothers soared where many men before had tried and failed.

Several notable moments in the history of flight were the Frenchman Louis Bleriot, who flew across the English Channel to the amazement of spectators and, of course, the epic flight of solo aviator Charles Lindbergh. Lindbergh flew non-stop from Roosevelt field in New Yourk to Paris, France in a little over 33 hours.

Among us tonight, we have aviators who have completed their pre-flight instructions and are ready to taxi down the runway. Before they take off, let us present to them the achievement of Scouting they have earned.



Bright Idea - Present the boys "wings" with their advancements. Just cut them out of cardboard and pin to their uniform.

The Assembly Line

The automobile is a fine example of a product built by mass production. There are several stages in the production of an automobile.

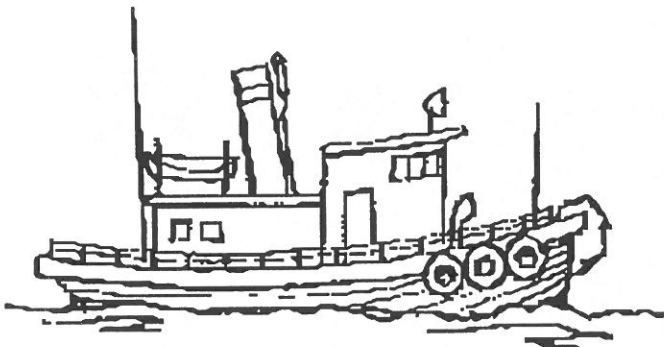
The first stage is the creation of a new model. After testing the large scale car in the lab and on the road, special patterns, dies, and machine tools are prepared. The second stage is the machining of the different parts of the model. These parts must be forged, cast or stamped.

The final stage is the most spectacular phase of the manufacture of the new model. After all the parts are completed, they are ready for the assembly line. Each of the components are conveyed to sub-assembly areas where the basic units of the car are assembled. For example, the engine and the chassis. As the new model rolls down the assembly line, each component of the vehicle is added one after another. After the car has reached the end of the line, it is ready to leave under its own power.

Our pack meeting tonight was assembled along those same lines as the automobile. We started with a simple gathering activity which led into the opening part of this meeting. Following the opening, the pack assembled several skits and cheers. Next came the awards ceremony where scouts were rewarded for efforts made and for following Akela. And finally, we complete the final obstacle, the closing. When we are through, we have created a Pack Meeting. Good night.

(Note: need about 5 scouts, need five signs with the following printed on them: gathering activity, opening, skits and cheers, advancements and awards, closing. Each scout holds up his sign as it passes through the pack assembly line.)

Harbor Vehicles



Big liners, tankers and cruise ships make their way into a harbor or port. These ships carry passengers, cargo and other vital goods. Once in the harbor, pilot boats take over.

Pilot boats, or tug boats as they are sometimes called, are designed primarily for moving large ships to and from the pier area and for towing barges.

As the night comes to a close, the pilot boats have escorted the SS Scout up to the dock. Scouts, leaders and parents have disembarked ready for adventure. Good night.

"Live Motor"

This skit is to familiarize the scout with the different parts of the engine and the job each plays in making the vehicle move.

Materials needed:

- | | |
|---------------------|------------------------|
| 1. string | 7. four earphones |
| 2. a straw | 8. a windmill on stick |
| 3. broom | 9. a hat |
| 4. tag board labels | 10. Five cans |
| 5. spray bottle | 11. wooden dowels |
| 6. chair | 12. paper plates |

Signs to be made:

- | | | |
|-----------------|----------------|-------------------|
| 1. 4-piston | 6. 1-cylinder | 11. 1-drive shaft |
| 2. 1-air filter | 7. 1-battery | 12. 1-rear axle |
| 3. 1-carburetor | 8. 1-fan | 13. 2-wheels |
| 4. 1-Fuel pump | 9. 1-radiator | |
| 5. 1-starter | 10. 1-gas tank | |

Number of scouts: approximately

eleven (11) Arrange the scouts as depicted in the sketch.



**Alamo Area Council
March
Skits**

**Pow Wow 1993
Wheels, Wings, Rudders**

The Narrator reads the script as the scouts dramatize what happens inside the motor. Note: the directions for the scouts are given in parenthesis.

I step into the car and put the key into ignition. (Narrator steps into position as the driver of the car.)

As I turn the key, the starter alerts the battery to go to work. (STARTER tugs string to the battery.)

The battery sends a burst of energy that gets the pistons moving and the crankshaft started. (The cylinders now begin to bend and unbend their knees to represent the crankshaft. They alternate so that one is up, two is down, etc.)

Meanwhile the fuel pump is moving gas from the gas tank through the gas line. It has to come all the way from the rear of the car. (The fuel pump sucks on the straw.)

The carburetor gets the fuel from the fuel pump and mixes it with air from the nearby air filter. It takes this mixture of air and gas and sends it to the cylinders. (Actually the carburetor sends this mixture through pipes to the cylinders, but in this play, the Carburetor uses a sprayer.)

When this mixture gets into the cylinder, it meets the spark plug and causes an explosion. That explosion pushes the piston down and the crankshaft pushes it back up again. (The pistons keep going up and down and the crankshaft moves until the car stops.)

The crankshaft then causes the drive shaft to turn around. (The broom-handle is turned to represent the DRIVE SHAFT.)

Then the drive shaft meets the rear axle and turns it around. This moves the wheels and the vehicle is on its way! (Wooden dowel and paper plates turn representing the rear axle movement.)

In order to keep moving, the vehicle must continue feeding gas to the engine and moving the pistons.

Where shall we go in our car now that it is moving?
If we stop the motor, do we remember the steps to start
it again?

Stagecoach

Props: Two chairs alongside each other and facing the audience.
Sign reading "Arizona Stagecoach" tacked to top of chairs.

Driver: (sit on chair, turn head and speak to Sureshot) Keep your shotgun handy, Sureshot . . . the hills are swarming with bandits.

Sureshot: (with toy rifle or cut out of one, sits on chair) Right, do the driving, and I'll pick off the robbers.

Driver: (snap reins, shout to horse) Hiiiiii.

(Note: Throughout rest of the skit, bounce about on chairs, as if riding on a rough road)

Driver: (alarmed as you see robbers, gesture left) There's one!

Sureshot: (quickly aim, shoot) BANG! (Blow smoke from barrel)

Driver: (gesture to right) There's another!

Sureshot: (aim, shoot) BANG! (Blow smoke from barrel)

Driver: (gestures to right) There's another!

Sureshot: (aim, shoot) BANG!

Driver: (gesture upward) Up there!

Sureshot: (shoots) BANG!

Driver: (Gesture downward) Down there!

Sureshot: (shoots) BANG!

Driver: (gesture outward) Behind that rock!

Sureshot: (shoot) BANG!

Driver: (look happily about) Looks like we got them!

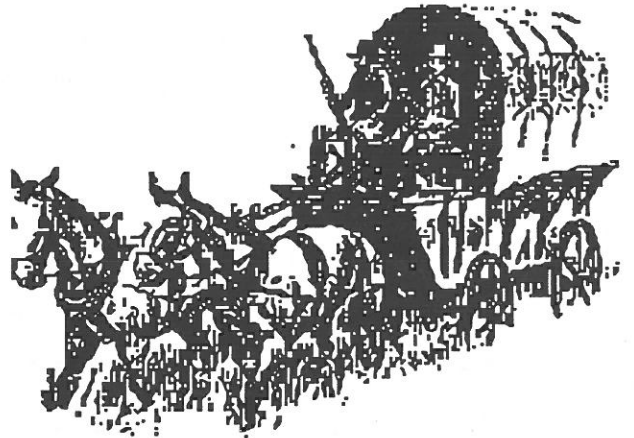
Sureshot: Yep, but we might have a rough trip back.

Driver: How come?

Sureshot: (aim rifle) Cause every time I aimed . . .

Driver: Yes? . . .

Sureshot: (with sad face), I missed!



Daring Sailormen

Characters: Ten Cub Scouts
Narrator (Cub Master)

(A narrator reads the verses aloud while the players act according to the instructions. All actions are performed quickly and briefly)

One daring sailorman sailed the ocean blue... (a scout marches toward the front of the audience, faces the audience, steers ship) Along came a friend of his ... (a second scout enters, they exchange greetings, stand alongside each other) And so there were two!

Two daring sailormen sailed the stormy sea... (both steer at wheel while holding tight and swaying) They called and called for extra help... (as they call with cupped hands a third scout joins them) And so there were three!

Three daring sailormen stepped upon the shore... (scouts step forward, march in place) And when the three stepped back again...(as the three step back to original positions a fourth scout joins them) The three had turned to four!

Four daring sailormen did a fancy dive... (they make diving motions) They looked so fine and fancy...(a fifth scout enters, looks in admiration, joins them) That soon, there were five!

Five daring sailomen fished with crooked sticks... (they pretend to fish) Their dinner was so tasty... (as they pretend to eat a sixth scout joins them) Very soon there were six.



Daring Sailormen, cont.

Six daring sailormen opened up a door... (they face sideways and pretend to open doors) In jumped another scout... (Seventh scout jumps in) So, there was one more!

Seven daring sailormen all began to skate...(all pretend to skate) It looked so much like lots of fun...(eighth scout skates onstage) That their number came to eight.

Eight daring sailormen all stood in a line...(they line up at attention) And before they knew it...(ninth scout quickly enters to join end of line) The line had stretched to nine!

Nine daring sailormen wondered where they'd been... (they shade eyes with palms and gaze outward) Someone came to tell them...(tenth scout enters, gestures outward) And that made ten!

Ten daring sailormen all went swimming for fun...(all make swimming movements) And so they swam and swam and swam...(they swim offstage)
Until at last there were none!

The Car Trip

Cast: Driver
As many passengers as desired

Props: Chair for each cast member set up as a car or bus.

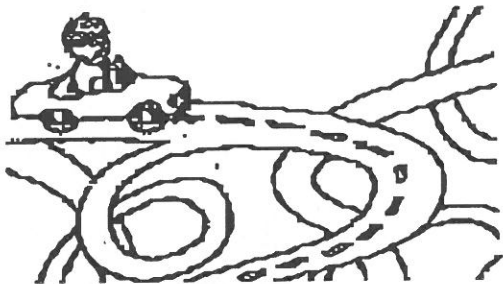
The driver and passengers are seated and each crosses his left leg over the right. All the cast members must cross their legs in the same direction and manner.

The driver pretends to be driving.
Passenger: Is it time yet?
Driver: (looks at his watch): Not yet.

Repeat the sequence several times making sure not to move the legs.
Finally, the passenger asks: Is it time yet?
Driver: (Looks at watch) Yes.

All passengers uncross their legs and cross them in the opposite direction.





Traffic Pattern

Materials: None
Room Arrangement: Open Space
Time: 10 minutes

Directions:

1. Scouts divide into pairs--one is the "car" and the other is the "driver." Cars hold hands out in front (imitating headlights) and close their eyes. (One could use blindfolds). Drivers keep their eyes open and steer the cars by standing in back and placing their hands on their partner's shoulders.
2. One set of a car and a driver is chosen to be it. As in the traditional game of tag, the person who is it tries to tag another player. In this game, cars can only tag cars. Drivers carefully maneuver cars around other cars trying to avoid getting tagged. Speeding is not allowed.
3. When the car that is it tags another, the car that was tagged becomes the new it. Cars and drivers switch roles and the game

Airport

Material: Objects found in the room (chairs, books, boxes, shoes, and so forth) Blindfold
Room Arrangement: " Open space
Time: 20 minutes

Directions: 1. Divide the group into pairs. One person becomes the pilot while the other partner is the "air traffic controller." One pair runs the course. The rest of the scouts become the runway by forming two lines about eight feet apart with the lines facing each other.

2. Obstacles, such as chairs, books, boxes, shoes, and so on, are placed on the runway. Be careful not to use objects that will be harmful if stepped on or bumped into.

3. The air traffic controller stands at one end of the runway. The pilot is blindfolded and stands at the opposite end. The controller verbally guides the pilot down the runway so that pilot avoids obstacles and the people on either side.

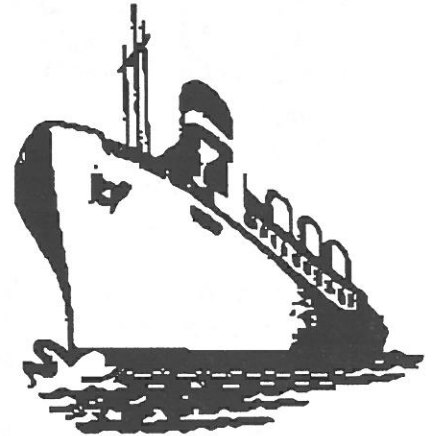
Variation: Try the same game but have two pilots and two air traffic controllers working simultaneously.

BATTLESHIP

Material: Several sheets of graph or quadrille paper.
(One can purchase a small version of this game called BATTLESHIP from Milton Bradley.)

Object: To locate and sink your opponent's hidden fleet of five (5) ships.

Aircraft Carrier: 5 squares
Battleship: 4 squares
Cruiser: 3 squares
Destroyer: 2 squares
Submarine: 2 squares or 1 square



Each player labels across from 1 to 10 and labels vertically A to J on two different sheets. One sheet will be where one places his ships and the other sheet will be his target sheet to record hits and misses. On the ship sheet, one will lay out his position of his ships vertically, horizontally or diagonally. Ships may not criss-cross each other. They must occupy their designated squares.

PLAY:

1. After players secretly place their ships on the grid, pick one player to go first then alternate turns. On a turn, call out on shot aimed at one position on your opponent's grid. Call out as letter and number to indicate the position of your shot. For example, C5 or F9.
2. When fired at, immediately announce whether the shot is a hit or miss on one of your ships. If it is a hit, mark the position on your ship grid with a "X" or something. If it is a miss, record a "O" or something to identify hits and misses.
3. When firing, record your shots on your target sheet.
4. SINKING A SHIP: when all of a ship's squares are filled-up, it is sunk. Announce which ship is sunk.
5. The first player to sink all of his opponent's ships wins the SEA BATTLE.

PAPER AIRPLANE RACE

Give each Scout a sheet of paper. Have them quickly fold it into a paper airplane. They must then put the airplane. He then steps up to a line and flies it. The one going the farthest is the winner.



Bright Ideas: Check the library for books on paper airplanes. Learn to fold a couple of the easier planes. Then the boys can try a couple different styles to see which flies the best.

If you are feeling especially competent, try one of the more difficult folds and teach it to the boys. They will spend hours trying to figure out how to get it just right.



Another Bright Idea: If your pack chooses to have its Pinewood Derby another time, try a Rain Gutter Regatta.

I've Been Working On the Railroad

I've been work-in' on the rail-road,
All the live-long day,
I've been work-in' on the rail-road,
Just to pass the time a-way,
Don't you hear the whistle blow-in,
Rise up so early in the morn;

Don't you hear the captain shouting,
"Di-nah, blow your horn!"
Dinah, won't you blow, Dinah, won't you blow,
Dinah, won't you blow your horn,

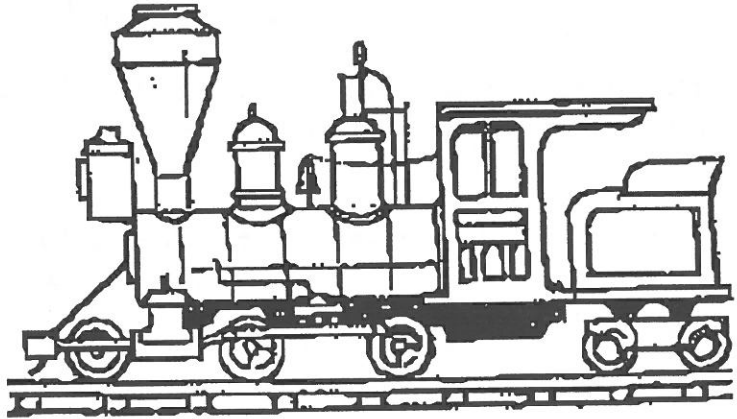
Dinah, won't you blow, Dinah, won't you blow,
Dinah, won't you blow your horn!

Some-one's in the Kitchen with Dinah
Some-one's in the Kitchen, I know,
Some-one's in the Kitchen with Dinah
Stummin' on the old banjo and singing

Fee, Fi, Fiddle-i-o Fee, Fi, Fiddle-i-o ----- Fee, Fi,
Fiddle-i-o Strummin' on the old ban--jo.

Row, Row, Row Your Boat

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



The Train

The wheels of the train go round and round, click-e-ty
clack, click-e-ty clack

The wheels of the train go round and round, click-e-ty
clack, click-e-ty clack.

The engineer toots his horn, toot, toot.....

(pull imaginary cord)

The engineer toots his horn, toot, toot.....

(pull imaginary cord).

The crossing gates come right down, clang, clang.....

(arm up, elbows bent, move hands down toward
each other)

The crossing gates come right down, clang, clang.....

(arm up, elbows bent, move
hands down toward each other)

The people on the train get bumped around, Bump,
bump..... (body moves up and down) The people on the
train get bumped around, Bump, bump..... (body moves
up and down)

Alamo Area Council
March
Songs

Pow Wow 1993
Wheels, Wings, Rudders

Michael, Row the Boat Ashore

Michael, row the boat ashore, Hal-le-lu-jah,
Michael, row the boat ashore, Hal-le-lu-jah.

Sister, help to trim the sails, Hallelujah,
Sister, help to trim the sails, Hallelujah.

The river is deep and the river is wide, Hallelujah,
The river is deep and the river is wide, Hallelujah.

Milk and honey on the other side, Hallelujah,
Milk and honey on the other side, Hallelujah.

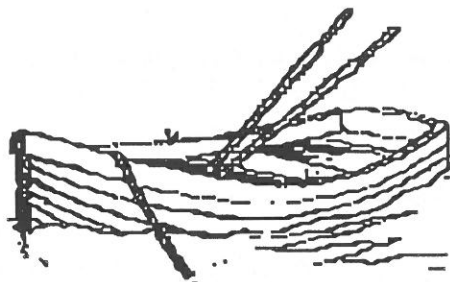
Jordan's river is chilly and cold, Hallelujah,
Jordan's river is chilly and cold, Hallelujah.

Chills the body but warms the soul, Hallelujah,
Chills the body but warms the soul, Hallelujah.

Michael, row the boat ashore, Hal-le-lu-jah
Michael, row the boat ashore, Hal-le-lu-jah

Wheels (Cub Scout Rap)

Four wheels on Daddy's car
Three on Ba-by's trike
Two on brother's motor-cycle
And two on my new bike-



Sacramento

(tune of Camptown Races)

A bully ship and bully crew,
with a hoo-da and a hoo-da,
A bully mate and captain, too,
Hoo-da, hoo-da-ay.

(Chorus)

Then blow ye winds, hi-oh,
For Cal-i-for-ny-o,
There's plenty of gold,
So I've been told,
On the banks of the Sacramento.

Around Cape Horn in the month of snow
with hoo-da, and a hoo-da,
We came to the land where the riches flow,
hoo-da, hoo-da-ay.

(Chorus)

A Sea Chantey, 1850.

**Alamo Area Council
March
Cheers**

**Pow Wow 1993
Wheels, Wings, Rudders**

Cheers

MOTORCYCLE CHEER: Raise foot and kick downward three times while making a sputtering sound. Hold hands like gripping handle bars.

On the third attempt, the engine starts say "VAROOOOM. "

LOCOMOTIVE CHEER: Have arms at side, bent at the elbow. Rotate arms in a circular motion at one's side while saying "CHUG, CHUG, CHUG, WHOO, WHOO. "

FLAT TIRE CHEER: Say "flop, flop, flop." Where's the spare.

AUTO-MECHANIC CHEER: Say "Wrench, socket, hammer. " Say "OUCH, " while sticking your thumb in your mouth.

FLIGHT ATTENDENT CHEER: Wolf, Bear, Webelos or Boy Scouts.

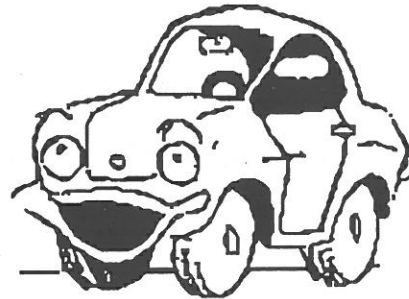
WHALER'S CHEER: Thar she Blows!

SNOOPY'S CHEER: Make a fist and shake above your head. Say, "Curse you, Red Baron!"

The Crowded Bus

"You're driving a bus and 32 Cub Scouts get on . Then 14 Cub Scouts get off. Then 130 Cubs get on and 120 get off. At the next stop 19 Cub Scouts get on. Finally, 36 people get off. The question is this: What are the color of the bus driver's eyes?

ANSWER: *The bus driver's eyes are whatever color your friend's eyes are. After all he is the bus driver, right.*



Riddles

Where do most holdups occur? *In traffic*

What's harder than following a road map?
Folding it

What kind of car comes from Norway? *Fjords*

What's the best kind of car to drive in the fall?
An Autumn-mobile

What kind of clothing did Cinderella pack for vacation? *Wish and wear*

Who vacations in a Mississippi swamp?
Mud-donna

What's good about being shipwrecked? *You always get a seat on the isle.*

When is a boat like a store? *When it has sails.*

How often do boats sink? *Only once.*

Why do they show bad movies on airplane?
Because the audience can't walk out in the middle

What were the unhappy mothers looking for at the airport?
Runway Children

How is an airport like a closet? *It's full of hangers*

Oscar and His Dream Trip

Here is a story that will keep the interest of your audience because they take part in it and the results are funny. Write the following words and phrases on cards . . . one to a card . . . and distribute the cards to the audience. As you read the story and come to a blank, each member in turn reads his card aloud.

light bulb
baby chick
cake of soap
pink mouse
bunch of bananas
harmonica

golf club
bottle of ink
bicycle
sour pickle
black snake
elephant

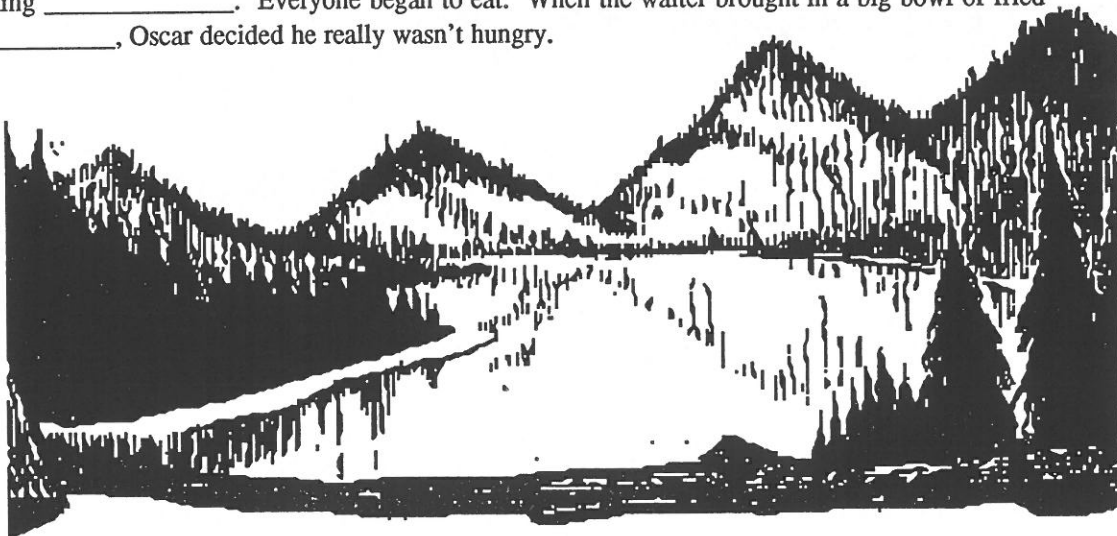
glass of milk
broom
coffee pot
pillow
rubber band
motorcycle

Oscar followed the little creek to where it passed by the stone wall and sand cliffs. The spring air was full of _____ and the gentle whisper of the wind. He was getting tired from such a long walk and sat down to rest on a _____. It was then that he noticed a yellow door in the side of a sandy cliff.

"This is very strange," Oscar thought. "I've been here often and never noticed that door before." He got up with true Cub Scout curiosity and went to the door. He was surprised to find that it opened easily. Inside he was surprised to see a huge _____ and a _____.

Just then a _____ jumped out at him and said, "Will you stay for dinner?" A _____ told Oscar to shut the door while a _____ stared fearfully at him with big eyes. At the sound of the door closing, a _____ got up and ran around in circles at Oscar's feet.

Oscar sat down at the table. He sat beside a _____ which was always poking a _____ with a _____. Then a _____ brought in a big silver platter on which Oscar saw a scrumptious looking _____. Everyone began to eat. When the waiter brought in a big bowl of fried _____, Oscar decided he really wasn't hungry.



Oscar and His Dream Trip (cont.)

He excused himself and nearly tripped over a _____ as he left the table. He saw a _____ which he thought would make a nice pet, but he knew his mother wouldn't let him keep it. Oscar also saw a _____ which he would have liked to take home to put in his room. But when he went to pick it up, a _____ slapped him on the hand and told him to leave it alone.

Oscar thought that some of the things in this house were very rude, especially a _____ which kept interrupting when everyone else was talking. With a loud noise, a _____ came running through the door, followed by a _____ and a _____. That was when Oscar knew it was time to leave.

As he tried to get to the door, a _____ caught him around the neck and held on tightly. Oscar got away and rushed out the door very frightened. He took one last look at a _____ which was right behind him. Breathlessly, he banged the door shut and ran. He sat down to catch his breath. When he next looked at the cliff he saw that the door was gone and he felt very sleepy.



Bright Idea: Check out "Car Trouble" on page 6-6 in the Cub Scout Leader How-To Book. It's a great participation idea for the pack or the den!

The Winged Warrior

Give everyone a pencil and sheet of paper. Down the left side of the page, write a word or phrase associated with the theme or nearest holiday, etc.

On a signal, the scouts write down words beginning with each letter. The words must be associated with Wings, Wheels and Rudders.

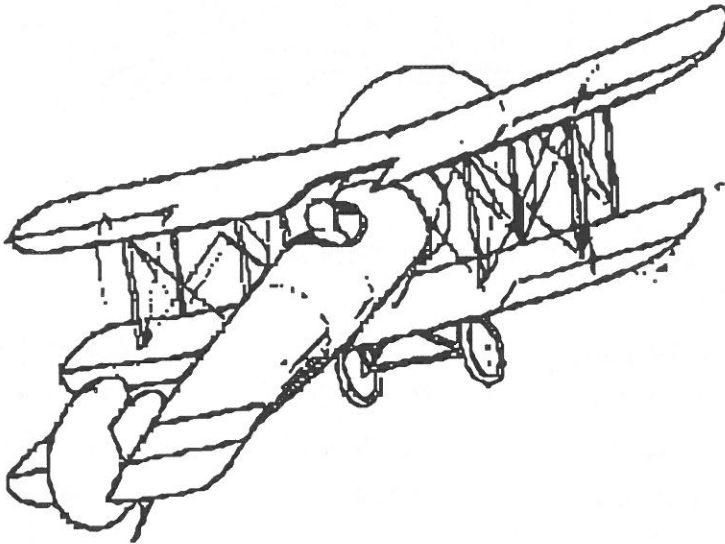
Example:

R Rudder
O Operation
U Uplift
N Navigator
D Drag
T Tomcat, F14
A Aviator
B Balloons
L Liberator, B24
E Elevators

Scoring:

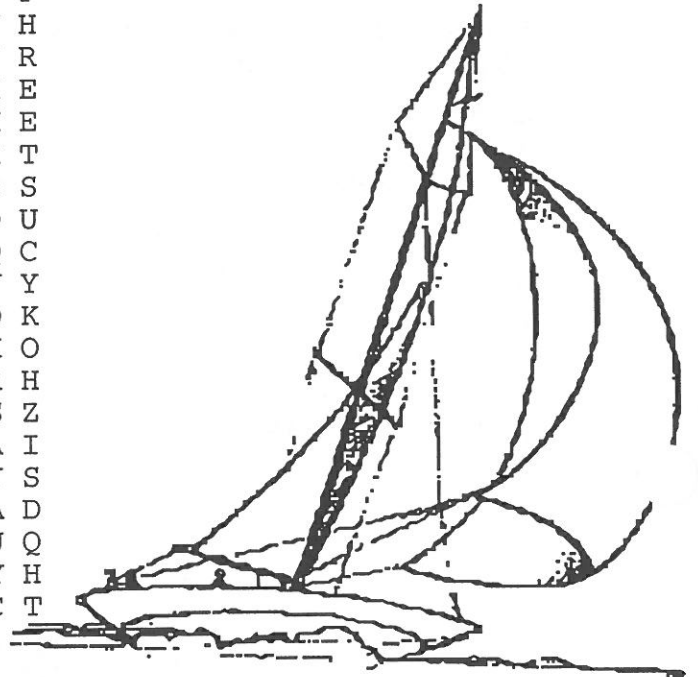
Score one point for each word.

Score five points if no one else has the same word.



Sailors, Whalers, and Steamers

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



Find these words. They can be across, up, down or backwards.

anchor
clipper
galley
rudder

bowsprit
deckhouse
mariner
schooners

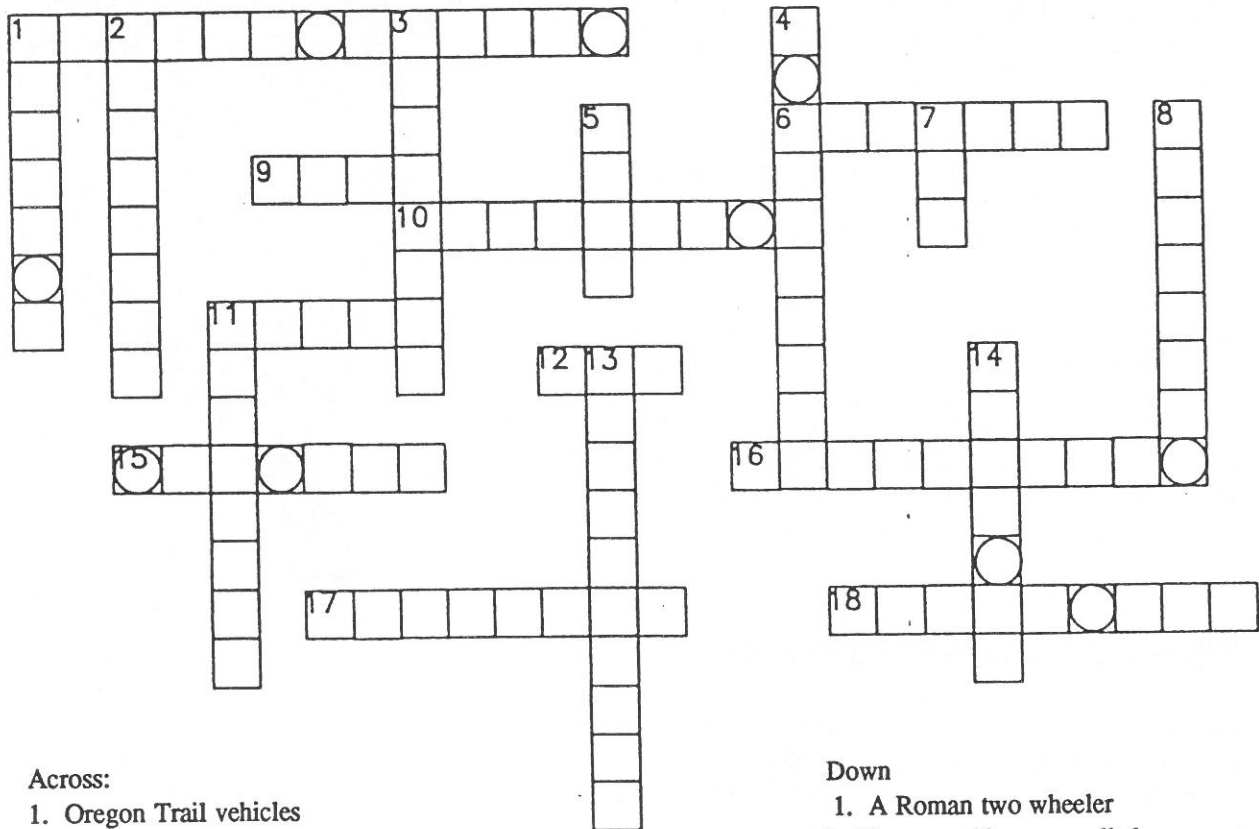
capehorn
firstmate
mizzen
staysail

captain
flyingcloud
paddlewheel
steer

charthouse
forecastle
quarterdeck
yardarm

What's in a Wheel?

Fill in the crossword puzzle with the clues given below. Rearrange the letters in the circled squares to spell out a phrase.



Across:

- 1. Oregon Trail vehicles
- 6. A farm vehicle
- 9. Army vehicle
- 10. Cutter for blades of grass
- 11. Mr. Jones drove this
- 12. Public transportation
- 15. It is built for two
- 16. Vertical, hovering machine
- 17. One wheeler
- 18. A beach vehicle

Down

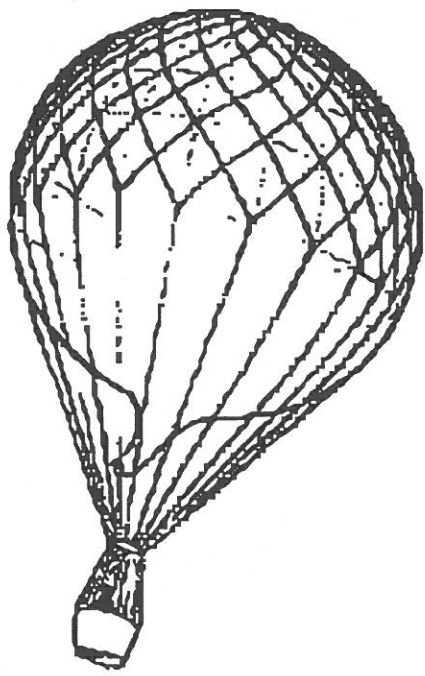
- 1. A Roman two wheeler
- 2. These machines are called
- 3. Orville & Wilber flew one
- 4. Kick start two wheeler
- 5. 18 wheeler for short
- 7. Family sedan
- 8. Top fuel racer
- 11. For small tikes
- 13. Lighter than air vehicle
- 14. Foot powered two wheeler

HIDDEN PHRASE: _____

Sailors, Whalers, and Steamers - ans.

. . . FLYINGCLOUD
 REDDUR R
 FIRSTMATE E
 . . RENIRAM . . . YARDARME
 STAYSAIL T
 . E SRENOOHCS . . S
 . L . . CHARHOUSE
 . T NEZZIM . .
 . SDECKHOUSE
 . A . . PADDLEWHEEL
 . C
 . E
 . R
 . O . TIRPSWOB . . ROHCNA .
 . F GALLEY . . .
 NROHEPAC
 KCEDRETRAUQ

 . . . REPPILC . . NIATPAC .



What's In A Wheel - answers

- | | |
|------------------|----------------|
| Across: | Down: |
| 1. Coveredwagons | 1. chariot |
| 2. tractor | 2. vehicles |
| 9. jeep | 3. airplane |
| 10. lawnmower | 4. motorcycle |
| 11. train | 5. semi |
| 12. bus | 7. car |
| 15. bicycle | 8. dragster |
| 16. helicopter | 11. tricycle |
| 17. unicycle | 13. ultralight |
| 18. dunebuggy | 14. scooter |

HIDDEN PHRASE: DO YOUR BEST

Ship Ahoy

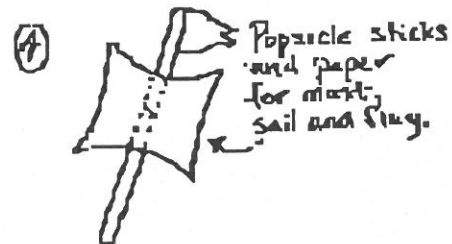
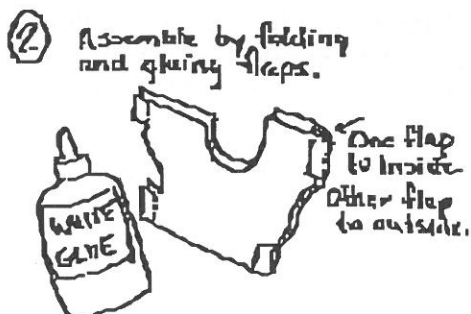
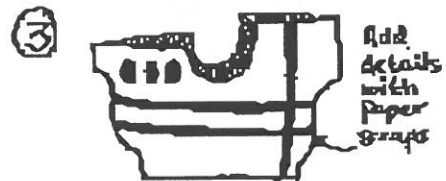
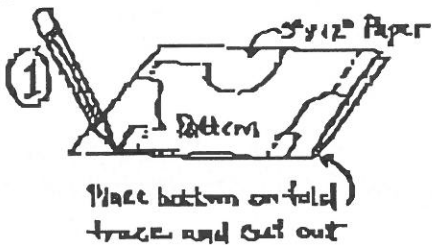
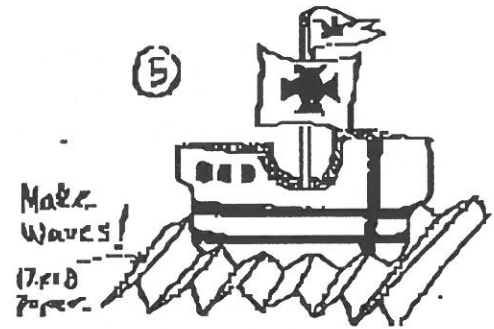
Materials: Dark blue construction paper (12" x 18")
Brown Construction paper (9" x 12")
Plastic straw
string
glue
assorted scraps for decorations
copies of ship pattern (unless the scout wants to make

his own)

Equipment: scissors

Directions:

1. Cut out the pattern.
2. Fold a 9" x 12" sheet of colored paper in half
3. place pattern on the fold.
3. Trace and cut out using brown, black or any color paper.
4. Assemble following the illustrations.
5. Add wood strips, port holes, ladders and other nautical details.
6. Design a flag. Have your symbols and colors stand for something.
7. Mount flag and pennants to plastic straw. Glue mast to bottom of boat.
8. Fold a sheet of blue construction paper like a fan. Place ship on the folds. Think waves! Cut slits in the folds to "anchor" your ship.
9. Happy Sailing!



Ship in A Bottle

Materials: 2 liter plastic soda bottle
blue construction paper or blue saran wrap
Model boat, ship from previous page, or any other ship
glue

Directions:

1. Remove the end of the plastic bottle by cutting or other means.
2. Glue in material representing the high seas. (construction paper or saran wrap)
3. Glue the model inside the bottle.
4. Reseal the bottom of the bottle.

Wheels

Object: To find out that it is easier to roll objects than to slide them

Materials: A box loaded with heavy books or stones
six or eight large round pencils or wood dowels

Have the scouts slide the box loaded with stones. Stones are preferred because they are heavier. Place the dowels under the box. If the box is too heavy to lift, remove the stones first, then reload the box after the dowel rods are placed under the box. Let each Scout try to slide the box and roll the box. Lead the scouts in a discussion about the wheel overcoming friction.

A Mobile Wheel

Have the scouts cut pictures of wheels out of old magazines or draw them. The bottom of toy boxes may also yield a good number of wheels. Hang them off of a wire clothes hanger. See if you can find many different types of wheels.



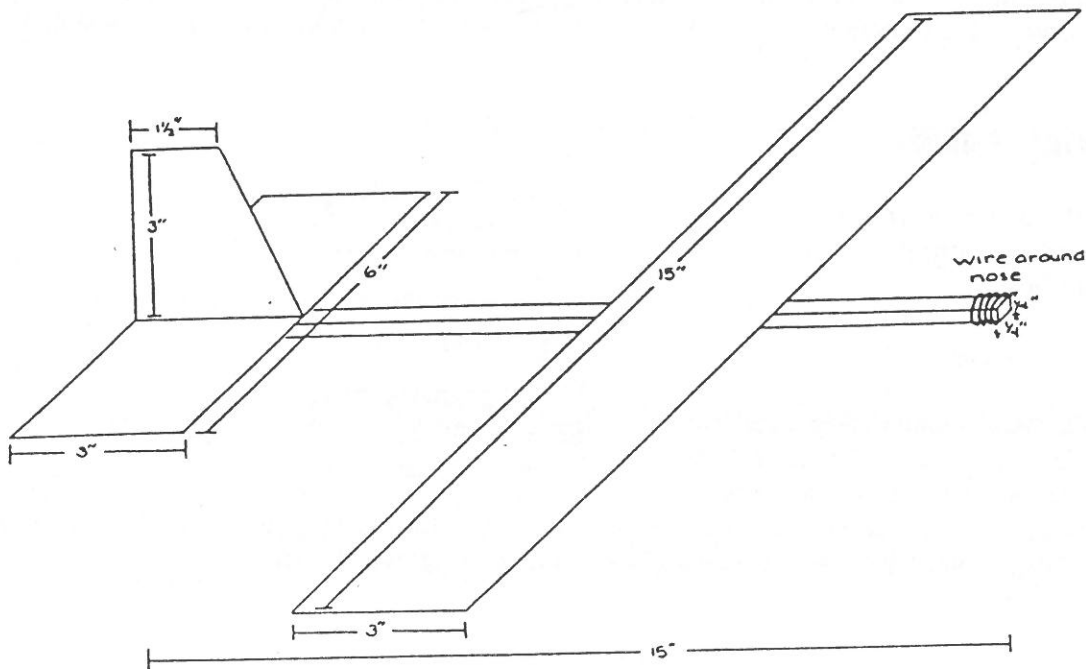
GREAT IDEA: Remind your Bears that building a model car, plane, train, ship, etc. from a kit fills Bear requirement 21A or from scratch 21F. Build models in a den meeting or at home. Remember, models don't have to be plastic kits.

A Glorious Glider

Materials: 1 sheet balsa or ash wood: 1/32" x 3" x 24"
1 sheet of wood: 1/4" x 16"
12 - 15 inches of thin wire
sharp cutting implements
ruler
glue: either wood glue or the hot stuff

Glue together as illustrated.

NOTE: Cut out the pieces before the den meeting. Sharp cutting instruments with 6 - 8 wild and wooly Cub Scouts can be a harrowing (not to mention dangerous) experience!

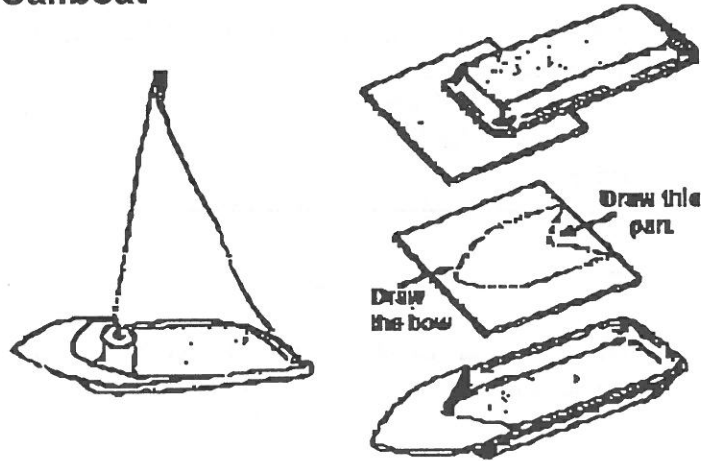


Toy Sailboat

Materials: plastic foam meat tray
cardboard
glue
thread spool
straw
paper

To make the bow, turn a plastic foam tray upside down on a piece of cardboard and trace around the front part of the tray. Remove the tray and finish drawing the bow. Cut it out and glue it to the top front of the tray.

Glue an empty thread spool close to the front for the bow. Insert a straw for the mast. Cut a sail from white paper and glue it to the mast. Insert the mast into the hole in the spool.



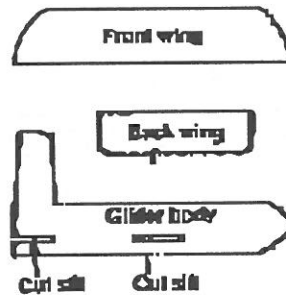
Soaring Glider

Materials: a large paper clip
plastic foam meat trays
colored markers

Equipment: scissors

Draw the shapes shown in the diagram on plastic foam meat trays. Cut out the body of the glider, the front wing, and the back wing.

Make slits in the body for the front wings and the back wing. Decorate the glider with colored markers. Attach a large paper clip to the nose of the glider. Slide the wings into the body.

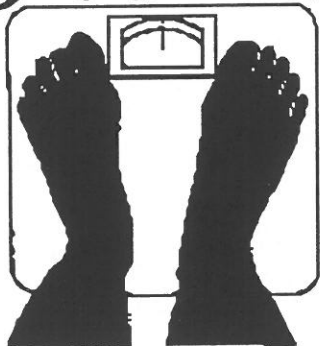


APRIL - Shape Up

LIGHTS!
CAMERA!
ACTION!



SHAPE UP Opening



Print the letters of "Shape Up" on card board, put the verses on the back. Boys line up according to letters with sign held down at side and each boy brings his sign up in front of him as his turn comes.

S - stands for swimming. Swimming exercises your arms, legs and lots of other muscles.

H - stands for hiking. Its good exercise and lots of fun too!

A- stands for archery. this sport will strengthen your arm muscles.

P - stands for physical fitness. Eat healthy foods and exercise everyday to keep your body physically fit.

E - stands for exercise. One half hour of exercise everyday will keep your body in great shape.

U - stands for understanding the importance of eating right and exercising every day.

P- stands for push ups. This exercise is tough to do. I can do 10, how about you?

Building Muscles Opening

Seven boys come on stage carrying various kinds of muscle building equipment.

Cub 1: Keep your body strong and healthy,
A better goal than being wealthy.

Cub 2: When you're fit you feel so good
You try to do the things you should.

Cub 3: It helps you lend a helping hand
To needy folks around our land.

Cub 4: Eating right is always wise
And everyone needs exercise.

Cub 5: Stand on tiptoes: 1, 2, 3,
Touch your toes, don't bend your knees.

Cub 6: Run awhile, then slow your pace,
Practice helps you win the race.

Cub 7: Scouting builds young boys to men,
And this is where it all begins.





Akela's Advancement Ceremony

Personnel: Cubmaster, Akela, Great Spirit

Equipment: Artificial campfire, tom-tom

Arrangement: Curtain opens slowly, showing Akela sitting by the campfire. Tom-tom is 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 are physically fit and healthy. They have completed the requirements of their respective ranks. I now present and recommend each for advancement.

Great Spirit: Tonight we honor those Cub Scouts who have grown in knowledge and have achieved a higher rank in Cub Scouting. They have grown in knowledge much like Akela. Akela is the big Chief of the Webelos - tall, straight as an arrow, strong as an ox, swift as an antelope, brave as a lion. When Akela was a young brave, he was taken by his parents on short trips into the forest. There he learned from the Wolf the language of the ground. The tracks, the fields and the ways of the 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 Scout Promise, and obeyed the law of the pack. I am happy to see you come before this pack to receive your badges.

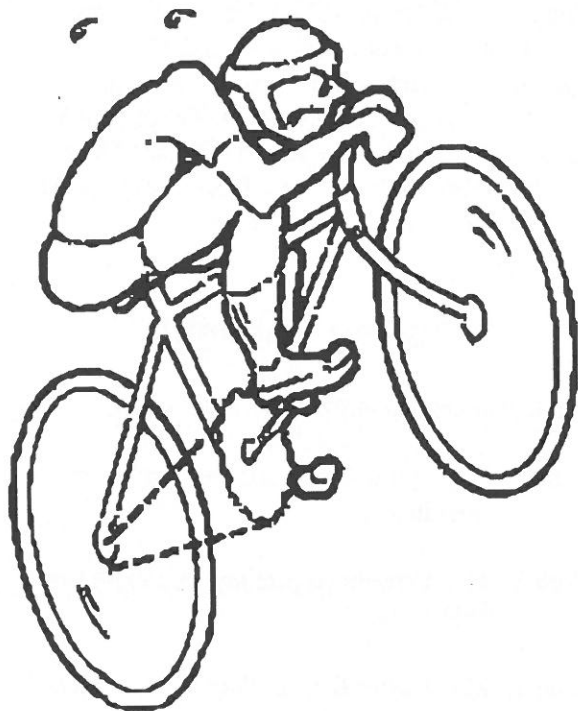
(Curtain closes)

Cubmaster: Just as Akela's parents helped him grow, so your parents have helped you achieve your new rank. I know that they will be proud to share this honor with you. Will the following boys and their parents please come forward? (call names, present badges to parents.)

Now I will ask that you boys give the Cub Scout sign and repeat after me: "We now promise... to go back to our dens...to do our very best...to work on electives ... and to keep advancing."

Congratulations!

Shape Up Advancements



Cubmaster: This month, the boys of Pack _____ have been "Shaping Up." They learned how proper nutrition and exercise will help them to be healthy and strong.

_____ are new Bobcats. They also learned the Cub Scout Promise and Motto. Bobcats are Cub Scouts just beginning their journey towards physical fitness. Will they and their parents come forward to accept their recognition for this accomplishment, the Bobcat Badge.

_____ are new Wolves. Wolves are Cub Scouts that started their exercise plan, are concerned about their health and are well on the way towards physical fitness. Will they and their parents come forward to accept their recognition for this feat, the Wolf Badge.

_____ are new Bears. Bears are Cub Scouts that are really serious about their work-outs and eat only the best of the fruits, vegetables and meats that their bodies need. Will they and their parents come forward to accept their recognition for this achievement, the Bear Badge.

_____ are new Webelos. They are beoming atheletes, committed to a lifetime of healthy and active living. They are preparing for the marathon of Scouting, Boy Scouts. Will they come forward to accept the trophy for this accomplishment, the Webelos Badge.



Family Closing

Select a single family from the pack. This can be done with a single parent family or a traditional family. Have the cub and parent(s) stand at opposite ends of the stage.

Parent(s): I wonder what my/our son will be like when he grows up.

Cub: My Mom/Dad/Parents have really helped me a lot.

Parent(s): Will he be famous? Will he be happy?

Cub: They show me the right way to grow up, happy and healthy.

Parent(s): Have I/we given him the right start in life?

Cub: He/She/They work with me at school, in church, and in Cub Scouts.

Parent(s): My/Our son is the greatest!

Cub: My Mom/Dad/Parents are the greatest!
(Cub runs to his parent(s))

Both: Together we're the greatest!

Living Circle

Form the "Living Circle" and recite the Cub Scout Promise. Cub Scouts and Leaders form a circle with their left arms pointing inward like the spokes of a wheel, with the palms down and thumbs extended. Each person holds the thumb of the person to his left, making a complete "living Circle." Meanwhile, the right hand of each person is held high in the Cub Scout sign.

Closing Thoughts

Six Scouts line up in front of the audience.

Cub 1: May I grow in character and ability as I grow in size.

Cub 2: May I always respect my parents, elders and leaders.

Cub 3: May I strive for a healthy body, mind and spirit.

Cub 4: May I work hard and do my best in everything I try to do.

Cub 5: May I develop high ideals and have the courage to live by them.

Cub 6: Cub Scouting helps me learn these things and will prepare me to become a Boy Scout.

A Cub Scout keeps himself strong and personally fit, not just for his own sake, but also so that he can become more useful as a citizen.

Your Body Is Like a Building

Preparation: 4 boxes of appropriate sizes with a drawing on one side to resemble:

1. feet
2. hips and legs
3. shoulders, chest and waist
4. head and neck

Characters: Narrator
4 boys to stack boxes

Narrator: Think of your body as a building. As in a building, all the parts of body support one another. Each part of your body must rest in place. It must be strong.

First boy places feet in position.

Narrator: Your feet are the foundation. Your body rests on your feet. The way you stand is most important.

Second boy places legs in position.

Narrator: Your legs rise like pillars from your feet. Your hips are a platform resting on these pillars. For strong legs, walking is a wonderful exercise.

Third boy places arms and chest in place.

Narrator: Your chest and shoulders rest on this platform. Your shoulders are important for posture. So is your stomach. Hold it in and you'll stand straight.

Fourth boy places head on top of boxes.

Narrator: Your head and neck muscles are very strong. They balance and move the head. As in a building, care is needed to keep your body in working order. Give it healthy foods to fuel its furnace and exercise all its parts to keep its structure strong.



Bobcat's Fitness Test

Characters: Little Beaver
Young Eagle
Tiny Bear
Gray Wolf
Bobcat
Akela

Setting: In the forest, everyone except Bobcat and Akela are sitting cross-legged in a semi-circle. Tiny Bear is slowly beating a tom-tom. Bobcat and Akela are off-stage.

Gray Wolf: Today is a big day in Bobcat's life.
He will become a brave if he is skilled with a knife.

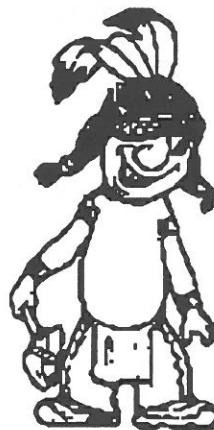
Little Beaver: To our tribe he will belong,
if he is swift and strong.

Young Eagle: Hope he catches heap big prize,
Then he'll be a warrior in Akela's eyes.

Tiny Bear: (stops drum, cups hand to ear)
Quiet my brothers! A shout I hear!
Brother Bobcat must be near!

(From off-stage loud sneezing can be heard. Bobcat and Akela enter. Akela holds Bobcat by the back of the shirt. Bobcat continues to sneeze.)

Gray Wolf: Brother Bobcat, what did you fetch?
We waited here to see the catch.



Chief Akela: Bobcat is headed for his warm, dry tepee.
The hunt has made him tired and sleepy.
He'll have to hunt where the buffalo play,
Another time, another day.

Little Beaver: But Chief Akela, where is the catch
The Brother Bobcat went to catch?

Chief Akela: Brother Bobcat is plenty bold!
He waded in the creek and caught a cold!

(Akela gently nudges Bobcat off-stage as he continues to sneeze.)

**Alamo Area Council
April
Skits**

**Pow Wow 1993
Shape Up**

The Annual Physical

Characters: Doctor with white shirt on backwards,
5 Cubs with bandages as described in script

Setting: Doctor is behind desk with "DOCTOR IS
IN" sign. Five chairs near desk.

Cubs come jogging in, flexing muscles.

Cub 1: (talking to other Cubs) Well today is the day for our annual physical. As Cub Scouts, we need physicals before we start our Shape-Up Activities.

Doc: Come in, come in. Please sit down.

Cub 2: Sorry we're late Doc.

Doc: Doesn't your watch tell time?

Cub 2: No I have to look at it.

Doc: (to all Cubs) Now, let's test your sense of balance. Lift your right leg. Now, lift your left leg. Now, lift both legs. (the boys try) HMMM (Doc rubs his chin) Now tell me, do you have any special problems?

Cub 3: (Holds up fake x-ray showing film cannister inside rib cage) I'm worried because I swallowed a roll of film at our last outing.

Doc: Don't worry, nothing will develop.

Cub 4: (Holding up bandaged finger) Tell me, Doc, will I be able to play the piano when my finger is well?

Doc: Certainly, boy, certainly.



Cub 4: Great, I've never played it before.

Doc: (to Cub 5) I see you look a little thinner.

Cub 5: Yes, I've been exercising regularly. This morning I touched the floor without bending my knees.

Doc: How did you do it?

Cub 5: I fell out of bed!

Cub 2: Doc, my leg hurts.

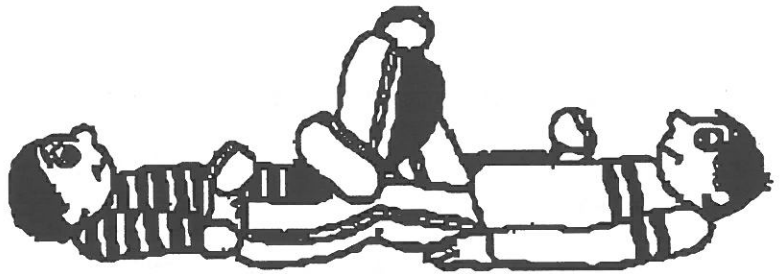
Doc: (Handing him a bottle marked "MEDICINE") Here, rub some of this on you leg. It will relieve the pain.

Cub 2: Will it make my leg smart?

Doc: If it does, try rubbing some on your head! Seems to me there's only one thing wrong with you boys. (Pretends to write prescription) Excess energy. I recommend a balanced diet, daily exercise, fresh air, plenty of rest, and at least one den meeting a week followed by a good rousing pack meeting.

Indian Leg Wrestling

Lie down side by side with your head at the other person's feet. Each raises the right leg and hooks the other person behind the knee. Make sure this grip is correctly held. *Using the leg only*, each player must try to turn the other over onto his side

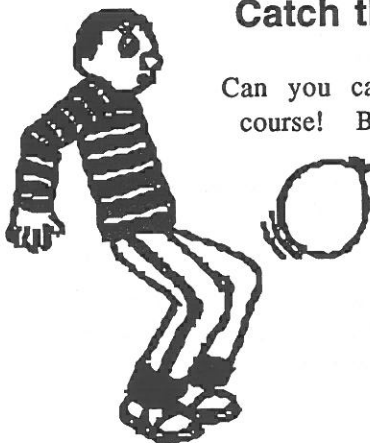


The Raft Game

Why not try a game of musical chairs without any chairs. Lay several old pages of newspapers in the middle of the room to make a "raft" large enough for everyone playing to stand on.

Now put on some music while everyone "swims" around the raft, and remove one of the newspaper pages. As soon as the music stops, the players must try to get onto the raft. Those who cannot are "drowned."

Eventually there will be a tiny raft in the form of one newspaper page. The first person aboard this must make sure there is no room for anyone else.



Catch the Balloon

Can you catch a balloon? Of course! But can you catch it between your knees? Let everyone have a try, five attempted catches each. The person throwing the balloon should stand about 5 feet away.

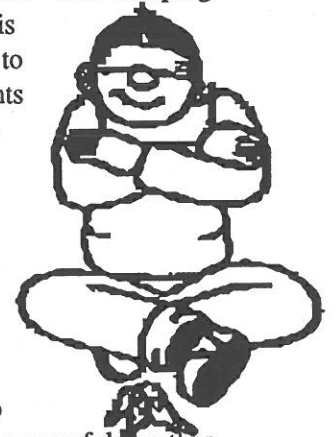
Burst the Bag

Can you run a relay race and still have enough puff to blow up a paper bag? Try it.

Divide the players into two teams and send the first two off to run a fair distance. Hand each one a paper bag as they come back to the starting point. The second member of each team is not allowed to set off until the bag has been successfully blown up and burst. If you can't get bags that burst properly, just blow them up to full capacity instead.

Sleeping Indian

One person sits, blindfolded, in the middle of the room. He is the Sleeping Indian. All the others sit in a wide circle around him and one of them is chosen to be the leader. The Sleeping Indian has a bunch of keys at his feet and lies down, pretending to be asleep. Now, the leader points to another member of the circle who then crawls, as quietly as possible, towards the Sleeping Indian. He must try and pick up the keys and return to his position without being heard. If he is challenged, the leader must point to someone else to try. If he is successful, he then changes places with the Sleeping Indian. The Sleeping Indian then takes over the leader's part.





Cub Scouts are Shaping Up

(tune: London Bridge)

Tiger Cub is working out, working out, working out.

Tiger Cub is working out,
Soon he'll be a new Wolf Scout.

Cubby Wolf is shaping up, shaping up, shaping up.
Cubby Wolf is shaping up,
Soon he'll be a new BEAR Scout.

Cubby Bear is running fast, running fast, funning fast.

Cubby Bear is running fast
Soon he'll be a WEBELOS Scout.

Webelos Scout is mighty strong, mighty strong,
mighty strong.

Webelos Scout is mighty strong, He'll be a fine
Boy Scout.

It's A Grand Time

(Tune: Tipperary)

It's a grand time we have in Cubbing
Let us laugh while we may
With a song for every moment
Of the whole bright, cheerful day
Who cares for being gloomy?
Or what's the use of tears?
When we know that Cubbing leads to Scouting
And that lasts for years.



Ho, Ho, For the Pack

(Tune: Home on the Range)

O, give me a Pack where the Dens are not slack,
Where Cub Scouts with their parents we see.
Where true fun obtains, and where helpfulness
reigns,
Where boys grow up happy and free.

Ho! Ho! For the Pack!
Where Cub Scouts with playmates we see;
Where true fun obtains,
And where helpfulness reigns,
And Cub Scouts grow up Scouts soon to be.



A Smile is Quite a Funny Thing

(Tune: Auld Lang Syne)

A smile is quite a funny thing,
It wrinkles up your face,
And when it's gone you never find
Its secret hiding place.

But far more wonderful it is
To see what smiles can do.
You smile at one, he smiles at you
And so one smile makes two.

He smiles at someone, since you smile,
And then that one smiles back,
And that one smiles until, in truth,
You fail in keeping track.

And since a smile can do great good
By cheering hearts of care,
Let's smile and not forget the fact
That smiles go everywhere.



Up the Ladder

(tune: Clementine)

1. In the back yard, in the attic
Or the cellar down below
When our Cub Den holdS the meeting
And we sing so sweet and low.

chorus:

Oh, Akela, brave Akela,
True and fair Cub Scouts we'll be.
To our Promise and the Pack Law
We will pledge our loyalty.

2. Up the ladder of achievement
We will climb, just watch us go
Til we earn our badge and arrows
As we sing so sweet and low.
3. From a Bobcat to the Wolf rank,
While we're eight we'll all be tryin'
And at nine we'll earn our Bear badge
And into Webelos soon be flyin'.
4. When at ten we'll all look forward
To become A We-be-lo,
For it won't be very long now
'Til Boy Scouting we will go.



Archery Cheer - Pretend to shoot an arrow. Then call out "Bull's Eye!"

Bow and Arrow Cheer - Make motion as if shooting an arrow and say "Zing...zing...zing!" Pretend to release an arrow on each zing.

Jogger's Cheer - Jog in place for 5 seconds, then stop and pant loudly like you are out of breath.

Weight Lifter's Cheer - Squat down, pretend to pick up a VERY heavy barbell. Slowly stand up, raising the barbell way above your head. When arms are fully extended yell, "I did it!"

Physical fitness Cheer - While jogging in place, shout, "Huff and Puff, Huff and Puff. Working out is really tough!"

Homerun Cheer - Pretend to swing a bat at a ball, shade your eyes with your hand and yell, "HOME RUN!"

Pack Cheer - CLap hands three times, stomp feet three times, then yell "PACK _____ can't be beat!"



Jokes and Riddles

Den Leader: What is a balanced diet?

Cub Scout: It's when you have a candy bar in each hand.

Cub Scout: Boy, was I in hot water last night.

Den Leader: Oh, my! What happened?

Cub Scout: I had to take a bath.

Newspaper Reporter: Coach, tell me about your baseball team. Are they good losers?

Coach: Good? They're great! They haven't won a game all year!

Getting In Shape



Bobcat Billy - "MEOW" (like a wildcat)

Walter Wolf - "HOWL" (like a wolf)

Run - "HUFF PUFF, HUFF PUFF"

Jump - "BOUNCE, BOUNCE"

Throw - make a motion of throwing a ball and say "WHIZ"

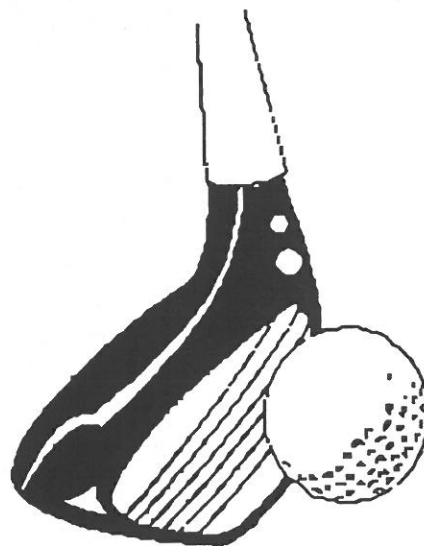
It was two weeks before the Cub Challenge. BOBCAT BILLY thought he should start getting in shape for the big event. BOBCAT BILLY knew it was more fun exercising with a friend so he got his best friend WALTER WOLF to workout with him. First they did stretching exercises - twenty toe touches and twenty sit-ups. Next, they each got a JUMP rope and they JUMPed rope for ten minutes. Next, WALTER WOLF said, "Now that we've warmed up, let's run a race." BOBCAT BILLY marked off 50 yards and WALTER WOLF said, "On your mark, get set, go!" Off they ran. WALTER WOLF could RUN very fast and

he finished 3 seconds ahead of BOBCAT BILLY. BOBCAT BILLY chose the next event. His favorite one was the softball THROW. WALTER WOLF threw first. His THROW only made it next door to the mail box. BOBCAT BILLY ran to fetch the ball then he took his turn. His THROW went down the street three house lengths. BOBCAT BILLY looked at WALTER WOLF and said, "You can RUN fast and I can THROW far, we'd better practice the long JUMP now." They both practiced the long JUMP until they could both JUMP at least 5 feet. When they were both exhausted, BOBCAT BILLY said, "WALTER WOLF, if we practice everyday, we might win a ribbon in the softball THROW or the long JUMP. Or even by RUNning the fifty yard dash. But even if we don't, we will know that we did our best!

Name the Sport

Name the sport for each of the following famous American Sports Heros: (golf, baseball, tennis, hockey or football)

- 1. Henry Aaron _____
- 2. Arthur Ashe _____
- 3. Dick Butkus _____
- 4. Bobby Hull _____
- 5. Jack Nicklaus _____
- 6. Bobbie Orr _____
- 7. O.J. Simpson _____
- 8. Babe Ruth _____
- 9. Arnold Palmer _____
- 10. Chris Everett _____



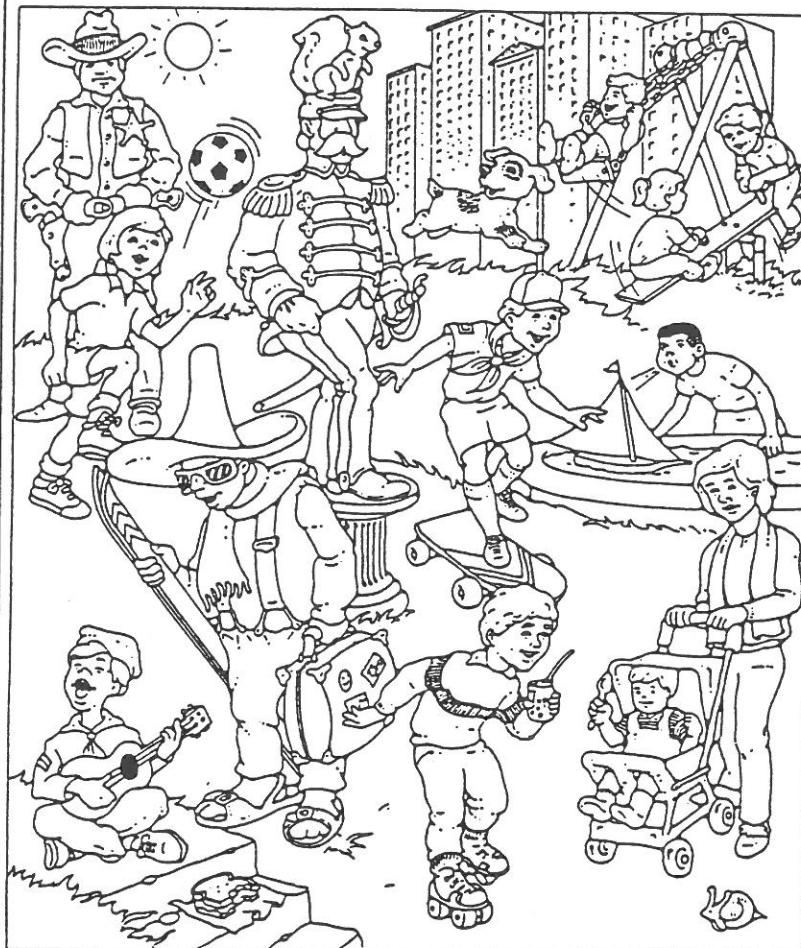
answers : baseball 1 & 8, tennis - 2 & 10 football 3 & 7, hockey - 4 & 6 golf - 5 & 9

Pocket Hunt

Make a list of items people may have in their purses or pockets. Be sure to throw in a couple of odd ball items. A sample list may include: a pet photo, a pill box, a new penney, a nail file, a safety pin, a golf tee, a postage stamp, a stick of gum, an unpaid bill, etc. Give the boys in each den a copy of the list. Each den works as a team. They are then to go to their parents and see how many of the items they can come up with. The den with the most items wins! Special recognition should be given if a den finds the odd ball item.

S Is for Saturday

How many things can you find in this scene that begin with the letter S?
Spotting at least 30 is skillful; 35 or more is sensational.



Body Building

Each item illustrated on this page shares its name with a part of the human body. Can you write each item's number in the matching body area? We've done the first one, FOOT, to get you started.

1

2

3

4

5

6

7

8

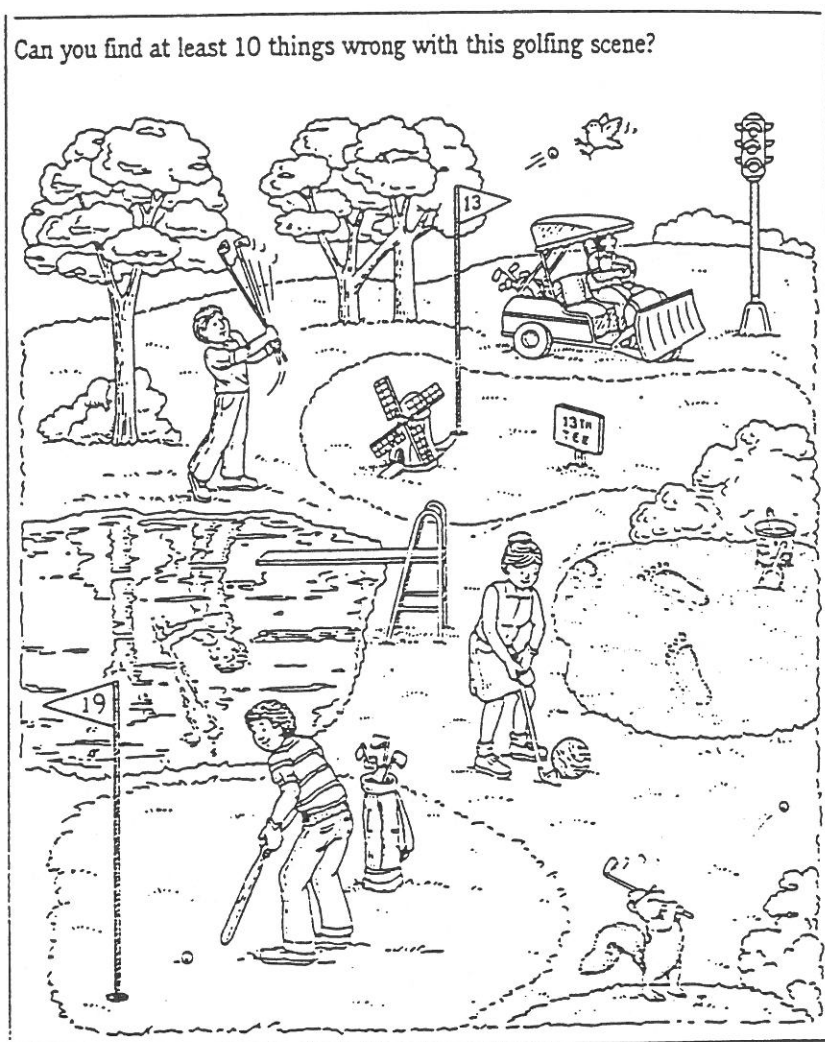
9

10

11

12

1



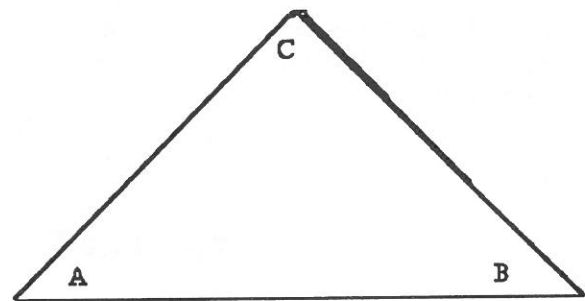
Quick Paper Cup

Here's the problem. You are thirsty. The water fountain is working but the water is coming up only a fraction of an inch. What can you do? Make a quick paper cup.

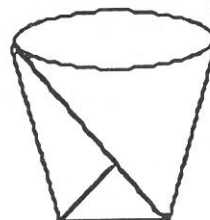
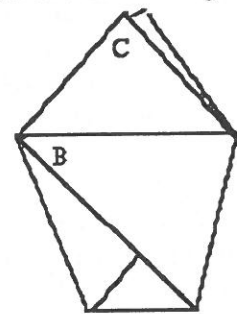
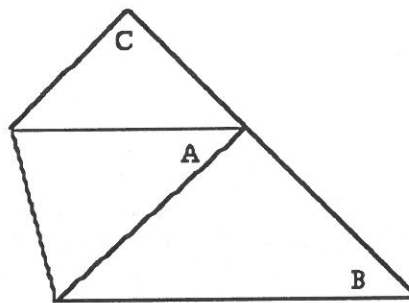
Begin with a square piece of paper. Notebook paper is great but do not use newspaper. The paper can be any size depending on how big you want your cup but for the first time, try a piece 7 or 8 inches across.

Fold up one corner to the opposite corner. Now fold point A over so that it is about halfway between points B and C. Next fold point B so that it's opposite point A and on the same line. Crease both folds.

Fold down point C. Tuck it between the two thicknesses of paper which make point B. Now fold point D back in the opposite way. It does not tuck into anything but just folds against the side of the cup.



Here is your quick paper cup. Ready to use. Just open it up and fill it with water. It won't last forever, but that's no problem. When you need another cup, just grab another piece of notebook paper and start folding.



Three Ants On A Log

Ingredients:

Celery, cut into 3 inch pieces
peanut butter
raisins

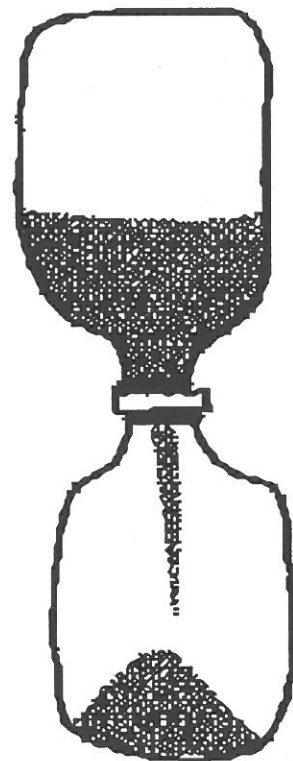
- step 1) Spread peanut butter on longs (celery)
step 2) Place three ants (raisins) on each log
step 3) Eat!

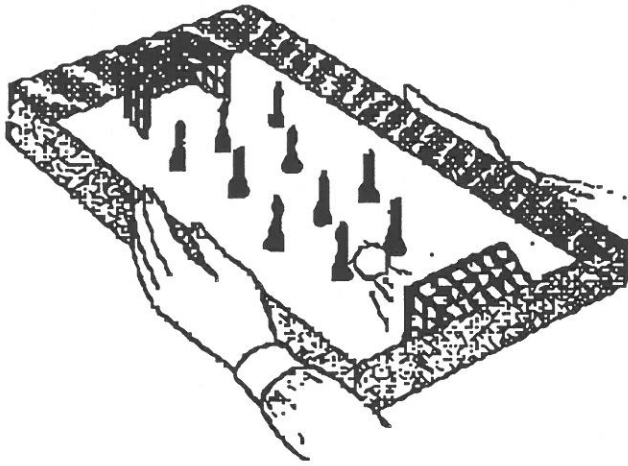
Homemade Timer

Materials: 2 plastic soft drink bottles (16 oz size is good)

A nail
hammer
tape
salt or clean sand
markers
contact paper
paint

1. Wash and dry the bottles and caps. Hammer a nail through the middle of each cap to make holes and tape the caps together, top sides together.
2. Decorate the bottles, if desired with contact paper, markers or acrylic paint.
3. Fill one of the bottles 3/4 full with salt or sand; then screw on the cap. Screw the second bottle on. Turn the timer over and the sand will slowly pour from the top to the bottom.
4. To determine how much time it takes for the salt or sand to run from the top bottle into the bottom one, use a stopwatch or a watch with a second hand. To make a three minute timer remove the sand that remains in the top bottle after 3 minutes. You may need to add sand if it runs out too fast.





Hockey

Materials: plastic berry basket
box lid (about 10" X 14")
a ping pong ball
ten golf tees

Cut the basket in half and glue the halves to the lid to make nets for the goals.

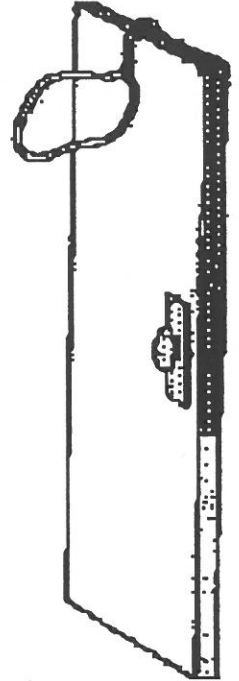
Set up ten golf tees, heads down and far enough apart so the ball can roll between them and mark the spots with a marker. Place the tees back on the marks you just made. These represent the hockey players. To play the game, the ball (puck) is placed in the net at one end. The player tries, by tilting the box gently, to roll the ball between the tees to the opposite goal without knocking down the tees. Each player is allowed three turns and is score is the total number of tees overturned. Lowest score wins.

Bedroom Basketball

Materials:

tape
coat hanger
pair of socks

Cover the hook of a wire coat hanger with tape so it doesn't scratch the door. Bend the coat hanger so that the hook fits over the top of the door. Spread the triangular part of the coat hanger into a circle. Use a pair of rolled up socks as a ball.



MAY - Back to Nature

Adobe Cafe

TEX-MEX COCINA
Y CANTINA

Best Margaritas In Town!

210-620-4433

124 Hwy 81 West
New Braunfels, TX

Great Mexican
Food!



GeniSys

Consulting Services

"Quality Service For Quality Clients"

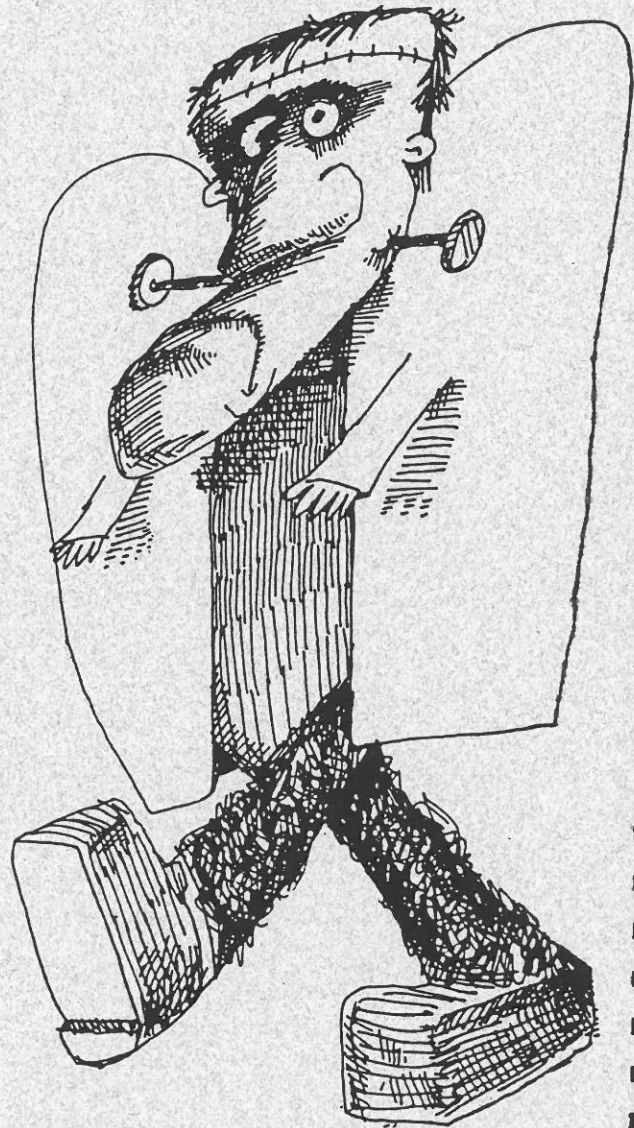
Kevin J. Jetton, CDP
Owner

2607 Rim Oak
San Antonio, Texas 78232
(210) 496-2028

E X P O S U R E
S A N A N T O N I O

Dollie Bodin
Exhibit Consultant

Exposure Display Systems Phone: 210-826-4444
5800 Broadway, #201, 78209 FAX: 210-826-4499



**Alamo Area Council
May
Openings**

**Pow Wow 1993
Back to Nature**

Back To Nature

PERSONNEL:: Cubmaster
Asst. Cubmaster

Cubmaster is on stage. Asst. Cubmaster enters looking very forlorn.

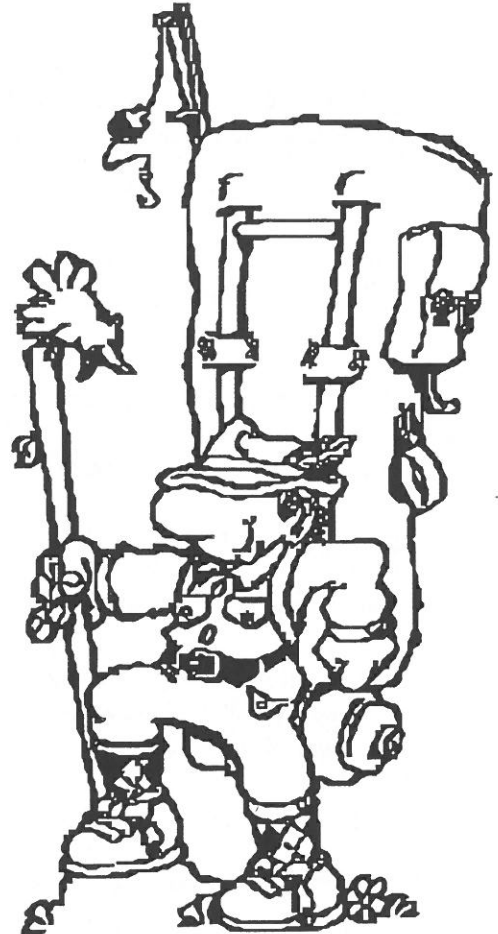
CUBMASTER: Why the long face?

ASST. CUBMASTER: I can't find my tent. Or my backpack. And I lent my flashlight to Joe.

CUBMASTER: What on earth do you need those things for? You don't have time to go camping. You have to go to work in the morning.

ASST. CUBMASTER: I know. I just wanted to get back to nature for an hour or so.

CUBMASTER: You don't need all that fancy equipment to get back to nature. (Faces pack and asks the boys.) Does he, Scouts? Let's show him how to really get back to nature.



Another Back To Nature Opening

We are so used to television, microwave meals, plastic models and shopping malls that it is hard for us to remember when America's first citizens lived by their wits. From the bounty of nature they were able to shape their needs -- simple, functional and attractive. This month, we emulated our ancestors and went "BACK TO NATURE!" We learned about plants and animals. We learned some new uses for rocks and twigs. We learned to respect our natural resources. Tonight, we are going to share some of the exciting things we learned with you!

The River Advancements Ceremony

Personnel: River Guide (Cubmaster)

Tourist (Asst. Cubmaster)

Props: Raft or boat (optional)
Oars

The Tourist and River Guide are "rowing" with their oars pretending to move upstream.

Tourist: This is a very interesting river. What did you say the name of it is?

River Guide: This is Rio Akela. It is a wonderful river with many great stops along the way.

Tourist: This current is getting stronger.

River Guide: Yes, we are entering "Bobcat" country now. Just ahead we will be stopping at the Bobcat Clearing. The Bobcats have learned the Cub Scout Promise and Law. There are some new ones that haven't received their badge yet.

Tourist: Hey, that's _____(call the names of the boys to receive their Bobcat)

River Guide: The next stop is Wolf Territory. It is very difficult to become a Wolf. I see some new Wolves out there. Let's stop and tag them. They should come quickly if you call their names.

Tourist: (Call boys and present them with their badges) I've never tagged wolves before. This is the most exciting trip I've ever been on. What's next?

River Guide: Bear Country! The river is going to get a little stronger and there will be some rapids to navigate. It takes a lot of hard work to make it to Bear Country.

Tourist: Bears! I see BEARS! Can we stop and meet them?

River Guide: Since these are new Cub Scout Bears, we need to stop. We have their badges in the bottom of the raft. (Calls names of new bears)



The River Advancements Ceremony, Cont.

We are coming close the end of this river. Watch carefully. You may see a new Webelo. (If you have a Webelo badge to present, call the boy's name now.)

River Guide: Check the bottom of the raft. Sometimes we can lure them out with Activity pins.

Tourist: We have a bunch. (call names of boys receiving pins and present them)

River Guide: Our trip is over but we met some wonderful boys on this river. Did you know that Rio Akela is tributary leading to the even larger and more exciting River of Scouting. We wish all the Scouts along the banks of Rio Akela, Good Scouting.

Summit Advancements

Scouting and mountain climbing have many similarities. Both are challenging, physically and mentally. Both have a series of small steps leading to a larger goal. Mountain climbers call these handholds and small ledges to rest on. Cub Scouts call these small steps achievements. Diligence and hard work pay off for the mountain climber when he reaches his first encampment. There he can eat and sleep. Cub Scouts reach their first badge - The Bobcat. (if you have new Bobcats, call them now.)

Just like the mountaineer, these boys are ready to push on to their next "encampment". They must complete 12 challenging achievements to reach Wolf. (If you have new Wolves, call them now.) These boys have worked hard and they are now half way up the mountain.

As the mountain climber goes higher and higher, his skill is tested more severely and the climb becomes more challenging. Scouting is the same. As the boys move on to the next badge, the Bear, the achievements require more from them. (If you have new Bears, call them now.)

The air is getting thinner for the mountain climber. The climb is getting more challenging. And the climb up the Scouting Mountain is also becoming more challenging. The boys are now working on activity pins in preparation for Boy Scouts. (If you have boys earning activity pins, call them now.)

The next encampment on the way to the summit is the Webelos badge. The boys have mastered many skills to reach this spot. (If you have boys earning the Webelos badge call them now.)

These boys are now ready to press on to the summit of Cub Scouting, the Arrow of Light. The push to the summit of a mountain is always the most difficult part of the climb. The mountain climber is tired and the most difficult part of the mountain lays ahead. The Arrow of Light is the most challenging award in Cub Scouting. This is the only Cub Scout badge a boy may wear on his Boy Scout uniform. Not all boys reach the summit. (If you have boys earning the Arrow of Light, call them now)

Where ever these boys are on the Cub Scout Mountain, they have met the challenges. We, as parents and leaders, must encourage them to accept the challenge of the next "encampment" and help them to reach the summit. Congratulations, boys.

The Oak Tree Closing

Next time you're outside, look at the old oaks. They have sheltered countless generations of mockingbirds and have withstood abuse from woodpeckers and men. They've seen native children tossing pebbles at their roots and playing games between them. They've heard the council casting lots for war or peace as the smoke from a pipe curls gently upward through their branches.

Listen to the brook. Its whispering of its secret travels, nurturing the earth along its way.

The earth is calling me back to simple and natural things. It persistently calls me to leave the sidewalks and traffic lights and "Go Back to Nature".

Good Night



The First Environmentalists

Many Indian tribes believed that they were part of nature. They believed that the clouds, sky and sun were a part of them and that the mountains, trees and grass held a part of each man. Hunting was not a sport, it was a necessity and they mourned the death of each animal required to feed their children. They understood that every living thing is linked together and they understood the importance of not breaking those links. They knew that if man was good to nature, nature would be good in return. Let's take a lesson from America's first environmentalists: "Be good to nature."

Magic Mud

ONE PLAYER: Did you ever wonder, as you pass
A little stretch of mud and grass,
What Nature may be hiding there,
Within this spot a few feet square?

ALL TOGETHER:

Let's gather round and take a look,
And like the pages in a book,
We'll study it with open eyes.
Can soil like this hold a surprise?

(All get down on hands and knees in a semi-circle around imaginary patch of ground. Each player is assigned one or more of the two-line stanzas. Some of the items may be held up as they are found. The bee sting gets everyone to his feet, and the victim is smeared a washable black substance. All line up for the final stanza)

ONE: Here's a freshly patterned animal track
Where a rabbit hopped across and back.

TWO: I see a stream of busy ants
Carrying tidbits as they dance.

THREE: Look, a feather blue and gray
Dropped off by a screaming jay.

FOUR: Sprinkled here are sprouting seeds
From lofty elms and sprawling weeds.

FIVE: A pebble smoothed by action slow
Formed a million years ago.

SIX: In a puddled spot not yet dried out.
A water beetle swims about.



SEVEN: And here an eager plant is set --
An early-blooming violet.

EIGHT: A wiggly worm comes up to twitch,
No one knows which end is which!

NINE: The mud itself, with food stores vast,
From like that grew in ages past.

TEN: It's not all Nature mud reveals--
Here's a candy wrapper and two toy wheels.

ELEVEN: There's something moving, what's that
now?
I'll pick it up . . . a BEE! Ow Yow!

TWELVE: Quick here's some mud upon the spot
To take away the soreness hot.

ALL TOGETHER:

In mud, there's stone and living things,
Healing power for bitter stings,
Through it flow the earth's life blood,
Our soil is really MAGIC MUD!

The One That Got Away

Cast : Henry, a fisherman
Joe, another fisherman
Moe, one more fisherman

Props: fishing poles
an old boot

Joe: You should have seen him! He was huge!

Moe: Who was?

Joe: The fish. He fought and fought!

Moe: What happened?

Joe: He was so big (*Spreads arms to indicate length*) that he broke my line and got away! I even lost my favorite lure!

Enter Henry carrying boot.

Henry: Hey, Joe! I found your favorite lure stuck in this old boot!



Smart Idea: If you're stuck for a skit, find a joke or a cartoon with a great punch line and act it out. It usually won't take many props or require much dialog to be written.

**Alamo Area Council
May
Skits**

**Pow Wow 1993
Back to Nature**

Glad I'm Not Home

Cast: Joe
Henry
A variety of Cub Scouts

Props: Broom
Bucket
dishes and wash pan
sleeping bag
anything else that might be used in camp

The Scouts are busily sweeping, toting water, rolling sleeping bags, washing dishes, etc. Joe and Moe are also busy with a camp chore.

JOE: I'm sure glad I'm not home today.

MOE: Just think of all the chores our parents would have us doing!

These two games are suitable for den or pack meetings. The more the merrier in both games!

Star Catchers

This game is best played with six or more players.

Select about one fourth of the group to act as catchers. The rest of the players are "stars." Draw two parallel lines about 20 feet apart. Side boundaries may be added if needed.

The "stars" stand on one of the lines and the catchers stand in the middle section. The catchers start the game by chanting

"Star light, star bright,
How many stars are out tonight?"

The "stars" shout back "MORE THAN YOU CAN CATCH!" and then try to run across the play area to the safety of the other line without being tagged. Any "star" tagged becomes a catcher for the next round. The game continues until there are no more "stars" to catch. At this point, new catchers are chosen and the game begins again.

Leap Frog

Form 2 or more teams with at least 3 players on each team and line them up at the starting line. At the signal "GO!" the first player on each team does a standing broad jump, then bends at the waist and grabs his ankles. The next player takes a running start and vaults over the first player by placing the palms of his hands flat on the crouching player's back, spreading the legs and leaping over. The jumping frog must land on both feet without falling over, then bend down and take hold of his ankles, becoming the lead "back." If a jumping frog does not land on his feet or knocks over any "backs" in the chain, he must return to the end of his team's line. In this manner, a poor jump does not advance the team. When the last member of a team has successfully jumped the chain of his team mates, the last player in the chain starts the whole process again.

The frogs may be jumping anytime after he becomes last in the chain. It is advantageous to begin jumping before the last leaper has finished his jumps. But if that jumper or any jumper ahead makes a mistake, they must all go to the end of the line and start again.

Pebble Chase

The players line up about 20 feet from a chosen goal such as a tree, a rock or a fence.

One boy walks along the line pretending to drop a pebble or some other small object into the each player's cupped hands. But he actually puts it into only one player's hands.

After the boy pretends to give the pebble to all the players, the one who has it RUNS for the goal. He tries not to get caught by the others, who chase him. The boy that pretended does not give chase.

The player who has the pebble can try to fool the others by waiting to run...or taking off right away.

Whoever tags the pebble-holder first, becomes the next boy to pretend to give the pebble. If "IT" makes it to the goal, he gets the honor.

Silly Nature Hunt



This Nature Hunt is silly - and fun- because strange objects appear in unlikely places. It requires some advance preparation.

Hide a variety of objects in your back yard or meeting area. Things like a feather "growing" on a bush. Or a "rubber band" plant. Apples on the peach tree. A "fur" tree (just put a piece of fur on the tree.) Paper birds in a tree. Use your imagination.

Give each boy a pencil and paper. As they find each "misplaced" item, they write it on their list.

Tell the boys to leave the objects where they find them and NOT to reveal the locations to the other boys.

The person or team that discovers the most items wins.

Bottle Bash

Equipment: 8 empty 1 gallon milk jugs
2 large play balls or volleyballs

Form two teams and line up on two sides of a marked center line. Each team has a marked goal line five feet behind the center line. Place four jugs on each goal line. Each jug should be 3 ft. - 4 ft. apart. Each team gets a ball and attempts to knock down the opposing team's bottles while protecting its own. Players may pass the ball back and forth to team members to get in good shots. Players may not step across the center line. The first team to knock down all its opponents' bottles wins.

Skunk Toss

No skunks are needed but anyone who has ever had the misfortune to see how a skunk sprays his victim will recognize the distinctive flip over the head that gives this game its name.

Equipment: lightweight balls or beanbags or any other
lightweight item to toss
(styrofoam balls work well)
target (magazine or basket or the other team or any
other item to hit)



This game may be played with teams or with each boy competing individually. The object of the game is to hit the target. *(If bean bags are used, do not use the other team as the target. The beanbags could be too heavy and hurt!)* The tosser must keep his hands behind his back and toss the ball over his head. Both hands must be used to toss.

Variations: Use a hula hoop as a target and play "Skunk Ball". Same rules as basketball except the hands behind the back replace dribbling.

**Alamo Area Council
May
Songs**

**Pow Wow 1993
Back to Nature**

Back to Nature
(On Top of Old Smokey)

On top of a mountain
or down by the sea,
I get back to nature
and sit by a tree.

I look at the tree tops.
I look at the rocks.
And all that I see there
Just knocks off
my socks.

I Am A Cub Scout
(You Are My Sunshine)

I am a Cub Scout
A true, blue Cub Scout.
I am so happy
to be a Cub.
You'll never know just
How much I love it.
Please don't take my scouting
away.

Over Hill

Over hill, over dale
We will hit the Scouting
trail
as the Webelos go hiking
along.

With a HI HI HO,
Its off to search we go,
As the Webelos go hiking
along.



The Morning Song

I awake to the day on a mountain high,
The Sun is set in a perfect sky.
The pines like arrows shine down from above
My world is peaceful because of God's love.
This day is my own . I must use it with care,
So when night comes and I say my prayers,
I'll thank you, Lord, for a wonderful day.
This is my morning song.

Back to Nature Cheers

Baby Birdie Cheer: Cheep! Cheep! Cheep!

Beaver Cheer: Bend slightly at the waist, stick out your rump in one direction and your head in the other. Pretend to gnaw tree with your teeth. Cup your hands around your mouth and yell, "TIMBER!"

Fisherman Cheer: Pretend to cast out your line. Let it drift. Yank your pretend pole and start to reel in your "fish". Struggle for a short time and say: "I'VE GOT IT! I'VE GOT IT!"

Squirrel Cheer: Sit like a squirrel, elbows in close to the body, arms up, hands bent over. Pretend to have a nut in each hand. Hit hands together and say, "NUTS! NUTS! NUTS!"

Mosquito Cheer: Slap your neck, arms, and legs while saying, "Ooooooch! Ah, aaaah!!!"

Hikers Cheer: Pretend to be hiking up a long trail, wipe your brow several times, sit down, and say, "Boy, that feels good. I'm glad I don't have to do that again."

Outdoor Cook's Cheer: Pretend to build your fire. Light your match. Wave your hand in front of your face and cough three times.

Skunk Cheer: Hold your nose and say, "P U!"

Backpacker Cheer: Pretend to open your backpack, put in your food, clothes, tent, pots, and kitchen sink. Close it up. Put it on your back. Fall to your knees!



Jokes and Riddles

Why do bears climb up trees? Because they can't fly!

What has 14 legs, yellow and brown hair, and is found in the woods? Goldilocks and the Three Bears.

What color is a brown bear? Brown.

What color is a black bear? Black.

What color is a polar bear? White.

What color is a blue bear? Blue.

Wrong! They don't come in that color.

Sammy the Squirrel scurried up a pine tree to get some acorns for lunch. He looked and looked but couldn't find any. Why? Acorns grow on oak trees, not pines.

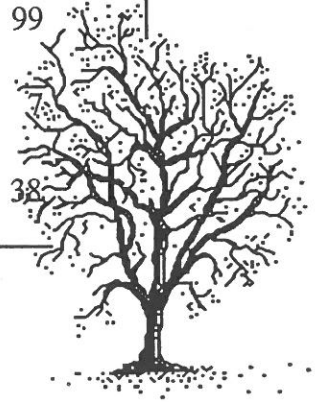
What is blue and gold and covered with dirt?
A Cub Scout who has gone "back to nature."

Exactly Even

Can you find the path to the tree using only even numbers? You can move across, backward, up or down, but not diagonally.



22	8	16	41	3	99	49	61	33	99	51	39	55	21
19	5	14	10	96	88	32	39	91	10	17	41	9	83
15	55	33	96	79	35	40	11	13	18	33	93	91	37
14	41	51	49	91	85	6	98	42	14	38	26	24	23
16	28	14	6	72	81	21	5	19	7	43	2	9	87
2	65	21	35	8	10	14	20	16	51	17	18	17	99
50	17	22	13	35	79	37	63	94	39	14	26	89	21
58	20	26	66	24	88	21	5	92	11	51	64	81	57
67	18	53	62	77	14	7	5	80	61	7	82	46	20
5	69	21	5	57	16	11	39	76	33	81	93	59	38
96	28	30	84	24	70	9	55	12	4	18	26	50	56
71	13	33	20	41	7	19	11	15	63	7	39	61	99
75	21	57	12	14	28	56	34	44	56	90	20	41	
17	61	73	33	85	89	21	93	13	85	95	6	82	38



How Many?

Use this gathering activity at a pack meeting to keep everybody guessing!

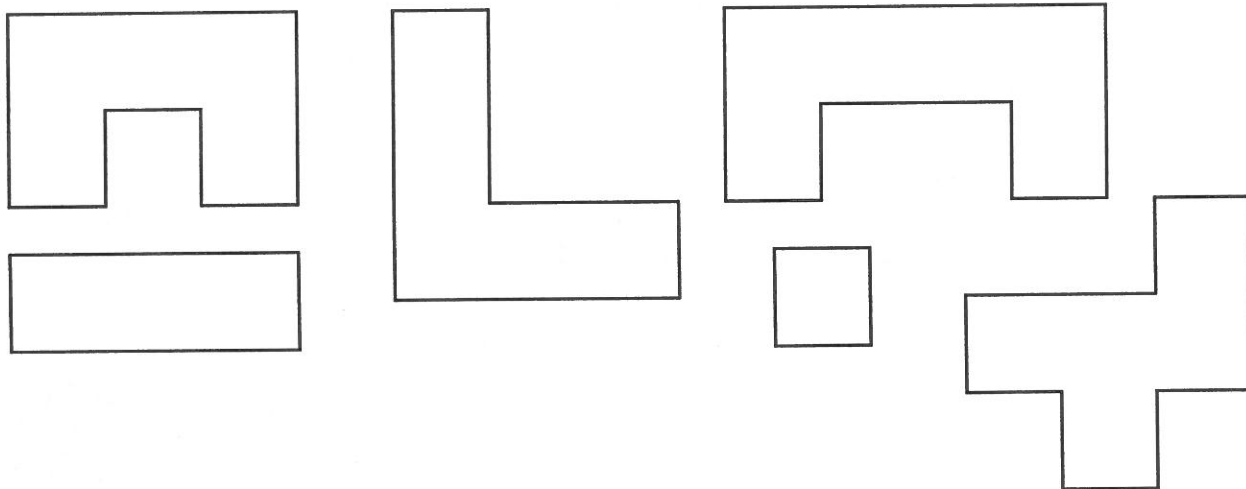
- Equipment: Large jar - (one gallon pickle jar is perfect)
Enough acorns to fill it (or stones or shells, etc.)
Paper
Pencils

Count the acorns before filling the jar. As each person comes in, hand them a slip of paper and a pencil and invite them to guess the number of acorns. Whoever comes closest wins the jar and acorns!



Perfect Square Puzzle

Trace or enlarge the shapes and cut out one set for each Cub. Have the boys put them together to form a square.



The Itsy Bitsy Spider

Spider: EEK!

Spout: Woosh!

Rain: Pitter patter, pitter patter

Wash: glub, glub

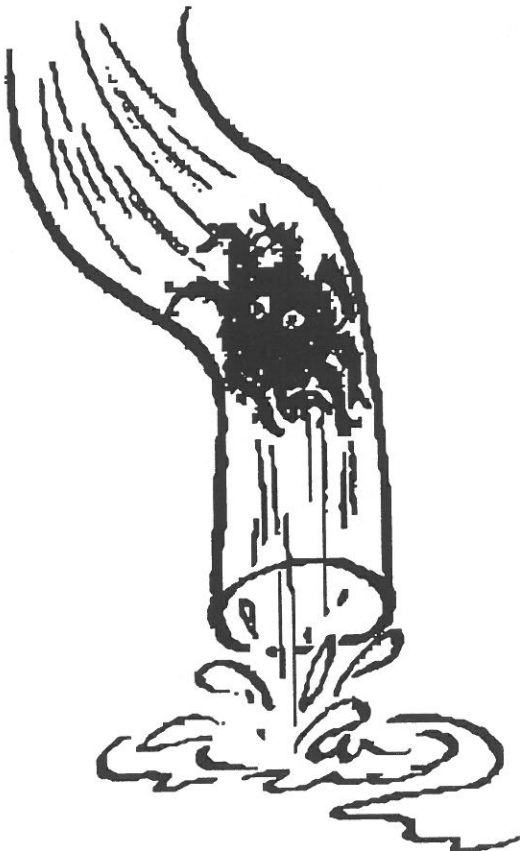
Jumping jacks: Do arm motion of jump jacks

Sun: Whew

Climb: Say, "Ugh, Ugh!" And make climbing motions with arms.

You've all sung the song about the Itsy Bitsy **Spider** (Eek!) going up the water **spout** (whoosh!), right? Well, tonight we are going to hear the Itsy Bitsy **Spider's** (Eek!) side of the story.

The Itsy Bitsy **spider** (eek) was sitting at the bottom of the water **spout** (whoosh) again. The **spider** (eek) was thinking, "One more time. I, the Itsy Bitsy **Spider** (eek!!), will **climb** (ugh, ugh) up this water **spout** (whoosh!) and if the **rain** (pitter patter, pitter patter) comes down and **washes** (glub, glub) me out again, this Itsy Bitsy **Spider** (Eek!) is out of here! How does it, look? A **spider** (EEK) of my reputation watersliding down water **spouts** (whoosh)! Why the last **spider** (eek!) they caught doing this is now wearing an eight-armed straight jacket!"



He thought a little more, "Actually, I don't really know why any self respecting **spider** (EEK) would climb (ugh, ugh) up that **spout** (whoosh) anyway. The view isn't really that good. And its not for the exercise. I get enough of a work out just doing my daily **jumping jacks** (arm motion of jumping jacks)...Of course, every third **jumping jack** (arm motion of jumping jack) I have to stop and untangle my arms!"

Now the Itsy Bitsy **Spider** (eek) didn't give up. I guess I'd have to say that this Itsy Bitsy **Spider** (eek) wanted to **climb** (ugh, ugh) up that water **spout** (whoosh) just for the mere challenge of it.

"I'll give it one more try, he said, " You see, I know I'm going to be the first Itsy Bitsy **Spider** (eek) to climb this water **spout** (whoosh) someday."

The **sun** (whew!) came out and it dried up all the **rain** (pitter patter). "All I need is a little perseverance, a little determination and a lot more dependable weather reports," thought the Itsy Bitsy **Spider** (eek). There he went. **climbing** (ugh, ugh) up the **spout** (whoosh) again. One small step for **spiders**(eek), one giant

(continued on next page)

The Itsy Bitsy Spider, Continued



leap for arcnids Drats, is that another rain (pitter patter, pitter patter) cloud again. OH NO! The Itsy Bitsy Spider is down the spout (whoosh) again!

Is this Itsy Bitsy Spider (eek) a quitter? No! The sun (whew!) is out again. This spider (eek) is making his big move. This spider (eek) is climbing (ugh, ugh) to victory! This spider (eek) is reaching for new heights, and not looking back! Just then, another rain (pitter patter, pitter patter) storm came along and washed (glub, glub) the spider (eek) out! This spider (eek) should move to a drier climate!

Now our spider (eek) didn't give up. He picked himself up and said, "All right! This is it! NO MORE MR. NICE GUY! This time I'm going all the way to the top of this water spout (whoosh). The rain (pitter patter) won't wash (glub glub) me out. I don't care if the sun (whew) is blazing! This time there'll be no stopping me! This time... I'm taking an ELEVATOR!"

Based on a monologue from Humorous Monologues by Martha Bolton

Back Pack Tie Slide

Equipment: Scissors
Needles

Materials: Felt in two colors
contrasting embroidery floss or thread
glue
styrofoam or small raisin boxes
pattern (next page)

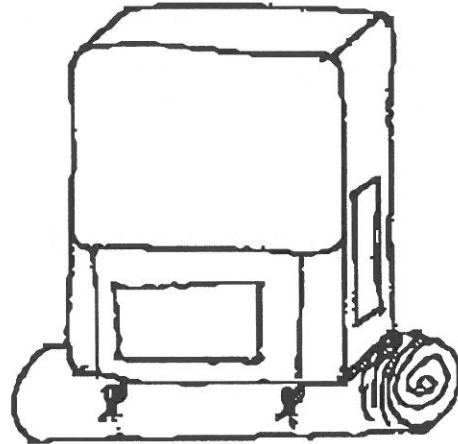
Step 1: Cut the styrofoam into a small block about 1 1/2" X 2 1/4" X 3/4". This does not have to be exact.

Step 2: Cut all pieces of the back pack out of one color of felt. Make sure the large piece will cover the styrofoam. Cut a rectangle 3"X 7" out of the second color for the "bedroll".

Step 3: Glue the backpack pieces to the styrofoam. First glue the front and sides. Then glue the flap to the back and bring it over the top. Glue one small "pocket" on each side. Glue the large "pocket" to the front. Glue the loop to the back.

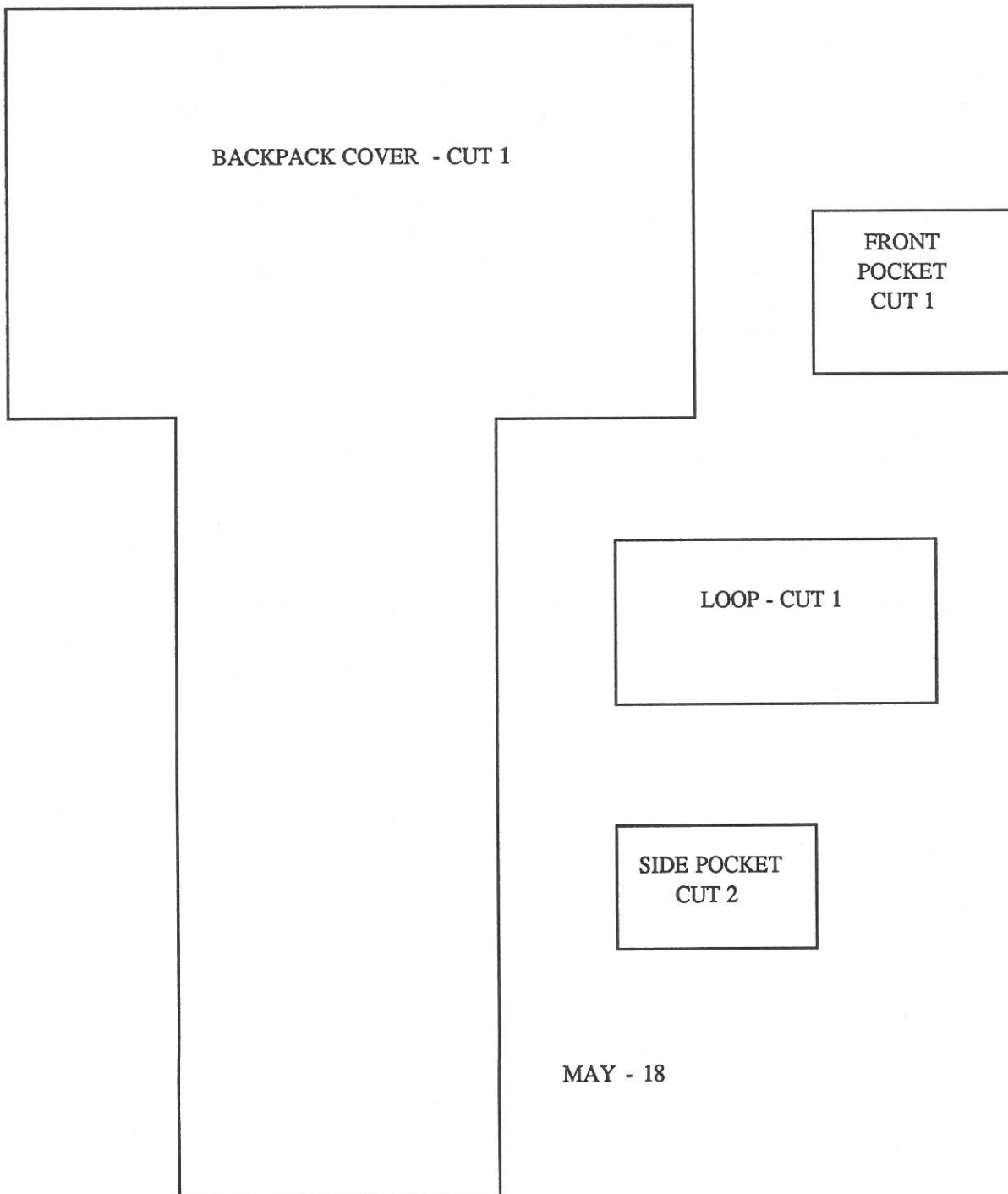
Step 4: Roll the "bedroll" and tie with 2 strands of thread or floss. Glue to the bottom of the backpack.

Step 5. Make a large stitch from the bottom of the flap to the bottom of the front of the backpack.



Back Pack Tie Slide Pattern

This is a full size pattern for the backpack tie slide. You will need to cut a rectangle 3" X 7" for the "bedroll." A pattern for this piece is not included.



Forest Fossils

This is a great idea for a den meeting after a nature hike. Press the leaves and blossoms before the meeting.

Equipment: none

Materials: Plaster of Paris
Two flat pieces of wood
A rock
Paper towels
Plastic coated or styrofoam plate

Step 1: Collect different kinds of leaves, flowers, seeds, pods, and insects.

Step 2: Optional - Press the leaves and flowers overnight between the pieces of wood. Weight it down with the rock. Put a paper towel between the leaves and the wood. This removes the moisture from the leaves so they won't curl.



Step 3: Mix the plaster of paris with enough water to make a mixture about the consistency of cake batter. Pour it into the plate.

Step 4: Before the plaster hardens, press the specimens into the plaster until a definite imprint is made. You may remove the specimens or leave them imbedded in the plaster.

Step 5: After the plaster hardens, gently remove it from the plate. Attach a large gummed hanger on the back.



Hike Idea - Take along two paper sacks on your next hike. Use one sack to collect garbage you find along the way, and dispose of it properly later. Use the other sack to collect leaves, seeds, etc to make the "Forest Fossils."

Don't forget to take plaster of paris and water along on your nature hikes. If you find animal tracks, make plaster casts. Boys have been known to show them off for years!

Woodland Rubbings

On your next nature hike, keep an eye out for interesting textures. Find an interesting surface such as the back of a leaf, the bark of a tree, a fossil rock, etc.

Equipment: none

Materials: thin paper (typing paper will work)
crayons or chalk

Step 1: Place the paper over the surface of the item. Rub the crayon back and forth carefully. It works best if you remove the paper from the crayon and use the entire its length.

Step 2: Label it with the date and location. Also add another information known about the rubbing.

Mother's Pin Holder

Pin the Mother's pins to this little holder and Mom can wear them with a minimum of fuss and bother.

Equipment: scissors

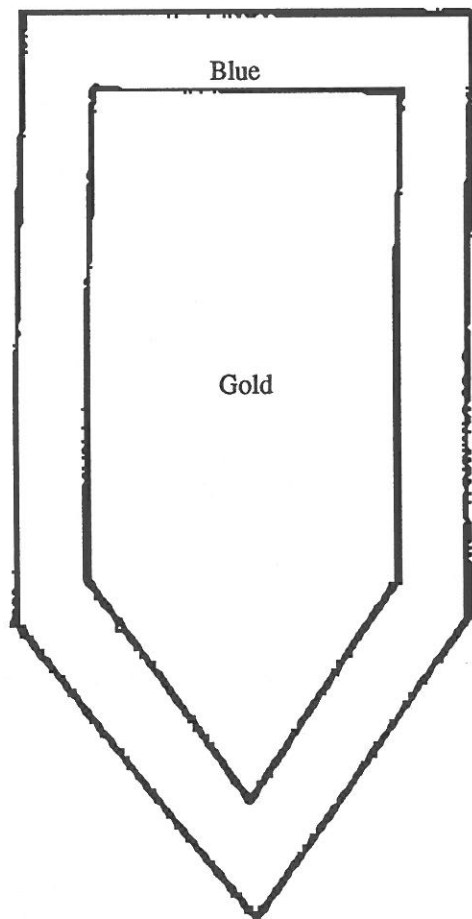
Materials: blue felt
yellow or gold felt
pin backs
glue

Step 1: Using the large pattern cut one blue piece of blue felt.

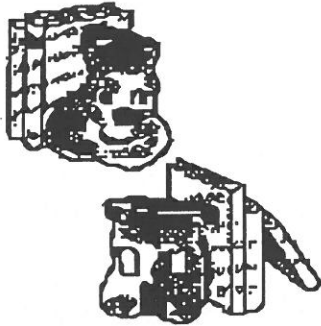
Step 2: Using the small pattern cut one piece of gold felt.

Step 3: Center the gold felt on top of the blue felt. Glue the top edge.

Step 4: Glue the pin back to the back of the holder.



Stone Craft Bookends



Equipment: scissors

Materials: Two large stones

felt

an assortment of wiggle eyes, jar lids, bottle caps, etc.

glue

paint

Wash stones thoroughly to remove dirt and grease before painting or gluing. Cut a piece of felt to fit the bottom of each stone. Glue it on to prevent the stones from scratching furniture. Use unusual stones by themselves or add details to create amusing objects. Jar lid hats or plastic bottle cap noses can be glued onto stone faces. Coffee can lids may be used for roofs on stone houses. Add painted details if desired.

Acorn Cap Earrings for Mother's Day

Materials: 2 caps from acorns

earring findings (either pierced earring posts or clip-on)

pearl beads

glue



Glue the pearl beads to the inside of the acorn caps. Varnish, if desired. Then glue the earring back on.

Every hike "requires" a good supply of Gorp. Gorp is sort of a movable snack providing hikers with quick energy. Many hikers prefer Granola. Either one is fun to make, good to eat and nutritious. Just don't tell the boys its good for them!

Gorp

chocolate chips
peanuts

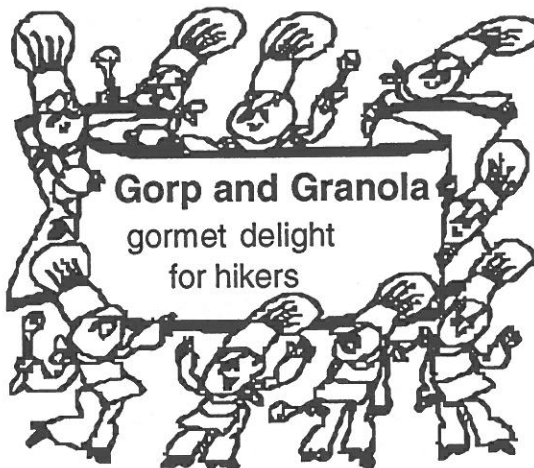
pretzels
raisins

cheese flavored crackers

The proportions aren't too important. Put in a lot of the boys' favorite item. Mix together and pack in sandwich bags.

Granola

2 1/2 cups quick cooking oatmeal
1/2 cup sunflower seeds
1/2 cup sesame seeds
1/2 cup wheat germ
1/2 cup chopped nuts
1/2 cup shredded coconut
1/2 cup soybeans
1/2 cup powdered milk
1/2 cup brown sugar
1/2 cup honey
1/2 cup vegetable oil



Mix all the dry ingredients together in a large bowl. Combine the oil and honey. Pour over the dry mixture. Mix well.

Spread the mixture in a large shallow pan with sides. Bake at 250 degrees until golden brown. Stir occasionally. Cool and pack in sandwich bags.

JUNE - Strong for America

TAKE YOUR TRIBE ON A FUN-FILLED JUNGLE TRIP



Jungle Jim's Playland® is a fully-enclosed complex offering a Playland with a combination of children's rides, Jungle Play® and skill games. Bring in your Scout Troop of 10 or more children Monday thru Friday, and your visit will include 2 hours of play time, as well as snack and meal options. Reservations are required.

A. Basic Program, \$3.50 per child includes two hours of rides and Jungle Play for each child and FREE Pepsi for attendant

B. Snack Program, \$4.00 per child includes 2 hours of rides and Jungle Play, popcorn and Pepsi for each child, and FREE Pepsi and popcorn for attendant

C. Lunch Program, \$4.75 per child, includes 2 hour of rides and Jungle Play, Pepsi, hot dog and chips for each child, plus FREE lunch for attendant

Scout Troop Appreciation Day

The last Wednesday afternoon of each month is an exciting time at Jungle Jim's Playland. That's when our Scout Troop groups can explore the Jungle for a super value price. These 2 hours trips are available from 4:30 - 6:30pm and 5:30 - 7:30pm. Admission for the children in your field trip is only \$3.00 each. We even offer a field trip which includes a snack pack of hot dog, bag of chips and small Pepsi for only \$4.00 per child. Reservations are required.

Jungle Jim's Playland

Hwy 281 at Bitters Rd. 490-9595



Candle Light Flag Ceremony

Darken the room and, if possible, place a spotlight on the American Flag. A color guard may stand on either side of the Flag if desired.

Props: American Flag
Red candle
White candle
Blue candle
Large Spirit of Scouting candle

Cub 1: (lighting red candle)

The red of our Flag is the life blood of brave people ready to die or worthily live for this, our country.

Cub 2: (lighting white candle)

The white of our Flag represents purity. Cleanness of purpose, thought, word and actions.

Cub 3: (lighting blue candle)

The blue of our Flag is for truth and justice, like the eternal blue of the star-filled heavens.

Cub 4: These colors represent our Flag - the Flag of the United States of America, home of liberty, land of opportunity, where all people of all races and creeds live in peace and friendship.

Cub 5: Please join with me in pledging Allegiance to our Flag.

America

As each Cub recites his line, his letter is held up to spell the word "America."

A - is for ALL people in our land;

M - is for MEN who helped build so grand;

E - is for EQUALITY of race, color and creed;

R - is for RESPECT for all peoples needs;

I - is for IDEAS, new ways to know your neighbor;

C - is for CARING and sharing in labor;

A - is for ALLEGIANCE we should feel for our land.

Denner - Let us now stand and pledge it with our heart and with hand. Join us in the Pledge of Allegiance.

American Diversity

Den Chief: The Cub Scout promises to do his duty to his country. Our country is different in many ways from other countries. We would like to review some of the things that are different but that make it the greatest country in the world.

Cub 1: We call it the United States, and we're bound together by our Constitution and our language. Yet, in many ways we are a group of separate kingdoms.

Cub 2: We practice more than 250 different religions and observe thousands of different hunting laws and labor laws.

Cub 3: Our land grows palm trees and pine, redwoods and beach plum, vanishing key deer and whooping cranes.

Cub 4: Our people say, "you all" and "youse."

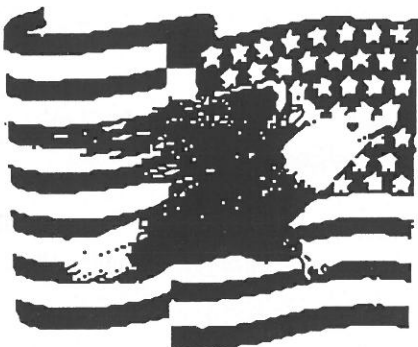
Cub 5: We catch shrimp and sell stocks, live in lean-tos, skyscrapers and stucco bungalows.

Cub 6: We are a very diverse land, but these are some of the things that make our country, the USA, great.

Cub 7: Let us rise and sing "America, the Beautiful."



Strong for America Advancement Ceremony



Personnel: Cubmaster

Materials: Thread
Rope

Cubmaster: Strong For America. What does that mean? It means each citizen grows to be as productive and responsible as he is capable of being. It means each child is educated to the best of his ability. It means that each citizen contributes to America by voting, serving on juries, paying taxes and being a productive member of our society. Each of us is but a strand in this rope

(hold up rope) of our country. Alone we are as fragile as this thread. (Picks up a piece of thread and breaks it.) Cub Scouting enables our young citizens to add their threads to the whole by asking each boy to grow and learn through the advancement plan. The boys take the threads of self, country, God and family and twist it into a stronger thread. As each of these threads is added, America becomes stronger and our boys are stronger. (Call each boy, present him with his achievement and a strand of thread to add to the rope.) As I call you name, please come forward with your parents. Take a thread and add it to the rope representing the United States.

Now that we have added our threads to the rope. Let me show you how much stronger each of us are. (Pick up the rope now with string twisted around it and try to break it.) Each time you complete an achievement, you add a thread to your personal rope. And each time you complete an achievement you add a thread to the rope of our country. Each thread, by itself is capable of being broken but together we have a strong rope, a strong boy and a strong America

"Strong Man" Ceremony

Equipment: "Barbells" made from cardboard. Make a small one for Bobcat, a little larger for Wolf, and a little bit bigger for Bear, etc. Label each "barbell" with the rank instead of pounds.

Cubmaster: Strong for America. Pack _____ has many strong boys and they are becoming stronger all the time. They have worked out and earned their advancements becoming stronger mentally, physically and spiritually.

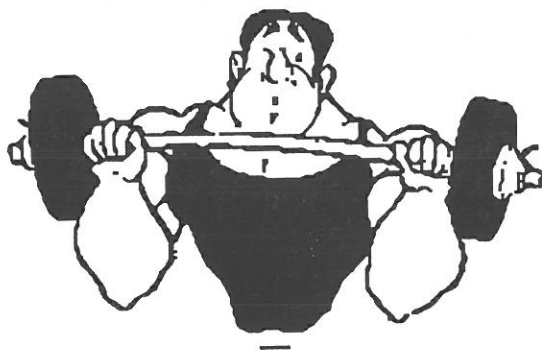
First we have the Bobcats. They are just starting out in Cub Scouting and their Cub Scouting muscles are just beginning to develop. (Call each new Bobcat, present with his patch. Have each boy flex his muscles and lift the Bobcat weight.) Soon you will be strong enough to lift the Wolf barbell.

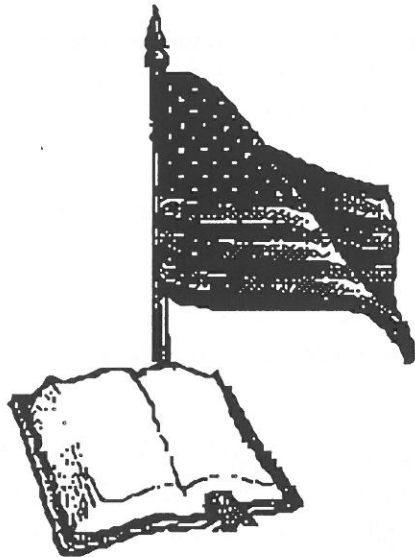
Wolves are stronger than the Bobcats. They have complete 12 requirements to strengthen their minds and bodies. (Call each new Wolf and present his patch. Have each boy flex his muscles and lift the Wolf weight.) Soon you will be strong enough to lift the Bear barbell.

Take a look at these new Bears. They have muscles popping out all over! They have also completed 12 difficult requirements to build strong mental, physical and spiritual muscles. (Call each new Bear, present with patch. Have each boy flex his muscles and lift the Bear weight.)

Its hard to believe that these boys could get much stronger! But they do! The Webelos do many "exercises" to build up their muscles. (Call each Webelo receiving an Activity Pin. Have each boy flex his muscles and lift the Webelos Barbell.)

These boys are almost ready for the "Olympics" of Boy Scouting. Congratulations and thank you for being "Strong for America!"





For God and Country

Props: an American Flag in a stand
a podium
a Holy Bible

Turn the podium to face the audience. Place the American Flag next to it with one corner of the Flag draped across the podium. On the podium, place the open Bible. The monologue is read from offstage, slowly and with emphasis.

Speaker: For God and my Country - to impress on the hearts and minds of all Cub Scouts, a desire to accept their religious responsibilities and to serve their country to the best of their abilities. This is the goal of Scouting.

Making things and playing games is not the real reason for Cub Scouting.

Tying knots and building fires is not the real reason for Scouting, and the adventure is not the real reason for Exploring.

These are only a means of achieving the real purposes.

The Cub Scout Promise and the Law of the Pack - These are the reasons for Cub Scouting. This is the only way that Scouting can be of service to God and to Country. This is our goal.

To reach this goal, we must always remember this - the goal of Cub Scouting is reached over the bridge of a boy's imagination.

For God and my Country - this is our goal. May we all find the wisdom and the desire in our hearts to reach it.

Please rise and join in singing "God Bless America."

America Today!

We are America today! As we look back down the road Americans have traveled, we see that many of their dreams have come true. We see the towns they built, the bridges they crossed, the mountains they climbed. We feel the hardships they endured. We see places where they hammered off the rough edges of their dreams so we would have a better life today.

The Pilgrims worked out a way of life, a life of personal freedom that held hope for tomorrow. They made history yesterday -- but is up to us to make it today. This is our land. Here men and women of the past lived and worked and died serving great ideals. These ideals were freedom and democracy and justice.

None of us here tonight can fail to carry his part of this great dream to his children and to his children's children.

Our land is rich, not only in material goods, but in history; in living legends of the people who left their mark on America. Our own past speaks to us, and as we listen we hear the voice of the past saying: "Hear me now." America was built by courage, endurance and faith, and what was built was good. If you build the same way, the future will also be good."

(Lead the group in singing "Taps")

Closing thoughts for Den Leaders

One of the most important things to learn in life is to put forth your best effort when doing something. That is the reason that we have the Cub Scout Motto. As a member of this pack, I hope that you will put forth your best effort for the good of the pack and your own good.



Life never stands still. If you don't advance you go backwards. In Cub Scouting you have many opportunities to learn and to advance as you do achievements, electives and activity badges. Do them well so that you are proud of the badges you wear.



Work while you work, play while you play, one thing at a time, that is the way.
All that you do, do with all your might, things done halfway are not done right.

Johnny Appleseed - A Tall Tale

Cast: Narrator
Johnny Appleseed (dressed in coffee sack shirt, mush kettle and bare feet)
settler (in buckskins with a rifle)
2 Indians (carrying bows and arrows)
Farmer (carrying a hoe)
2 Apple trees (two scouts each carrying a large cardboard apple tree with big red apples)

Narrator: Johnny Appleseed was a pioneer and apple-seed sower of the great midwest. He is usually described as dressed in a coffee-sack shirt, a mush kettle hat and barefooted.

(Johnny Appleseed enters stage right tossing paper apple seeds from a burlap sack. Stops center stage and shows off his hat and bare feet.)

Johnny did many incredible things - there are orchards galore north of the Ohio River today whose trees sprang from the seeds of the trees planted and tended by Jonathan Chapman. That's Johnny Appleseed's real name. *(Apple trees enter - one from the right and one from the left.)*

Everyone respected Johnny Appleseed. The settlers loved him for his kindness and humility. He was welcome wherever he went. *(Settler enters from right, while Johnny enters from left, meet at center and shake hands. Johnny crosses to the right and exits. Settler remains at center stage.)*

The Indians did not bother Johnny even during the War of 1812 when they rode the countryside as British allies, to burn and slaughter settlers. *(Indians run from left side of stage and shoot arrow into settler. Settler falls down with arrow sticking up. Indians stay at center as Johnny enters from right side. Then they cross toward each other and wave and shake hands. All exit)*

For that reason, Johnny could act as a mid-west Paul Revere, warning farmers of the approaching Indians and British marauders. *(Farmer enters from right, Johnny runs in from the left and grabs the farmer's arm.)*

Johnny: Hurry! We must run, the Indians are coming!" *(Both run off stage left as Indians enter from the right. Indians remain at center, scratching heads.)*

Narrator: There are people alive today because Johnny Appleseed warned their ancestors against the Indian attacks. *(All enter, cross to center stage and take a bow!)*





A group of Cub Scouts are sitting around talking:

Cub 1: Bet you never heard of the Great Seal of the United States.

Cub 2: You lose. I certainly have heard of it.

Cub 1: Ok, I'll bet you don't know where to find a picture of it.

Cub 2: You win. Where?

Cub 1: On a dollar bill. Look. (Holds up a dollar bill)

Cub 2: You mean the picture of George Washington?

Cub 1: No, turn the bill over and look at the two circular designs.

Cub 2: That's the Great Seal? Why are there two designs?

Cub 1: That's the front and back of the Great Seal, like the front and back sides of a coin.

Cub 3: What do the designs mean?

Cub 1: First there is the eagle. That's our national symbol. The shield over the eagle's breast has 13

stripes.

Cub 4: For the 13 original states.

Cub 1: Right.

Cub 5: (looking at the dollar) What's the eagle holding in his bill?

Cub 1: It's a ribbon with the words "E Pluribus Unum" which is Latin for "One from Many."

Cub 4: Meaning one nation from many states.

Cub 1: Right.

Cub 3: What's the eagle holding in his claws?

Cub 2: I know! There is an olive branch, the symbol of peace, with 13 leaves.

Cub 4: And he's holding 13 arrows in the other claw, which means that we intend to defend our freedom.

Cub 1: Do you know why the eagle is facing right?

Cub 2: It means that peace is right. Peace is first.

Cub 3: What does the pyramid mean?

The Great Seal cont.

Cub 1: The pyramid is the symbol of strength and lasting power. But notice that it's flat on top, unfinished. We still have a big job ahead.

Cub 4: What is that triangular eye above the pyramid.

Cub 5: I think it represents God watching over us.

Cub 3: Gosh, I never realized there was so much crammed into the Great Seal.

Cub 1: And I'll bet you never realized it was right there on the one dollar bill.



What My Flag Means to Me

Arrangement: Four uniformed Cub Scouts holding letter cards spelling "flag"

F.....Stands for Freedom, on land and on sea. America is the land for me.

L.....Stands for liberty, for love and for care. Look at America. You'll find it there.

A.....Stands for achievement, America too. American achievement is the best thing for you.

G.....Stands for greatness, glory and all this is good. If you don't love the flag you certainly should.

All: The flag is America's symbol, Land of the Free: That is what our flag means to me!

Yankee Doodle Hunt



Three players join hands and form a small circle. This is the hideout. The fourth player stands in the center and is the Yankee Doodle. Two players are a British Redcoat and another Yankee Doodle. The Redcoat chases the Yankee Doodle, who for safety, darts into the hideout. The

Yankee Doodle already in the hideout must get out and he may dart into any other hideout (formed by another set of three boys.) If the Redcoat catches any Yankee Doodle outside of his hideout, that Yankee Doodle becomes the Redcoat and the Redcoat becomes a Yankee Doodle.

Which State?

For a pre-opening pack game, draw a rough map of the United States on poster board. Number each state but don't identify it. Below the map write the names of the states, but mix them up so they aren't in any order. Provide a paper for each player to identify the states by number.

Escaping From the Enemy

Cub Scouts form a small circle, shoulder to shoulder. They stretch their hands into the center. Each Cub is to hold the hands of two other scouts, not his immediate neighbors. Once the hands are joined, the object is to untangle themselves without letting go of hands. They do this by weaving in and out, over and under each other. When the task is complete, you should have one untangled circle. Sometimes, you end up with two.

Minuteman, Run!

To play this game, you'll need a group of about 10 cubs. 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 persons he taps on the word "you" run around the circle in opposite directions. "It" steps into one of the empty places. The last one to get back to the other empty place becomes "it".

Ring the Liberty Bell

To make this game, you'll need a bell, a wire coat hanger, some heavy cord or rope and a small rubber ball. Bend the coat hanger into a hoop with the hook at the top. Hang the bell in the middle of the hoop with the rope and tie the hoop from a low tree branch. This game may be played by individuals or teams. The players take turns trying to throw the ball through the hoop. Have a person stand on the other side of the hoop to catch the ball. Keep score as points are made. Each time the bell is rung, the player scores three points. If the ball goes through the hoop but doesn't ring the bell, he scores two points. If the ball hits the outside of the coat hanger, the player scores one point. Each player throws only once per turn and gets five turns. High score wins.

Star Makers

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

**Alamo Area Council
June
Songs**

**Pow Wow 1993
Strong For America**

Western Wagons

by Rosemary and Steven Vincent Benet
(tune: Oh, Susanna -verse only)

They went with axe and rifle,
When the trail was still to blaise.
They went with wife and children,
In the prairie schooner days.
With banjo, with frying pan
Susanna don't you cry.
For I'm off to California to get
Rich out there or die!

We've broken land and cleared it,
But we're tired of where we are.
They say the wild Nebraska is a better place by far.
There's gold in far Wyoming,
There's black earth in Ioway.
So pack up the kids and blankets,
For we're moving out today.

The cowards never started,
And the weak died on the road.
And all across the continent
The endless campfires glowed.
We've taken land and settled
But a traveller passed by
And we're going west tomorrow
Lordy, never ask us why!

We're going west tomorrow
Where the promises can't fail.
O're the hills in legions,
Boys crowd the dusty trail!
We shall starve and freeze and suffer
We shall die and tame the lands.
But we're going west tomorrow
With our fortune in our hands.



For Opportunity

(tune: Vive l'Amour)

Our forefathers founded this country to be
For opportunity.
They said to King George they just had to be free
For opportunity.
When Britain demanded the colonies pay;
Patriots band together and
Did what was right
Fought the great fight
For opportunity.

The Statue of Liberty holds up her light
For opportunity.
The immigrants came to escape their sad plight
For opportunity.
Come now you tired, downtrodden and weak
Join with us now if it's freedom you seek,
Come to our shore,
Open the door,
For opportunity.

And now it's for us to continue the fight
For opportunity.
So every American can share the fight
For opportunity.
Always remember that Freedom's not free
We'll do our share to keep our liberty.
We'll be faithful,
We are grateful for opportunity.

**Alamo Area Council
June
Songs**

**Pow Wow 1993
Strong For America**

Fair and Free Elections

(tune: Yankee Doodle)

This is from the election of 1796

While some on rights and some on wrongs,
Prefer their own reflections
The People's rights demand our song,
The rights of free elections.

Chorus: Law and order be the stake
With freedom and protections
Let all stand by the ballot box
For fair and free elections.

Each town and county's wealth and peace,
Its trade and all connections,
With science, arts must all increase
By fair and free elections.

Chorus

Elections are to make us laws,
For trade, peace and protection.
Who fails to vote forsakes the cause
of fair and free elections.

Chorus



**Alamo Area Council
June
Cheers**

**Pow Wow 1993
Strong For America**

Partner Applause: Do this in a group. Have neighbors put their hands to their sides with palms up for the right hand, and palms down for the left hand. The the person next to them places their hands on their neighbors', palms together. Then proceed to clap with each other.

Paul Revere Cheer: Pretend to be riding a horse (holding the reins, slapping side, moving up and down) while saying, "The British are coming, the British are coming!"

Cookie Cheer: Leader says, "Take a cookies in each hand, hold them up high and squeeze. What do you get? Crummy, crummy crummy!"

Assembly Line Cheer: Begin at the end of each row. Each person claps once followed by the person immediately next to him. Continue to the end of the row.

Paper Bag Cheer: Make movements to simulate opening a paper bag, form the neck, blow it up and pop it, "POP!"

Fathers' Day Cheer: Alternating, Cubs say, "Hi, Dad!" and dads say, "Hi, son!"

Do Your Best: Divide the audience into three groups. Group 1 - "DO", Group 2 - "YOUR", Group 3 - "BEST"

Soda Pop Cheer: Leader says, "Shake it up!" Audience pretends they are shaking a can of soda pop. Leader says, "Pop the top!" Audience pretends to hold can in one hand and pulls the tab with the other, and all say, "PSSSSHHHHH!"



The Cobbler, Shoemaker Indeed!

Divide your group into four. Assign each group a sound to make as their word is read in the story.

Cobbler - "tap, tap" - quick and sharp sound
Blacksmith - "bang, bang" slowly with ring effect
Carpenter - "sa -a-aaw" - draw it out
Colony - "hustle, hustle" - spoken quickly

Back in the days of the Pilgrims, in each *colony*, everything had to be handmade. The tradesmen who worked with iron were called *blacksmiths* and those that worked with wood were called *carpenters*. In this way the necessary items for all the Pilgrims of the *colonies* were provided by the talents of all the men put together.

They traded their services back and forth, helping each other and their families. The *cobbler* would keep all the families in shoes, the *blacksmith* would provide items made of iron such as pots and pans, and the *carpenter* provided wooden items such as tables and benches.

Busily, they would all work making these necessary items. One day, however, it was noted that some of the families were badly in need of shoes and the *cobbler* was not producing shoes fast enough. The *carpenter* and *blacksmith* were still turning out their work. So some of the men in the *colony* decided to pay a visit to the *cobbler* and find out what his problem was.

As they entered his place of work, they saw him busily working on something. However, it wasn't anything that resembled a shoe. When they inquired why he had not been keeping up with his work he replied, "Is not a *cobbler* a shoemaker?" When they agreed, he was indeed a shoemaker, he held up an object that looked like a flat square of leather nailed to a stick. What kind of shoe was this? The *cobbler* explained: "Since I've been having trouble with flies bothering me while I am working, I took time out to make something to shoo the flies away. Is that not being a "shoo-maker?" The other men of the *colony* held their sides in laughter.

The little old *cobbler* then offered to make one of his new inventions for the *blacksmith* and the *carpenter* and the others in the *colony*. Of course, he first promised them he would catch up on his other work and get the shoes made for the families.

Can Dad Pass the Wolf Achievements?

This is an unusual family participation stunt. Cub Scouts guide their fathers to each "achievement" (station) just as fathers should guide their sons through Cub Scouting. The stations are "manned" by the mothers to symbolize the support and structure mothers give to the program. When Dad has toured each station, he is given his "Wolf" badge -- a cardboard Wolf head to pin to his lapel.

Station 1: Feats of Skill: Have a 2" X 4" board 12 feet long. Dad must walk it back and forth without falling off.

Station 2: Flag: Dad should demonstrate the proper Cub Scout salute and recite the Pledge of Allegiance.

Station 3: Keeping Healthy: Dad should demonstrate how to take care of a small cut on his own finger.

Station 4: Your Home and Community; Dad demonstrates how to use a broom and dust pan.

Station 5: Tools: Dad must try to use a hammer to drive a nail without hitting his thumb.

Station 6: Collections: Dad empties his pockets. Then he closes his eyes and names the objects.

Station 7: Conservation: Have a display of several objects from nature. Dad must identify three of them.

Station 8 : Tying things: With his eyes shut, Dad must tie his tie correctly or tie a square knot.

Station 9: Home Safety: Dad must list five fire hazards to look for in any home and tell how to eliminate them.

Station 10: Family fun: A ring game is set up: Dad must get one hoop in three on a stick.

Station 11: Religious activities: Dad must name the first book of the Old or New Testament.

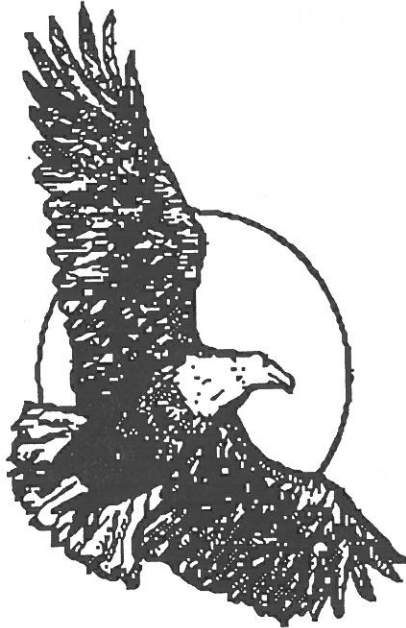
Station 12: Books: Dad has two minutes to tell why he liked some book he read when he was a little boy.

Station 13: Award Ceremony: Poor Dad has probably had a rough time on the Wolf trail. Give him his wolf badge with a handshake and a salute.

Happy Father's Day!

Alamo Area Council
 June
 Gathering Activities

Pow Wow 1993
 Strong For America

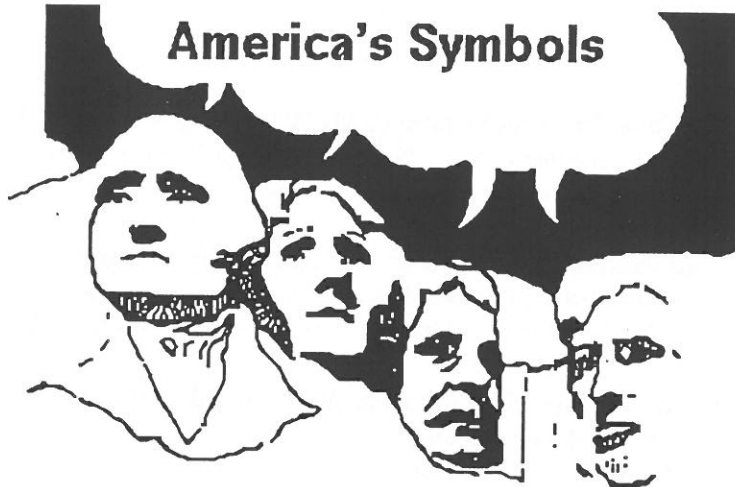


M M E M R M M R F E U L I B E R T Y U D
 R S O N E E A T R M M E R Q R I M G N O
 P U U E P N C N E E O Y A D O Y P C P E
 I A O I R O I E E A T T I R N N N F D T
 S D F P E I R D D O I I R I U I P A M P
 R E Q N S T E I O S R L N G N T P M P O
 N M P G E U M S M N P A O H I S R I S R
 E O Q E N T A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

Find these words. They may be up,
 down, diagonally or backwards.

- | | |
|----------------|--------------|
| America | Community |
| Congress | Constitution |
| Democracy | Destiny |
| Equality | Family |
| Freedom | Heritage |
| Individual | Justice |
| Liberty | Nation |
| Opportunity | President |
| Representative | Republic |
| Rights | Union |

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

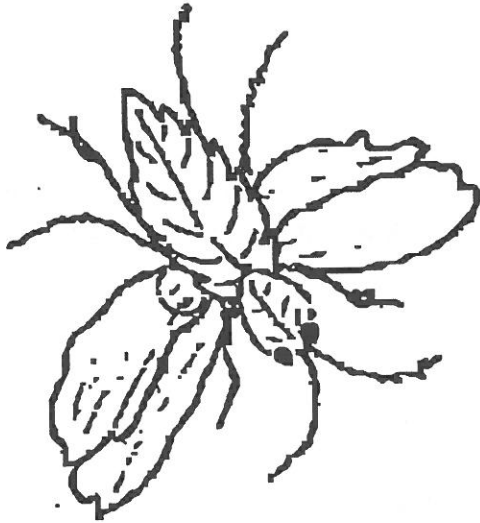


How many of these questions can you answer about symbols of America?

1. The right hand of the Statue of Liberty holds a torch. What does the left hand hold?
2. Which is taller--the Statue of Liberty or the Washington Monument?
3. What words are inscribed on the ribbon held in the mouth of the eagle on the Great Seal of the United States?
4. In the Great Seal, what is the bald eagle carrying in its talons?
5. What denomination of currency has the Great Seal printed on it?
6. How many people can fit inside the head of the Statue of Liberty?
7. What is the official U.S. Motto?
8. Francis Scott Key was inspired to write the "Star-Spangled Banner" when he saw the flag still flying over what fort?
9. Name the U.S. Presidents carved in the Mt. Rushmore memorial in South Dakota.
10. The Declaration of Independence says that all men are created_____?

Answers: 1. a book, 2. the Washington Monument, 3. "E pluribus unum" (one out of many), 4. arrow symbolizing war and an olive branch of peace, 5. the \$1.00 bill, 6. 40, 7. In God We Trust, 8. Ft. McHenry, 9. George Washington, Thomas Jefferson, Abraham Lincoln and Theodore Roosevelt, 10. equal

Leaf Creatures



This is a terrific craft for those scouts that think they can't draw, paint or do anything artistic. There is no need to make a sketch or design first...just let the leaves do the work.

Collect different types of leaves. Place in a book (a telephone book works best). The more shapes and kinds of leaves you collect the more fun you will have making all types of creature.

Tools & Materials: Lots of leaves, all shapes and sizes
Pasteboard or drawing paper
clear drying glue (white glue)
Lots of imagination

The leaves can overlap but should never be cut.

Once you try designs of this kind, you will soon find how easy it is to produce amusing and often beautiful things from natural materials.

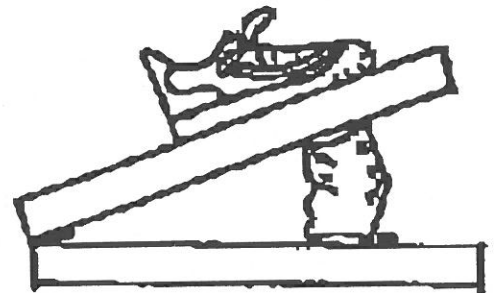
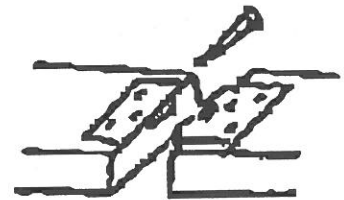
Can Crusher

Material: 1 piece of 2"X6" lumber cut 2 ft. long
1 piece of 2"X4" limber cut 2 ft long.
1 heavy duty door hinge
6 flat head screws - 1 1/2" long
1 lag bolt 1/4" X 1 1/2"

Position each hing plate on the boards as shown in the drawing. Note that the hinge-pin loops extend beyond the board edges. Be sure the countersunk screw holes are facing upward. Mark the hole locations. After drilling, screw the plates in place.

Drill 5 holes down the center of the base board for the lag bolt. Start the holes 7 inches from the hinge and space 1" apart. The purpose of the lag bolt is to prevent the cans from sliding when pressure is applied.

Before using the crusher, separate the metal cans from the aluminum ones by using a magnet.

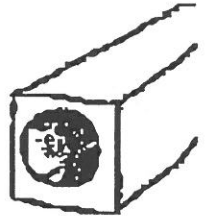


Underwater Binoculars

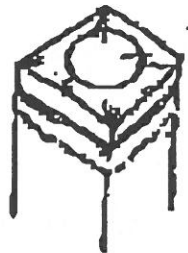
Recycle old milk cartons into underwater binoculars. You can use them to see stuff underwater clearly while you're leaning over the side of a pier or boat or just standing in shallow water. You will need:

- 2 clean 1 qt. milk cartons (for giant binocs, use 1/2 gallon cartons)
- a jar lid about 2 1/4 inches across
- clear plastic food wrap
- 2 big rubber bands
- tape, scissors and a pencil
- a very sharp, small knife
- an emery board or sandpaper

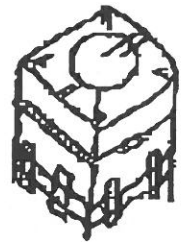
Trace a circle on the bottom of each carton, using the jar lid as a guide. Then cut out the circles very slowly and carefully with a knife. Take your time! Smooth the edges of each hole by rubbing them with the emery board.



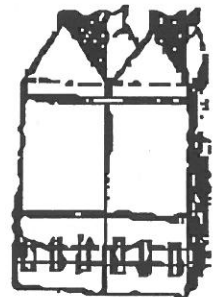
Hold one carton between your knees and stretch a layer of plastic wrap over the bottom to make a lens. Put a rubber band around the wrap so it stays smooth. Trim off the extra wrap, leaving about 1/2" below the rubber band.



Tape down the edge of the plastic wrap with little bits of tape this way: Tape one side then the opposite side. Keep taping alternate sides all the way around so that the plastic stays smooth over the hole. The tape shouldn't touch the rubber band. Then seal the lens by running a long strip of tape all around the edge of the wrap. Put the lens on the other carton the same way. Carefully take off the rubber bands.



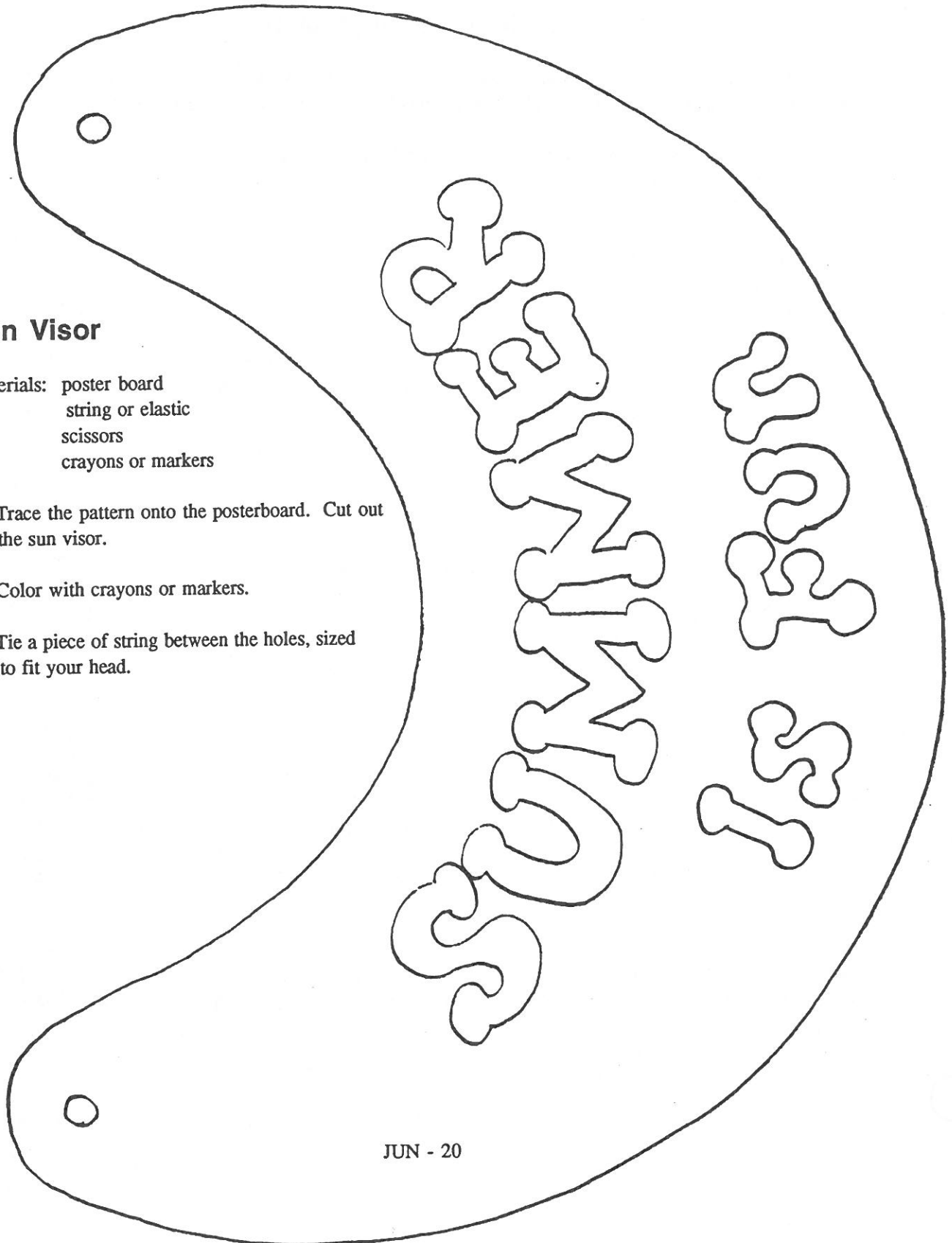
Stand the cartons side by side on a table, lens end down. Open the spouts so you can look down at the lenses. Then slide the rubber bands over both cartons to hold them together. To use the binoculars, stick them just below the water.



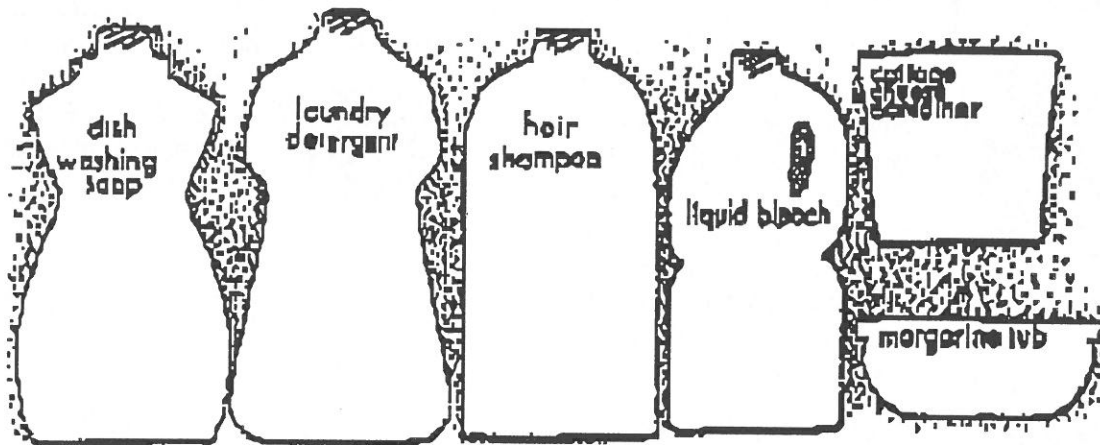
Sun Visor

Materials: poster board
string or elastic
scissors
crayons or markers

1. Trace the pattern onto the posterboard. Cut out the sun visor.
2. Color with crayons or markers.
3. Tie a piece of string between the holes, sized to fit your head.



Plastic Bottle Puppets



Gather plastic bottles and containers shaped like the illustration.

Puppet heads and bodies - Empty plastic bottles from liquid soap and laundry detergents, fabric softeners, bleach, shampoo, etc. The colors and shapes are endless. Avoid clear plastic bottles or containers with printing directly on the surface. These can sometimes be covered with fabric or paper but it may not be worth the effort. Containers should be washed inside and out. Soak in water overnight to remove paper labels. Turn bottles upside down or sideways for puppet head shapes. Features are cut from scraps of construction paper or magazines or drawn with permanent felt markers. Yarn scraps, fake fur scraps, construction paper fringed and curled, feathers or felt can be used for hair.

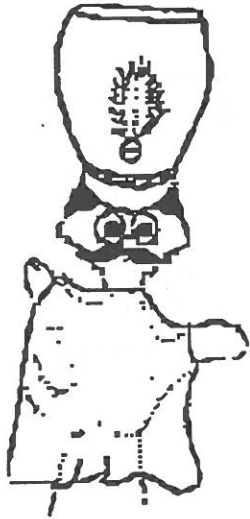
Costumes: A scrap of material about the size of a handkerchief or scarf with 3 holes cut in it will become a costume for most hand puppets. Old clothing can be cut apart and salvaged for costuming. Larger plastic bottle puppet heads can be costumed with children's clothing. Costumes can be secured by pulling fabric over threaded neck of bottle and securing with twist of wire. Wrap wire over fabric and pull tightly into threaded groove.

Trimmings - Buttons, jewelry, fake flowers, pipe cleaners, plastic coated wire, fabric, old hats, you name it.

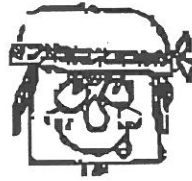
Newspaper rolled into a tight tube makes a good handle for large puppets like the gallon milk carton puppet head. Wood sticks can also be used for handles.

Hats - cottage cheese and margarine containers can be turned into hats by adding bits of trim.

Plastic Bottle Puppets cont.

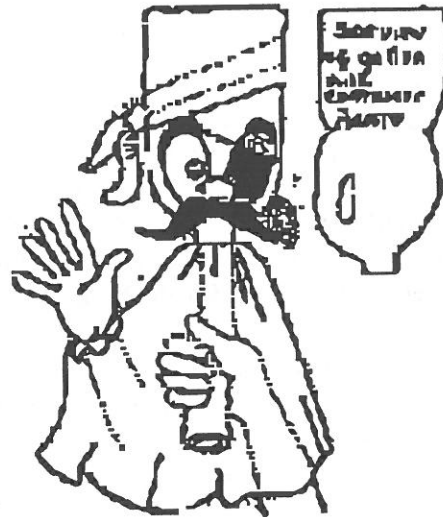


Soldier - made from detergent bottle. Mask of colored paper or felt scraps covers lower part of bottle which is upside down. Feather is glue to hat. Scrap of fabric with 3 holes cut in it is the costume. Felt or paper mitten hands can be made to cover fingers.



Clown - Put a margarin tub on top of a cottage cheese container for face and hat. Dowel for handle secured with a nail thru the top gives you a nice puppet.

Pirate - large milk container. Wrap fabric around head and tie to outside for bandana. Add eyepatch, eyebrows, mustaches and earring. Roll of newspaper jammed into bottle neck for handle, large scrap material or small child's shirt for costume. Pirate has one live hand which may be gloved. This becomes a two-handed puppet to manipulate.



Singer - "Rainbarrel" fabric softener bottle. Cut out handle. Design of bottle makes a great open mouth.

JULY - Buckskin Pioneers

FISHER, HERBST & KEMBLE, P.C.
CERTIFIED PUBLIC ACCOUNTANTS

Robert M. Herbst, CPA
Spreadsheets

6100 Bandera Road • Kelly Field Tower • Suite 304
San Antonio, Texas 78238 • (210) 684-4528
Fax: (210) 684-3363 • Home: (210) 697-0766

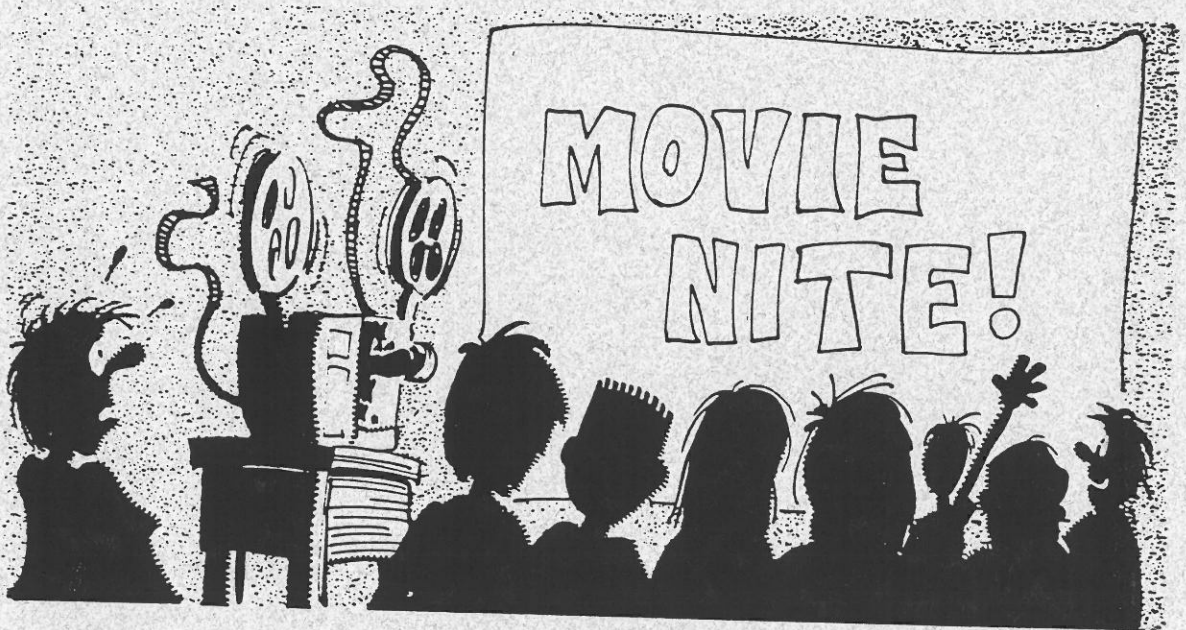
Oriflame

DAWN THOMPSON
MARKETING REPRESENTATIVE
512-945-9979



European Skin Care System

COMPLIMENTARY FACIAL or BUSINESS OPPORTUNITY



RFD & Associates
Systems Integration & Consulting

106 E. Sixth Street - Suite 850
Austin, Texas 78701

(512) 473-2777
(800) 473-0207
Fax: (512) 473-2778



FELLERS SPECIALTY
ADVERTISING

Over 200,000 Imprinted Promotional Products

JACKIE FELLERS

909 ne loop 410, suite 414
san antonio, texas 78209

digital pager: 230-5958
office: (210) 828-7018
fax: (210) 821-5144



I Believe in America!

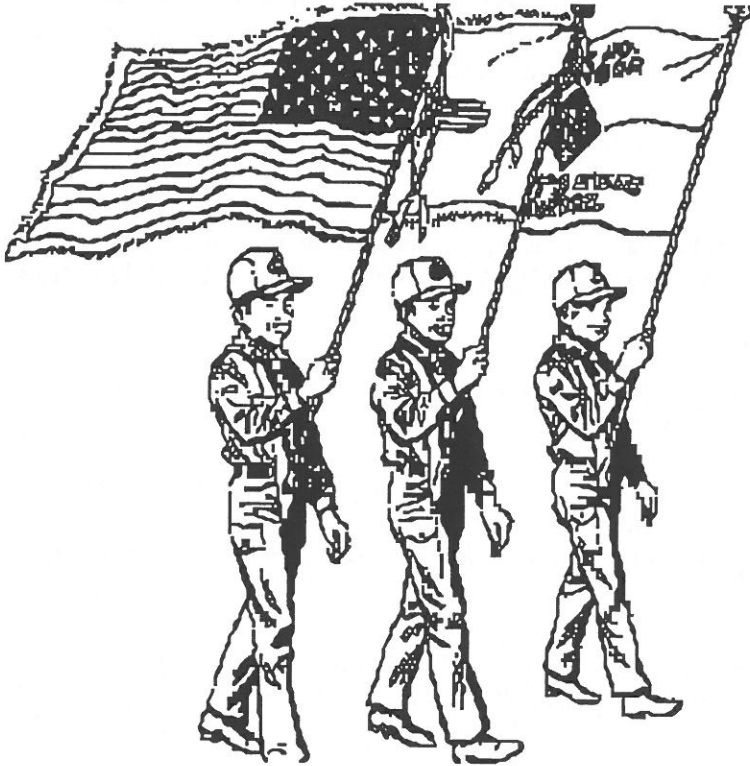
Staging: A den of Cub Scouts advance flags in usual manner. After the Pledge of Allegiance is given and the flags are posted, the boys stand at attention in a straight line on stage. Each recites his part in turn.

Cub 1: I believe in America!

Cub 2: I believe in this great land where freedom and opportunity are more than just words.

Cub 3: I believe that we, as a nation, place our basic trust and hope in God.

Cub 4: I believe that, despite all difficulties, we as Americans, will continue to be a strong, God-fearing country.



Cub 5: I believe that as a nation we have our faults, but I also believe that we are trying to overcome them.

Cub 6: I believe in America!

Cub 7: Please join us in singing
"Make America Proud of You."

(Found on page 86, Cub Scout
Songbook)

The Cub Scouts Are Coming!

A Cub Scout trots from the back of the room to the front shouting, "The Cub Scouts are coming! The Cub Scouts are coming!" Then two boys enter carrying the United States Flag and the state flag.

Advancement Ceremony

Arrangement: Ceremony board or log with three small candles and one large candle set on table.

Narrator: I. B. Scoutly was the wagon master on the Cub Scout trail. He was tall, brave and very wise. He was fierce to an enemy but kind to a brother. His father taught him the ways of the mountain men and his mother taught him kindness and compassion. As a young man, he lived with the Webelos tribe and was taught their ways. He was taken on trips over mountains and rivers. Here, from the Wolf, he learned the language of tracks and the ways to food. (I. B. Scoutly lights the large candle representing the Spirit of Scouting and using that he light the small candle represent "Wolf.")

I. B. Scoutly: With this candle, representing the "Spirit of Scouting", I light the trail of the Wolf. From the signs along the Wolf trail I see that the wagons are approaching the Wolf Crossing. (Scoutly calls the names of the boys receiving Wolf badges and arrow points. They come forward with their parents.)

Narrator: Then, on the side of snow covered mountain, I. B. Scoutly learned the secret passes over the mountains and the weather signs.

I. B. Scoutly: (lighting the Bear Candle) With the "Spirit of Scouting", we light the Bear Trail. It isn't easy crossing the mountains on the Bear Trail but I see wagons coming down the side. (He calls forward the boys and their parents to receive badges and arrow points.)

Narrator: But before he could become a wagon master, I. B. had to prove himself by acquiring new skills, performing certain tasks and passing tests of accomplishment.

I. B. Scoutly: (lighting the Webelos candle) With the "Spirit of Scouting" we light the trail to Webelos. From the fresh ruts on the trail, I see that the following drivers have shown their skill in earning the _____ Activity Pins: (indicating the badges earned, he calls forward the boys and their parents. He presents the awards.)

Narrator: I. B. Scoutly went on to blaze many new trails all leading to Boy Scouting. The Spirit of Scouting still burns brightly. Now will all Cub Scouts stand and repeat the Cub Scout Promise.

Trophy Skin Advancements

Pin advancements to a "Trophy Skin" Cubmaster takes the awards from the skin and presents them to the parents to pin on their son's shirt.

Pioneer Closing

by Cliff Jensen
Provo, Utah

The story of our country's early pioneers is a thrilling tale of men and women who pushed America's frontier from the Appalachian Mountains to the Pacific Ocean. The first pioneers hacked their way along steep, narrow trails. They swam or waded across streams, and floated down rivers in canoes or on clumsy rafts.

Early explorers like Daniel Boone, James Bowie, David Crockett, Meriwether Louis, William Clark and Kit Carson helped the pioneers along the trail.

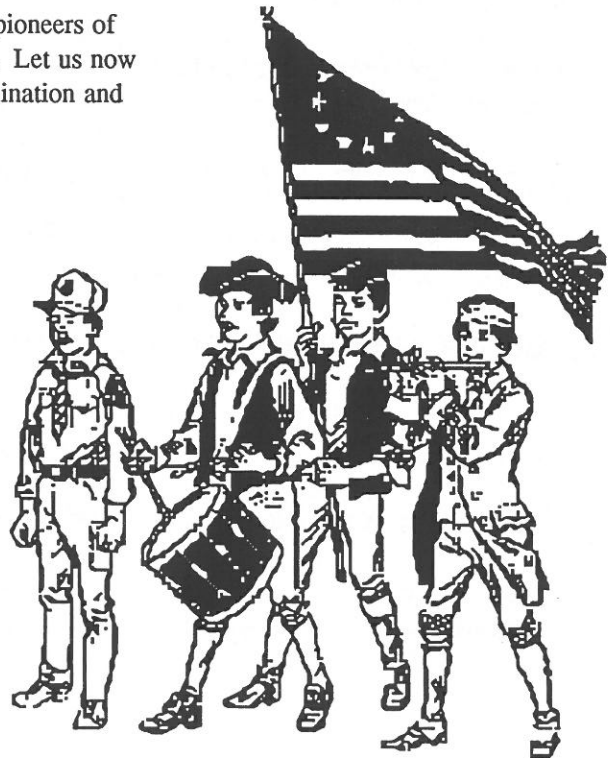
Still, today we can see where the Conestoga and Prairie Schooner wagons cut deep into the earth. At night, our forefathers on famous trails such as the Santa Fe, Oregon, Mormon and California, would take their wagons, handcarts or other means of hauling their belongs, and they would circle the wagons or as they called it, "Form a Night Ring." The night ring became a famous pioneer defense against Indians. Some animals might be stolen during the night, and sometimes a guard was killed by Indian raiders. But the Indians usually stayed away from the night ring, fearing the gunfire that would come from the wagons if they attacked.

Americans take great pride in their pioneer ancestors. Monuments, parks and historic sites from coast to coast honor the first settlers of almost every community.

Tonight we are gathered in our "Night Ring", just like the pioneers of old. Together we can help and give support to one another. Let us now remember our Pioneer forefathers and remember the determination and the sacrifice they made for us and our country.

Fife and Drum Closing

Have three boys come from the back of the room to the front and out the door. The first carrying the flag, the other two following with a fife and drum. Have appropriate music playing.



One, Two, Three

Characters: Band leader
Drummer
Cymbal player
Trumpet player
Flag bearer

Props: 3 Chairs
drum or large pot
cymbal or two pot lids
horn or kazoo
US Flag



The skit begins with the band leader sitting on a chair.
The flag bearer enters carrying a drum.

Leader: So you want to be in the Fourth of July
Parade. Are you a good musician?

Flag Bearer: Oh yes! I'll show you. One, two, three...(he bangs the drum loudly and off beat) One, two,
three...(he bangs the drum again as before)

Leader: Stop! (He stands up and holds up his hands.) You are not a good drummer at all! Go! NEXT! (The
flag bearer leaves pouting and the drummer enters.) I hope you're better than he was.

Drummer: Oh, I am. I promise! (He lightly tapes the drum to a steady beat)

Leader: Great! We now have a drummer. Wait over there, please. NEXT! (Flag bearer enters with cymbals.)
Cymbals? Well, let's hear what you can do.

Flag Bearer: One, two, three...(he bangs the cymbals together loudly)

Leader: NO NO, NO! That won't do at all! NEXT! (The flag bearer exits looking at the floor with his
shoulders drooping. The cymbal player enters.) Can you play those things?

Cymbal player: Yes, would you like to hear?

Leader: Show me what you've got. (Cymbal player taps cymbals together to a steady beat.) Great! Please
wait over there with the drummer. NEXT! (Flag bearer enters with horn) Uh, uh! Nooooo, not this time.

Alamo Area Council
July
Skits

Pow Wow 1993
Buckskin Pioneers

One, Two, Three cont.

Flag bearer: But I can really play it!

Leader: Promise?

Flag bearer: Promise! One, two, three...(he loudly toots the horn.)

Leader: NEXT! (The flag bearer leaves, drooped over with the horn dragging behind him. The horn player enters.) Can you play that thing?

Horn player: Of course, I can play very well. In fact...

Leader: Just play. (The horn player does a little tune) Well, it looks like I finally have a band for the parade. Ready guys?

Drummer: Sir, don't you think you've been a little hard on him?

Leader: Who?

Drummer: Him! (As all three point towards the flag bearer.) Surely, there's something he can do?

Leader: There is something he can do! Come back here, son. (The flag bearer droops back in.) How strong are you, son? (Looking very perplexed, the flag bearer makes a muscle.) Great! How would you like the most important job of all?

Flag bearer: (Looking confused points at himself) ME?

Leader: Yes, you! I don't know why I didn't think of it myself - Here (he hands the flag to the flag bearer to carry) Lead on!

(All exit following the flag bearer.)



Texas Bound?

Cast: Trail Scout
3 or more pioneers

Trail Scout: Howdy, folks!

Pioneers: Howdy!

Trail Scout: Headin' ta Texas?

Pioneer 1: Yep. We're going to start a new life there.

Pioneer 2: We're going to set up a nice little cattle ranch. Raise some of them longhorns.

Pioneer 3: How long do you think it will take us to get there from here?

Trail Scout: Depends. Yer headin' east!

Hank's A Lot

This is a quick skit to say "Thanks" to some one special. If you have more boys than lines, just add a few more "Hanks".

Cub 1: Howdy, my name's Hank.

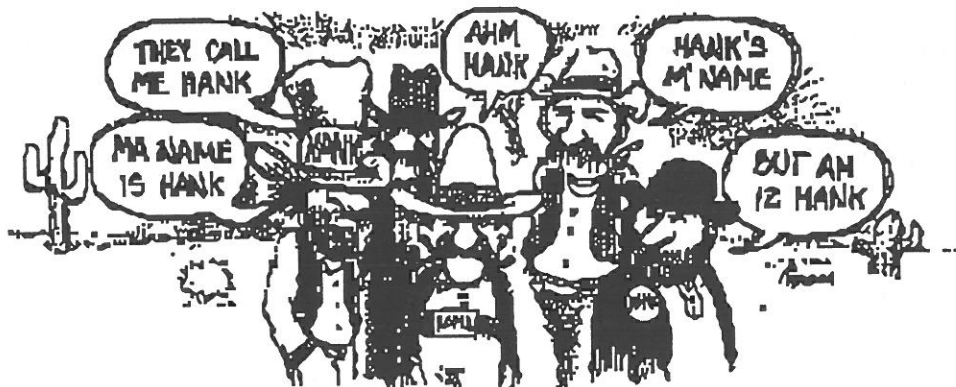
Cub 2: Name's Hank.

Cub 3: Glad ta meet ya! The name here's Hank.

Cub 4: I'm Hank.

Den Leader: (Honoree's name) for all the hard work you've done we'd like to say ...

All: HANKS A LOT!



Arrow Toss Game

Materials: 50 plastic straws
clay
red paint or permanent
marker
blue paint or permanent
marker

1. Fill one end of each straw with clay.
2. Divide into two sets of 25. Paint or mark, the clay end of one set red and the other set blue.

The first player from the red team tosses one arrow into the ring. The first player from the blue team tosses an arrow the ring trying to touch the red arrow. If he succeeds, he wins both arrows and he begins the game again by tossing a blue arrow in. If he does not succeed, the second player from the red team tosses his in and so on.

The game is won when one team captures all of the other teams arrows.

Jack Straws

You need about 25 - 30 six inch long drinking straws and a wire hook. The hook may be made by straightening a paper clip into J-shape. Dump all the straws in a pile on the ground or a table. Players take turns. Each tries to lift out as many straws as he can without disturbing any of the others. When any straw moves except the one he is trying for, his turn is over and the next boy plays. Winner is the one who gets the most straws.



Bronco Tag

At least 10 players are needed for this game. Divide the players into groups of three with the one remaining as the chaser. The groups of three form "broncos": one player is the "head" and the two line up behind, holding onto the player in the front at the waist; they are the "tails".

After the broncos start running, the chaser must try to join one of them by getting hold of the waist of a tail player. If the chaser successfully joins the bronco, the head becomes the chaser and the next player in line becomes the new head. This game has

no real winners or losers. The object is simply to elude the chaser

Sack Race

Divide the boys into two teams. Give one bag to each team. At the signal, the first boy from each team steps into the bag and hops to the designated spot and returns to his team. He then gives the bag to the next player who must do the same.

Three Legged Race

Materials: strong cord

Pair the boys up and stand side by side at the starting line. Finish line should be about 50 feet away. Tie together in inside ankles. At the signal, the teams run, three legged, toward the finish line. This game should be played on a soft surface cleared of sticks and rocks

My Home's in Montana

My home's in Mon-tan-a, I wear a ban-dan-a, My spurs are of silver, My
When far from the ranches I cut the pine branches to lay out a bed when the
po-ny is gray; When rid-ing the ran-ges My luck ne-ver chan-ges with
star light is pale; When I have par-tak-en of beans and of ba-con I
foot in the stir-rup I gal-lop a -way.
whis-tle a mer-ry old song of the trail.

Cumberland Gap

Cum-ber-land Gap is a noted place Cumberland Gap is a not-ed place
Cumberland Gap is a not-ed place Three kinds of wat-er to wash your face.

Cumberland Gap with its cliff and rocks,
Cumberland Gap with its cliff and rocks
Cumberland Gap with its cliff and rocks
Home of the panther, the bear and fox.

Daniel Boone stood on Pinnacle Rock,
Daniel Boone stood on Pinnacle Rock,
Daniel Boone stood on Pinnacle Rock;
He killed Indians with an old flintlock.

Daniel Boone stood on Pinnacle Rock,
Daniel Boone stood on Pinnacle Rock,
Daniel Boone stood on Pinnacle Rock;
He killed Indians with an old flintlock.

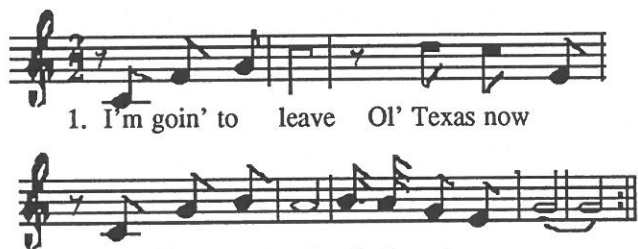
Lie down, boys, and take a little nap;
Lie down, boys, and take a little nap,
Lie down, boys, and take a little nap;
Fourteen miles to Cumberland Gap.

Wabash Cannonball

From the great Atlantic Ocean
to the wide Pacific shore.
From the queen of flowing rivers
through the southland's verdant door.
She's mighty tall and handsome,
and known quite well by all
She's the reg'lar combinatinon
of the Wabash Cannonball.

We'll listen to the jingle,
the rumble and roar.
As she glides along the woodland,
Through the hills and by the shore.
Hear the mighty rush of engine and the lonesome
whistle's call.
She's the reg'lar combination of
the Wabash Cannonball.

Goin' To Leave Ol' Texas



1. I'm goin' to leave Ol' Texas now

They have no use for the long horn cow.

2. They've plowed and fenced my cattle range
And the people there are all so strange.

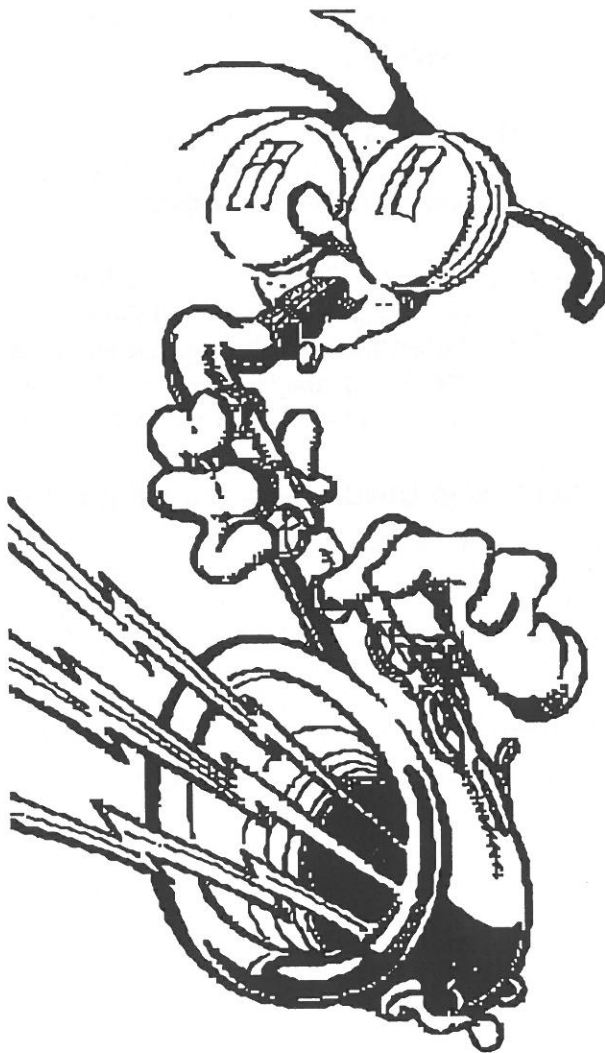
3. I'll bid adios to the Alamo
And set my face toward Mexico.

4. I'll spend my days on the wide, wide range,
For the people there are not so strange.

Here's to You

(tune: Jingle Bells)

Mr. (Mrs.) _____, Mr. (Mrs.) _____,
Listen while we sing.
You are good at all your work,
Great at anything.
Here's to you, Here's to you,
Here's to you today,
Here's to you in future years,
May good things come your way.



**Alamo Area Council
July
Cheers**

**Pow Wow 1993
Buckskin Pioneers**

Hunter Cheer - Have audience aim their "guns"
(one arm as if holding the barrel of a rifle -
the other arm cocked as if the butt of the gun
was against the shoulder with the finger
ready to pull the trigger) and aim as if
shooting birds in flight. "Bang! Bang! Bang!"
(Jerk with each shot.)

Bucking Bronco - Wave hat in the air and hop as
if on a bucking bronco and holler, "Yee
Haw!"

Cow Hand - Twirl lasso around the head and fling
as if roping a cow, pull back and say "Whoa
doggie!"

Indian Cheer - Put hand over eyes as if shielding
from the sun and look from left to right
then point and shout, "Indians!"

Covered Wagon Cheer - Divide audience into
two groups. One group will shout,
"WESTWARD!" when they are pointed at.
The second group will yell "HO!" Point
quickly at the different groups several times.

Jim Bowie Cheer - Simulate throwing a knife and
say: Let's do it for Texas!



The Storm of 50

Old Man - "Ooooo"
Creak - "Creeeeek"
Lanky - "ahhhhhh"
Storm - "woosh"
50 - "ouch"

Some cow hands were sitting around the campfire trading stories one night when the oldest of the men, called "*Old Man*" comes in and sits down. As he sits his old bones *creak*. *Lanky*, the youngest hand asks him, "What's wrong *old man*?"

"Well, *Lanky*, " he answers, "I'm so old my bones is getting tired of carrying me around So every time I sit down they sigh a sigh of relief. You'll understand more when you get older."

"Naw," says *Lanky*, "I ain't never gettin' old. I'm gonna be young forever!"

"Well, I used to say that too," said *Old Man*, "'til the big *storm* of 50 set in."

"What *storm* of '50?" asked *Lanky*. "I don't remember no *storm* back in '50"

"Did I say *storm* in 50, *Lanky*? No, son, I said *storm* OF 50. When I turned 50 a *storm* commence to brewing in my bones and theys *creaked* ever since. And son, when you turn 50, you'll know just what I mean."



Frontier Days Puzzle

Can you find these words in the puzzle?

- | | | | | |
|-----------|--------------|-------------|-------------|--------------|
| Campfires | Davy Crocket | Horses | Rodeo | Wagon Train |
| Cattle | Frontiers | Pioneers | Six Shooter | |
| Cowboys | Gold Rush | Resourceful | Travelers | Daniel Boone |

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



answer key

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

**Alamo Area Council
July
Gathering Activities**

**Pow Wow 1993
Buckskin Pioneers**

Read the Thriftigrams

The more words you use in a telegram, the more it costs, so you can save money if you can think of clever ways to cut down the number of words and still say everything you want to say.

The thriftigram is a telegram that does this by using many single words that are puns for several words. For example, instead of saying, "Thank you very much," you can say, "Sanctuary much," and have only two words instead of four. See if you can correctly read the three thriftygrams shown here.

Answers: 1. Oh so very happy I am when I am with you. Love and kisses.

2. Have to take plane. Can you meet me at airport?

3. Will you be my Valentine? I love you.

Item by Item Hunt

Arrangements are made with six people privately before your meeting. They are each to represent a different object, for example: (1) a sponge, (2) a gorilla, (3) a tent, (4) a Cubmaster, (5) a knife and (6) a candy kiss. Explain their roles. Everyone else has to find out who these six people are, working their way from one to the other until #6 has been reached. Person #6 has a candy kiss for each person. The players are told that the first thing they have to do is find the sponge and that the sponge will tell them what to look for next. So everyone will go around asking, "Are you the sponge?" When the sponge is found, the sponge whispers to the player, "Right, now find the gorilla." The gorilla will whisper, "Now find the tent."

1

DOMESTIC Check Service Desired		EASTERN UNION		INTERNATIONAL Check Service Desired	
MAIL RATE DAY LETTER		THRIFTIGRAM		MAIL RATE LETTER	
NIGHT LETTER				PHONE SERVICE	
NO. WDS.	NO. OF CHG.	NO.	CHARGE IS	RATE	
To _____ Date _____					
Address _____					
City _____ State _____					
MESSAGE:					
OMNIVOROUS HAPPY SIAM VENOM WITH YOU. LOVE ENCASES.					

2

DOMESTIC Check Service Desired		EASTERN UNION		INTERNATIONAL Check Service Desired	
MAIL RATE DAY LETTER		THRIFTIGRAM		MAIL RATE LETTER	
NIGHT LETTER				PHONE SERVICE	
NO. WDS.	NO. OF CHG.	NO.	CHARGE IS	RATE	
To _____ Date _____					
Address _____					
City _____ State _____					
MESSAGE:					
HAVE TOOTHACHE PLANE. CANOE MIMI AT AIRPORT?					

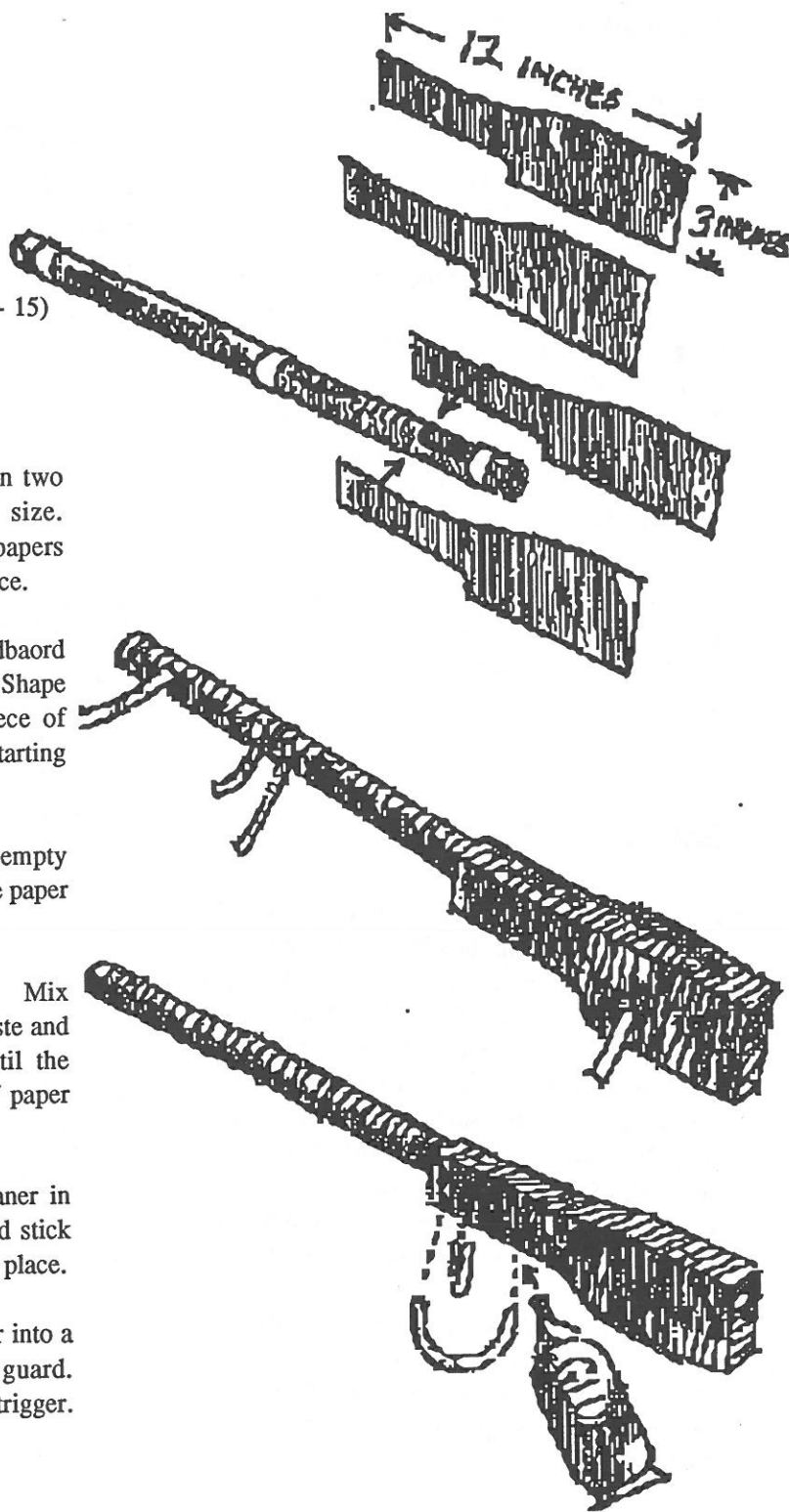
3

DOMESTIC Check Service Desired		EASTERN UNION		INTERNATIONAL Check Service Desired	
MAIL RATE DAY LETTER		THRIFTIGRAM		MAIL RATE LETTER	
NIGHT LETTER				PHONE SERVICE	
NO. WDS.	NO. OF CHG.	NO.	CHARGE IS	RATE	
To _____ Date _____					
Address _____					
City _____ State _____					
MESSAGE:					
VALUE BEMOAN VALENTINE? OLIVE YOU.					

Rifle

Materials: newspapers
tape
cardboard
glue
flour paste (recipe on page Jul- 15)
pipe cleaner
scissors
paint

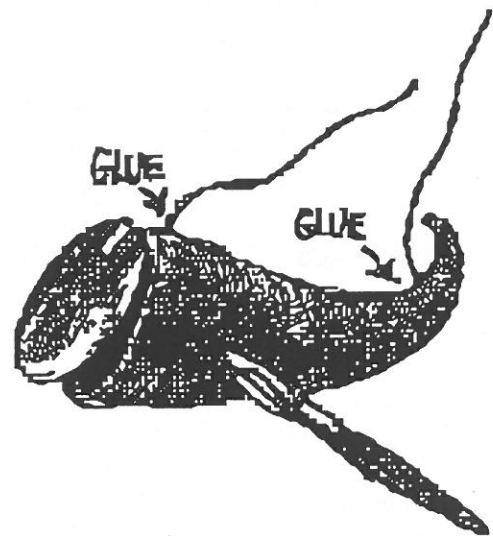
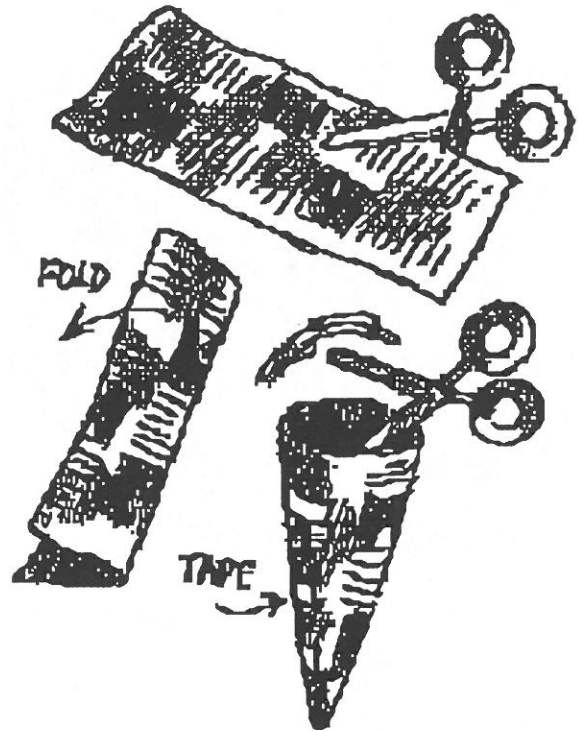
1. To make the barrel of your rifle, open two sheets of newspaper to their full size. Starting from a long side, roll the papers into a tight tube. Tape the edges in place.
2. For the handle, cut two pieces of cardboard 12 inches long and three inches wide. Shape the cardboard as shown. Glue a piece of cardboard on each side of the barrel, starting about 6 inches from one end.
3. Crumple up newspaper and pad the empty spaces between the cardboard. Tape the paper in place.
4. Cut or tear newspaper into strips. Mix flour paste. Dip each strip into the paste and smooth onto the rifle. Continue until the rifle is covered with several layers of paper strips. Let the paste dry.
5. To make the trigger, cut a pipe cleaner in half. Fold this piece in half again and stick it into the handle of the rifle. Glue in place.
6. Bend the other half of the pipe cleaner into a curved shape to make the trigger guard. Stick this into the handle around the trigger. Glue it in place. Let the glue dry.
7. Paint the rifle anyway you want it.

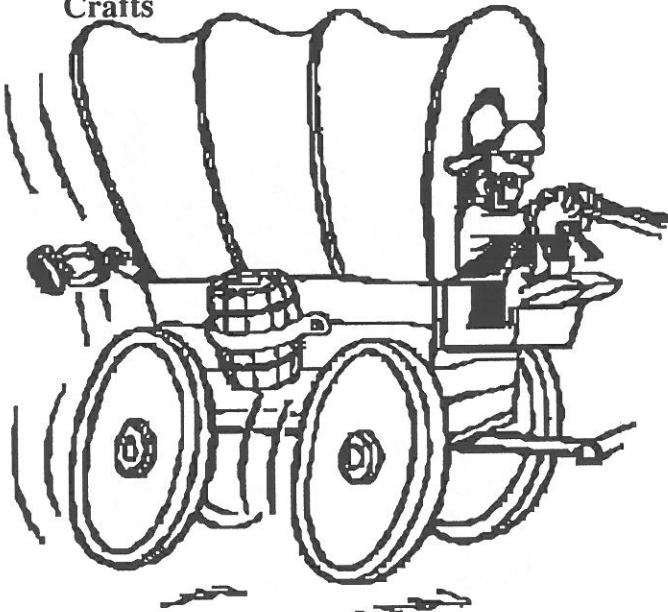


Powder Horn

Materials: newspapers
scissors
glue
tape
flour paste
cardboard
paint

1. Cut a sheet of newspaper in half the long way. Then fold it in half the same way. Starting with a corner on the folded edge, roll the paper into a cone shape. Tape the edges in place.
2. Trim the top evenly all the way around. Tape all loose edges
3. Stuff the horn with newspaper so it will hold its shape.
4. Mix a flour paste. Cut or tear newspaper into strips. Dip each strip into the flour paste and smooth it onto the horn. Continue doing this until the horn is covered with several layers of strips. Let the paste dry. Remove the newspaper stuffing.
5. Cut a circle of cardboard large enough to cover the open end of the horn. Tape the cover to the horn on one side only, so you can open and close it.
6. Cut two pieces of string, each about 20 inches long. Glue one piece to each end of the horn and tie the other ends together. Paint the horn and let dry.





Leather Pouch

Materials: square of or soft leather or vinyl
pencil
scissors
hole punch
leather thong 15"- 20"

1. Draw a circle on the leather and cut it out.
2. Mark an even number of dots about 1 inch from the edge of the circle. Punch the hole with the hole punch.
3. Thread thong through holes and tie ends together. This may be decorated with beads, paints or feathers.

Flour Paste

This will be used with some of the crafts in this section. White glue may be substituted.

1. Put some flour in a bowl or pan.
2. Add cool water and mix with a spoon. The paste should be rather thin.
3. If the paste thickens before you have finished your project, just add more water.

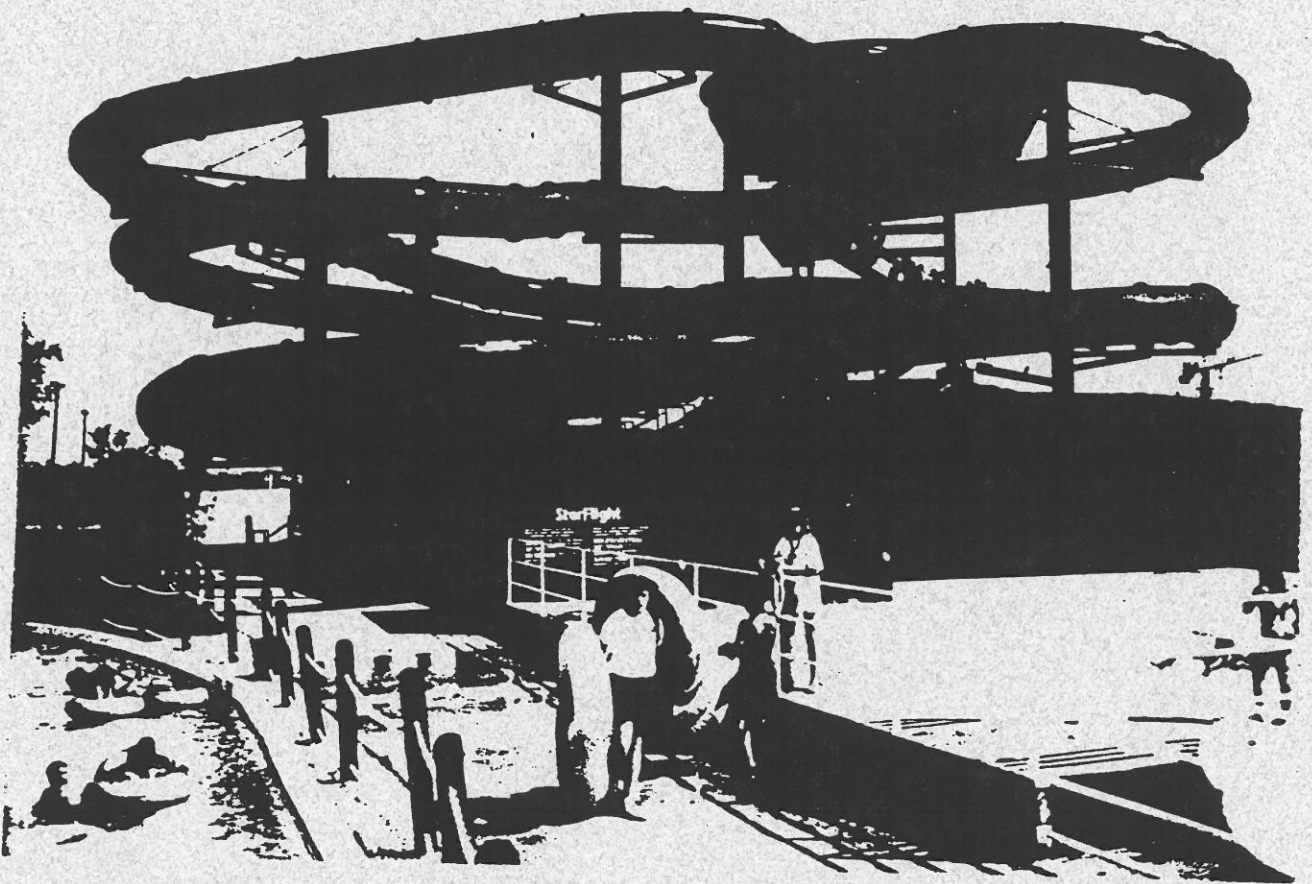
Covered Wagon

Material: match box or paper clip box
cardboard
toothpicks
pipe cleaners
white cloth
paint
glue
nickle

1. Use the box for the wagon body. Make two small holes in each long side of the box about a half inch from the corner. Stick a toothpick through the hole on each side so that it goes all the way through the hole on the other side.
2. Using the nickel as a pattern, draw 4 circles on cardboard and cut them out. Make a small hole in the center of each circle. Paint the circle and the wagon and let dry.
3. Attach dry "wheels" to the toothpick and glue in place.
4. Stick two toothpicks in the front of the wagon for the "shaft".
5. Use three pipe cleaners for the frame of the cover. Fit them inside the body of the wagon at the front, center and back. Glue ends into place.
6. Cut a piece of white cloth long enough to cover the top. Glue to the sides of the wagon and front and back pipe cleaners. Trim edges if necessary.

AUGUST - Water Fun

SPLASHTOWN **SAN ANTONIO**



It's official! Thousands of visitors from corporations, club, church and school groups found Splashtown San Antonio to be the perfect getaway last year.

So make your plans now! This year Splashtown San Antonio will be increasing its service to groups with more picnic facilities, expanded catering capabilities, new rides and attractions and more!

**Alamo Area Council
August
Openings**

**Pow Wow 1993
Water Fun**

Patriotic Opening

Equipment: American flag
1 red candle
1 white candle
1 blue candle
holders for each candle

Personnel: 4 Cub Scouts
Den Chief

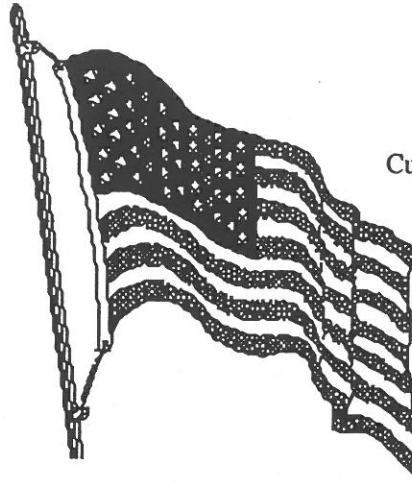
Staging: After flags are advanced in the usual manner and before they are posted, the 4 Cub Scouts recite these lines.

Den Chief: Practically from the beginning of time, man has used symbols to express hope, ideals and love of his own nation. Our flag represents the ideals and traditions of our people, their progress in art and science, commerce and agriculture. It symbolizes the sacrifices made by men and women for the future of America. It stands for your home, and everything and everyone you hold dear.

Cub 1: I light the red candle which is represents the red in our flag. It stands for hardiness and valor, and symbolizes the life blood of brave men and women.

Cub 2: I light the white candle which is the symbol of purity and innocence and represents the white of our flag.

Cub 3: I light the blue candle which is the symbol of perseverance and justice, and symbolizes the eternal blue of the heavens.



Cub 4: The stars in our flag represent states. They indicate that the heights of achievement for our nation are limitless as the heavens above us.

Please join us in the Pledge of Allegiance to our flag.

(After the pledge, the flags are posted and the color guard retires.)

Outdoor Opening

As the dew dries on the ground,
The birds start their morning songs,
The animals scout for their morning meals,
The trees sway with the breezes of nature,
The waters reflect the morning sun.
While the sun is rising and the leaves are falling,
Please rise and join me in
the Pledge of Allegiance to our country's flag.

Water Fun Opening

W - is for Wet and Wild times
A - Always cool
T - With towels in big piles
E - Everyone splashing
R - Rivers of fun.

F - Fantastic fun
U - playing underwater games.
N - Never a dull moment.

All: Join us for Water Fun!

Fish Pond Advancement

Equipment: Screen
fishing pole

Set up the screen like the fishing pond booth at school fairs. The advancements are behind the screen.

Cubmaster: Our advancement fish pond is teeming with many kinds of aquatic life. During the last month, we've had reports of the Bobcat fish, the dreaded Wolf fish and the very strong Bear fish. The rare Webelos shark has been sighted just recently. We need some fisherman to try their skills in our advancement pond.



(Call first boy.) Mom and Dad, please come help your son land a big one. Throw in your line. Oh you caught a _____. (Continue in this manner until all advancements have been awarded. If a mistake is made and the wrong advancement is pulled out - Tell everyone that the fish is too small and you must "throw it back.")

Swimming Hole Advancement

Here we are at the ole swimming hole. Learning to swim is a lot like scouting. We first learn to float, then paddle around but we still aren't strong swimmers. Eventually, with hard work, we learn to swim further and faster. In Cub Scouting, the boys first earn their Bobcat. They've made their first splash in Scouting. (Call the new Bobcats.)

The next step is Wolf. The Cub must work harder to complete the requirements but he has learned to paddle around the Scouting pond. (Call the new Wolves.)

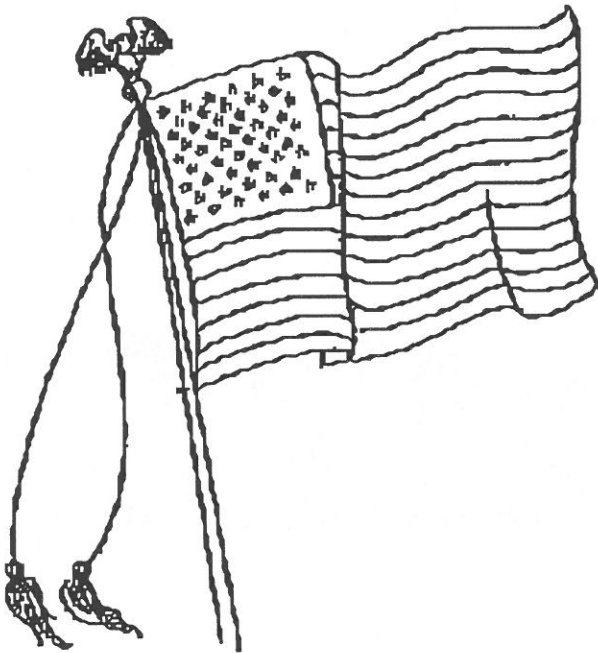
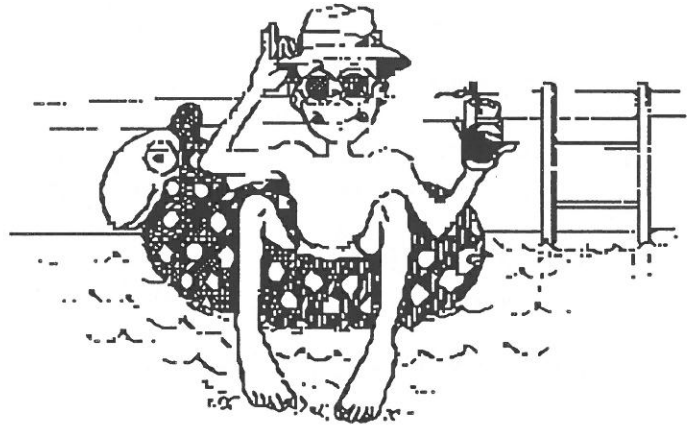
The Bears have learned to swim a little further and faster. They worked very hard to complete their requirements. (Call the new Bears.)

Now we come to our strongest swimmers, the Webelos. These boys have completed many practical tasks and learned many new skills to advance this far. They are almost ready to leave our little Cub Scouting swimming hole and jump into the deeper pools of Boy Scouting. (Call Webelos and activity pins.)

Congratulations to each of these boys. The requirements for these advancements are not easy and they worked hard to earn their rank. Thank you to each of the parents. Without your help and support, your sons would not be able to advance.

Water Fun Closing

We've had plenty of fun in the water today but as we leave let's take a moment to remember how precious this resource is in South Texas. We play in water, we bathe in it and we drink it. We eat the fish that live in it. We use water to irrigate our crops and lawns. Without clean water, our earth would be as lifeless as our moon. Good night.



Patriotic Closing

Behold! The emblem of our country, the flag of the greatest nation in the world. May it ever wave over free and liberty-loving people. May it always represent the highest ideals of American boyhood and manhood. May its stars and stripes, blessed by Almighty God and glorified by the blood of patriots, always support the principles of democracy in America and around the world. Color guard, please retire the colors.

Water, Water

Cast: Up to 5 Cubs

Setting: Have 4 Cubs standing about 5 feet apart in a line. The first 3 Cubs are holding empty canteens. The fourth Cub only has a little water in his canteen.

The fifth Cub enters giving the appearance of not having water in quite awhile. He is begging for water. Crawling up to the first Cub, he begs for water.

Cub 5: I'm dying. Please give me some water.

Cub 1: I haven't any. (turns canteen upside down to demonstrate.)

Cub 5: (crawls to Scout 2) Please, give me some water. I haven't had a drink in days.

Cub 1: I haven't any. (turns canteen upside down to demonstrate.)

Cub 5: (crawls to Cub 3) Please, please take pity on me. Give me a drink of water.

Cub 3: I just drank my last drop. (turns canteen upside to demonstrate.)

Cub 5: (crawls to Cub 4 who appears to be drinking) Water, water.

Cub 4: I only have a little left. I need to save it for later.

Cub 5: I'll give you \$100 for your water.

Cub 4: No.

Cub 5: I'll give you \$100 for half of your water.

Cub 4: (thinks for a moment) Okay, but only half. (Cub 5 hands Cub 4 the money then proceeds to drink all the water.) Hey! You drank ALL my water!

Cub 5: Yes, because my half of the water was on the bottom.



Three Rivers

Cast: 2 prospectors
dog (Cub on hands and knees. Costume is a dog mask or paper ears and black nose and a tail.)
Sunshine, the mule (2 Cubs covered with a blanket)

Setting: Two prospectors meet. First prospector has camp set up and is cooking. Dog is sitting beside him.
Second prospector enters, pulling a mule.

Prospector 1: Howdy.

Prospector 2: Howdy.

P 1: Any luck?

P 2: Nope.

P 1: Come fur?

P 2: Quite a jog.

P 1: Et lately?

P 2: Yesturday.

P 1: Hungry?

P 2: Yep.

P 1: Join me?

P 2: Don't mind iffen I do!

P 1: Have a plate.

P 2: (Holds up plate and looks at it.) Don't want to seem picyunish, but ain't this plate a mite dirty here in this corner?

P 1: (looks scornfully at him) Well now, it all depends on how you look at it. But I'll tell you one thing for sure. It's as clean as Three Rivers can get it.

P 2: (shakes head, looking at plate) Clean as Three Rivers can get it? Huh! (Loud braying from mule) Shut your mouth, Sunshine. You heard what the man said. (They begin eating) Mighty good vittles.

P 1: Thank ye, pardner. Mind handin' me the plates, so as we can clean 'em up? (P 2 hands him the plates; P 1 lays them out on the ground and calls loudly over his shoulder.) Here, Three Rivers! Here, Three Rivers!

(Dog comes up and starts licking the plates.)

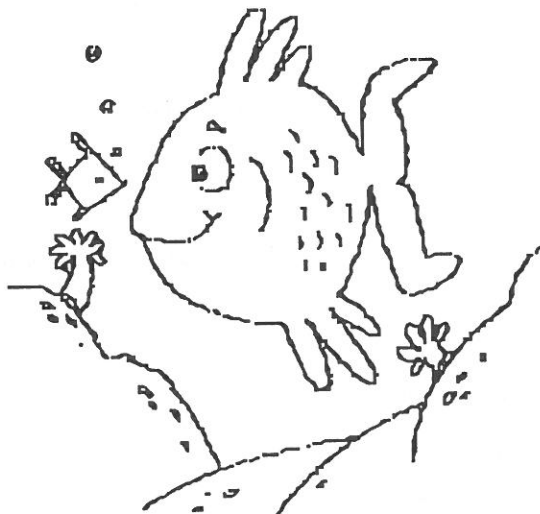


Charlie Tuna Tries Again!

Cast: Narrator
Charlie Tuna
Angelo Angel Fish
Larry Lobster
Sam the Clam
"Voice from B.S.A."

Costumes: Full-length paper sack masks with each character drawn on sack. This would also be a great puppet skit.

Narrator: As our show begins, we find Charlie in his continuing pursuit to be accepted by the B.S.A.



Charlie: (Charlie enters) I, Charlie Tuna, promise to do my best, to do my duty to King Neptune, and my ocean, to help other sea creature and to obey the law of the school."

Angelo: (Enters) Oh, Charlie! Are you still trying to join the B.S.A.? Wise up my aquatic friend. Don't you know "B" stands for Boy, not fish, Scout of America? (Angelo exits.)

Charlie: What does he know. A Fish Scout follows Neptune. A Fish Scout helps the School go. The School helps the Fish grow. A Fish Scout gives goodwill."

Larry: (Enters) Charlie, that's Akela, not Neptune. Boy, Charlie, you blew it with Starkist, now the B.S.A. What next?" (He exits.)

Charlie: Do you best. Do your best. (tries to do Cub Scout salute) Oh, darn, DARN!

Sam the Clam: "What are you yelling about?"

Charlie: I've got the motto down pat, but I can't figure out the two fingered salute.

Sam: Poor Charlie, here comes the B.S.A. now. (Sam exits)

Voice of B.S.A.: (Drop hook that says: SORRY, CHARLIE!) Sorry, Charlie. B.S.A. wants boys who fish, not boyish fishes!



Black & White

Equipment: Piece of wood painted black on one side and white on the other.

Designate one side of the pool as the safe zone. Divide the players into 2 teams, one named black and the other named white. Teams line up in the center of the pool facing each other. To start the game, a leader tosses the wood into the air. When it falls into the water, the players yell the color that is floating up. That team is "it" and chases the other team trying to tag them before they reach the other side of the pool. Once players have all reached safety or been tagged, the teams gather in the center and the wood is tossed again.



Bright Idea - Ask the boys to make up other water balloon games. You'd be surprised at their ingenuity!

Burst the Balloon

Equipment: trees, a pole to hang balloons, balloons, string, a stick, scarf

Play this game just like the traditional Pinata. Fill the balloons with water and suspend them within hitting reach of the players. You can hang one or more balloons at a time.

Waterball

Play this game in shallow water. Divide the group into two equal teams and line them up on opposite sides of the pool. Players in each line should stand a few feet apart. One player begins by throwing the ball to someone across the pool, while calling out his name. If the called player catches the ball, that player earns a point and may now throw the ball. If the ball is intercepted, the intercepting player earns the point and throws the ball. If no one catches the ball, the thrower earns the point and throws again.

Beach Towel Relay

Equipment: a beach towel for each team
a rope or line for each team

Divide group into two or more teams. The first player on each team is given a towel. Two players from each team hold up a rope to resemble a clothesline. At the signal, the first player runs to the line with his towel, places it over the line so that the bottom edges are even, then changes places with one of the line holders. The former line holder runs back and tags the next in line. He runs to the line and removes the towel and takes it back to the next player.

Consider Yourself

Consider yourself at home
Consider yourself one of the family.
We've taken to you so strong,
It's clear we're going to get along.

Consider yourself well in,
Consider yourself part of the furniture.
There isn't a lot to spare;
Who cares? What ever we've got we share!

Nobody tries to be lah-di-day and uppity,
There's a good time for all.
Only it's wise to be handy with a game or two
When the Cub Scouts come to call!

Consider yourself our friend,
We don't want t have no fuss.
For after some consideration, we can state
Consider youself one of us!

Munching Mangos

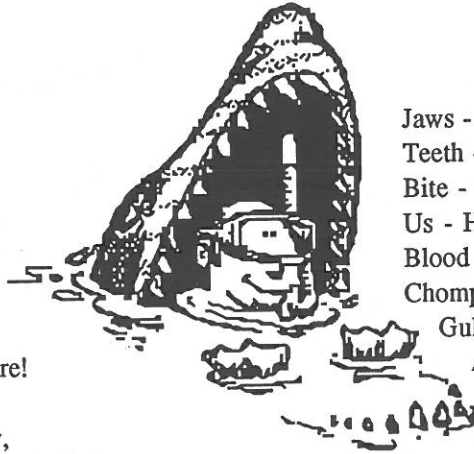
(tune: Are You Sleeping?)

Munching mangos, munching mangos.
Mish mush mash, mish mush mash.
Jump into the river, Jump into the river.
Splish, splosh, splash. Splish, splosh, splash.

Soap and Towel

(tune: Row, Row, Row Your Boat)

Soap, soap, soap and towel
Towel and water, please
Busily, busily, busily,
Scrub, your dirty knees.



Jaws

(ture: Do Re Mi)

Jaws - a mouth, a great big mouth
Teeth - the things that kinda crunch
Bite - the friendly shark's "Hello"
Us - His favorite tasty lunch
Blood - that turns the ocean red
Chomp - that makes the swimmers pause
Gulp - that means the shark's been fed
And that brings us back to
Jaws, Jaws, Jaws, Jaws.

That's why we Are in Cub Scouting

(tune: Deep in the Heart of Texas)

The fun things in life,
Our family's delight!
(clap 4 times)
That's why we're in Cub Scouting.

We do our best
To pass each test;
(clap 4 times)
That's why we're in Cub Scouting.

Just me and my son,
Work, play and have fun,
(clap 4 times)
That's why we're in Cub Scouting.

We think our pack's great,
We keep it first rate;
(clap 4 times)
That's why we're in Cub Scouting.

She Waded in the Water

(tune: Battle Hymn of the Republic)

She waded in the water and she got her feet all wet
She waded in the water and she got her feet all wet
She waded in the water and she got her feet all wet
But she didn't get her (clap, clap)
wet (clap) yet (clap).

Chorus: Glory, Glory Halleluja!
Glory, Glory Halleluja!
Glory, Glory Halleluja!
But she didn't get her (clap, clap)
wet (clap) yet (clap).

She waded in the water and she got her ankles wet
She waded in the water and she got her ankles wet
She waded in the water and she got her ankles wet
But she didn't get her (clap, clap)
wet (clap) yet (clap).

Chorus

She waded in the water and she got her
thighs all wet.
She waded in the water and she got her
thighs all wet.
She waded in the water and she got her
thighs all wet.
But she didn't get her (clap, clap)
wet (clap) yet (clap).

Chorus

She waded in the water and she finally got it wet
She waded in the water and she finally got it wet
She waded in the water and she finally got it wet
She finally got her bathing suit wet!



Super California Expert Surfer of the Ocean

(tune: Super-cali-fragile-istic)

Chorus:
Super California expert surfer of the ocean
Even though most of them do not use suntan
lotion,
When they hit the waves too hard,
They sure do cause a motion.
Super California expert surfer of the ocean.
Hum, diddle, diddle, diddle,
Hum, diddle, I
Hum, diddle, diddle, diddle
Hum, diddle, I

Because I was afraid to surf
When I was just a lad,
My father took my board away
and told me I was bad.
But then on day I learned a word
That every surfer knows,
The biggest word you ever heard,
And this is how it goes.

Chorus.

The "Cannonball" Divers Cheer - Scrunch down and wrap your arms around your knees, jump up and yell, "KERSPLASH!"

The Babbling Brook Cheer - "Babble, babble, babble."

The Surfer's Cheer - "Surf's Up!"

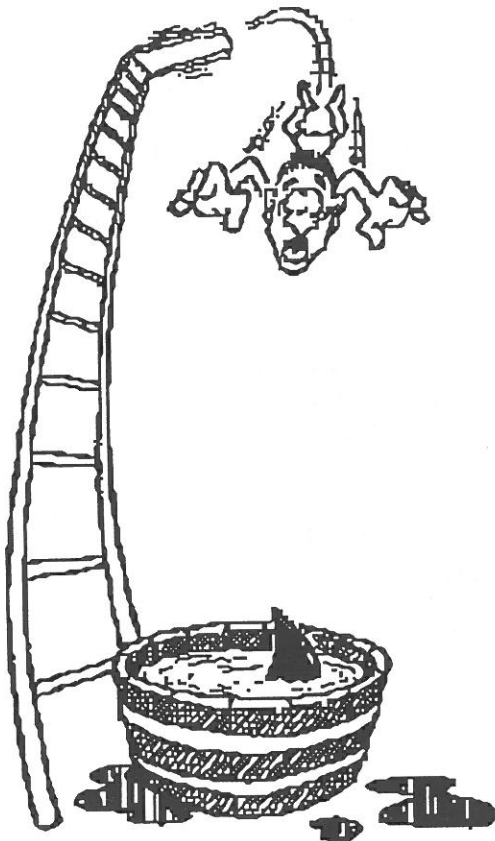
Life Guard's Cheer - Put your whistle in your mouth, blow it (whistle) and say, "WALK!"

The Non-Swimmer's Cheer - Hold your nose with one hand and hold three fingers over your head. As you sink below the surface say, "GLUB, GLUB, GLUB!"

The Diver's Cheer: Pretend to walk to the end of the diving board, bounce a couple of times, look down and say, "NO WAY!"

The Diver's Cheer II - Same as above but jump off and say : "KERSPLASH!"

The Backyard Pool Cheer - Don't stand up for this cheer. Lean back in your floating pool chair, take a sip of your tall cool drink and say, "Ahh, this is the life."



Beach Cheer - Divide your audience into three groups. When you point to group one, they yell, "SAND!" When you point to the second group, they yell, "SURF!" When you point to the third group, they yell, "SUN!"

Jokes

Why did the cowboy go swimming with his boots on?
He wanted to ride a sea horse.

What kind of fish comes out only at night?
A starfish.

What do you get when you mix an electric eel with a shark?
An electric shark.

What kind of fish goes with peanut butter?
A jellyfish.

Fisherman's Luck



Fisherman - "Great day for fishing!"

Fish - "Bubble, bubble"

Worm - "Wiggle, wiggle"

Reel - Everyone in audience pantomimes reeling in a fish

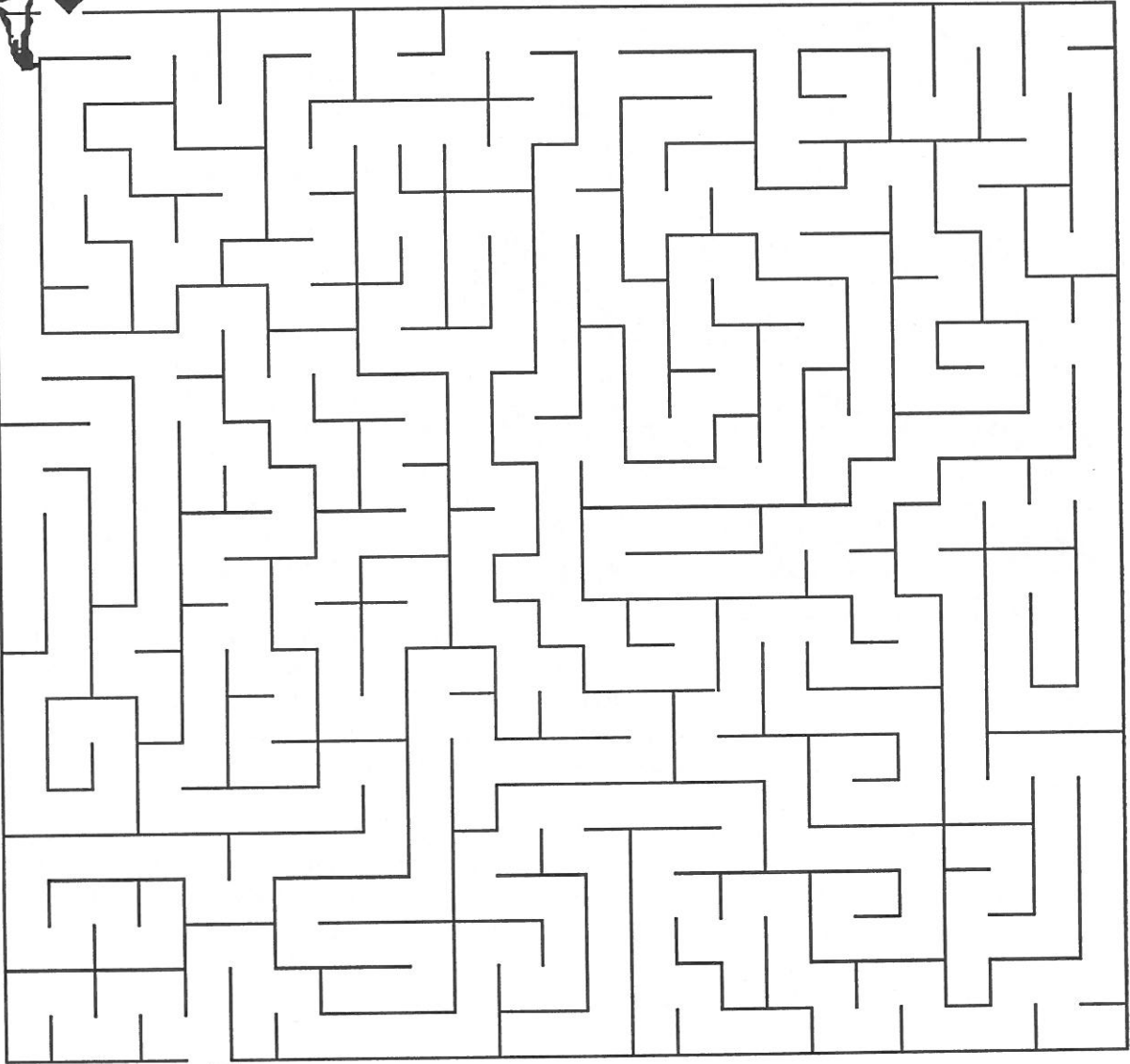
Once there was a *fisherman* who went fishing on a sunny August day. He was hoping to catch a big *fish*. He found a nice spot on the banks of the river.

The *fisherman* put the *reel* on his rod and a *worm* from a can on his hook and started to *fish*. He patiently waited and waited, but no *fish* came to eat the *worm* on his hook. The *fisherman* decided to leave his hook in the water and prop up his rod with a stick and take a walk. When he came back, the rod was bending over. He was sure he caught a big *fish*.

The *fisherman* wound in the *reel* and he found only a stick on his hook but the *worm* was gone.

So the *fisherman* put another *worm* from the can on the hook and left his rod propped up on a stick again. This time when he came back, the *fisherman* found the rod was bent over and he was sure he caught a big *fish*. But when wound in the *reel*, he found a tin can on his hook and the *worm* was gone.

The *fisherman* put another *worm* on his hook, propped up the rod with a stick and closed his eyes and went to sleep. He dreamed of a big, big *fish* jumping out of the river. When he awoke, he found his rod was bending over again, but he said to himself, "It's probably another stick or tin can." But when he wound in the *reel*, there was a big beautiful *fish* on the hook. Just what the *fisherman* wanted!

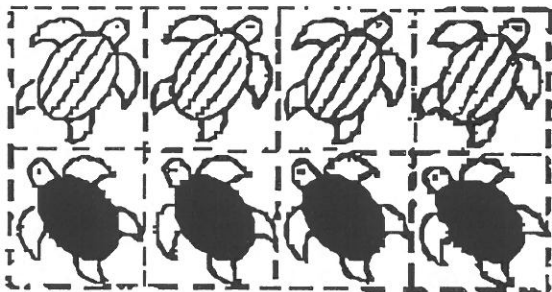
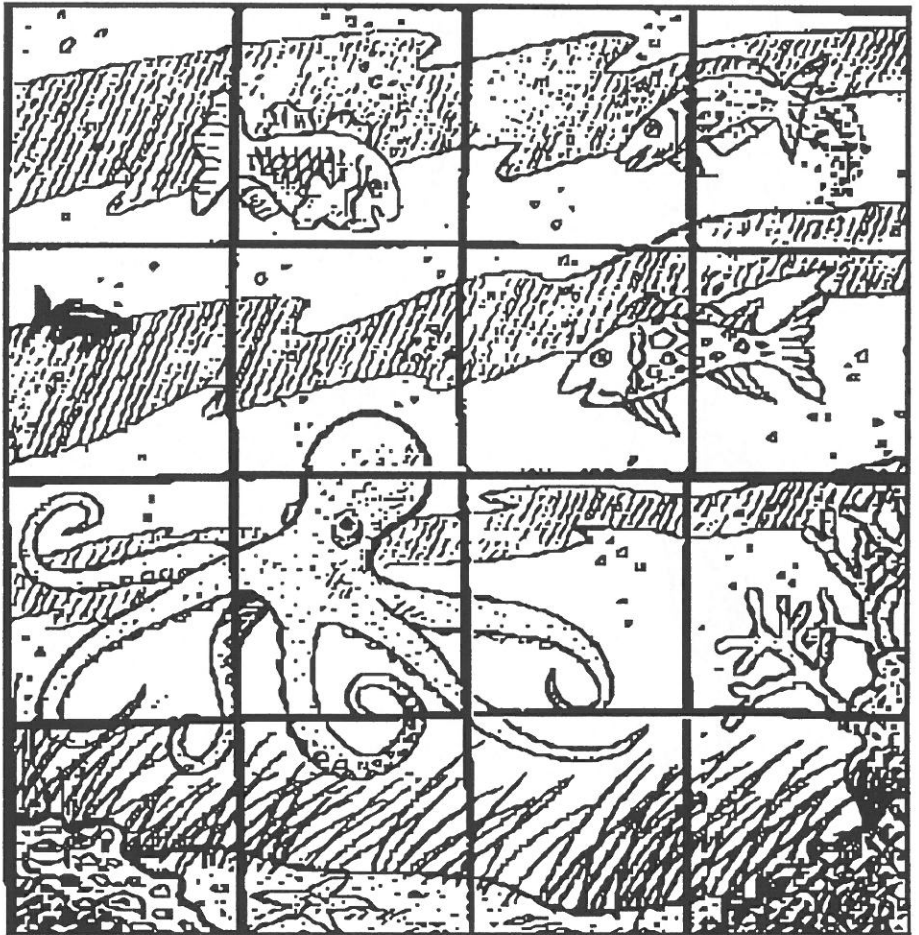


This fish won't be the shark's dinner!
Find the path he used to escape.
(Answer on page 13)

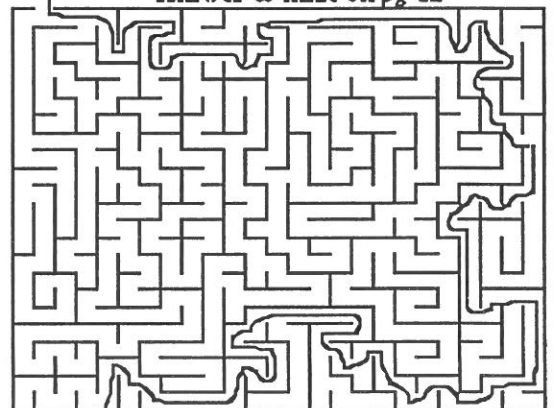
Sea Turtle Tic Tac Toe

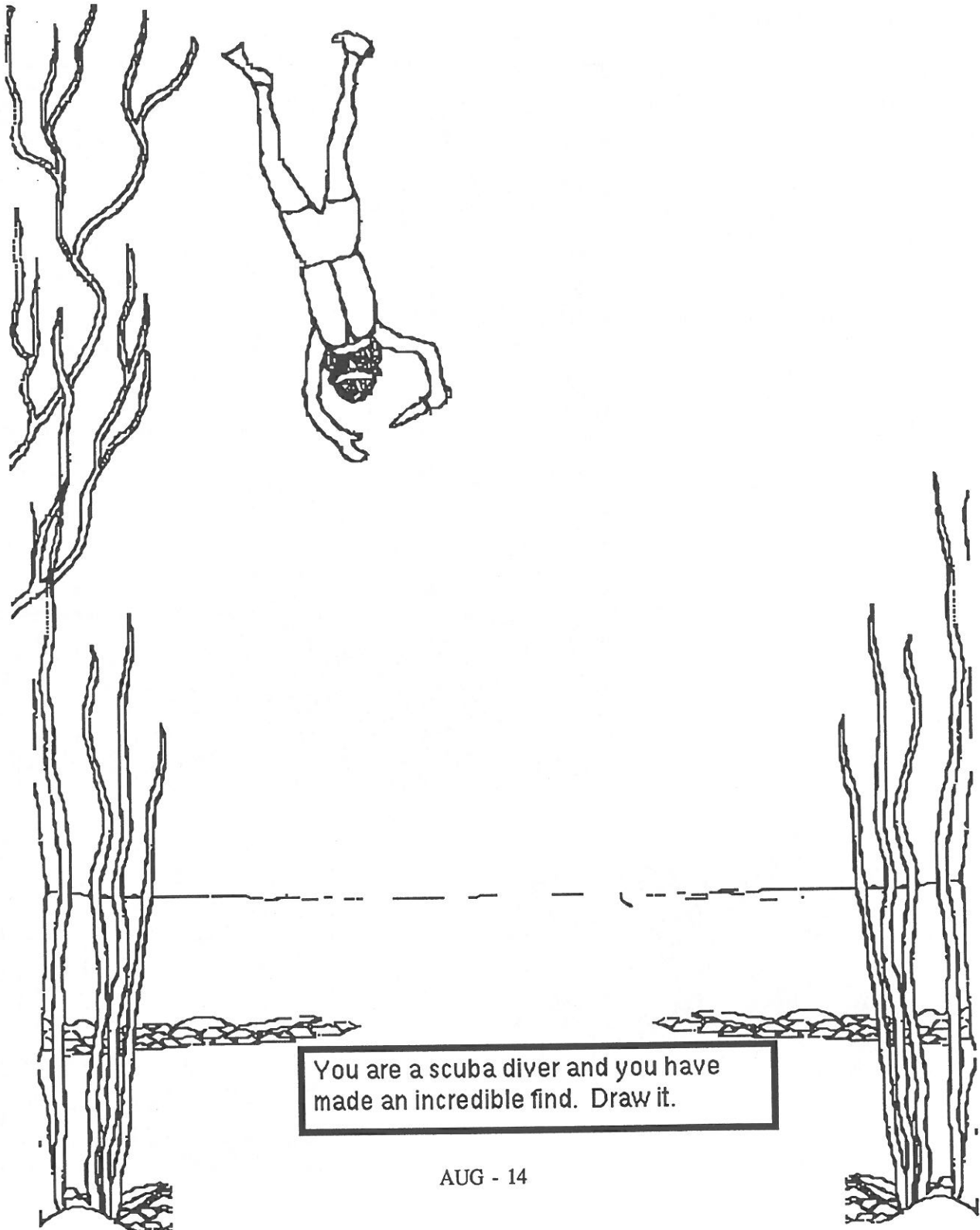
To play this game, you must first cut out eight turtles below. Then cut out the board.

The object of the game is to see who can be first to place his turtles four in a row on the playing board. The row can be up, down, or diagonal. Take turns placing a turtle on a square, trying to block the other player from getting four in a row. If you both put down all your turtles and no one wins, take turns moving one square in any direction until someone gets four in a row.



Answer to maze on pg 12





You are a scuba diver and you have made an incredible find. Draw it.

AUG - 14

Fossil Tie Slides

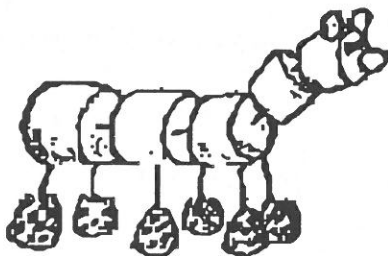
The shells and bones of pre-historic animals have been preserved as casts and molds. In this type of preservation, the original shell or bone had been destroyed, but it left behind a trace of its presence.

Suppose that the shell of a pre-historic clam was pressed down into the ocean floor before the sediments hardened. This produced an impression of the exterior of the shell. As time passed the sediments turned to rock and the shell became completely encased in stone. Then, the shell decayed or was dissolved by water. This left behind a cavity called a mold.

A mold formed in this way still shows the nature of the exterior of the shell and is called an external mold. If, at some later time, this mold becomes filled with minerals or other sediment, a cast is produced in the mold. The cast is a reproduction of the original shell from which the mold was formed. Because the original fossil is gone, some paleontologists call cast and molds "circumstantial evidence" of prehistoric events.

To make your own fossil tie slide, you will need a small cardboard box, some clay, plaster and a small clam or snail shell. First, cover the bottom of the box with the modeling clay. Make it several inches deep. The clay represents the soft mud found in the ancient sea floor or lake bottom. Now press the shell firmly into the clay. Lift the shell out carefully so a clear imprint remains. You have produced a mold.

Next, mix a small amount of plaster of paris with water in a paper cup. Stir it with a wooden stick or spoon. When the plaster is the consistency of thick cream, fill the mold. Insert a ring in the plaster. After the plaster is thoroughly hardened, carefully remove it from the mold. You now have a cast of the original shell.

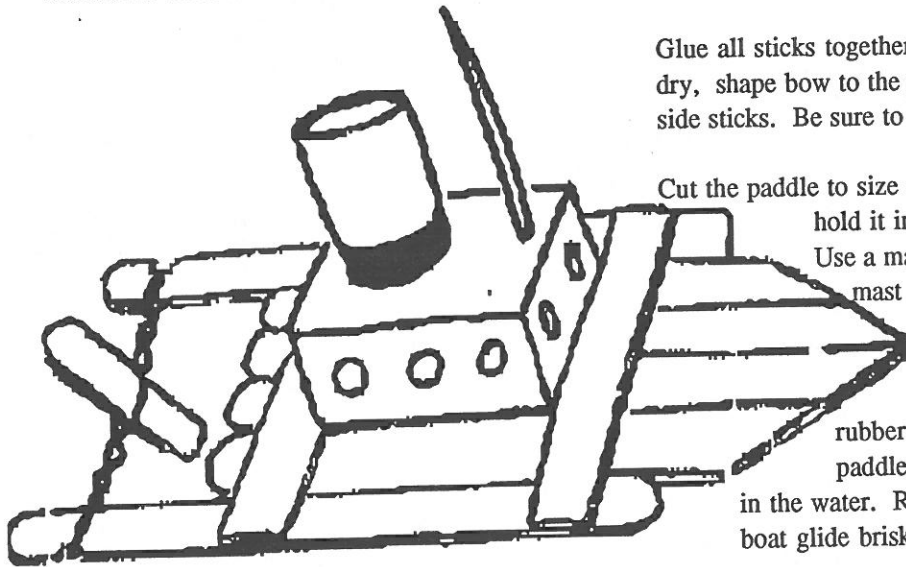


Candy Creatures

Provide lots of regular and miniature marshmallows and additional items like gumdrops, colored toothpicks, raisins, etc. Each boy makes a creature from these items, as elaborate as he likes. You could have a contest to determine the most original creation and give a prize. The boys can eat their creations on the spot or take them home to eat them.

Paddle Boat

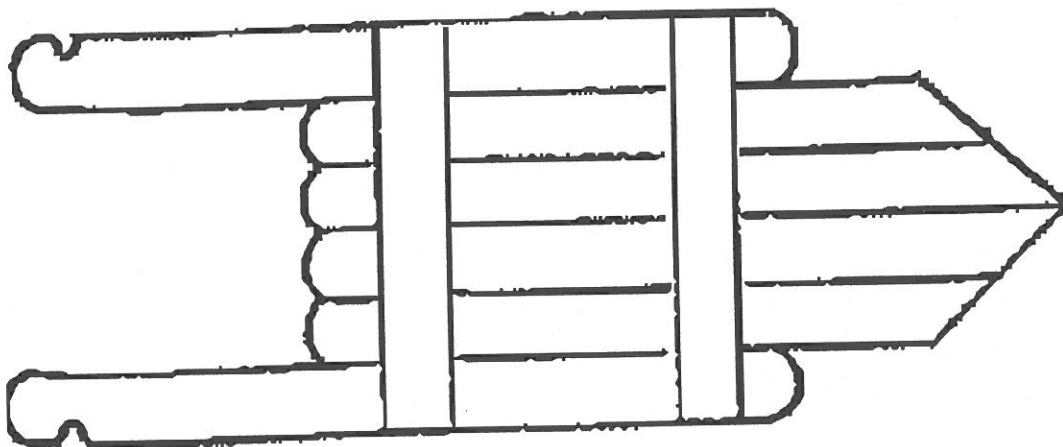
You can make a wide assortment of paddle boats using the methods outlined on this page. A small trap steamer is illustrated. You can make a liner, sailboat, navy cruiser or any other type boat.



Glue all sticks together as shown on the left. When dry, shape bow to the pater of you choice; also notch side sticks. Be sure to use a water proof glue.

Cut the paddle to size and use a small rubber band to hold it in place between the side sticks. Use a match box as a cabin, tooth pick mast and a paper tube funnel. Glue all these in place, then paint.

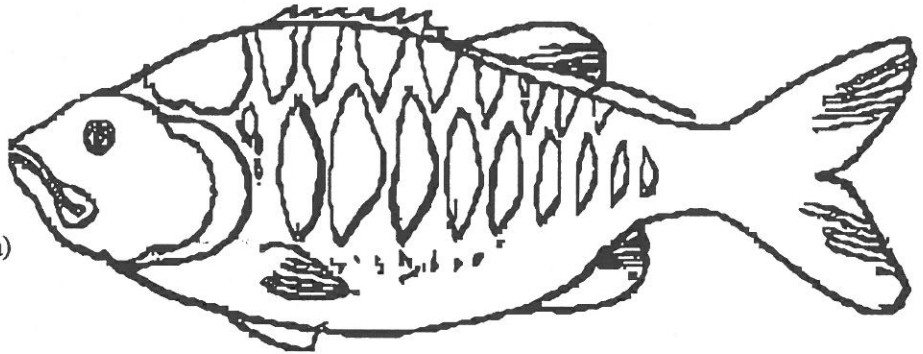
To operate the boat, wind the rubber band tightly by turning the paddle. Hold it while you set the boat in the water. Release the paddle and watch the boat glide briskly over the water's surface.



Prize Prints

Equipment: paint brushes
a fish

Materials: water based paint
(acrylics or tempera)
or india ink
muslin squares
paper towels



Dry the fish with paper towels. Paint one side of the fish with the paint or ink. Cover the inked side of the fish with clean muslin. Gently press the cloth against the fish. Smooth the cloth with your hand being careful not to move it. Carefully lift the cloth. Rinse the fish and either make another print or get ready for dinner.

Mount your print on plywood or masonite if desired.

SEPTEMBER - Exploring Your Neighborhood

peter Piper
PIZZA

The Pizza People Pick!

- *Delicious Kid's Meal - \$1.99.
(7" pizza, soft drink and prize)*
- ◆ *Coolest videos and fun playpark.*
- *Great place for team and birthday parties.*
- ▲ *Fun "Lock-in" parties and other fundraising ideas.*
- *Free store tours.*



The Pizza People Pick!

7711 Guilbeau
At
Bandera
680-2888

5806 Walzem Rd.
in Kroeger/
Walgreen Center
656-0442

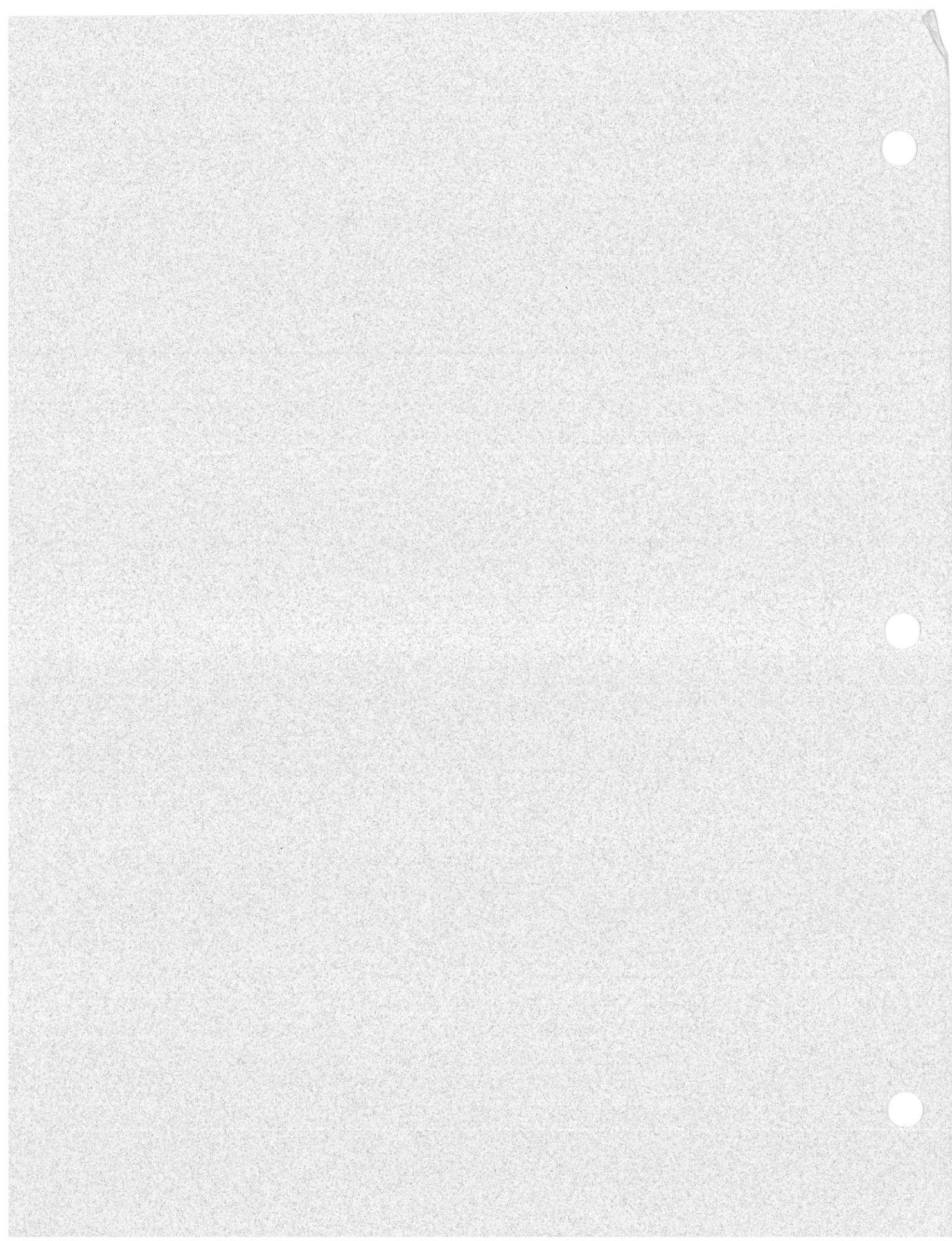
4396 Callaghan Rd.
At Ingram
434-8222

4400 Fredericksburg Rd.
Inside Loop 410
732-1166

3520 S. New Braunfels
At Fair Avenue
534-5225

535 SW Military
Between Sears &
Dillard's
924-5994

4879 W. Commerce
West of General
McMullen
432-6025



Cub Scout Gardens Openings

Personnel: Narrator
4 Cub Scouts in uniform

Arrangement: Cub Scouts come on stage, one at a time, carrying large replicas of seed packages: peas, lettuce, squash and turnips. They hold up the package as the narrator reads the script.

Narrator: This month we've been "Exploring Your Neighborhood" and we'd like to show you some of the plants we found growing in a very special neighborhood garden.

First, we found five rows of peas; preparedness, promptness, perseverance, politeness and praise.

Next to the peas, we found five rows of lettuce: Let us be faithful; let us be unselfish; let us be loyal; let us be truthful; let us help one another.



Then we found three rows of squash. Squash impatience; squash criticism, squash indifference.

No garden is complete without turnips. Turn up for Pack meetings; turn up with new ideas; turn up with determination.

You may have guessed that we have been describing our own Cub Scout garden. But without many hours of work and care, no garden will grow so don't wait to be asked - volunteer! Don't say "I can't" - Just do it! Don't wait for someone else - be first!

Without the help of every person in our pack, our garden will turn to weeds. So help us build the background, work the soil, pull the weeds, and spread the sunshine so that the garden of Pack _____ will thrive and we can say "We have done our best."

Patriotic Opening

The U.S. flag is posted behind the curtain, which is opened at the proper time in the ceremony. Patriotic music may be played as the Narrator speaks. If performed by a den, the Narrator's part may be divided appropriately among the boys.

Narrator: Behind the curtain is a canvas, a canvas begun long ago but not yet finished.

It is a picture of our past. There is something of Teddy Roosevelt, John Kennedy, Washington and Jefferson in it. Wilson and Grant are there, too, and Abe Lincoln.

There are those who gave their lives at Valley Forge and Gettysburg, Flanders Field, Normandy, Korea and Vietnam, and when you look at this picture you'll see these men as clearly as if they were marching across the stage.

In this picture we see our rich blessings of wheat and timber, oil and granite. It has great cities, busy industries, seaports and farms. It is a picture of our people too -- more than 225 million of us. There are lots of boys in the picture, boys growing into men who will lead useful lives and who will add to the history which is our American heritage.

Cub Scouts and parents, the picture of our country! (Curtain opens, revealing flag.) Please join me in saying the Pledge of Allegiance.

Another Opening

Arrangement: Honor guard forms two lines and the American flag is brought forward between the lines. Speaker leads Pledge of Allegiance. Speaker then says:

This flag is a piece of cloth worth perhaps \$2.00. Why, then, do we honor it? Let us hear what President Eisenhower, one of a long line of patriots stretching back nearly 200 years, had to say about it:

"To tell you why I love and respect our flag so much would take a book, for it would be the long, brave story of America. Briefly, I love our flag because it is the most beautiful national banner of all, and because it stands today and always, for the finest nation on earth. Today we urgently need a new commitment to the basic principles that made our nation great. Our flag is the symbol of these principles, and I would hope that all of us might find some way to display it, not merely on patriotic holidays, but every day of the year. Such a visible upsurge of respect for flag and country will do much to help bring about a new national solidarity, a renewed pride and faith in America."

Let's remember President Eisenhower's words whenever we see this piece of cloth. It stands for America ... and therefore, it stands for you and me!



Cub Scout Neighborhood Advancement

Equipment: "Street signs" - Cub Scout Way
Bobcat Lane
Wolf Road
Bear Avenue
Webelos Street

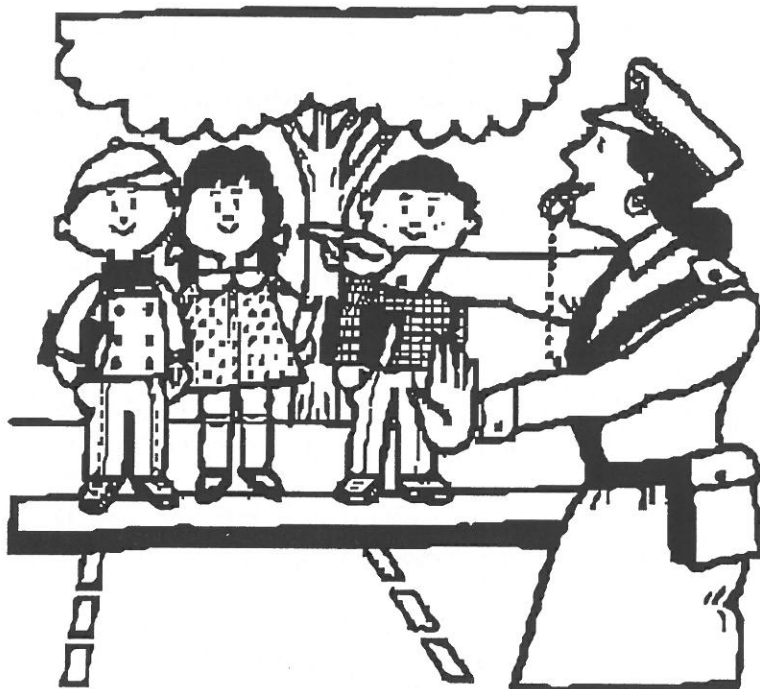
We're at the edge of the Cub Scout Neighborhood on a wonderful street called Cub Scout Way. Tonight, we will tour the Cub Scout Neighborhood. Keep your eyes opened. You never know when you will see a Bobcat or a Bear or Wolf or even some Wild Webelos!

As we head down Cub Scout Way toward Bobcat Lane, notice the beautiful landscaping. Over there is the Cub Scout Promise tree and the Cub Scout Motto bush. Somewhere around here is a large Law of the Pack plant.

At the end of the street is Bobcat Lane. Sometimes there are a few new Bobcats hanging out at the corner. Let's see if we have any tonight. (If you have new Bobcats, call them forward and present their advancement. If not, tell everyone that they must be heading down Wolf Road.)

If we turn here we'll come to Wolf Road. It got its name from the numerous sightings of wolves over the years. Don't be frightened. These Wolves are not at all dangerous. Look, there's some now! (Call the new wolves forward.)

Just beyond Wolf Road is Bear Avenue. The road gets a little tougher here so hang on. (Call the new Bears)



Just over the hill is Webelos Street. Let's head over there. Its a very interesting street. There are many stops for athletes, artists, handymen, and scholars just to name a few. I see some Webelos over there. Let's see what stops they made on Webelos Street. (Call Webelos)

Webelos Street goes from the Cub Scout Neighborhood to the center of Boy Scout City. I hope all of you will explore Boy Scout City but tonight this is all we have time for.

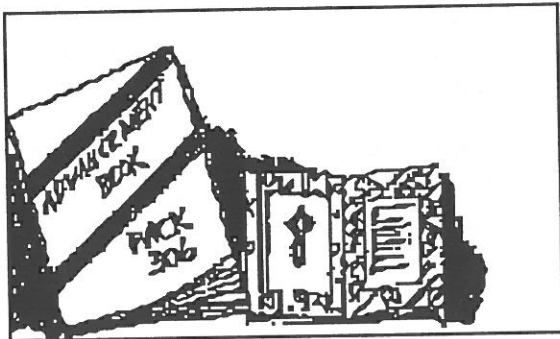
Nature Advancement Ceremony

Equipment: A three foot high tree limb with several branches, set as if it were a tree in a can of mortar. Green paper leaves (made with a thin wire stem sticking out) with the Cub's names and awards, badges and arrow points.

Cubmaster: This little tree is a symbol of the natural beauty of our neighborhood. The tree also represents Cub Scouting.

It takes a long time for a beautiful tree to grow. In the same way, a Cub Scout spends a lot of time and effort in advancement from rank to rank. So do his parents who help him.

Tonight we will see how much prettier this Cub Scouting tree will be when we put some leaves on it. Each of these leaves represents the time and effort put into their advancement work by our Cub Scout and parents. (Call forward boys and their parents receiving an advancement. Give them their awards and



have them put one leaf on the tree for each award they earned.)

Each of you have helped to nurture their tree. Just as trees endure for many years, so the values gained from working on achievements, electives and badges will last you a lifetime. May you always stand strong and tall like a tree and be a beautiful resource in our neighborhood.

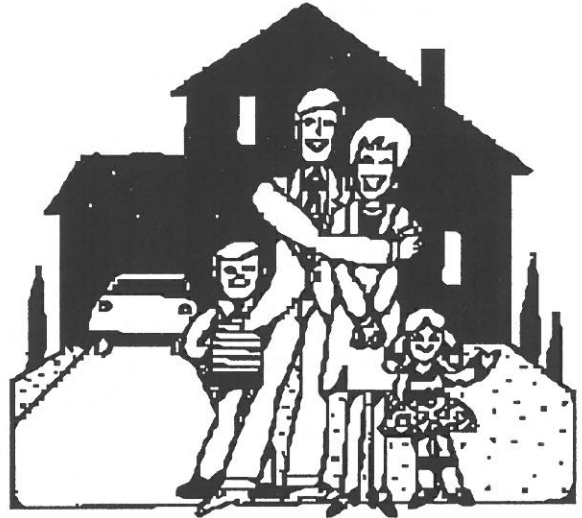
Advancement Ceremony Book

An Advancement Ceremony Book may be used by the leader giving out advancement awards. Use an old wall-paper sample book. Paste blue and gold foil or construction paper on the book's cover. Fasten the badges to be given on the left-hand pages. On the right hand pages, have the statement you will read as you give out the awards.

Neighbor Closing

We have explored our neighborhood this month. We've explored city services like fire and police protection and we've explored, homes, families and churches. We've explored schools and the out of doors. To keep our neighborhood strong, safe and vital, we all must heed the words of Bill Elliott.

Do more than belong...participate
Do more than care...help.
Do more than believe...practice.
Do more than be fair...be kind
Do more than forgive...forget.
Do more than dream...work.
Do more than teach...inspire
Do more than live...grow.
Do more than be friendly...be a friend.
Do more than give...serve.



Akela Prayer Closing

My spirit is one with you, Great Spirit.
You strengthen me day and night to share my
very best with my brothers and sisters.

You, whom my people see in all of creation
and in all people, show your love for us.

Help me to know, like the soaring eagle, the
heights of knowledge.

From the four directions, fill me with the four
virtues of fortitude, generosity, respect and
wisdom; so that I will help my people walk in
the path of understanding and peace. AMEN.

Join Us

Cast: Narrator
6 Cub Scouts

Props: Six cards spelling out JOIN US

Narrator: It's time to start the year again.
We'd like to welcome you,
And hope you'll get the message.
It's important that you do.

Cub 1: When people stand and talk to me, they
snicker and they smirk. They laugh at
me, and then they say, "Oh, Stanley,
you're a jerk."

Cub 2: And I just get all knotted up and can't
serve any purpose. I really can't be any
good -- I'm simply just too nervous.

Cub 3: I'm really quite the best there is; I'm tops
at any job.
There's no one else as good as me. Some
say that I'm a snob.

Cub 4: Leave me alone. I'm awfully shy -- afraid
I might get hurt.
Not, what is it they say I am? I know,
an "introvert."

Cub 5: I say I'll do things, then I don't. I guess
it's undeniable
That if there is one word for me, I'm
sure it "unreliable."

Cub 6: (Comes on with lettered cards behind his
back): Now, wait a second, all of you.
We're all here for a reason.
This is a meeting of Pack _____, the
first one of the season.



(Lining them up, handing them their cards and speaking) Now, let's see -- Jerk, this is yours (hand him the J card) and, Introvert, here's yours and Nervous, yours. Ah, Unreliable, and last but not least, Snob.

I've a simple answer for you needs, now line up as you "oughter," (He arranges them in line, leaving space between the J and I for himself and a space between the two words, "Join Us.")

And I'll step in (does so), the meanings clear -- You see, I've brought you order! (The characters should now be all lined up, cards in front of them spelling out the message, "Join Us.")

Narrator: Yes, the meaning's clear, we all agree, to all beneath the sun -- Pack _____ should like to have the help of EVERYONE!

Spy to Bye

Cub 1: Stealthily enters on tiptoe, peers around, shading his eyes with his hands. He sees the audience, points to himself and says, "Spy."

Cub 2: Walks cautiously around on stage, looking intently in all directions, sees the audience, points at himself and says, "Sly."

Cub 3: Runs across the stage as fast as he can. At the far side of the stage, just before exiting, he looks at the audience, lowers his head and eyes and says, "Shy." Then quickly disappears.

Cub 4: Tip-toes to a table (center stage) sees pie pan. Picks up pie pan and shouts, "Pie!"

Cub 5: Approaches Cub 4 who is holding the pie. He admires the pie, sniffs it as cub 4 holds it, looks at the audience, grins and says, "M-y-y-y."

Cub 6: Cub 4 places the pie on the table again. Cub 6 goes to the table, looks at the pie, rubs his hands together in anticipation, points to himself and says, "Try."

Cub 7: Enters and pretends to slice the pie with a pie server. Suddenly swats with one hand at a fly buzzing near the pie and shouts with annoyance, "Fly!"

Cub 8: Picks up the pie and juggles it about, trying to keep it from the fly and says, "High."

Cub 9: Enters, bumps into Cub 8, causing him to drop the pie. Cub 9 looks sadly down at it, rubs his eyes, points to himself as he bursts into loud sobs, "Cry."

Cub 10: Kneels, dips fingers into pie, tastes it, sadly rises, waves to the audience and says, "Bye." Exit sadly waving good-bye.



Buc Tuocs Skit

Announcer: Are you tired, worn out and have nothing to do? I have the answer you've been looking for --Buc Tuocs. Tonight we have some boys who have tried it.

Cub 1: When I reached eight, I needed something. I was out of touch. I tried Buc Tuocs and got the life I needed.

Cub 2: I couldn't adjust. My life was falling apart. Buc Tuocs was the answer.

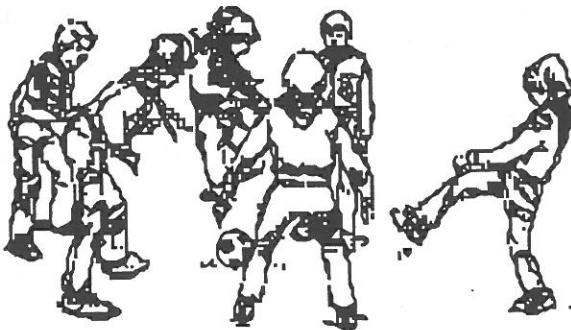
Announcer. Thank you, boys. Remember, Buc Tuocs -- What is it? Its Cub Scout spelled backwards.

Streets and Alleys

Choose a policeman and a robber. The rest of the players form parallel lines with four or more players in a line. These lines should be just far enough apart so that the players can clasp each other's hands in either direction. As the game begins, the players join hands, forming streets. The robber runs up and down the streets with the policeman after him. At anytime, the robber may call out "Alley!" When he does this, the players must turn and join hands in a different line. This will block off the policeman who will have to run all the way around to get into the robber's alley. Neither the robber nor the policeman is allowed to break through the hands. When the policeman catches the robber, they take a place in the lines and two others are chosen to be the policeman and robber.

Neckerchief Relay

Dens line up in relay formation. The first Cub Scout in each den holds a neckerchief and slide in his hands. At the other end of the room opposite each den is a parent of one of the boys in the den. At the starting signal, the first Cub runs to the parent, places the neckerchief around the parent's neck, puts the slide on, gives the Cub Scout salute, takes the slide off, removes the neckerchief slide, and returns to his den. He then gives the neckerchief and slide to the next boy in line who repeats the process. This continues until each boy in the den has had a turn.



Thumb Fun

This can be played individually or on teams. Tape the thumb and forefinger together making the thumb useless. Have the boys perform tasks like cutting out a circle or tying their shoes. Even writing or coloring a picture is very difficult without the use of your thumb.

Marble Golf

Lay out a nine hole golf course. Small tin cans are sunk into the ground. Players shoot marbles and count the shots taken to get the marbles into the cans. Hazards may be small brushes, lengths of drain spouts or tubes through which the golfer must shoot, etc.

Squealing Balloons

This may be played in teams or individual competition. To play, set a base, such as a book or rock on the ground. One at a time, each team or player blows up a balloon and releases it, squealing, into the air. The distance each balloon travels is measured to see which went the greatest distance.

Ha, Ha, Ha

The players form a circle. One player begins by saying, "Ha." The next continues by saying, "Ha, Ha." Go around the circle with each player adding one more "ha" to the string. Each player must pronounce the "ha, ha"s as solemnly as possible. Any player who laughs or makes any mistakes is out but now tries to make the other players laugh. The player that keeps a straight face the longest wins.

**Alamo Area Council
September
Songs**

**Pow Wow 1993
Exploring Your Neighborhood**

Underwear

(Tune: Over There)

Underwear, underwear, how I itch in
my wooley underwear.
How I wish I'd gotten, a pair of cotton,
So I wouldn't itch everywhere.
B.V.D.'s make me sneeze,
When the breeze from the trees hits my knees.
Comin' over, I'm comin' over,
In my gosh darn, dig-dong, wooly underwear.

Little Chigger

(tune: Polly Wolly Doodle)

There was a little chigger,
And he wasn't any bigger
Then the head of a very small pin.
But the lump that he raises,
Just itches like the blazes.
And that's where the rub comes in.
Comes in, comes in.
And that's where the rub comes in.
Oh, the lump that he raises
Just itches like the blazes,
And that's where the rub comes in.

My Country is the World

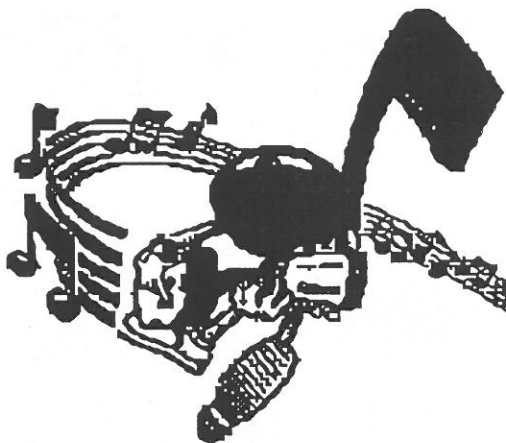
(tune: America)

My country is the world;
My flag with stars impearled
Fills all the skies;
All the round earth I claim,
Peoples of every name,
And all inspiring fame,
My heart would prize.

Hiking

(tune: The Artillery Song)

Over hill, over dale,
We will hit the neighborhood trail,
As Cub Scouts go hiking along;
In and out, all o'er town,
You will never see us frown
As Cub Scouts go hiking along;
And it's hi! hi! hee! Cub Scouting is for me.
Shout out our name and shout it strong,
CUB SCOUTS!
Where'er we go we will always know,
That the Cub Scouts go hiking along.
ALWAYS HIKING!
That the Cub Scouts go hiking along.



**Alamo Area Council
September
Cheers**

**Pow Wow 1993
Exploring Your Neighborhood**

Map Cheer - Get out your map, unfold it. Look it up and down several times, then yell, "It's that a way!!" All point in a different direction.

Jim Bowie Cheer - Pretend to throw a knife and yell, "Do it for TEXAS!!"

Jungle Cheer - Tell your audience that some neighborhoods are in the jungle and there are many things that can happen there. Walk in place, pretending to push thick grass and vines out of the way. Then yell out: "Oh no, we've fallen into quicksand!" Struggle to get out, raising one hand into the air, then say, "Blop, blop" as you pretend to sink out of sight.

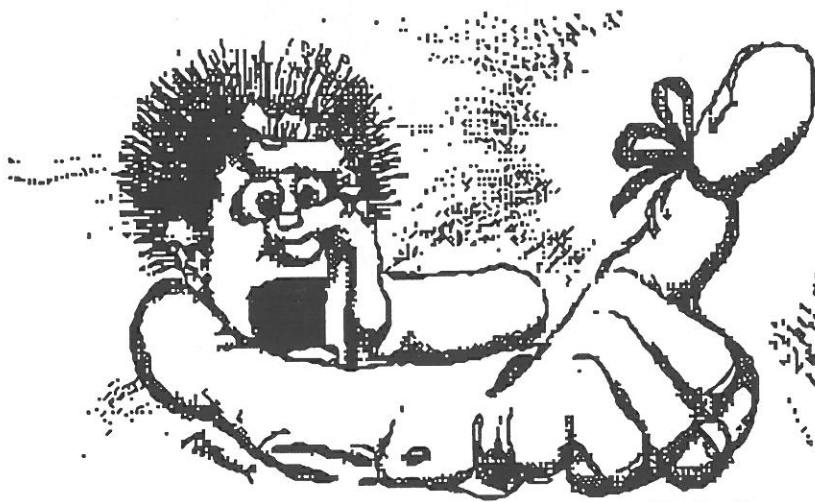
Patriotic Cheer - Shout, "America, America! You are The greatest! Long live America!"

Door With a Window Cheer - Have everyone stand, and pretend to slam a door while yelling, "SLAM! Tinkle, tinkle, tinkle."



JUST A REMINDER!

For more helpful hints and program ideas, attend your district's monthly Roundtable!



The Den Picnic

Divide the group into 5 groups and assign each group one of the following words.

Paul - I love summer.

Cub Scouts - We'll do our best!

Den Leader - Sign's up.

Cat - Meo-o-ow

Picnic - Yum, Yum, let's eat.

Paul was really excited. This was the day that the *Cub Scouts* were coming to *Paul's* house for the den *picnic*. True, *Paul's* mother was the *Den Leader* and the *Cub Scouts* came to his house every week for their den meetings but today was extra special. *Paul* never had a *picnic* in his backyard before and to have the *Cub Scouts* there, too, made it ever more special.

Paul went into his backyard to be sure everything was ready for the *picnic*. There he saw his *cat* sleeping under the swing set. "Come on *Cat*," said *Paul*, "you can help me get ready for the *Cub Scouts*." *Cat* rolled over and purred. She liked helping *Paul* and she liked the *Cub Scouts*. They always played with her until the *Den Leader* put *Cat* outside so the meeting could begin.

Paul and *Cat* walked around the yard. All the leaves had been swept out of the yard; all the outside toys had been put away; there was plenty of room to play the games and the *picnic* table was ready for the food. *Cat* jumped out of *Paul's* arms and started walking on the *picnic* table. "No, *Cat*," said *Paul*, "the *Cub Scouts* don't want to eat where you have been walking. And you know what the *Den Leader* will do." *Cat* jumped down and went back to the swing set to sleep some more. She wanted to be wide awake and



ready when the *Cub Scouts* arrived. *Paul* went back inside to help with the food.

Soon it was time for the *Cub Scouts* to arrive. *Paul* and the *Den Leader* had the food ready for the *picnic*. Just then *Paul* heard *Cat* meowing loudly at the door. "What's the matter, *Cat*?" he asked as he opened the door. But he didn't even have to wait for *Cat's* answer. He could see the darkened skies outside and feel the strong wind that had sprung up so suddenly. Soon great big drops of rain were splashing all over the *picnic* table. The door bell was ringing as the *Cub Scouts* arrived for the den *picnic*. *Paul* was horrified. How could the *Cub Scouts* have a *picnic* out in that rainstorm?

But the *Den Leader* knew what to do. She had been to Basic Training and learned that you must always have plan "B". Soon the *picnic* was spread on the kitchen table and *Paul*, the *Cub Scouts*, and the *Den Leader* were eating happily. Even *Cat* was happy as she rubbed the *Cub Scouts* legs under the table.

**Alamo Area Council
September
Gathering Activities**

**Pow Wow 1993
Exploring Your Neighborhood**

Mark and three friends each answered an ad on the Community Center bulletin board for volunteers to assist retired persons at home. From the clues below, can you figure out the job each friend got and the name of the person each helps? Use the chart to keep track of your answers. Put an X in each box that can't be true and a circle in the boxes that match.

	Mr. Finch	Miss Lamb	Mrs. Jones	Mr. Wayne	Yard Work	Pet Sit	Groc Shop	House Clean
Jill								
Liz								
Mark								
Paul								

1. Mr. Finch advertised for a boy to help with yard work, but he hired a girl.
2. Liz answered a woman's ad for a pet-sitter.
3. Miss Lamb was surprised that a boy answered her ad for someone to help with housework.
4. Paul goes grocery shopping once a week for his employer.

Answer: Jill does yard work for Mr. Finch. Liz pet-sits for Mrs. Jones. Mark does housecleaning for Miss Lamb. Paul goes grocery shopping for Mr. Wayne.

Our Town

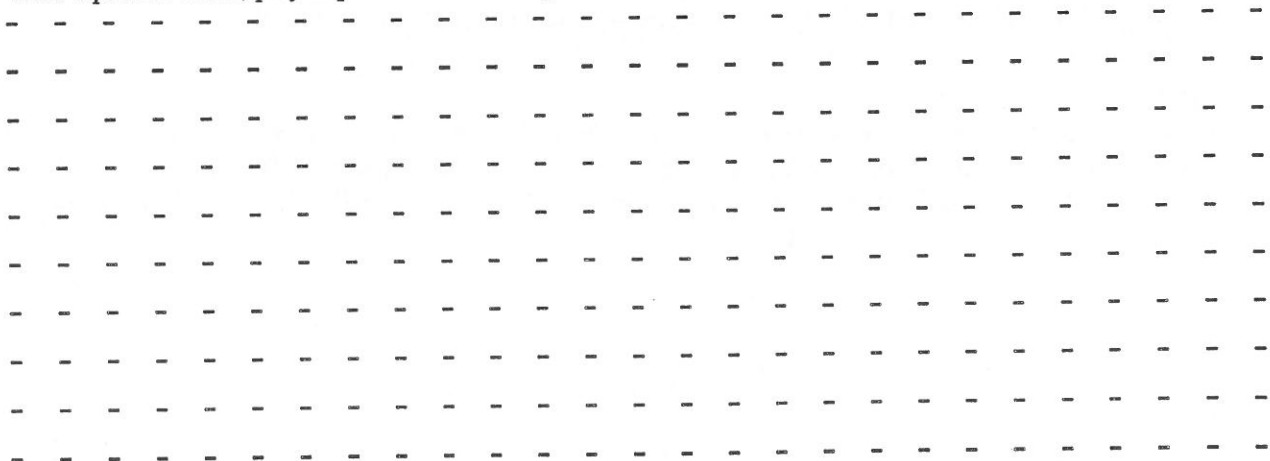
O U F N C O I N O T N A N A S R B C U T
 P K Y D W E D N U G I N V D A V M D J J
 V S S R E W O L F F O E L T T A B B C B
 A A T I S J L V U T V T G M T V C G H A
 R C N B O P K S H D F J F T S H D E I D
 N I N C A R N A T E W O R D E P C U S U
 U R D B B I I M C C V X T E I R S L H J
 O E N B G V E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

- San Antonio
- Spurs
- Missions
- Alamo
- Chisholm Trail
- Tower of the Americas
- River Walk
- Riders
- Fiesta
- Battle of Flowers
- River Parade
- Incarate Word



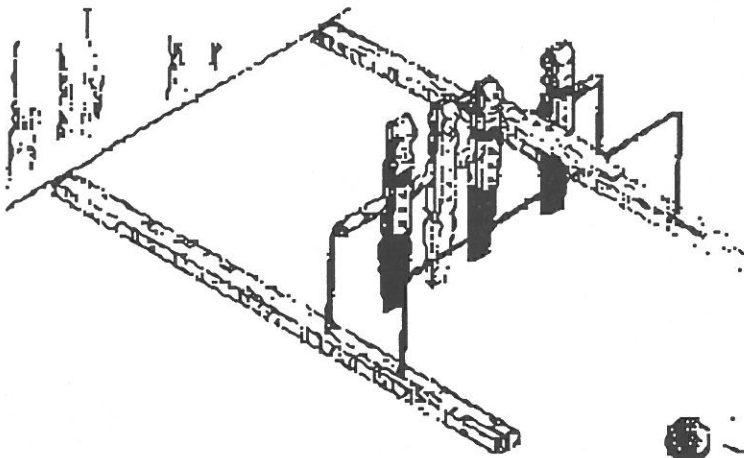
Boxes

This game is usually played by 2 people but it can be played with more. Set up the game by drawing the square grid or use the one below. Each person draws one line from dot to dot. Diagonal lines are not permitted. The object is to close in a square. If a square is made, then put that person's initials in it and he takes another turn. If no square is made, play is passed to the next person. The winner is the player with the most squares.



Sand Clay

RECIPE: Slowly mix together 2 parts of water with 1 part dry wallpaper paste. Stir in 2 1/2 parts of sand and mix well. If color is desired, add a little tempera paint to the mix. After a day or two of drying, your sand clay creations will be permanently hard. This can be molded and formed just as any other clay.



Clothes Pin Game

Materials: 6 clip clothespins
2 wire coat hangers
2 strips of wood 1/4" thick and about 9" long
glue
paint
tape

Equipment: Wire cutters
hand drill & bit

Remove the wire springs from the clothespins.
Reassemble five of the pins by gluing the flat sides together, so that there is a hole passing through each pin. Paint features and clothes on each pin.

With wire cutters, remove wire extensions from the springs; also cut 13" from the bottom bar of each coat hanger. Drill corresponding holes, 2" apart and of a size to fit the coat hanger wire snugly, near one end of each wood strip. Paint the strips of wood.

To assemble, thread clothespin men and springs alternately onto one of the wires, starting and ending with a spring. Bend the wire into a right angle about 3" from each end. Center the men and springs on the bar and neatly wrap the rest of the bar with tape to keep the pins in place. Bend the second wire in the same position and insert into holes near ends of strips. Place wire with the pins in the remaining holes.

Game:

Place the game against the wall or other backstop. Each player has three tries at rolling a ball (ping-pong size) and trying to flip the men over so they hit the front bar. Score 1 point for flipping one man, 5 points for flipping two with one ball and 15 points for flipping 3 men with one ball. Give additional 15 points for each additional man flipped with one ball.

Plaster of Paris and Molds

Few Den leaders complete their term of office without having some experience pouring plaster. For many, this technique is used frequently. Plaster is especially suitable for neckerchief slides, but can be used for numerous craft and gift items.

STEP 1: Obtaining a design:

Method 1: Roll playdough or modeling clay between 2 boards to obtain uniform thickness. Lay cardboard pattern on the playdough; cut around the pattern with a knife; lift off excess playdough and smooth edges of design.

Method 2: Carve a design from Ivory soap or soft wood.

Method 3: Use an existing plaster piece, tie slide or design.

STEP 2: Making a Rubber Mold:

Use a liquid rubber called MOLD-IT, available in most arts and crafts or hobby stores. Lay the design from Step 1 on a flat surface and coat generously with vegetable oil or Pam Non-stick spray.

Using a cotton swab or popsicle stick, dab on a generous coat of MOLD-IT, making sure all the details are filled in and there are no air bubbles. Let dry and then dab on a second coating, making sure to spread it out so there will be about 1/2" overlapping design. Again, make sure all the air bubbles are out. Put thin square of gauze over this layer followed by a third layer of liquid rubber. Let dry. A fourth layer could be added if any light spots show. It usually takes several hours or overnight for the MOLD-IT to completely dry.

ALTERNATE STEP 2: No Cost or Found Molds

No cost molds can be made from ordinary items found around the house: aerosol can caps, candy trays, cookie trays, styrofoam meat trays and egg cartons, plastic spoons, margarine tubs, bottle caps, small toys, plastic and rubber candy molds.

STEP 3: Preparing the Mold

It is helpful to prepare the (plastic mold) by wiping it lightly with a coat of vegetable oil or Pam. Another method is to rinse the mold with a weak solution of liquid detergent and water.

You may find that after a rubber mold has been used, it needs to be soaked in water and lightly scrubbed with a small brush or your finger to get all the old plaster out.

WARNING: AN EXCESS OF ANY OF THESE MAY CAUSE DEFECTS IN THE PLASTER CAST.

STEP 4: Mixing the Plaster

Fill the mold with water, then pour that water into a disposable container such as a paper cup, small aluminum pan or cut off plastic bottle. Add enough plaster to the water until it reaches the consistency of heavy cream when stirred gently with a popsicle stick. Do not mix more plaster than will be used because it hardens quickly and cannot be thinned.

STEP 5: Pouring Plaster

Pour the plaster into the mold. Tap or bounce the mold against a table so the air bubbles will rise to the surface. If a hanger is desired, place a pop-top ring, paper clip, bent wire or hairpin at an angle near the top of the plaster piece. If a neckerchief slide ring is desired, place a small piece of PVC, a plastic washer, wire, etc in the center. Allow it to dry completely (several hours for a small object, several days for a large one) before painting.

STEP 6: Clean up

NEVER POUR LEFTOVER PLASTER DOWN A DRAIN! If you used a plastic bowl to mix the plaster, allow the plaster to dry, then crack it out and peel it off.

STEP 7: Painting Plaster

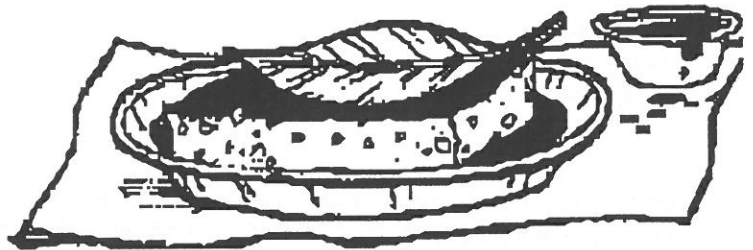
Plaster is very porous and many kinds of paint will soak into it. It is a good idea to seal the plaster with a spray sealer, spray plastic, gesso or latex wall paint. When the sealer is dry, any type of paint may be used. Enamel or lacquer will leave a glossy finish. When working with the boys, water base paints are best. A clear acrylic spray will make a dull finish shine.

Leaf Printing

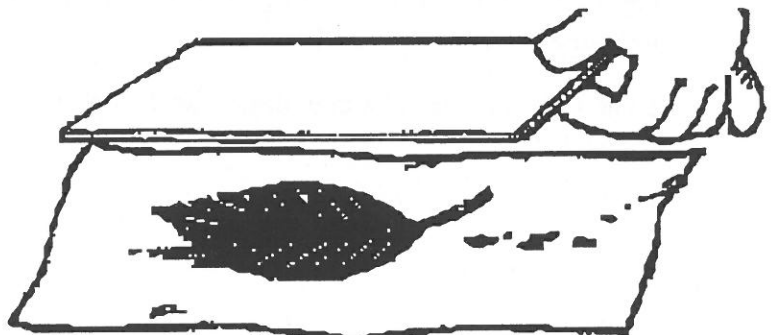
Collect leaves on a hike through your neighborhood. When you come back, preserve your outing with leaf prints.

Materials: newspaper
sponge
aluminum pie tin or tray
fresh leaves with large veins
white paper

Cover your work area with newspaper. Place the sponge in the aluminum tin and pour a thin solution (half paint, half water) over the sponge. Place the leaf, vein side down, on the sponge. Press gently.



Carefully pick up the leaf and place it, paint side up, on the newspaper. Place the white paper on the leaf and rub gently. Remove the paper and turn it over to dry. Repeat as often as desired.



These can be framed, used as notebook covers, gift wrap, etc.



A Neighborhood Mobile

Every neighborhood is different and each boy will perceive his neighborhood in a unique way.

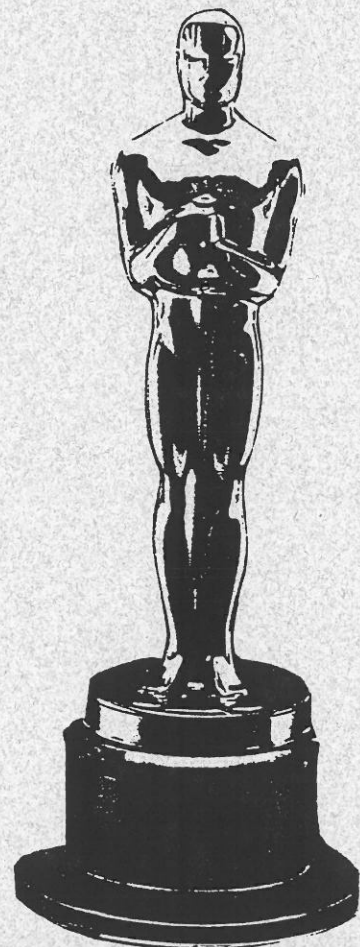
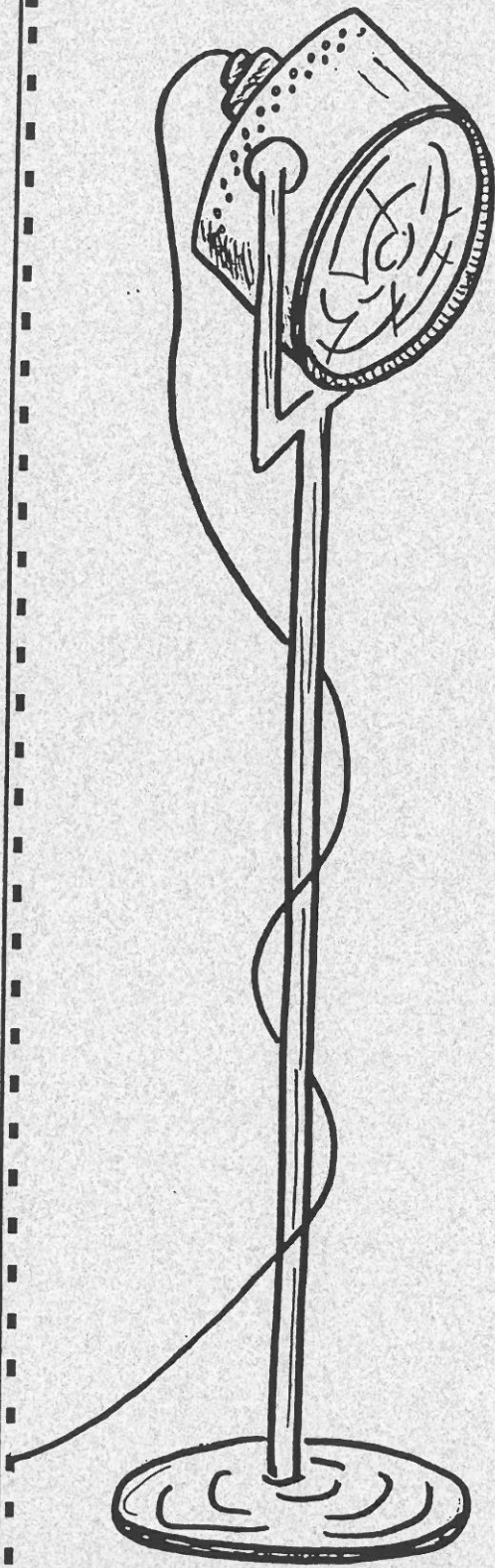
Materials needed:

cardboard
construction paper
magazines
cellophane tape or glue
yarn or thread
crayons or markers
scissors

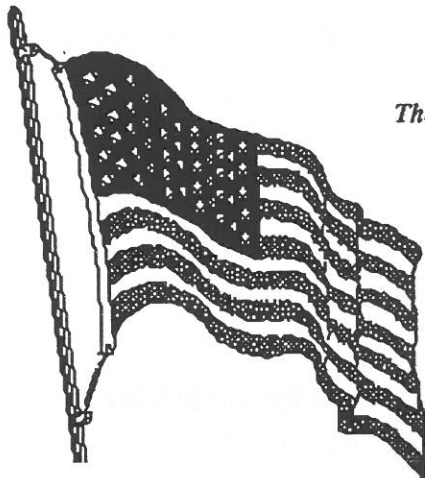
Make your Neighborhood Mobile by cutting the spiral frame for the mobile from cardboard. Adjust the size of your spiral depending upon how many symbols you wish to display. Draw, color and cut out construction paper symbols or magazine pictures that you wish to use on the mobile. Here are a few sample ideas: Important people, events and things in your neighborhood; interests and hobbies; landmarks; anything that makes your neighborhood special.

Using various lengths of yarn or thread, attach symbols to various places on the spiral with tape or glue. Loop a piece of yarn or thread through the top of the spiral frame for hanging.

OCTOBER - Achievement Parade



Each of these openings also has a corresponding advancement ceremony and closing ceremony to provide continuity in your pack meeting.



Achievement Parade

The flag ceremony meets Bear Requirement 3F.

Each den makes a float using various den projects as the themes. The Cub Master acts as the Grand Marshall and leads the parade into the meeting area.

Cubmaster: This month we have been celebrating the Achievements of our Cub Scouts and tonight is our "Achievement Parade." (Describe each float as it passes the "reviewing stand.")

Advance and post the flags as usual, then say the Pledge of Allegiance.

A Ghostly Opening

The Cubmaster is in front of the pack with a table directly behind him. A jack-o-lantern (either real, plastic or ceramic) is lighted and the lights are off. A flashlight illuminates a Cub Scout dressed in a sheet or ghost costume. He holds a sign which reads:

GHOST OF THE PAST
-CUB SCOUT-
IDEALS
Ceremonies
Traditions

Cubmaster: The ghost of things past has an effect on the way we live and the things we do, but most importantly your ideals and the way we think and believe. (Shifts to the American flag) One of our greatest traditions is saluting and giving the Pledge of Allegiance to our flag. Will you please stand and join me now?



Achievement Parade Advancements Ceremony

Prepare "floats" for each rank to be awarded. These can be as simple as a sandwich board or more elaborate floats on wagons.

Call the boys and their parents forward and present their badges. Then parade around the the meeting room.



A Ghostly Advancement Ceremony

A black cauldron is center stage. Inside is a smaller pan with dry ice and a little water in it. A leader dressed in a witch's costume stirs the caldorn and pulls out the awards for the boys. The awards are hidden in the dry cauldron, next to the pan with the dry ice. The witch gives each award to the Cubmaster or advancement chairman who is dressed as the Ghost of the Present. This person calls the boys and parents forward to receive the awards.

Advancement Parade Closing

Cubmaster: We had fun as paraded our advancements and achievements around this room tonight. But Cub Scouting is more than showing off, what we have done one night of the month. Cub Scouting is learning new skills, meeting new friends and having fun. Let's take the Scouting Spirit with us and spread it around! Let's close with the Cub Scout Promise so that it will fresh in our minds as we leave. (Say the Cub Scout Promise.) Good night.

A Ghostly Closing

Cubmaster: We have seen the ghost of the past and the ghost of the present. We can't see the ghost of the future, but what we do in the present will have a definite effect on how the future ghost will appear. Each of us, by doing our best in everything we do, can not only change our future, but the future of those who follow us. Do your best. Good night and good Scouting.

Leadership Candle Closing

Equipment: One large candle
Five smaller candles

Personnel: Cubmaster
Assistant to snuff out the candle.

Light all candles and extinguish room lights.

Cubmaster: Cub Scouting is growing all around the country. Why do boys join? To have fun, of course. But Cub Scouting is more than a good time. It is a program that can have a positive effect on boys for the rest of their lives.

The large candle represents all the fun, adventure, and excitement Cub Scouting offers. But its light is not enough for a successful program. We need the light from the smaller candles, too. Together they represent the Spirit of Cub Scouting.

Our program is for families. Without the support of every family in the pack, some of that Cub Scout Spirit is lost. (Snuff out the first small candle.)

Without enough den leaders, some of that Cub Scout Spirit is lost. (Snuff out the second small candle.)

Without enough committee members, some of that Cub Scout Spirit is lost. (Snuff out the third candle.)

Without enough uniformed pack leaders, some of that Cub Scout spirit is lost. (Snuff out fourth candle.)

Whenever a boy must be told that we don't have a den leader for him, more of that Cub Scout Spirit is lost. (Snuff out the fifth candle.)

Eventually the darkness becomes overpowering, and the last candle representing the fun, excitement, and adventure of Cub Scouting can no longer sustain itself. It, too, dies out. (Snuff out the large candle.)

(Softly) Until we are left with nothing but darkness.
(Pause) It is up to you. Thank you and good night.

**Alamo Area Council
October
Skits**

**Pow Wow 1993
Achievement Parade**

Skits, costumes and masks are elective activities for Wolves and/or Bears. Be sure to check Wolf Elective 2 and Bear Elective 10.

Something Scary

A den is walking down a dark street. They are carrying Trick or Treat bags. They don't see the ghost hiding behind a bush.

Ghost 1: Oh, dear. Halloween is almost over and we haven't scared ANYONE!

Ghost 2: Here come some kids. Let's scare them.

Cub 1: Oh, my. Its dark on this street.

Ghosts: (softly) Ooo-ooo-ooo-oooh!

Cub 2: What was that?

Ghosts: (a little louder) Ooo-ooo-ooo-oooh!

Cub 3: There it goes again!

(The den stops and looks around but they still don't see the ghosts.)

Ghosts: (loud) Ooo-ooo-ooo-oooh!
(The ghosts stand up and rock from side to side slowly. The cubs see them.)

Cub 4: Hi.

Ghost 1: Hi! Is that all? Aren't you scared?

Cub 1: Not really.

Ghost 2: But we're ghosts! Can't you tell?

Cub 2: You're just a kid wearing a sheet.

Ghost 1: We are ghosts. We do scary things.

Cub 3: Like what?

Ghost 2: How about a ghostly laugh? Like this:

All ghosts: HO, HO, HA, HA, HEE, HEE!

Cub 4: That's not scary.

Ghost 3: I know what will scare you. I'll float!
(He stands on tip toe and flaps his arms. He goes all around the den.)

Cub 1: I've seen scarier things on TV.

Ghost 1: Wait! We'll do the scariest thing you've ever seen. It will prove we're really ghosts.
(The ghosts are very excited. They flap thier arms and come very close to the den.)

Ghost 2: We're going to make your Trick or Treat candy disappear! (The ghosts grap the bags.)

Den: No, you won't! (The den pulls the bags away from the ghosts)

Cub 2: Now WE'RE going to do something scary!

(Ghosts are surprised!)

Cub 3: Yes! We're going to make YOU disappear!

Ghosts: Oh! Help!

(Ghosts run off with the den chasing them.)

Joe's Model

Cast: Joe, a dejected Cub Scout
Several helpful Cub Scouts

Props: a model still in pieces

The dejected Scout is sitting center stage, looking at the pieces of the model. The other Scouts enter.

Cub 1: Hi, Joe! What's wrong?

Joe: I can't get this model put together. Its the only thing I have to finish to earn my bear.

Cub 2: Let's take a look.

Cub 3: It doesn't look like these pieces go together.

Joe: Well, I had a couple of models and my kid brother kind of mixed them up.

Cub 4: Where are the directions to the kit?

Joe: The dog ate them.

Cub 1: I have a model at home. Let's go get it.

Cub 2: I'll help you put it together. I've done alot of models.

Cub 3: I'll show you how to sand the edges. I'm really good at that.

Cub 4: I can help you paint it. I've got some paint at my house.

Joe: Thanks guys. Now I can earn my Bear!

The Hypnotist



Cub Scouts love magic tricks. They love to watch them but they really love to do them. There are dozens that are extremely simple yet very effective. Have each boy in your den learn a magic trick from the Cub Scout Magic Book and incorporate this little skit. Bear Elective 13B.

Cast: The Great Hypno
Assistant(s)
"Volunteer"

Action: Hypno is introduced. He enters and says he will hypnotize someone and make it impossible for him to get up off the floor alone.

Volunteer appears and dares Hypno to hypnotize him. Hypno tries but Volunteer resists his efforts. Hypno says he'll have to try a more drastic method.

Assistant brings him a fan and a large cut onion which he fans under the nose of the Volunteer. The Volunteer sinks slowly to the floor.

Hypno lies down beside him and says, "Now let's see you get up." Volunteer struggles to his feet as Hypno gets up too, saying, "See, I said you couldn't get up alone!"

Witch Hunt

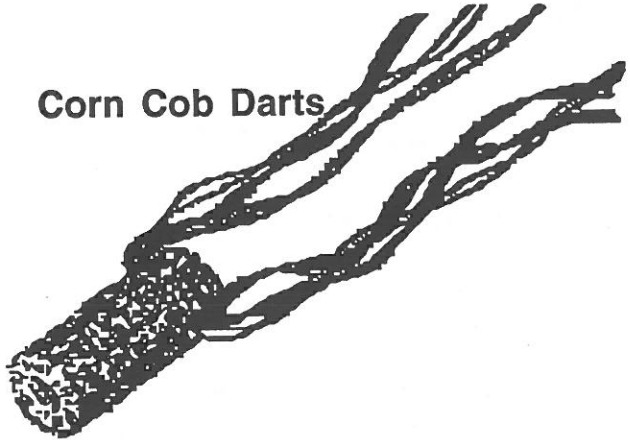
Two players are blindfolded and stand on opposite sides of the table. One is a witch and the other a policeman who tries to catch the witch. Both may go in either direction, but must keep his hands on the table edge as they circle. When caught, the witch becomes the policeman and chooses the next witch.

Fast Moving Ghost Train

Line up all dens with the first Cub Scout wearing a sheet without eye holes over his head. Each Cub Scout grasps the waist of the boy in front of him. On signal, all start walking quickly straight ahead, around a chair (placed in front of each den) and back. The second boy in each line guides the den's ghost who can't see. The first den to return to its original position wins. If a den breaks into a run, they are disqualified.



Corn Cob Darts



Dry out old corncobs, saw them into 3 or 4 inch lengths. These will make harmless darts. Drill a hole through the cob and add colorful crepe paper streamers that trail out 18 to 24 inches. The darts can be tossed at waste baskets or open pumpkins.

Witches' Trails

Stretch paper streamers across the floor and tape down one end. Beginning at the free end, players cut down the center of the strip with scissors. A break in the streamer from cutting out to the edge, disqualifies the player. First to finish wins.

Witches Relay

Divide the den into two teams and give each team a broom and a balloon. On signal, the first player sweeps the balloon to a turning line and back. The second player takes the broom and repeats the action. If the balloon pops while being swept, the player returns to the starting line to get a new balloon and starts over. Continue until all players have had a turn.

**Alamo Area Council
October
Songs**

**Pow Wow 1993
Achievement Parade**

*Sing some of these songs to meet Wolf Elective 11.
Don't forget to check the songs in other sections of
this Pow Wow Book as well as the Cub Scout Song
Book.*

Be Game, Be Fair

(tune: My Bonnie Lies Over the Ocean)

As Cub Scouts, we'll always be happy,
Be loyal, be game and be fair;
And soon by our ord and endeavor,
Be Web'los or Wolves or Bears.

Be game, be fair
Do our best always from day to day.
Be game, be fair
Cubs give good will every day.

**The Wolf Went Over the
Mountain**

The Wolf went over the mountain,
The Wolf went over the mountain,
The Wolf went over the mountain,
To see what he could see.

(sing the verse with "Bear" and then with
"Webelos")

And all that they could see,
And all that they could see,
Was the other side of the moutian,
The other side of the mountain,
the other side of the mountain,
Was all that they could see.



Thank You, God

(tune: Make New Friends)

Thank you, God, for this our food,
And all the blessings on us bestowed.

Cub Scout Advancement Song

(tune: The Farmer in the Dell)

A-Cubbing we will go, a-Cubbing we will go
Hi, Ho, the Daireo, a-cubbing we will go.

2. The Bobcats makes a Wolf, etc.
3. The Wolf make a Bear, etc.
4. The Bear makes Web'los, etc.
5. The Web'los makes a Scout, etc.

A-Scouting we will go, a-Scouting we will go.
Hi, Ho, the Daireo, a-Scouting we will go.
Ta, ta, ta, ta, ta, ta, ta, ta,
A-Scouting we will go.

**Alamo Area Council
October
Cheers**

**Pow Wow 1993
Achievement Parade**

Wolf Cheer - Cup hands around your mouth, bend over at the wais and howl like a wolf. Come up until you are tilting your head back and leaning backwards, do this three times, "Aaaaaarrroooooo!!!!"

Bear Cheer - Yell in you best bear type growl, "GROWL, GROWL, GROWL!!!"

Webelos Cheer - Yell three times, "We'll be loyal Scouts!"

Every Man A Tiger Cheer - To keep everyone alert, tell the group that when you yell: "EVERY MAN A TIGER!!" They are to respond by growling loudly three times.

Great Job Cheer - Group stands and says: "GREAT JOB! GREAT JOB! GREAT JOB!"

Ghost Cheer - Make believe you are a ghost and make moaning sounds, "Who, Who, Whoooooo!"

Witch cheer - Say: "Bubble, bubble, toil and trouble" three times as you stir your cauldron.

Zee-End cheer - Tell your group this is to be the last cheer for the night, have them take a deep breath, and yell: "This is zeeeeee end!!!"



Mr. Fixit's Workshop

This is a story of den that decided to live up to the Cub Scout Promise and help another person.

Grandfather clock -----tick-tock, tick-tock
saw-----buzz, buzz
hammer-----bang, bang
spring-----boing!

Den 3 wanted to do something special for their den leader. They thought and thought of something they could do that would really be nice, but which wouldn't cost much because they didn't have much money. Finally the den chief said, "Hold it! Do you remember what's in Mrs. Smith's living room?" They all remember the tall GRANDFATHER CLOCK that had stood there for uncounted ages. Why, it had even been there when the den chief had been a cub in Den 3! But it had never made a sound, had never ticked a single tock. They consulted with Mr. Smith, and then one evening when Mrs. Smith was at the monthly pack planning meeting, he let them in to take the GRANDFATHER CLOCK next door to the workshop of Mr. Fixit. Mr. Fixit has a wonderful workshop, full of all sorts of tools, and he could fix anything! He had SAWS, he had sandpaper, he had screwdrivers, nails and HAMMERS. He had varnish, paint and a drawer he had to be careful about opening too quickly because it contained SPRINGS. Yes, Mr. Fixit has just about everything you need in a workshop. The Cubs in Den 3 carefully laid the GRANDFATHER CLOCK on the worktable, and Mr. Fixit went to work. He carefully opened up the the front fo the case. One cub asked, "Do you need a HAMMER?" Another asked, "Would you like a SAW?" One suggested, "Take a look at the main SPRING." "Quiet!", exclaimed Mr Fixit, and continued on with his work. It soon became apparent that the GRANDFATHER CLOCK had a big problem. He selected the proper tool, and asked one of the cubs to bring him a screwdriver. The cub who had been holding the SAW was crestfallen, so Mr Fixit apologized t him, saying, "I'm sorry, but I don't need a SAW right now. I will need a HAMMER, however." The cub hwo had been holding the HAMMER beamed. Using the screwdriver and HAMMER, Mr. Fixit took the back off so that he could look more closely at the mechanism and especially at the main SPRING. "No doubt about it," he said, "that SPRING will have to be replaced." All the cubs ran joyfully to the corner of the room and quickly jerked open the drawer marked "SPRINGS. Boing went the SPRINGS, all over the room. One SPRING knocked the SAW off the counter, slapping it flat across the back of the den chief. Another SPRING knocked the HAMMER off the table, and it landed on the foot of Mr. Fixit. Mr. Fixit and the den chief ran to take cover behind the GRANDFATHER CLOCK. "Ah, excellent!" he exclaimed, when he saw that, lying beside the GRANDFATHER CLOCK on the table was the exact SPRING he needed to replace. He picked up the SAW and HAMMER from the floor and then carefully replaced the SPRING. Then the cubs took the GRANDFATHER CLOCK back to the Smith's house just a moment before their den leader walked in the door. They gently set it upright, and for the first time in many years, Mrs. Smith could hear the voice of the GRANDFATHER CLOCK.

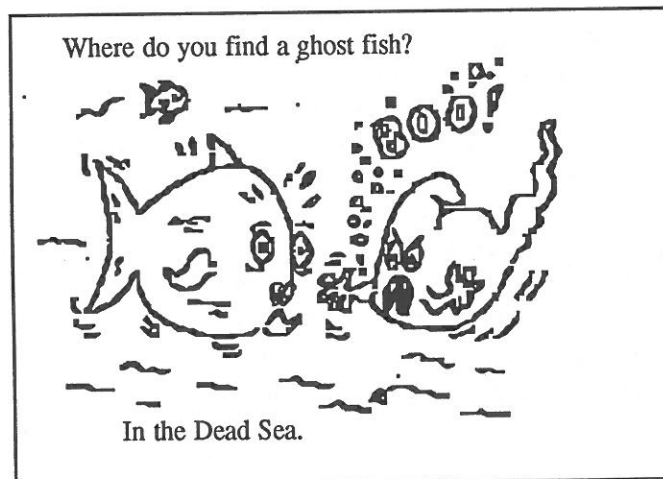
Monster Mash

Find the words up, down, across, backwards and diagonally.

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

BANSHEES
BOGYMAN
CREATURES
DEMONS
DRAGON
DWARF
ELVES
FAIRIES
GARGOYLE
GENIE
GHOSTS
GHOUL
GIANT
GNOME
GREMLIN
HARPY
HAUNTS

HOBGOBLIN
IMPS
JACK FROST
LEPRECHAUNS
MONSTER
OGRES
PHANTASM
PHANTOMS
PIXIE
POLTERGEIST
ROCS
SANDMAN
SPECTER
TROLL
WISPS



Achievements and Electives to Use As Gathering Activities

Have each boy bring his collection to share. Wolf Achievement 6B and depending on the type of collection Bear Electives 12 and 22.

Make up some "secret messages" for your Wolves to decipher. Better yet, let them write the messages in invisible ink. Ideas can be found in Wolf Elective 1 "It's a Secret".

Wolf Elective 4 for a series of simple games the den can play as gathering activities.

Most boys enjoy Marble Sharpshooters, Ring Toss and Bean Bag games.

Paper and crayons will allow the boys to complete Wolf Elective 12A or 12B

Let the boys take their fingerprints. Bear Achievement 7A. Be sure to have plenty of moistened towelettes available or at least take the pale pink towels out of the bathroom and put out paper towels! (I did have pink towels. They are now black!)

Have the boys write an invitation to their teacher to invite them to your next pack meeting. Bear Achievement 18A.

Have the boys write a thank you note to someone who has been a special help to your den or pack. Bear Achievement 18F.

Have your den chief teach the boys to tie a square knot and overhand knot.. Wolf Elective 17A and part of Bear Achievement 22B.

Show the boys how to coil a rope and throw it. Bear Achievement 22D.

Teach the first boys to arrive a simple rope trick. Have them teach the rest of the boys as they arrive. Two rope tricks are shown in the Big Bear Book and more are in the Cub Scout Magic Book. Bear Achievement 22E.

Have your den chief teach the boys some magic tricks. Bear Elective 13.

Get a large map of the United States. Let the boys complete Bear Elective 23A, 23B, and 23C.



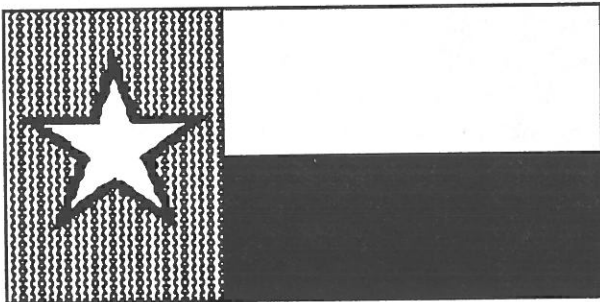
The Texas Flag

Wolf Achievement 2D and 2E

You may notice several things about the Texas flag. First, a real Texas flag is a true rectangle. It has four sides and each corner is a perfect 90 degree angle.

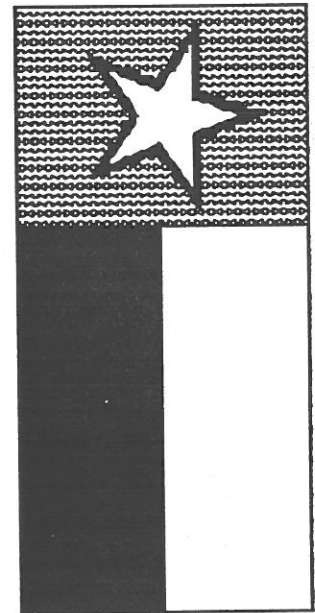
Secondly each stripe in the Texas flag is exactly the same size. An optical illusion makes them appear to be different sizes.

Third, each stripe in the Texas flag touches both of the other stripes. Each color in the flag is symbolic: Red stands for bravery, blue stands for loyalty, and white stands for purity. The colors all touch as a symbol that the qualities are dependent on one another.



When the Texas flag is flown horizontally, the red stripe always be on the bottom.

When the Texas flag is hung vertically, the red stripe should be to the left.



When flown with the American flag, the Texas flag should be on the left pole. However, the poles should be of equal length and both flags should be about the same size. When flown from the same pole, the Texas flag should be below the American flag.

The Texas flag should not be flown during bad weather such as rain, hail, sleet or snow.

The Texas flag should not be flown at night unless lighted.

Every school in Texas should fly the Texas flag on all regular school days.

The Texas flag should never be allowed to touch the ground and should always be treated with respect, dignity and care.

Diorama

Bear Achievement 21D

Use a large box. Hinge the lid with cord. For the background, paste or draw a picture of a mountain. Use soil, grass, and twigs for the meadow below. Toy animals complete the diorama.

Spooky Spider Tie Slide

Materials: glue
four 3" black pipe cleaner pieces
a 1 1/2" black pom-pon
two 7mm wiggle eyes
PVC ring



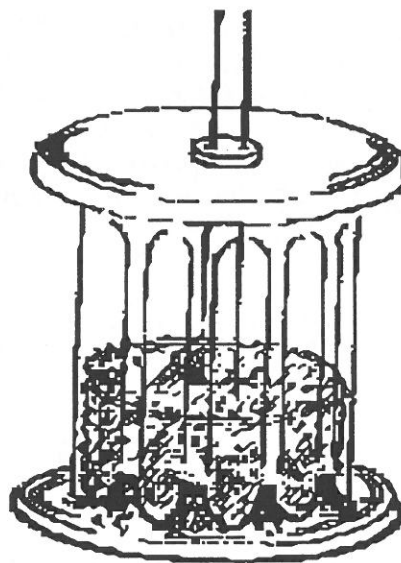
Glue the eyes to the pom-pon. Glue the center of the pipe cleaner pieces to the bottom of the pom-pon and bend to form legs. Glue the PVC to the back. Hot glue may work better than white glue for this.

Easy Bird Feeder

Wolf Elective 13E and Bear Achievement 5B

Materials:
Plastic Gatorade bottle
two 3-lb. plastic coffee can lids
nail
two buttons
30" of wire
scissors

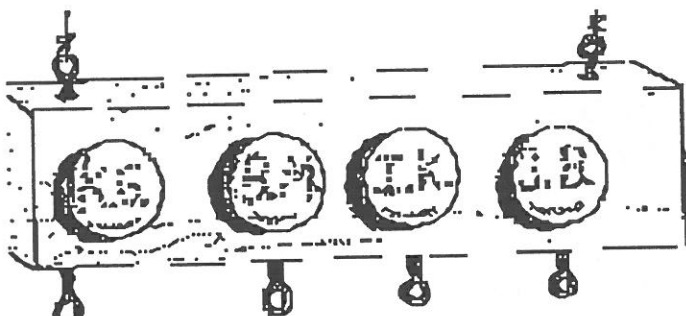
With scissors, cut off the top half of the Gatorade bottle. Then cut off the bottom following the curves. With the scissors point, poke a hole through the center of the coffee can lids. For the bottom, thread the wire down through one lid, down through one button hole, and up through the second button hole.



Set the bottle, curved side down, on top of the bottom lid. Bring the wire up through the bottle. Thread the wire up through the top lid. Attach with button, as for the bottom, leaving excess for hanger. Fill with birdseed and hang outside.

Den Doodles

A den doodle is a popular method of awarding Cub Scouts for attendance, achievement, bringing their books, or anything else you desire. Here are a couple of doodles your den can make in your meetings. There are many more Doodle ideas in the **Cub Scout Leader How To Book**.

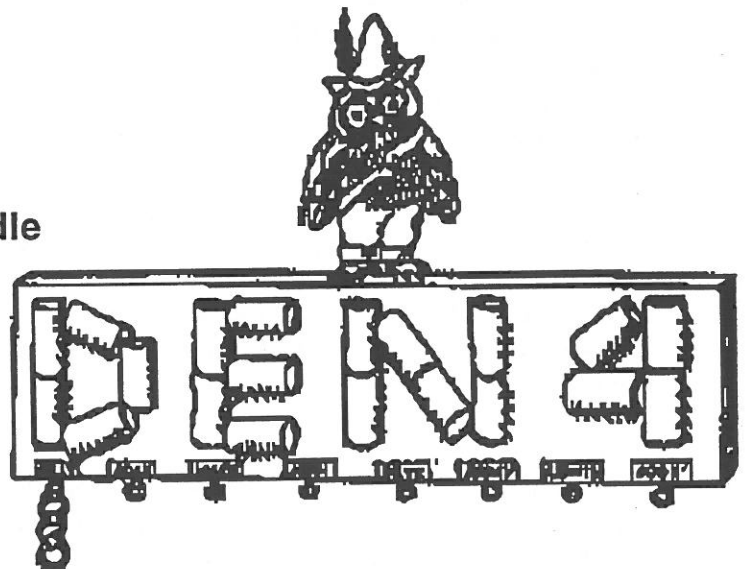


Hanging Doodles

Using a hammer and nail, have each boy punch out his initials on a jar lid. Paint the lid. Sand and paint the board. Attach the jar lid nameplates to a board, 1/2" thick. The length will depend on how many nameplates you are attaching. Under each nameplate, screw in an eye hook. Use pony beads and shoestrings or plastic lacing for wampums to hang on your doodle.

Another Den Doodle

Make this doodle from soft drink cans and a piece of pegboard or masonite. Paint the board blue or gold and the cans in the other color. Drill holes in the masonite and attach the cans with wire or use the peg board. Put names of each Cub above their hook. Use pull tabs for the things they accomplish.



Nail Pictures

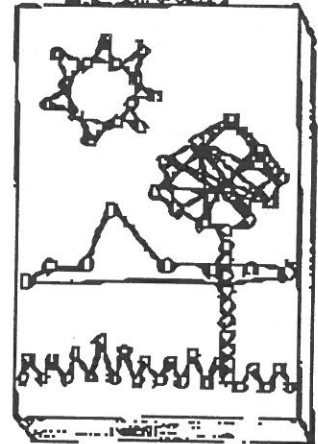
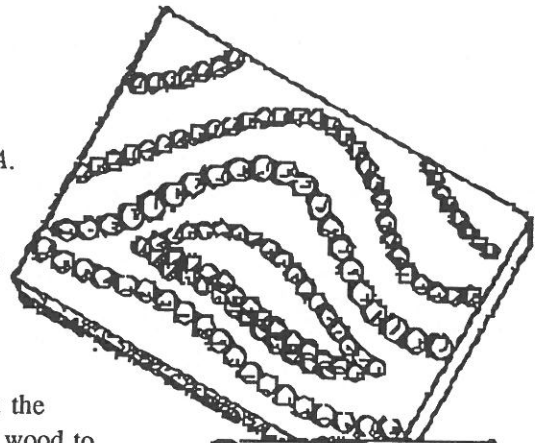
Meets Wolf Achievement 5D and Bear Elective 9A.

Materials: a piece of wood at least 3/4" thick
nails (any size and they don't all have to be the same)
string or rubber bands
pencil

Sketch out a picture or design on a piece of wood. Starting at the inside of the picture and working outward, hammer nails into the wood to fill in the picture. Don't hammer the nails all the way through, but do hammer them in far enough to hold.

You might want to paint the wood backing before you begin hammering. Or, maybe you'll decide you'd like the finished nail picture sprayed with paint.

To make a nail picture which has a silhouette-like appearance, use the nails just for outlining your design, and attach rubberbands, string or yarn around the nails.



Timepiece Collage

Bear Elective 9A

Put out a call for as many old watches or clocks as you can get. Many people have old watches around the house that aren't worth repairing. Other supplies you'll need are:

bright colored felt
stiff cardboard
small picture frame or shadow box
(OPTIONAL)

Tools: small screwdriver,
needle-nose pliers
scissors
tweezers (Optional)
white glue

Take apart the watches and clocks removing

everything inside. Trim the felt to fit the frame or cardboard. Lay the parts of the timepiece on it in an interesting design. If you aren't using a frame, carefully glue each piece down. Remember, the glue will leave a mark on the felt so make sure you put each piece down carefully. If you are using a frame, carefully put the glass and frame over the collage, being sure nothing is dislodged. You may need to add several pieces of cardboard so the collage will fit tightly against the glass.



Bright Idea: Have a cookout. Let the boys plan, prepare and cook most of the meal. Of course, use good judgement in allowing them to "flip burgers." Wolf achievement 8E and Bear Achievement 9C.

NOVEMBER - Harbors, Stations and Airports

Crafts, etc.

**YOUR FULL LINE CRAFT STORE
FEATURING A WIDE SELECTION OF**

MODEL CARS AND AIRPLANES • PINE CARS • ESTES ROCKETS
WOODBURNING KITS • STYROFOAM • ASSORTED WOOD CRAFTS
FABRIC • FLORAL • ART SUPPLIES • T-SHIRTS
FABRIC PAINT • PATTERNS • FELT • LEATHER CRAFT • BEADS
WICKER • RIBBON • STREAMERS • CUSTOM FRAMING
NEEDLE CRAFT • HOBBIES • PARTY SUPPLIES
SEASONAL PLUS DEMOS • CLASSES • WORKSHOPS AND MORE!

***HEY SCOUTS!* BRING IN YOUR BOY SCOUT REGISTRATION
CARD AND RECEIVE A 10% DISCOUNT ON ALL YOUR PURCHASES,
Sale items not included.**

5 SAN ANTONIO LOCATIONS TO SERVE YOU

• 189 SOUTHWEST MILITARY DRIVE

• 4400 FREDERICKSBURG RD.

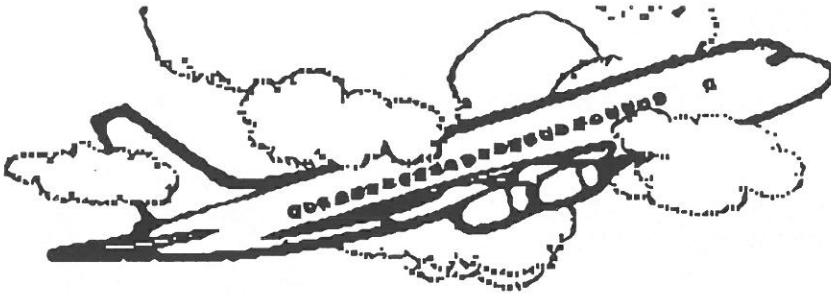
• 15032 SAN PEDRO AT BROOKHOLLOW

• 8180 TEZEL ROAD

• 11411 PERRIN-BEITEL RD.

**Alamo Area Council
November
Openings**

**Pow Wow 1993
Harbors, Stations, and Airports**



Harbors, Stations, Airports Opening

This month our dens checked out Harbors, Stations, and Airports. Think about all the exciting adventures that begin in these places. Family trips. Friends reunited. Columbus set sail on his voyage of discovery from a harbor in Spain. Charles Lindberg took off on the first trans-Atlantic flight from a small air field. And don't forget the future of space stations. Our scientists are already drawing up plans for the first space stations. Let's get started on our monthly voyage of fun and discovery. Our Pack Meeting!
(advance flags as usual)

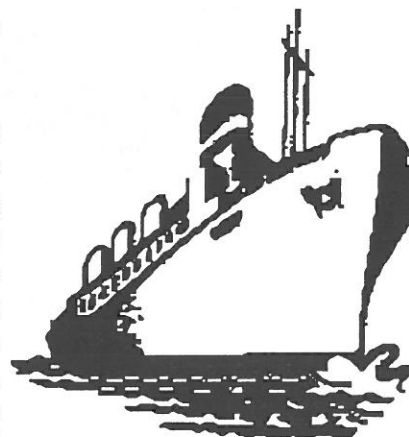
Port of Call Opening

I bet this looks like an ordinary pack meeting. Tonight is special. We are at Port BSA on the U.S.S. Pack _____. Tonight we are setting sail on a very special voyage. We will make stops in Bobcat Bay, Port Wolf, Bear Harbor and Webelos Cove. Welcome Aboard!

The Ship in Harbor

Props: A model ship or cardboard cut out of a ship with paper anchors hanging from it.

Cubmaster: (Motion toward ship) The ship was sailing along one afternoon when the clouds darkened and it began to thunder. The lightning was so heavy it lit the entire sky and the wind was blowing harder and harder. The captain became a bit worried, so he spoke to the first mate. They decided the best thing they could do was to find a safe harbor and throw out all the anchors. As you can see, (point to anchors) that's what they did. But the sailors were so ill from the rolling waves caused by the storm that they can't get the anchors in. The harbor is a beautiful, safe place but they must continue their voyage. Let's see if we can help them. Call each boy and parent and have each boy remove an anchor. Awards may be attached to the anchors. When all the awards are handed out, have someone pick up the ship and "sail" it off. Explain that it could sail once again now that it isn't anchored down.



Port of Call Advancements

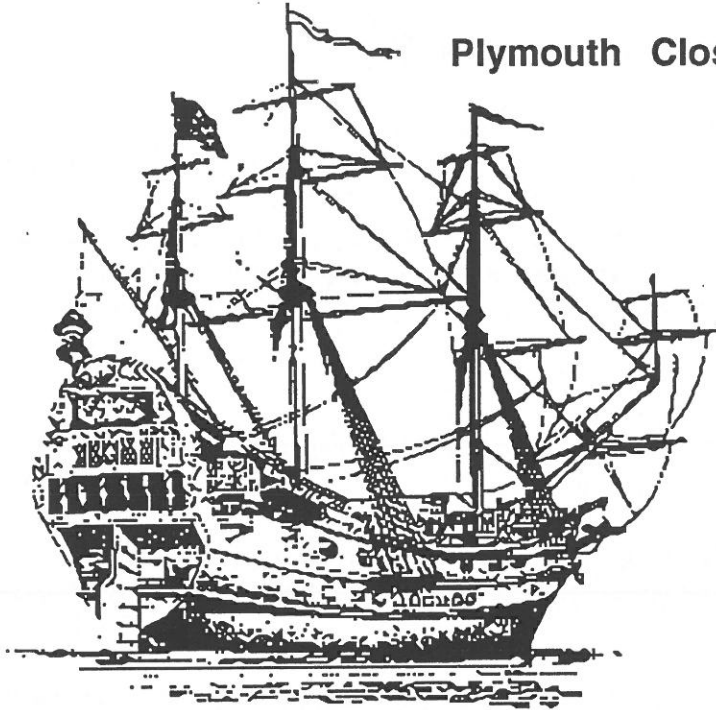
Cubmaster: So far our voyage has been fairly tranquil. No hurricanes. No sea monsters. Just ahead is Bobcat Bay. Let's drop anchor here. Something special happens at Bobcat Bay. (Call boys and parents) These boys have just completed the first rank in Cub Scouting, the Bobcat. (Present the badges) Boys, you must wear your badge upside down until you do a good turn then you may turn it over. Congratulations.

Our next stop is Port Wolf. It was named after the many wolves found in the area. They are still plentiful, in fact, we can even get them up here. (Call boys and parents) Boys, you have completed 12 requirements to reach this port. Congratulations.

Bear Harbor is our next port. It can be difficult to reach but we have some boys tonight who completed 12 difficult achievements. (call boys and parents) These Cubs completed requirements in 4 different areas: God, Country, Family, and Self. Congratulations.

Webelos Cove is a beautiful spot. I'm always thrilled by the sights and activity. Boys arriving in Webelos Cove have completed requirements for an Activity pin or earned the Webelos badge. (call boys and parents. Explain award a little more fully depending on what the boys have earned) Congratulations.

Now let's set sail for our home port once again.



Plymouth Closing

Cubmaster: Many, many years ago, a group of weary voyagers landed at Plymouth Rock. At that time, there was no great port. No pier to tie their ship to. No markets to replenish their ships' stores. Nothing that would mark that spot as an outstanding place. There was only the desire to worship without persecution, to speak without oppression. We owe our way of life to those brave souls who landed at a port that was not yet a port. And to those who came after them. Those with the vision and means to forge a new country, The United States of America. Good night.

Closing Thought for Thanksgiving

Our free country of bountiful crops
Multiple car families
Productive jobs
Modern schools
Friendly neighbors
And happy, loving, active Cub Scouts
And attentive leaders
We are truly blessed

May the true spirit of Cubbing dwell with us until we meet again.

TUR-KEY OR NOT TUR-KEY

Cast: 5 country boys
turkey

Costumes: Turkey is a boy dressed with construction paper feathers, red crepe paper wattle, yellow crepe paper legs and yellow paper beak. Other boys wear jeans or overalls and plaid shirts.

Props: cardboard axe
blue ribbon
tree stump

Scene I

Setting: Country boy has raised the Thanksgiving turkey. It has come time for the bird to be readied for dinner. The boy and the turkey are sitting on the ground by a tree stump. They look sad. The boy holds a blue ribbon.

Boy 1: (walks across stage behind boy and turkey) Well, it's almost time. (He sits down with them, looking sad)

Boy 2: (walks across after Boy 1 and sits down.) Boy, a drumstick sure will taste good. I can hardly wait! (He looks at boys and turkey) OOPS, sorry! (He pets bird, sits down and also looks sad.)

Boy 3: (walks over to others) We're really going to have to get (whispers and points) HIM ready soon. (Sees that everyone is sad - sits down, looking sad with the others.)

Boy 4: (Comes in carrying an axe. The other boys begin to cry and pet the bird) It's time!

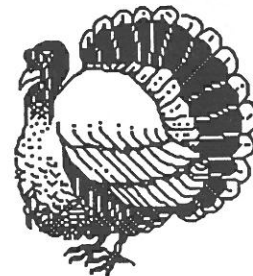
(As the curtain closes on Scene I the turkey is leaning over the tree stump with Boy 4 holding the cardboard ax over his neck)

Scene II

Setting: All boys and turkey are seated at table. All heads are bowed.

Boy 5: Thank you Lord for htis corn we are about to have for dinner.

(Turkey looks at the audience and gives an exaggerated wink.)



**Alamo Area Council
November
Skits**

**Pow Wow 1993
Harbors, Stations, and Airports**

Mission Control to Astronauts

Characters: One or more persons as Mission Control
5 astronauts
Narrator

Setting: Mission Control is in one location - talking to astronauts in space shuttle.

Narrator: We all know that mission control is the station that directs the space shuttles flights. We've heard them wake up astronauts and sing Happy Birthday to them. Let's take a moment to hear what's happening in space right now.

Astronaut 1: Mission Control. Mission Control. Do you read me?

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

Astronaut 2: We read you loud and clear. What are your orders?

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

Astronaut 3: We read you Mission Control.

M. Control: Adjust your trajectory 10 degrees.

Astronaut 4: Roger, mission Control. Adjust trajectory 10 degrees.

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

Astronaut 5: Roger, Mission Control. We'll see what we can do. Any other orders?

M. Control: Yes, today you change your underwear. Conrad, you change with Bean. Bean you change with Shepherd. Shepherd, you change with Erwin. Erwin, you change with Armstrong. Armstrong, you change with Conrad.

Curtain

Thanksgiving Day Play

Props: Pilgrim hats, "Will Work for Food" signs, feathered Indian headbands, turkey, other food

Scene: A peaceful New England Indian village. Several Pilgrims can be seen standing around with "Will Work for Food" signs in their hands. Several Indians approach carrying pumpkins, squash, turkeys and other food.

Indian 1: I sure do feel sorry for those Pilgrims.

Indian 2: It's Thanksgiving...couldn't we at least show them where we find our food?

Indian 3: I'm going to ask my mom if I can invite them over for dinner...we have plenty of food.

Indian 1: Great idea! My mom made an extra pumpkin pie. I can bring that over.

Indian 2: This is really a Good Turn. AKELA will be proud of us!

Indian 3: Hey, Pilgrims! Come on over to my house!

**Alamo Area Council
November
Skits**

**Pow Wow 1993
Harbors, Stations, and Airports**

The Train Station

Cast: Den Chief
7 Cubs
Station Master

Props: table
sign saying "Train Station"

Setting: Station Master is seated at the table with a book in front of him. Den Chief and Cubs enter and stand in front of the table. Each time the Station Master is asked a question, he checks his book.

Den Chief: Mr. Station Master, are there any trains coming from the north?

Station Master: Nope. No trains coming from the north.

Cub 1: Mr. Station Master, are there any trains coming from the northeast?

Station Master: Nope. No trains coming from the northeast.

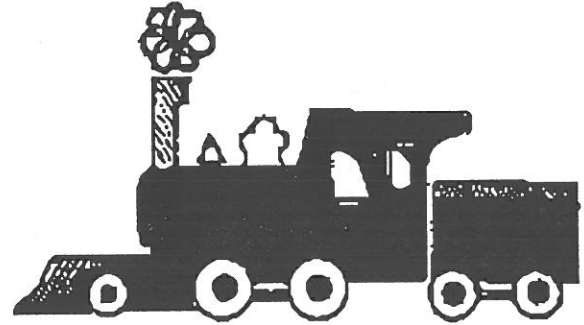
Cub 2: Mr. Station Master, are there any trains coming from the east?

Station Master: Nope. No trains coming from the east.

Cub 3: Mr. Station Master, are there any trains coming from the southeast?

Station Master: Nope. No trains coming from the southeast.

Cub 4: Mr. Station Master, are there any trains coming from the south?



Station Master: Nope. No trains coming from the south.

Cub 5: Mr. Station Master, are there any trains coming from the southwest?

Station Master: Nope. No trains coming from the southwest.

Cub 6: Mr. Station Master, are there any trains coming from the west?

Station Master: Nope. No trains coming from the west.

Cub 7: Mr. Station Master, are there any trains coming from the northwest?

Station Master: Nope. No trains coming from the northwest. Sorry, boys, there just aren't any trains coming from any direction at all.

Den Chief: Thank you, Mr. Station Master, you've been a great help in our safety program. Okay, guys, it's safe to cross the tracks!

Airline Game

On a piece of paper, write the name of an airline. (example: United, American, Southwest, Delta) Give each of the boys a piece of paper and a pencil. The one that makes the most new words out of the airline name within your time limit is the winner.

Gas Station

Have each boy in turn name something that is found in a gas station. If a boy can't think of anything or repeats something that has already been said, then he is "out of gas" and out of the game until only one person is left.

Train Track

This game is played by having each boy in turn make a new word from the last letter of the word said by the last boy. The boys have to say the word they want to use and then spell it correctly to hook a car to the train. A boy is out if he can't think of a word, misspells the word, or repeats a word used by a previous player. For younger Cubs, eliminate the spelling requirements.

Runaway Cars

This is a den or pack tag game. It may be played by individual dens or the pack. 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 completed.

Round House

This is a wonderful game for pack meetings. Team work is a must.

A ball is needed for each den. Arrange a circle with two dens. The boys in the dens should alternate: den a, den b, den a, den b, etc. The boys in den A pass the ball the left as the boys in den B pass their ball to the right. If a pass is incomplete, the boy passing must retrieve the ball, return to his spot in the circle and try again. The first den to pass the ball all the way around the circle wins.



Air Route

Players are seated in a circle. Each one is given the name of some city or airport. One player has no chair. He stands inside the circle and calls, "All aboard for the plane from Oklahoma to Boston." The two players representing these cities must change seats. The caller tries to get a seat during the scramble. The player left without a seat becomes the caller. This is fun when the caller names a city which has not been assigned to anyone, thus causing confusion and excitement.

On Top of Spaghetti

(tune: On Top of Old Smokey)

On top of spaghetti
All covered with cheese
I lost my poor meatball
When somebody sneezed.

It rolled off the table
And onto the floor
And then my poor meatball
Rolled out the door.

It roll into the garden
And under a bush
And then my poor meatball
Was nothing but mush.

And early next summer
It grew into a tree
All covered with meatballs
All ready for me.

So if you eat spaghetti
All covered with cheese
Hold on to you meatball
And don't ever sneeze.

The Comforts of Travel

(tune: Clementine)

There are airplanes which we call jets
Flying high across the sky
Here and there and everywhere,
You can travel, flying high.
But be careful, Cub Scout friends
For hijacked your plane could be;
And you'll end up in the wrong place
From where you had meant to be.

The Runaway Train

(Tune: When Johnny Comes Marching Home)

The runaway train came down the track
She blew! She blew!
The runaway train came down the track
She blew! She blew!
The runaway train came down the track
She blew! She blew!
The runaway train came down the track
She ran in a tunnel and never came back
And she blew, blew, blew, blew
Jiminy, how she blew!

Nobody Likes Me

Nobody likes me,
Everybody hates me!
I'm gonna eat some worms.
Big fat juicy ones,
Long, thin slimy ones
See how they wiggle and squirm.

Chop up their heads and
Squeeze out their juice,
And throw their tails away.
Nobody knows how I survive on worms
Three times a day.



Turkey Cheer: Say "Gobble, Gobble, Gobble," then rub stomach and say, "Yum Yum!"

Airplane Cheer Pretend to check all the switches and dials preparing to take off. Then cup your hand over your mouth and say, "Flight 192 request permission ot depart (your city). Assistant replies, "Permission granted. Runway 4." Rev up your engines and take off by moving your hand along in front of your body and upwards, while continuing to make jet sounds.

Dip Stick Cheer - Pretend to get under the hood of a car, find the dip stick, pull it out, wipe it off, put it back and pull it out again. Now say, "Oh, no! A quart low!"

Railroad Crossing Cheer - Have the group stand, hold arms straight out, bend arms so hands are pointing upward and start to say: "Ding, ding, ding, ding," as you bring the arms down as if they were a crossing gate. Then say, "Who, who, whoooooo, whoo!" as the train goes by, then lift the gates as the train has passed with a "ding, ding, ding, ding!"

Train cheer - Begin with the group sitting down, clap their hands on their knees to a four beat rythm with the loudest clap on the first beat increase the tempo until the train is at full speed, throw in a few "Who, whooo's" before bringing the train to a halt in your city.



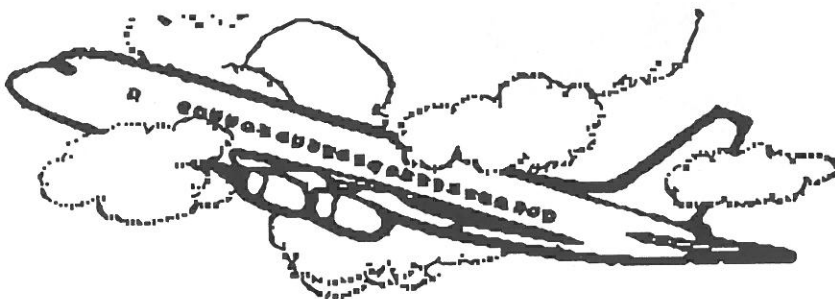
Cleared for Take-Off

This audience participation is a little different. Give everyone a song sheet as they enter the meeting room. The songs should be simple. The Tower (cubmaster) will announce a flight and runway. The object is for the "flight" to get to the front of the room and get a song started before the tower cancels the take off.

For the "flight" numbers use your den numbers. When a flight is announced the den must hurry to the front of the room and begin to lead a song. The runway number is the number the countdown will begin with. If the "flight" successfully takes off, then they choose the next "flight" number. The tower always chooses the runway. If the "flight" is cancelled, then that den is the flight to take off next.

Example:

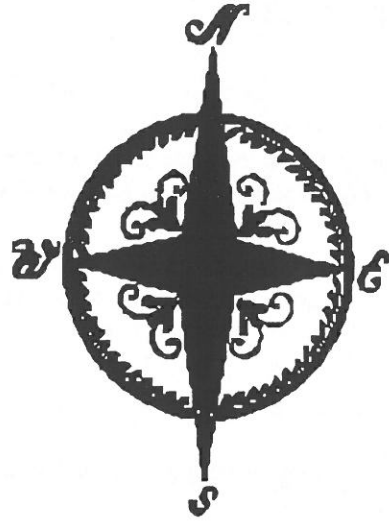
Flight 2 (den 2) is cleared for take off on runway 10.
Den 2 must begin a song before the tower (cubmaster) counts down from 10 to 0.



Where are You?

Before the meeting starts, put up maps, old air line tickets, flight schedules, etc with the cities and airport codes on them. Try to have them scattered around the room so you don't have 30 people trying to read one map! Pass out the game sheet and pencils as people come through the door. For a prize, give an "all expense paid trip" to the next pack meeting. (Be sure to add the appropriate disclaimers!)

You've just landed at an airport and picked up your luggage. The only problem is that your trip has been so long, you can't remember where you are. The only clue you have is the airport code on the tag on your luggage. (Get your parents to help you)



MCI _____

HAM _____

SAT _____

FAI _____

YYZ _____

HOU _____

MEX _____

SFO _____

DFW _____

LGA _____

Answers:

MCI - Kansas City, MO

HAM - Hamburg, Germany

SAT - San Antonio, TX

FAI - Fairbanks, AK

YYZ - Ontario, Canada

HOU - Houston, TX

MEX - Mexico City, Mexico

SFO - San Francisco, CA

DFW - Dallas/Ft. Worth, TX

LGA - New York, NY

Ways to Go

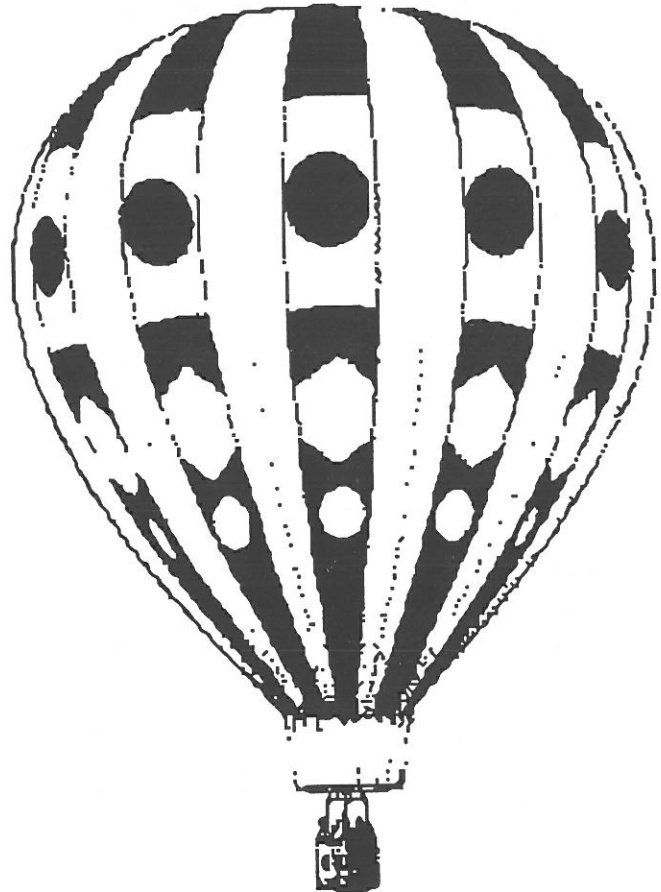
Various methods of transportation are hidden in the sentences below. They will be in two or more words with the letters in sequence and not jumbled. Take a look at the example and then GET GOING!

example: Are you going *on Dola's* boat next week? The word gondola, a type of boat, is hidden in three words.

1. It is a fair plan, Edward.
2. The girl's hip and hand were broken n the accident.
3. The order of garlic arrived too late for the party.
4. Here's the weather report: rain and gusty winds.
5. You could sell both or sell one.
6. "Put rucksacks in the back", the driver said.
7. We'll meet Bobo at the circus.
8. Grab all Oona's sheets off the rack.
9. Of all the family, Greg Liderman was the last to arrive.
10. Didn't Carri age well after all these years?

answers.

1. airplane (in the words: fiar, plan & Edward)
2. ship (in the words: girl's & hip)
3. car (in the words: garlic & arrived)
4. train (in the words: report & rain)
5. horse (in the words: both or & sell)
6. truck (in the words: put & rucksack)
7. boat (in the words: Bobo & at)
8. balloon (in the words: grab all Oona's)
9. glider (in the words: Greg Liderman)
10. Carriage (in the words Carri age)



Ring Wing Gliders

Materials: plastic drinking straw
2 paper clips
8 1/2" X 11" sheet of construction paper
scissors

Cut two strips from the long dimension of the paper. One should be about one-and-one-half inches wide and the other about 3/4" wide.

Put one of the paper clips into an end of the straw so that the big wire loop is on the outside.

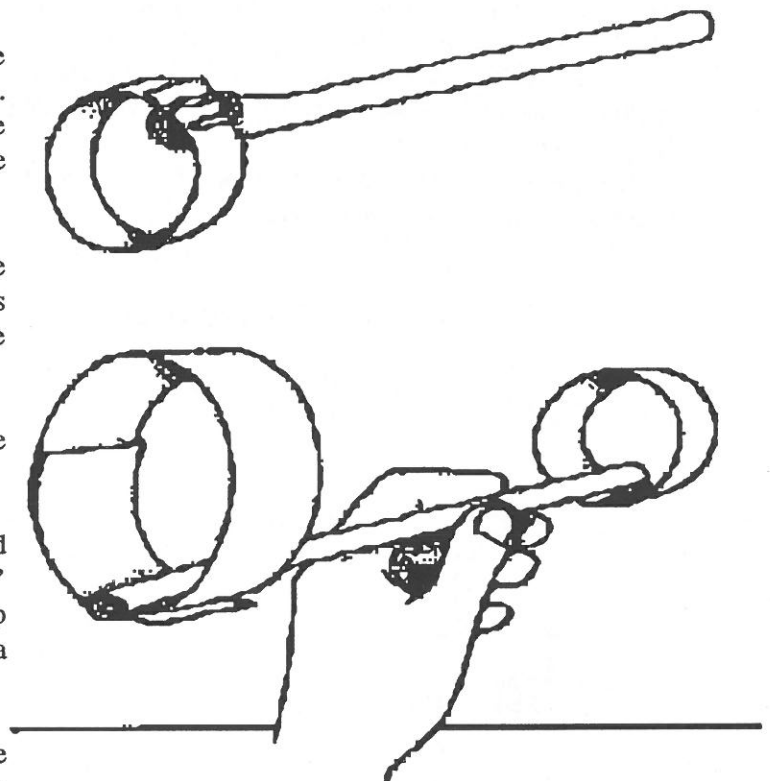
Put the other paper clip on the other end the same way. Align the paper clips so that they are facing each other as best as possible.

Fold the narrower paper strip in half and make the double strip into a loop with the ends overlapping. Attach the paper loop at the overlap to one of the paper clips.

Make a loop of the wide paper strip the same way and attach it to the other paper clip.

Be sure the two paper loops are aligned and hold the straw in the center with the rings' overlapping-sides down and the smaller loop forward. Don't throw the glider. Just give it a firm push forward.

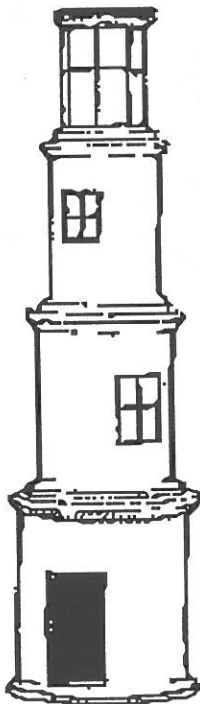
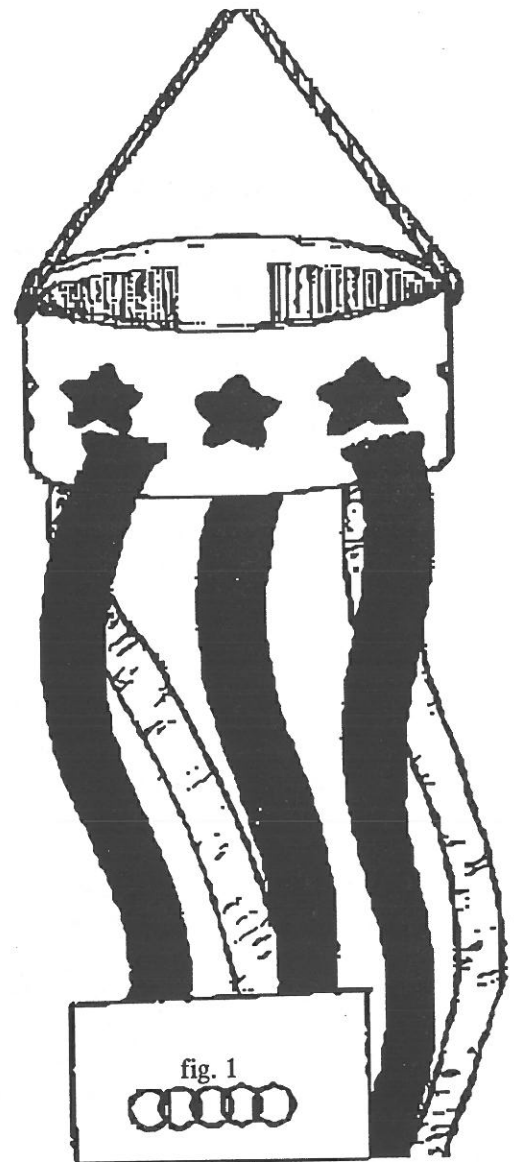
Experiment and fine-tune the glider to get the longest flights by adjusting the size of the larger paper loop. To do this just pull in the inside end of the loop.



Windsock

Materials: Plastic margarine tub
ribbon
permanent markers
hole punch
stapler
scissors

Cut off the bottom of the tub. Punch five slits along the bottom edge of the tub. (fig. 1) Each slit is made by punching four holes in a line, overlapping them. Space the slits evenly around the tub. Cut five equal lengths of ribbon. Thread a ribbon through each slit; staple the end of the ribbon to the inside. With markers draw a design on the outside of the tub. To hang, punch a hole at opposite sides of the wind sock. Thread with yarn or string and tie at the ends.



Spool Lighthouse

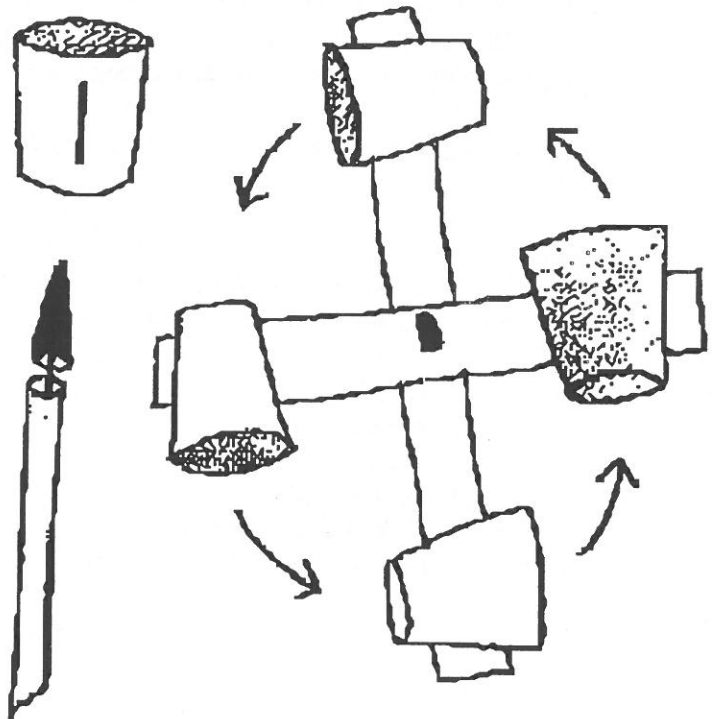
To make a spool lighthouse, glue four thread spools together, with the smaller spools on top. Paint the sides with white tempera or acrylic and the roof red. Cut windows and doors from paper and glue to the lighthouse.

Wind Anemometer

Materials: 2 long strips of heavy cardboard (about 2" X 12")
4 sturdy paper cups, 3 of 1 color, 1 of another
Ball point pen top with the clasp removed
pencil or wooden dowel
headless finishing nail, 2" or longer
ruler
marker
marker
scissors
tape or glue
timer or stopwatch

Measure and cut out the cardboard strips. Then tape or glue them securely together at the middle. With the point of a scissors, cut a 1/2" hole through the middle. Push the pen top through. It should fit snugly.

Measure 1/4 of the way up the cups from the bottom edge and make a slit on 2 opposite sides of each cup, the same size as the width of the strips. (see the illustration)



Slip a cup onto each end of the cardboard cross, being sure each faces the same direction. About 1/2" of the cardboard should stick out.

Push the nail into the eraser part of the pencil and hang the cross and cups on it. Then take your anemometer outside into the wind.

Holding the wind instrument at arm's length, watch it spin around. Use the timer or a stop watch and count how many times the odd colored cup comes around in front of you during a 2 1/2 minute period. This will tell you the approximate speed of the wind in miles per hour. For example, if it goes around 10 times, then the wind speed is 10 mph.

To make a sturdier anemometer, you could use a light weight wood or lattice instead of cardboard and a longer wood dowel for the base. Then you could stick the anemometer into the ground instead of holding it. (Use a hand drill to make the hole.)

Weather Predictor

Accurate weather predictions are necessary for airports and harbors. Even bus stations need to know if the weather is too severe for safe travel. Most leaders may remember seeing the weather predictors shaped like little Swiss chalets made out of wood with the little boy or girl. When the clothing turned pink, the weather was going to be stormy and when the clothing was blue the weather was going to be good.

Cut a boy or girl from thin pine and decorate. Add a shirt or dress coated with this solution and watch it change colors.

Solution:

(Most of these materials can be found in the drug store. If not, your druggist may be able to give suggestions on where to find them. They are also found in children's chemistry sets.)

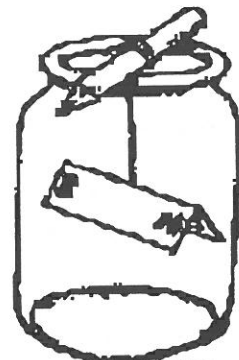
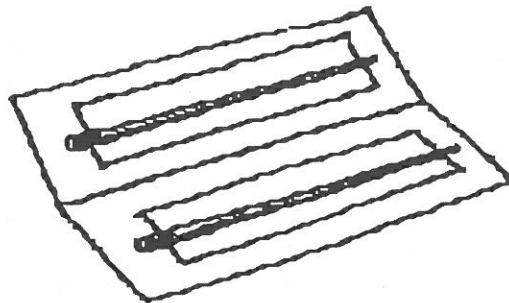
- 4 oz. water
- 1 oz. cobalt chloride
- 1/2 oz. table salt
- 1/4 oz. gum arabic
- 75 grains calcium chloride

Mix together. Dip the cloth and allow to dry.

Compass

Materials:

- magnet
- 2 needles
- paper
- thread
- pencil or dowel
- jar
- tape



Hold a needle by the eye and stroke it gently about six times with a magnet in the SAME DIRECTION. Stroke the second needle in the same way. Fold the strip of paper in half and stick the needles to it with tape. Both the needles must point the same way. Mark the needle eye end with an S and the point end with a N. Hang the paper by a thread. Tie the thread to a pencil or small piece of dowel. Set the dowel on top of the jar with the paper and needles hanging inside.

WEBELOS ACTIVITIES



MOVIE
Night

WEBELOS TO SCOUT TRANSITION



The Webelos to Scout transition plan is a cooperative effort between the Cub Scout pack and a Boy Scout troop resulting in an increased number of Webelos Scouts continuing on to the Boy Scout program. It gives Webelos and their families a sampling of the troop program, leadership, advancement and relationships. Some Webelos

will go into Scouting with no help at all, but just as many need to know more about the fun and adventure of a Scout troop before they make the decision to join.

WHY:

To continue the growth of the boy through the Scout program.

To ensure the boys graduate into Boy Scouting.

THE PLAYERS:

Webelos Den Leader: Adult who leads the den in the program .

Webelos Den Chief: Boy Scout selected by Scoutmaster who assists the Den Leader.

Webelos Resource Person: Adult on troop committee who is liaison between troop and Webelos den.

Scoutmaster: Adult troop leader - communicator - by advertising program.

Cubmaster: Adult cub leader.

Activity Badge Counselor: Adult den helper to assist Webelos in activities and growth.

Webelos Den Leader Coach: Adult coordinator between Webelos dens and Cubmaster.

Parents: The final word.

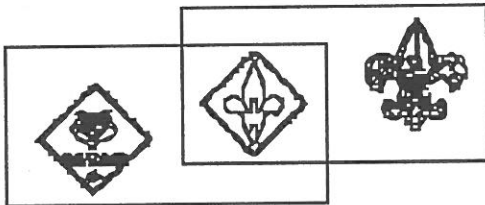
Unit Commissioner: Adult district staff member - the "matchmaker."

RESULTS:

- Stable Webelos meeting
- Stable Webelos activities
- Better ceremonies
- Access to Den Chief
- Fulfillment
- Adult introduction to troop
- Provides life blood of troop - BOYS!

CHAIN OF EVENTS:

The Unit Commissioner sets up meetings with Webelos Den Leader, Scoutmaster and Cubmaster. Communication between these leaders develop pack/troop relationship.

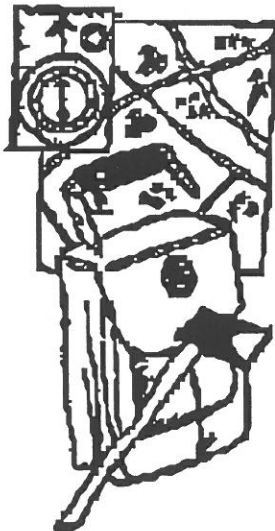


SCOUTMASTER HELPS WITH:

- Transportation
- Equipment
- Overnighters
- Activity Badge counselors (if needed)
- Scout entrance and Tenderfoot badge requirements
- Pack meeting (guest speaker)
- Scoutmaster or troop resource person attends pack meeting and meets parents.
- Scoutmaster assists in acquiring Den Chief.
- Scoutmaster talks with troop about relationship with Webelos.
- Scoutmaster recognizes Den Chief in troop meetings.
- Scoutmaster always attends Webelos graduation ceremonies: accepts Webelos scout into troop.

PLAYERS SET UP JOINT PACK/TROOP ACTIVITIES:

- Webelos den visits court of honor.
- Scoutmaster and junior leaders join in Webelos den activity.
- Webelos den and Scout troop evening campfire.
- Joint attendance at Scout Sunday or Sabbath services.
- Pack/troop community good turn.
- Pack/troop money-raising project.
- Pack/troop good turn for chartered organization.
- Webelos den on day hike with Scout troop.
- Webelos den and Scout troop on a field day.
- Holiday party for Webelos den and troop.
- Troop leaders assist on Webelos parent-son overnights.
- Roller skating, bowling, swim party, as a Webelos/troop activity.
- Order of the Arrow dance team performs at troop event with Webelos present.



TRAINING FOR WEBELOS LEADERS:

- Basic training
- Encourage earning training awards
- Roundtables
- Train Den Chiefs
- Attend joint roundtables whenever possible.



Aquanauts are people who are safe and comfortable in and around the water. They respect the water and understand the potential dangers. They

never take foolish chances .

Helping your Webelos Aquanauts develop water skills can be one of the most enjoyable aspects of Cub Scouting. You will rest assured that each boy understands how to be safe and how to help others be safe in and near the water. Swimming, boating, snorkeling and water rescue are all important Aquanaut skills.

Den Activities

Have a demonstration of the correct use of a mask, fins and snorkel by an expert.

Take the boys to a local swimming pool. Be sure to follow BSA Safe Swim Defense policies.

Invite an expert to explain to the boys how to handle an emergency in the water. Contact the YMCA, Red Cross or swimming instructor.

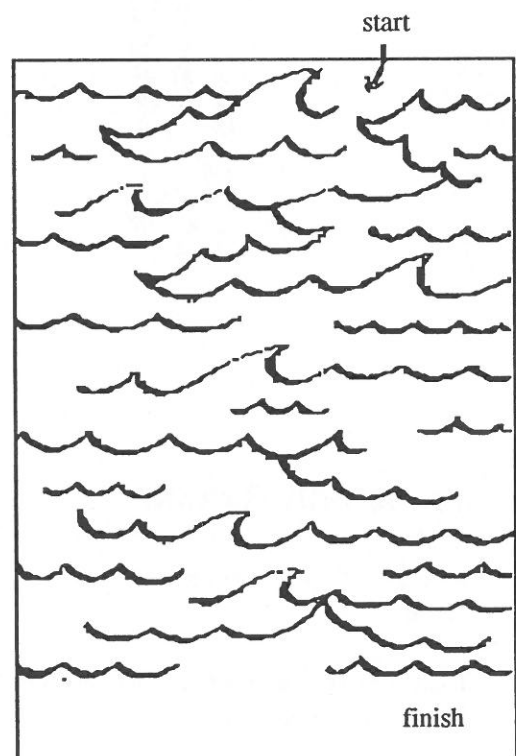
Discuss boat safety and then go boating. Be sure to follow BSA Safe Swim Defense policies and have a life guard on duty while boating.

Reach, Throw, Go

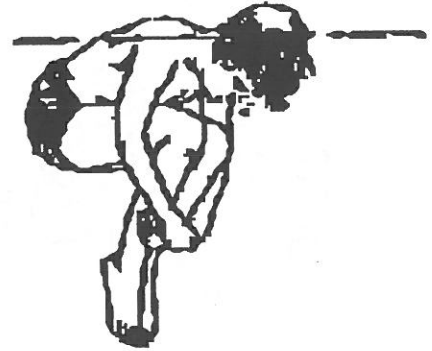
Demonstrate and practice the "Reach, Throw and Go" for water rescue. Have on hand items for reaching such as boards, towels, the skimmer from the pool. Explain that this is the safest and easiest way to get someone out of the water.

Also have on hand items for "throwing." This can be anything that will float or ropes. Ice chests, boards, inner tubes, etc are all good emergency floatation devices. Also practice rope throwing using 25' of rope and a milk jug with a cap.

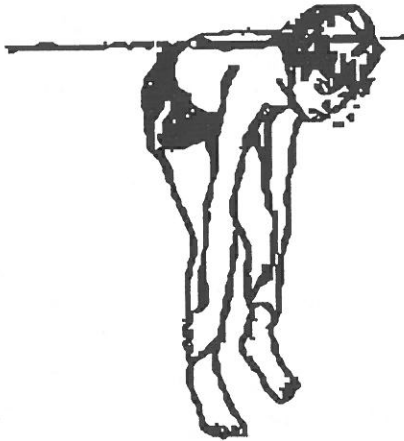
The last and most dangerous type of water rescue is "GO" with support. Support may be a rowboat or canoe. STRESS that swimming rescues are for trained older people.



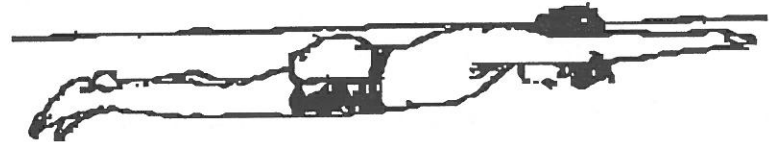
➔ **Turtle Float** - In waist deep water, take a deep breath, reach down and wrap arms around knees. Hold the knees. Your body will bob to the surface.



↓ **Jellyfish Float** - In waist-deep water, take a deep breath, reach down and grab ankles. Your body will bob to the surface.



↓ **Prone Float** - after doing the turtle float, extend arms and legs. The next step is to add a swimming kick to move through the water.



Jokes and Riddles

What kind of pool can't you swim in?
A Car Pool

What kind of trunks would you find in water?
Swimming trunks.

Propel Your Craft

(Tune: Row, Row, Row Your Boat)

Propel, propel, propel your craft
Placidly down the liquid solution.
Merrily, merrily, merrily, merrily,
Life is but an illusion.



Ball Between the Knees Race

This game can be played in any swimming area in which you can define a start and finish line. This game can be played as a race between individuals or as a relay. You will need one ball for each team. It may be of any size that can be held between the knees. The object of the game is to swim to the finish line holding the ball between the knees. If a swimmer loses the ball, he must chase it and bring it back to the point where it was lost and begin the race again from that point.

If you are playing relays, each swimmer, after crossing the finish line, must toss the ball back to the next team member so the race can continue.

Tunnel Swimming Race

This is a game for swimmers who are comfortable swimming underwater. The object of the race is to be the first team to swim across the pool by swimming through a tunnel formed by the team mates legs. Split your group into teams of 3 or 4. Each team forms a line, one behind the other. The players who are closest to the finish line, stand with their legs apart. At the starting signal, the last player swims underwater through his teammates legs. When he surfaces, the player joins the tunnel and the player at the end of the line now swims through the tunnel.

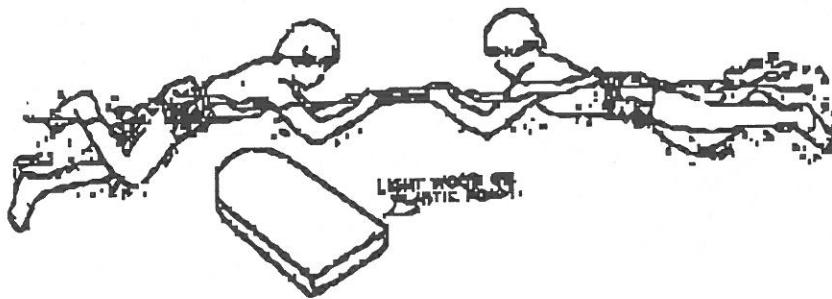
Log Chute

The boys line up in two lines in the shallow end of the pool. All move their arms underwater in one direction to get a current going. When the water is flowing rapidly in one direction, players take turns floating along the current like logs down a river. They take their place at the end of the lines and begin moving their arms again to keep the current flowing.

River Rapids Challenge

This is played just like Log Chute except the players swim against current.

Paddle Wheel Contest

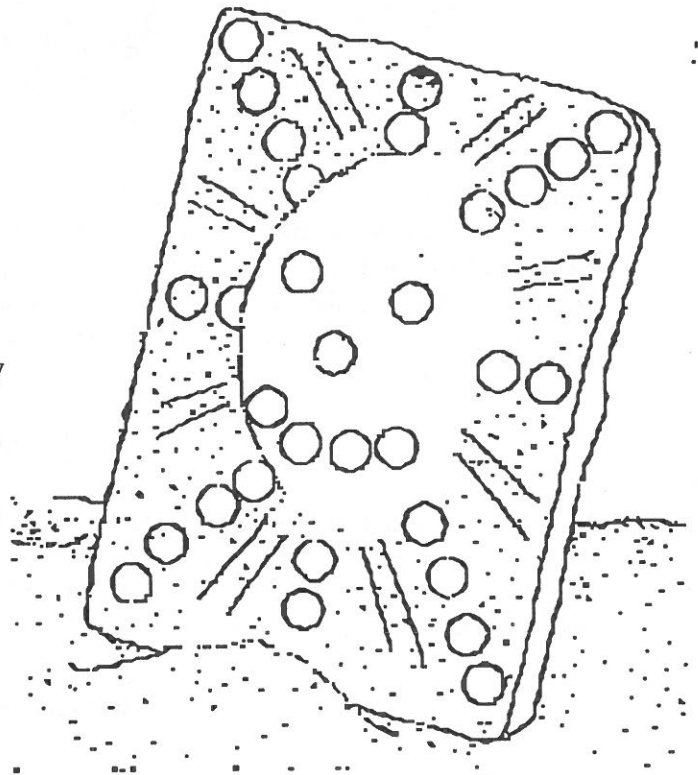


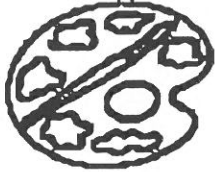
This is a game played in waist deep water and the boys don't have to be strong swimmers to compete. You will need a kick board. A boy grasps either end of the kickboard. On signal, both boys start kicking, trying to force his opponent backward.

Sand Casted Tie Slide

- Materials: small boxes
sand
plaster
curtain rings, pvc, or plastic washers
small shells, stones, fish bones, wood chips,
etc

Put the sand in the box and dampen it. Decide on the design you want, keeping in mind that it should be fairly small. Press it into the sand. Add shells, stones, or other "beach" materials for added interest. Make certain that the object is exposed so that the plaster will cling to it. Mix the plaster and fill the hole. Insert the ring in the plaster. Allow the plaster to set for 15 - 20 minutes. Then, lift your sand casting and gently brush away the excess sand from the face of the casting.





Each person has creative abilities but by the time we are the age of Webelos most of us have decided we aren't "Artists". We focus on the final product so much that we don't enjoy art. This is unfortunate because it prevents us from enjoying the creative process. While not all of us will become a da Vinci, all of us can enjoy creating our own personal "Master Pieces." The Artist Activity Pin is an opportunity for Webelos to explore different artistic media and to rediscover the joy of creating.

Den Activities

Attend an art exhibition or visit a museum.

Hold an "Art Can Be Fun" night.

Invite artists to show the boys the proper techniques for different media.

Visit a pottery studio.

Contact an advertising company or graphic artist to share career opportunities.

Find a painting the den likes and have them draw their own versions. If a boy has trouble getting started, encourage him to focus on one detail; a person's face, a bird in a cage, or a vase of flowers.

Gathering Activities

The Backward Artist

Give each boy a piece of paper and pencil. Tell him to draw a simple object, for example, a snowman or dog or flower. The catch is they hold the paper behind their backs. NO PEEKING!

Fingerprint Art

Using ink pads, have the boys make fingerprints on white paper in red or black ink. Then create fanciful drawings.

The Art Critics - A Skit

Cast: The painter
Critics - any number

The stage is set with an painting on an easel. It is carefully covered with a drop cloth.

Critic 1: Oh, my! Have you seen this?
Critic 2: Look at the form.
Critic3: The use of color is magnificent!
Critic 4: The composition is so unique.

As the critics go on, the painter comes in with a "Wet Paint" sign and hangs it on the wall. He then removes the drop cloth the critics have been admiring to show an ordinary painting.

Framing Art

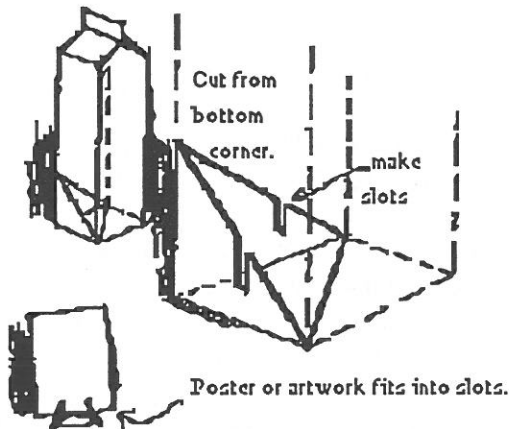
Some boys feel that framing their art is very difficult. With a little imagination, it can be fun and very easy.

Cut the art to fit the bottom of an aluminum pan and glue it down. Aluminum pans come in all shapes and sizes.

Glue the picture to a piece of construction paper.

Glue some old seasoned boards together. Sand lightly. The art can be glued or tacked to the boards.

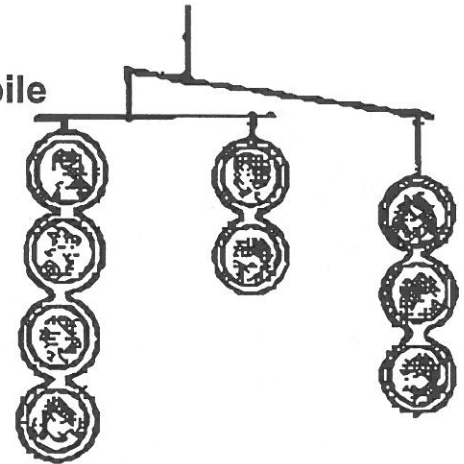
Make a display easel from a milk carton.



Mount art on cardboard. Glue bark-covered sticks to the edges.

Use wicker plate holders as a frame. Cut the art to fit in the bottom.

Photo Mobile



Materials: plastic six pack rings
photos or Webelo-made art
18 gauge wire or coat hangers
string
spray paint or permanent felt markers

To make each section, paint one side of the rings if desired. Spray paint will make the rings opaque while coloring them with markers will make them translucent. Glue a photo to the back of each ring in a section. Then repeat with more photos and rings to make a backing for a two-sided effect. Glue the two parts together, back to back. Repeat for the other sections of the mobile. Be sure to vary the number of ring frames for each section of the mobile.

Assemble the mobile with wire and string, balancing the various sections as you tie them on.

Hinged Box Frame

Cover a small gift box and lid with glue. Place fabric or gift paper all around the boxes, overlapping onto the inside. Cut two pieces of cardboard that will fit snugly into the boxes. Cover these with fabric or gift paper. Glue a picture to each one. To join the boxes, cut small pieces of felt, ribbon or fabric, and glue them to each box, making hinges.



Macaroni Eagle

Materials: cardboard
white glue
shell macaroni
elbo macaroni
spaghetti
paint

Using the scale drawing, make a paper pattern of the eagle: then trace around this pattern on heavy cardboard backing. Cut the eagle out.

Attach macaroni and straight spaghetti to the cardboard with white glue. The bird's head is left bare except for shell macaroni beak and eye. Elbo macaroni forms the upper wings and body. Apply several layers to the body area. Complete the wings with alternating rows of spaghetti and shell macaroni. Let the spaghetti extend beyond the cardboard.

Cover the tail with spaghetti extending beyond the cardboard. Add shell macaroni for talons. Spray paint if desired.

Soap Dishes

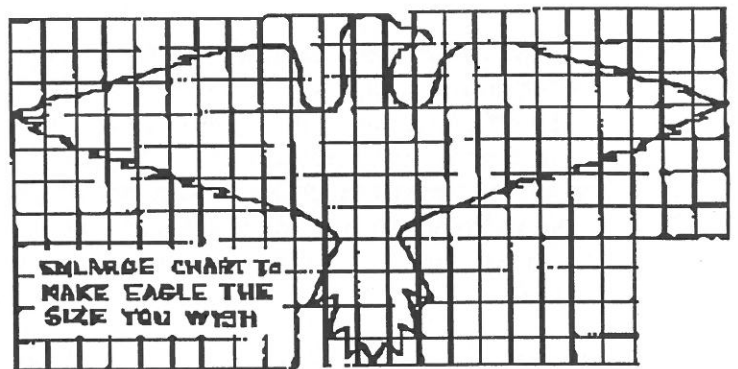
Materials: air drying clay
rolling pin
toothpicks
plastic knives



Roll out the clay to a thickness of 1/4". Trace an outline of your hand onto the clay and cut out the shape. If you like, press the center with a textured object or draw a design. Poke small drainage holes through the center with a toothpick. Bend the clay to shape dish, prop and let dry. Finish with two coats of waterproof paint.

Primary Colors Painting

Have the boys paint a picture using only primary color food colorings: red, blue and yellow. All other colors must be mixed. The back of the box has "formulas" on the back for mixing the other colors. If you don't have enough paint brushes, use Q-tips.



Collection Mobile

Tired of keeping your hobby collection in a box where you can't see it? They why not make part of it into a mobile and hang it from the ceiling.

Materials: mono-filament fishing line
model cement or household cement
florist wire
1/4" wide strips of white cardboard for labels (Optional)
a piece of driftwood, a branch or heavy wire

You can make a mobile using specimens from only one collection or mix up several collections. Light weight items are best to start with.

Start by laying out a selection of specimens on a table in an arrangement you like, with the smallest lightest weight items at the bottom. Then, using model cement, attach a 12 inch length of fishing line to each specimen and let dry. Next, cut pieces of florist's wire four inches to eight inches long for the beams. Begin assembly by attaching the threads from teh two bottom specimens at each end of the shortest wire.

See that the specmens hang one slightly higher than the other, then apply a speck of glue at each knot. Trim off excess thread after cement is dry. Now you're ready to balance the unit. Tie another length of thread securely near the center of the wire and adjust the position of the knot until the beam balances the specimens. When perfect, apply a speck of glue to the knot and set aside.

Working from the bottom up, repeat the procedure for as many specimens as you have or that will make a pleasing arrangement. There are no set rules so let your imagination go. The tip beam can

be a piece of driftwood, a branch or heavy wire.

If desired, make labels for each specimen giving the name of the item. Letter the cardboard strip with a felt pen and cut to length afterward. Letter both sides of each label, then glue them just above each item.

Van Gogh - A Den Game

Materials: pencil and paper

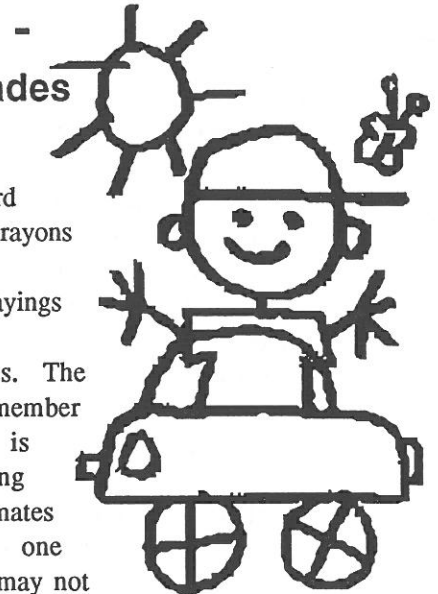
Each boy is given a paper and pencil and asked to draw a self-portrait. Now, turn off the lights! Even the most stubborn "non-artist" will find that his self-portrait is as good as everyone else's.

Picture Charades

Equipment:

paper or chalk board
markers, chalk or crayons
1 minute timer
list of words & sayings

Divide into two teams. The first team selects a member to draw. The artist is given a word or saying to draw. His team mates must guess it before one minute is up. Clues may not be given by talking or gesturing. No letters or numbers may be used. If the first team cannot guess the word, then the second team has 30 seconds to guess. Teams alternate turns.





Webster's Dictionary defines an athlete as "a person trained in exercises, games or contest requiring physical strength, skill, stamina, speed, etc. Note that this definition says "trained" not a person highly gifted with physical strength, skill, stamina, or speed. Almost every human being is capable of athletic endeavors. To become an athlete, we merely have to train. We may not be a "Jimmy Connors" or "David Robinson" but we can still participate in athletics.

Den Activities

Attend a high school or collegiate athletic event.

Visit a local health spa or gymnasium.

Invite a physical fitness expert to speak about appropriate exercise for young boys.

Have the Webelos build and set up an obstacle course at a pack meeting.

Obstacle Course

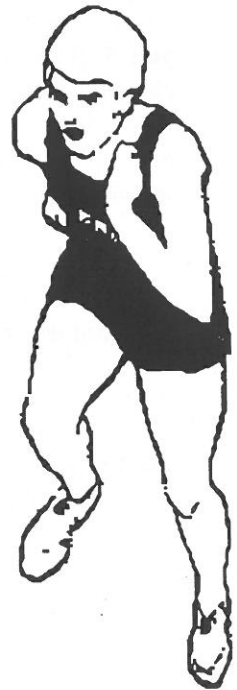
An obstacle course can be as complicated or as simple as you like. Use the natural features of your play area to make an obstacle course. If you are on a playground, incorporate the monkey bars and other playground features into your course. In a backyard, have them jump over or crawl under bushes. Use your imagination. have the boys run, jump and ring a bell about 7' off the ground, do a long jump, do pushups, do sit ups, and walk a plank.

Fast Twitch/Slow Twitch

Everyone has about the same number of fibres in each muscle. Where we differ is in the number of "fast twitch" and "slow twitch" fibers in each muscle. Fast twitch fibers contract very quickly and give a short burst of energy. Fast-twitch fibers are used whenever you make a sudden show of speed or strength. Shot-putting and 100 meter dash are fast-twitch events. Slow twitch fibers are used in sustained activities that don't require an all out display of effort. Endurance sports like marathons are slow twitch events. Most sports use a combination of these muscle fibers.

You can't see your fast twitch muscle fibers but you can feel their presence. Stand with you back pressing against a wall and your feet planted about a step away from the wall. Now slide down the wall until you are almost in a sitting position. Hold yourself there for as long as you can. How do your legs feel?

That soreness in you thighs comes from a build-up of lactic acid which is produced by fast twitch fibers when they're working. Lactic acid must be constantly flushed from the muscles. In this case, the thigh muscles were so tense that the lactic acid could not be easily removed and you feel achy. That's why you should follow exercise with a "cool down" period. Winding down slowly helps your body flush the excess lactic acid out of your muscles and reduces soreness.



Lung Capacity

Materials:

a big plastic bag (kitchen garbage bag)
Marker that will write on the bag
a funnel
a pitcher or measuring cup marked off in quarts or liters

1. Bunch together the opening of the bag to make a mouthpiece. Make the opening wide enough so that you can breathe into the bag with your mouth open.
2. Squeeze the bag to get the air out.
3. Hold the bag away from your mouth and take two normal slow breaths.
4. On the next breath, breathe in as much air as you can, then bring the plastic bag to your mouth.
5. Pinch your nose and breathe out hard in one breath into the bag. Keep your mouth open, don't purse your lips. Continue pushing the air out until you feel as though every last drop of air is squeezed from your lungs. It helps to bend forward as you breathe out. Close the bag tightly and hold it while you take it away from your mouth.
7. Slide your hand down the neck of the back until the bag is completely expanded. Mark the bag at the point where you're holding it.
8. Push the neck of the funnel into the mouth of the bag, still keeping a firm grip on the bag so it doesn't move. Don't worry about the air escaping - you don't need it.
9. Using the marked container, pour water into the bag until it's as fully expanded with water as it

was with air . The bag will get heavy so rest it in the sink or on a table outside.

This will give you an approximate idea of your lung capacity. The average 4'6" boy has a lung capacity of 2 qts. The average 5' tall kid has a lung capacity of about 3 qts.

If you have a greater than average lung capacity, you have an advantage in endurance sports like long-distance running or swimming. For sports like sprinting or high jumping, large lung capacity isn't as important. Many sprinters hardly breathe at all during the few seconds they're racing.



Goofy Gaits

Everybody has a natural arm-leg rhythm that keeps us moving straight ahead. Try mixing up your natural rhythm with these goofy gait relays. Divide into two or more teams and choose a gait.

- * Reverse your regular arm motion so that whenever you swing your left leg forward, your left arm swings forward with it.
- * Walk at a regular pace but pump your arms back and forth twice as fast as you're moving your legs. It will be hard to keep your legs from "catching up" with your arms.
- * Clasp your hands together and hold them against your chest. Run quickly. You'll find your shoulders are doing the work of your arms.
- * Get down on all fours. Put your right hand forward at the same time as you put your right knee forward.

Tug of War

Equipment: a long smooth, sturdy rope
a bandana

Have the denner and assistant denner choose teams. Establish a center line in the pulling area. The teams line up single file on either side of this line. Tie the bandana around the center of the tugging rope to mark it and hold the rope with this marker over the center line. Each player should hold onto the rope, with three or four feet between players and with players alternating on each side of the rope. At a signal, both teams attempt to pull the first member over the center line.

Three-Way Tug of War

Tie the ends of a 10-12 foot rope together. Have the players drop their neckerchiefs just out of reach. On the signal, all three grasp the rope and try to pick up their own neckerchief.

Chair and Broomstick Gym

Place a broomstick across two chair seats. Have a boy lie between the chairs and grasp the broom stick. He should be able to do more pull-ups using this method than with a chinning bar.



Frisbee Golf

Equipment: 1 or more frisbees
OR
the three-armed flyer on this page
paper and pencil (optional)

Before the game begins, choose one player to design the first hole. He picks a place where the Frisbee should be aimed: a certain tree, a light pole, a water fountain, or another appropriate object.

Hazards along the hole add to the fun - through a tunnel on a playground, over a row of bushes in a back yard, etc. Before beginning the hole, make sure each player understands the requirements.

It doesn't matter who gets to throw first as long as every player gets a turn. One by one, each player throws the frisbee toward the pin. Keep track of how many throws it takes to reach it.

When all the players have had a turn, review the scores.

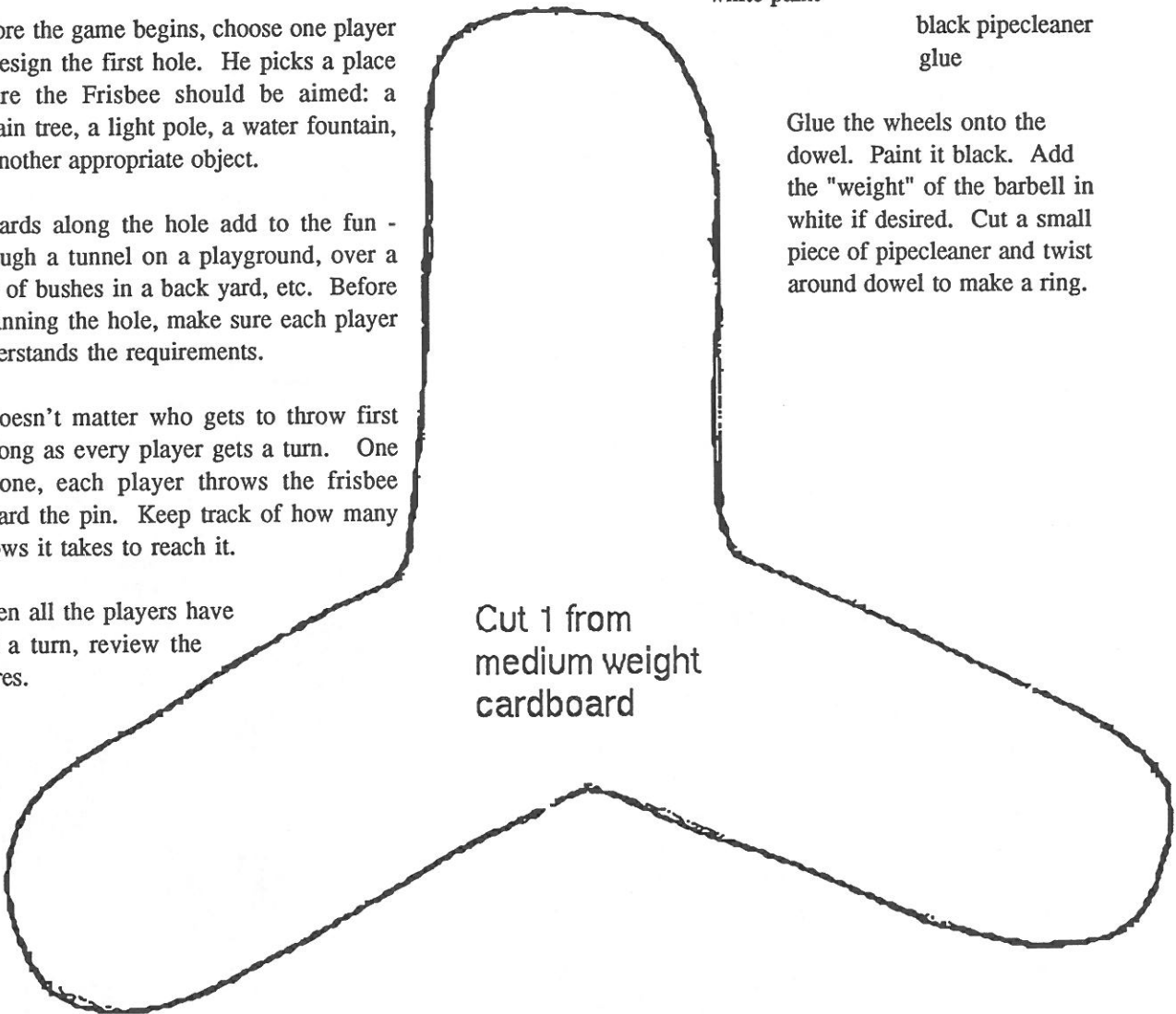
Remember, low score wins. Now choose another boy to design the next hole.

Barbell Tie Slide

Materials: 2 wooden wheels
small wood dowel to fit holes in
wheels
black paint
white paint

black pipecleaner
glue

Glue the wheels onto the dowel. Paint it black. Add the "weight" of the barbell in white if desired. Cut a small piece of pipecleaner and twist around dowel to make a ring.



Cut 1 from
medium weight
cardboard

**Things the United States
Government Does to
Help Us:**

- Provides a common defense
- Provides old age social security
- Provides laws to govern
- Provides protection against unlawful aliens and unlawful things
- Provides a national currency
- Provides an election process to elect national leadership



**Den
Activities**

Plan and carry out a good turn.

Visit a courtroom. Ask the judge to speak to the boys on good citizenship.

Visit the police department or local jail.

Visit a naturalization ceremony.

Discuss how the den can carry out a campaign against litter and, most important, why. Then carry it out. This can include making posters for display, making litter bags, cleaning up a picnic area, or collecting items for recycling,

Discuss the various organizations in the community that help people. How are they financed? Do they need volunteers? How can the boys help?

Discuss the rights and duties of a citizen.

Talk about why we have laws and what laws the boys obey almost every day.

Take the boys on a tour of the council service center and arrange for them to talk to some of the executives.

Have your Webelos learn and tell about the history of our flag and how it developed. Have them make a poster of early American flags and the year they were used.

**Things State and Local Government
Do to Help Us:**

- Provide public schools
- Provide public health clinics
- Provide a judicial system
- Provide an election process to elect state and local leadership

Things We Do For Our Government:

- Pay taxes
- Vote
- Sit on juries
- Serve in public office

The reason we have Government:

To provide an orderly system of living together, wherein we do not infringe on each other's rights.

Flag Etiquette

The "Our Flag" booklet published by the Boy Scouts of America is an excellent resource for all kinds of flag etiquette. Your Webelos may also write the VA, VFW, DAV, AmVets or other military organizations.

Qualities of a Good Citizen

Obeys the laws wherever he is
Respects the rights of others
Is fair and honest
Tries to make his community a better place to live
Learns as much as possible about the leaders of his
nation, state and community
Practices rules of health and safety
Is honest and dependable
Is patriotic and loyal
Practices thrift
Respects authority

Rights of a Citizen

The right to equal protection under the law and
equal justice in court.
The right to be free from arbitrary arrest or search
The right to equal education and economic
opportunity
The right to own property
The right to free speech, press and assembly
The right of religious freedom
The right to have a lawyer and a speedy court trial
if accused of a crime

Your Duties as a Citizen

Obey the laws
Respect the rights of others
Keep informed on issues of national and local
government
Serve and defend your country
Vote
Assist the agencies of law enforcement
To practice and teach good citizenship in your
home.

One Vote CAN Change History

The right to vote, to exercise one's political franchise, in whatever nation one finds himself is based on a responsibility that all Christians and men of goodwill must honor if they are to continue their democratically oriented societies. To emphasize the matter, history affords many instances where only one vote changed or would have changed the entire course of history. No one need ever think his vote does not count. It counts immensely.

One vote in 1774 prevented the United States from becoming an independent nation within the British Empire. When the First Continental Congress met in Philadelphia, the proposal was made that America remain in the British Empire as a separate political entity, an imperial relationship such as that of Canada and Australia today. This proposal was defeated by a margin of one vote, and it is but one of a number of historic instances in which a single vote has decided the destiny of a nation.

In 1868, impeachment proceedings in the U.S. Senate against President Andrew Johnson lost by one vote.

In modern times a single vote exerted a tremendous influence of the Allies' winning World War II in the summer of 1941 when German troops were rolling through Russia and Japan was perfecting the last details of its attack on Pearl Harbor, the House of Representatives voted on the proposal to disband our new army of 1,500,000 men. This proposal was defeated by the narrow margin of one vote.

The sum of it all is that your vote counts - and it counts heavily.

How To Pass A Federal Law

A Senator or Representative must introduce a bill by sending it to the clerk of his house, who gives it a number and title. This is the *first reading*. The bill is then referred to a committee.

If the committee decides the bill is unwise or unnecessary they *table* it - which kills it at once. If they decide the bill is worthwhile, they have hearings and invite experts and interest persons. Then they debate the bill, perhaps offer amendments, take a vote; if that is favorable, the bill goes back to the floor of its house, is read sentence by sentence by the clerk (the *second reading*) and then debated. (In the House of Representatives there is a *closure rule* to limit the time for the debate. This is not so in the Senate except by a 2/3 vote for closure, hence the possibility of a *filibuster* in which one or more opponents hold the floor endlessly to defeat the bill.) The *third reading* is by title alone; the bill is then voted on. If it is passed it goes to the other house of Congress where it may be defeated and die. If it is passed with amendments, a joint Congressional committee must be appointed by both houses to iron out the differences.

If the bill is passed by both houses, it is sent to the President. If he vetoes the bill it goes back to the house of origin for further debate and vote. The bill must now get a 2/3 majority or it dies. If it is passed again, it goes to the other house for a vote. If that house also passes it, the President's veto is overruled and it becomes law. If the President has no objections when he gets the bill the first time, he signs it and it becomes law. If the President gets a bill he wishes neither to sign nor to veto, he may retain it for 10 days (Sundays excluded) and it becomes law automatically. If Congress has adjourned in those 10 days, however, the bill is killed.

I Am An American

Arrangement: After the Pledge and posting of the flags, this ceremony is given.

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

Flag Quiz

1. What is the official name of the flag?
2. The American Flag has a nickname. What is it?
3. What do the colors of the flag represent?
4. How many white stripes are on the flag?
5. When is Flag Day?
6. How should you show respect to the flag when it passes in front of you in a parade if you don't have your Scout uniform on?
7. How should you show respect to the flag when it passes in front of you if you have your scout uniform on?
8. What does it mean when the flag is flown at half mast?
9. What does it mean when the flag is flown upside down?
10. What should be done with a flag when it is worn out?

Answers:

1. The flag of the United States of America.
2. "Old Glory"
3. Blue is justice; white is purity; red is the blood of those who died for their country.
4. Six white stripes.
5. June 14.
6. Stand at attention, place your right hand over your heart. If you are wearing a hat, take it off and place it over your left shoulder.
7. Stand at attention and salute until the flag has passed.
8. The flag is flown at half mast to show a period of mourning for an important person who has died.
9. It is a distress symbol.
10. The flag should be destroyed reverently, privately and completely, preferably by burning or some other method which does not have any suggestions of irreverence or disrespect.



Citizen's Awareness Quiz

Supply paper and pencils to the boys. Explain that to be a good Scout, they should be aware of the paper and departments that make their city a nice place to live.

1. Who is the leader of our city? (mayor, city manager)
2. Who moves the sick? (ambulance)
3. What area of town are people dying to get into? (Cemetery)
4. What is black and white and read all over? (local newspaper)
5. What department in our city is very shocking? (electrical)
6. Who rides in and out on big red trucks? (firemen)
7. What department are the stinkers? (sewer)
8. What department provides the liquid for the swimming pool? (water)
9. Who is the big blue bear that protects us all? (policeman)
10. Who picks up all the animals that roam in the streets? (animal control)

Do You Know Your Flag?

1. The flag is raised
 - A. Slowly
 - B. Briskly
 - C. At any speed that is comfortable

2. If you carried the flag in a parade before the President of the United States, you would dip the flag slightly in salute to the President as you walked past him? True False

3. The flag must never be lowered no matter how bad the weather conditions. True False

4. The flag is never allowed to fly after daylight hours anywhere in the world. True False

5. When the flag is carried in a procession on on other occasions, it is escorted by an honor guard. True False

6. The flag's honor guard walks
 - A. On the flag's right
 - B. Just behind the flag
 - C. On either side of the flag

7. If you are a Cub Scout, Scout or Explorer, you always give the Cub Scout, Scout or Explorer salute to the flag whether or not you are in uniform. True False

8. When you carry the flag in a parade with other flags, the U.S. flag must go on the left of and in line with the other flags. True False

9. When the flag is hung against the wall, the stars are placed in the upper left corner (as you look at it) when the stripes are horizontal, but in the upper right corner when the stripes are vertical. True False

10. The only time a flag is flown updown is as a signal for help. True False

Answers: 1. B - briskly. It is a happy occasion; 2. false - The flag is never dipped to anyone; 3. false - The flag is not flown in bad weather; 4. false - Although it is the custom to display the flag only from sunrise to sunset, there is no law prohibiting its from being flown both day and night; 5. True; 6. C - On either side of the flag; 7. false - When you are in civilian clothes, you remove your hat and place your right hand over your heart when the flag passes; 8. false - It is carried on the right of the other flags or at the front of the center of the line of other flags; 9. false - The stars should be in the upper left corner as you look at it (the flag's right) regardless of whether the stripes are horizontal or vertical; 10. true

I Love America

(Tune: Battle Hymn of the Republic)

I love this great America, the land that God has blessed
Where the hope that stirs the hearts of men will never be
suppressed.
Through the flame of faith came forth a nation choice above the
rest
THIS GREAT AMERICA!

Chorus: Glory to the land of freedom
Glory to the land of freedom
Glory to the land of freedom
I LOVE AMERICA!

I love this great America, the land of liberty,
for I know the price of freedom countless others paid for me.
Do we hear their call to carry on and serve it valiantly?
THIS GREAT AMERICA!

(Chorus)

May we all be united by the bonds of brotherhood.
May we learn to love each other, for in every man is good.
Let us live in peace upon the land where men of valor stood.
THIS GREAT AMERICA!

(Chorus)

I love God's great America, all equal in His sight.
May we be as one in spirit as we reach up for the right.
And may we have humility to match our power and might.
HIS GREAT AMERICA!
HIS GREAT AMERICA!

Whigs and Tories - A Game

Divide into two teams. One team is the Whigs and the other is the Tories. Each team forms a conga line, holding onto the waist of the boy ahead of him. Leaders of the lines are given a stuffed sock. The object of the game is to eliminate members of the opposing team by striking them with the stuffed sock while at the same time attempting to evade the sock aimed at them. Wimmer is the tam with remaining players after all of the opposing team is eliminated.

A Cheer For Old Glory

(Tune: Caissons Go Rolling Along)

Give a cheer, give a cheer,
For the flag we love so dear...
For Old Glory...The red, white and blue.
She's the one, she's the one
We all pledge allegiance to.
That's Old Glory for me and for you!
She flies sky high, never shall she die
As long as we love her so true.
So cheer her on with a voice so strong.
She's Old Glory for me and for you.

United States - A Game

Have the boys make a list of as many states as they can remember. After 5 - 10 minutes, the one with the longest list wins.

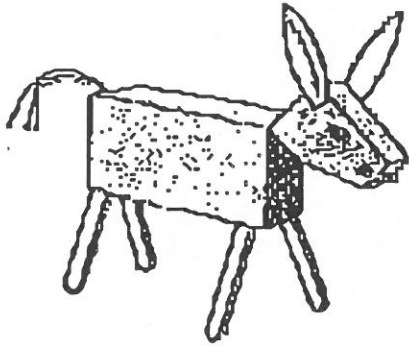
Geography - A Game

Divide into teams. One team picks out a place on the U.S. map, 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 don't, the other team gets the point. The game ends when one team gets 5 points.

Election Mascots

Choose the elephant or donkey to fete your favorite political party.

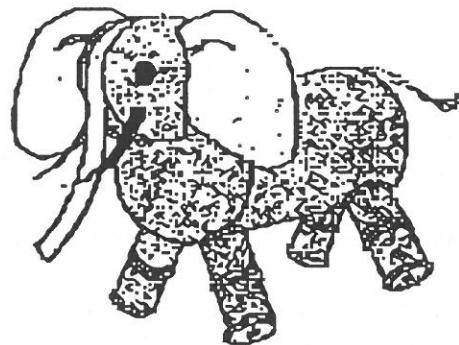
Donkey



Use a cake mix box or one similar and paint or cover with paper. Cut through box 1 1/2" to 2" from the end, leaving sections hinged together on the narrow side. Taper head section to form jaw and bend up for neck. Push popsicle sticks into bottom of box for legs. Finish by adding raveled string tail, paper ears, bead eyes and popcorn kernel teeth.

Elephant

Use a ribbon roll for the head and cut down an oatmeal box for the body; cover with matching paper. To the head, add big paper ears, button eyes, pipe cleaner or wishbone tusks and a trunk cut from the cardboard cut off the oatmeal box. Cut a slot in end of body to fit head; insert head and glue. Glue on spools for legs and string for tail.



Flag Pins

Materials: Flags (1 1/2" X 1")
Safety pins size 00
Glue

Where to get materials: The flags are the kind used to decorate cakes and are available through craft stores and bakery supply shops for a few cents each. The pins can be purchased at most variety and craft stores.

Instructions:

1. Place a line of glue 1/2" long and parallel to the 7th stripe on the flag.
2. Place pin on the glue and allow to dry.

Communication is merely the expression of an idea or information between two or more people.

This simple concept is the foundation for human relationships. Those that communicate successfully go far in life.

We frequently think of communication only in terms of verbal face to face communication but there is a whole world of communications. Besides our everyday conversations, we can communicate through movement, body language, radio, TV, secret codes, written word and sign language. The Communicator Activity Badge will investigate a few of these modes of communication.

The ITU Phonetic Alphabet

The International Telegraph Union standardized a phonetic alphabet when voice radio transmissions became possible. Many of the letters in our alphabet have a similar sound and can be confused. For example, "c" and "z" can be easily mistaken for one another.

A - Alpha	N - November
B - Bravo	O - Oscar
C - Charlie	P - Papa
D - Delta	Q - Quebec
E - Echo	R - Romeo
F - Foxtrot	S - Sierra
G - Golf	T - Tango
H - Hotel	U - Uniform
I - India	V - Victor
J - Juliette	W - Whiskey
K - Kilo	X - X-Ray
L - Lima	Y - Yankee
M - Mike	Z - Zebra



PUZZLE - FIGURE OUT THE INSCRIPTION

An explorer was traveling in the wilderness when he came upon a large rock. Chiseled in it was the inscription shown and above the inscription was an iron ring. He looked at for a while and then he started to laugh. Why?

Answer: the inscription reads, "To tie mules to."

Den Activities

Visit an amateur radio operator (ham operator).
Have each boy write a story of a special edition of your pack newsletter or den newsletter. They can tell about something they did in Webelos that was special for them, some school or sports activity that they enjoyed or almost anything.

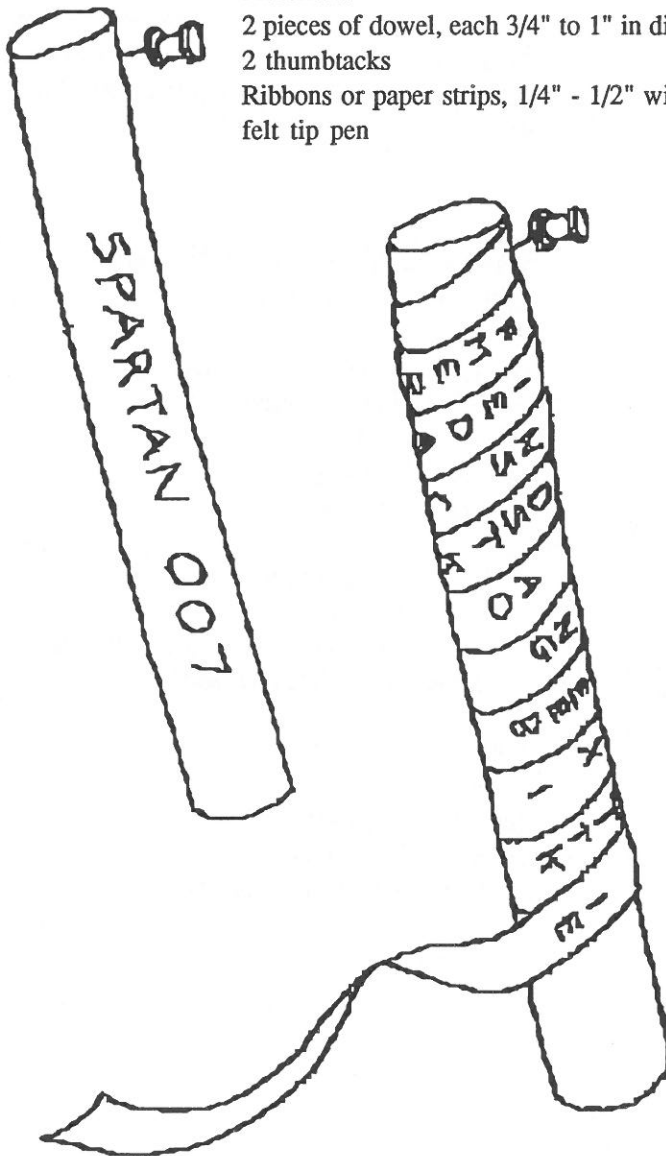
- Make a movie using a video camera.
- Prepare a news program using a video camera.
- Arrange a visit from a user of American Sign Language.
- Visit a TV station.
- Visit a radio station.
- Visit a newspaper.
- Visit an ad agency or PR firm.

Spartan Scytales

This is one of the oldest methods of communicating secret messages. Spartan generals exchanged information using twin cylinders and strips of parchment. The sender would wind the parchment around his cylinder, or scytale, and write the message in several horizontal lines. When he unwound the ribbon, the letters of the message appeared out of sequence.. Only the person with the matching cylinder was able to rewind the parchment and restore the original sequence of letters.

Materials:

2 pieces of dowel, each 3/4" to 1" in diameter and 10 - 12" long
2 thumbtacks
Ribbons or paper strips, 1/4" - 1/2" wide, cut to 2 foot lengths
felt tip pen



Procedure:

1. Gently hammer a tack part way into one of the cylinders about 1/4" down from the top. Do the same to the second cylinder.
2. Write your secret code name on one cylinder. Give the other cylinder to your secret partner.

To send a message, remove the tack from the scytale. Stick the tack through the end of the ribbon and reinsert it. Wrap the ribbon around the scytale in close spirals. Hold or tape the bottom end in place. Write your message in horizontal lines. Take the ribbon off and send it to your partner.

To decipher the message, do the same thing you did to write the message.

Gossip

This is an old favorite that demonstrates how people refuse to listen to what they are told. Read a short statement (this can be one sentence or a short paragraph) to one boy in a whisper. The Scout then tells the next boy and that boy tells another until the story comes back to you. Write down the final version of the story. Now read the original to the den. They will be surprised to hear what the story was really about. It can be fun to use instructions on how to do something instead of a story.

Magazine Story Telling

Equipment: magazines
scissors
glue
paper

Each player or team is given a set of materials. Within a given time - 10 or 15 minutes - the players must write a story using pictures and words cut from the magazines. These clippings are glued to the paper to form a book which can be read when the time is up. If desired, you can choose "winners" from the funniest, spiciest, most Scouting, etc. Or you can choose a theme before the game starts.

Famous People Game

Have a boy draw a name out of a hat. He then describes that person, what that person does or other characteristics of that person without actually telling who the person is. The first boy to correctly identify the person is next. (The difficulty is giving enough information to allow people to recognize the person without telling too much about the person. If all the boys fail to recognize the person from the first description, the boy gives a little more information about the person.

Communications Round

(tune: Are You Sleeping)

Are you sleeping? Are you sleeping,
Billy Smith? Billy Smith?
Telephone is ringing.
Telephone is ringing.
Answer it. Answer it.

Roll the presses, print the paper.
Read the news, read the news.
Delivery on schedule. Delivery on schedule.
Worn out shoes. Worn out shoes.

See a movie. See a movie.
See a show. See a show.
Have a bag of popcorn
Have a bag of popcorn.
It helps you grow. It helps you grow.

Ham Radio Q-Signals

Amateur radio, commonly called ham radio, is a popular and useful hobby. Many times, ham operators provide the only communications available during emergency conditions.

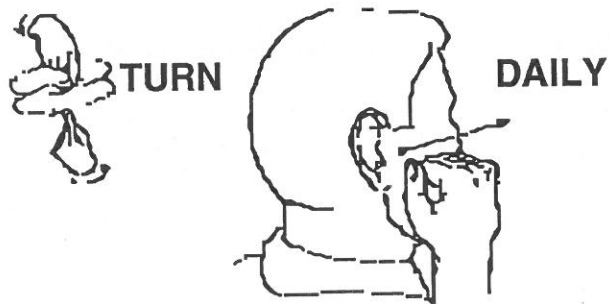
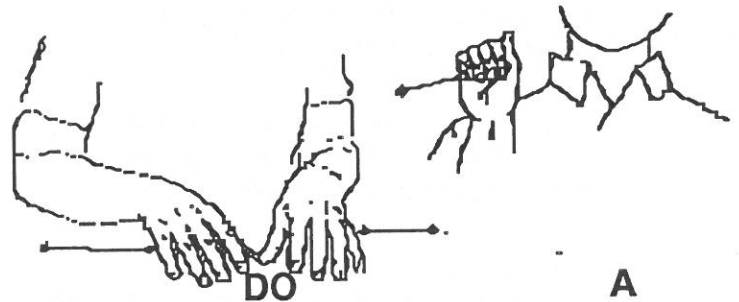
During the hobby's early days, messages were transmitted using Morse code and it was very useful to shorten messages wherever possible. Ham's developed "Q signals" to send short, clear messages. The ability to send voice, or as the hams would say "phone", messages did not decrease the use of "Q signals" Here are some common "Q signals" you may hear if you visit a ham station.

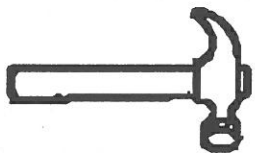
- QRM - man made interference or noise
- QRN - static
- QRT - stop sending
- QSL - acknowledge
- QSO - conversation
- QSY - change frequency
- QTH - location

American Sign Language

The language of signs is ancient. Since the earliest recorded history, gestures have been used for communication between groups of dissimilar languages and cultures. Sign language has been standardized for only a short time and American Sign Language is one of the richest and most expressive languages in the world today. Below are some signs that may be interesting for Webelos to learn. The signs should be made comfortably as exaggerated signs are ugly. Signs should "flow" into each other so that the hands don't "stutter." It is also common to say the words as they are signed.

The Boy Scout Slogan





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

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

Keep these things in mind while working with the boys on this activity pin:

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

Patience: Working with the boys requires a LOT of patience. Enlist the help of the Assistant Den Leader, Den Chief and parents.

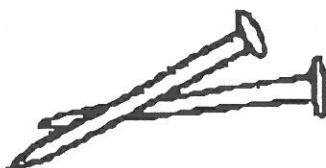
Preparation: Have all tools laid out before the den meeting starts. Build a sample of the item before the meeting and make note of the steps that require the most coordination. Be prepared to help boys individually in these areas.

Perseverance: Insist that the boys finish the items they begin. This is very important. If necessary, work individually with them outside den meetings. Select projects that are simple yet meaningful.

Encourage every boy to do his best and reserve praise for projects worthy of compliments.

Start each meeting with a safety lesson on the tools in use. The boys must realize that sharp tools are a necessity and must be used with care and safety.

Den Activities



Visit a furniture factory, lumber yard, saw mill or cabinet maker.

Visit a tannery or leather goods manufacturer.

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

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

Discuss finishing methods for wood projects: the importance of sanding, filling holes and scratches, and the various types of finishes.

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

Make a tool chest or a bench horse for sawing.

Have a birdhouse building contest.

Build midway games for your pack.

Upset Tool Chest

Oops, the tool chest has been upset. Following is a group of tools with the letters scrambled. Can you straighten them out?

1. Urel _____
2. Aws _____
3. Lnai _____
4. Memhar _____
5. Elrowt _____
6. Alnep _____
7. Careb _____
8. Itb _____
9. Rcsew Virder _____
10. Velel _____
11. Cenhrw _____

Answers: 1)rule, 2)saw, 3)nail, 4)hammer, 5)trowel, 6)plane, 7)brace, 8)bit 9)screw driver, 10)level, 11)wrench

Nail Driving Contest

Give each boy a hammer, five nails and piece of log 4 inches in diameter and about 6 inches long. On the word go, they are to nail all 5 nails completely into the piece of log. First one finished is the winner.

Board Sawing Contest

This is similar to the nail driving contest. Give each boy a small hand saw, peicil, ruler and a 2"X4" board. (any length will do) On the word go, each boy is to mark and saw his board in half. First one finished is the winner.

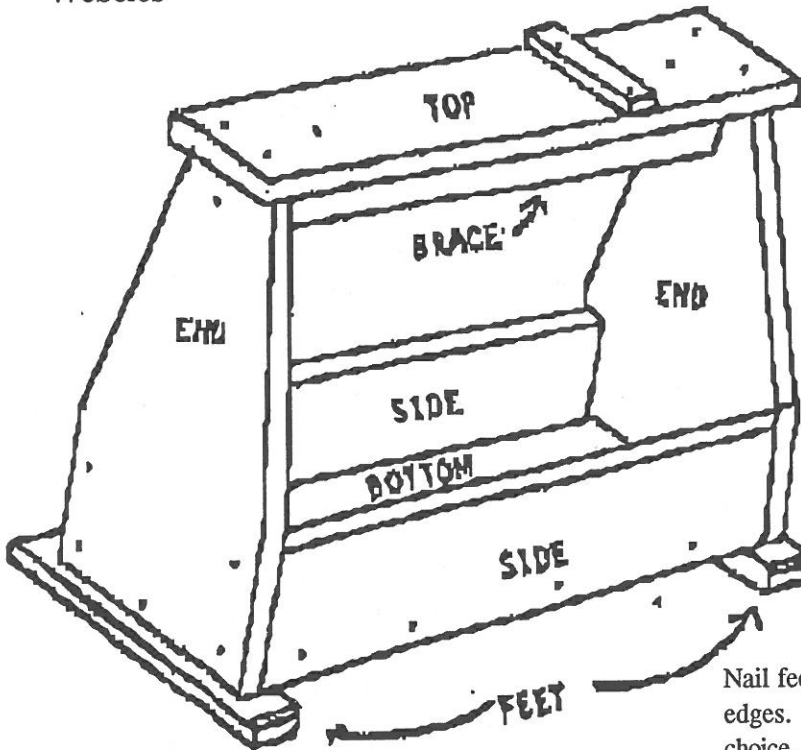
****NOTE:** Judge the contests on skill and speed. Drive the nails straight, and measure the boards correctly. ***ALSO SUPPLY SAFETY GOGGLES FOR EACH BOY WHENEVER THEY ARE ACTUALLY WORKING WITH THE TOOLS.***

Riddles

What kind of horse has no head and no tail?
A saw horse.

What gets larger when you take more from it?
A hole.

What kind of coat should only be put on while it's wet?
A coat of paint.



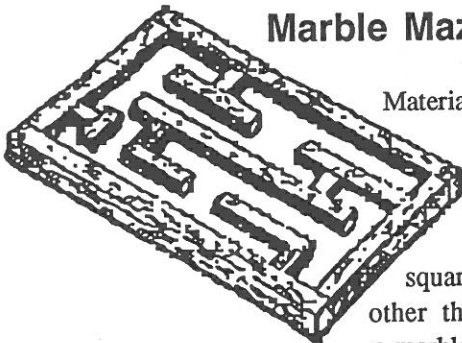
Shoeshine Box

Materials:

- 2 3/4" X 5 1/2" X 9 1/2" ends
 - 2 3/4" X 3" X 10" sides
 - 1 3/4" X 3" X 2"
 - 1 3/8" X 3/4" X 3" cleat
 - 1 3/4" X 1 1/2" X 10" brace
 - 1 3/4" X 4" X 10" bottom
 - 2 3/4" X 1 1/2" X 7" feet
- use 2" nails

Cut out the two end pieces Nail sides and bottom together. Nail ends to sides and bottom. Nail brace to top piece, then nail between ends.

Nail feet and cleat in place. Sand smooth and round edges. Protect the wood with a finish of your choice.



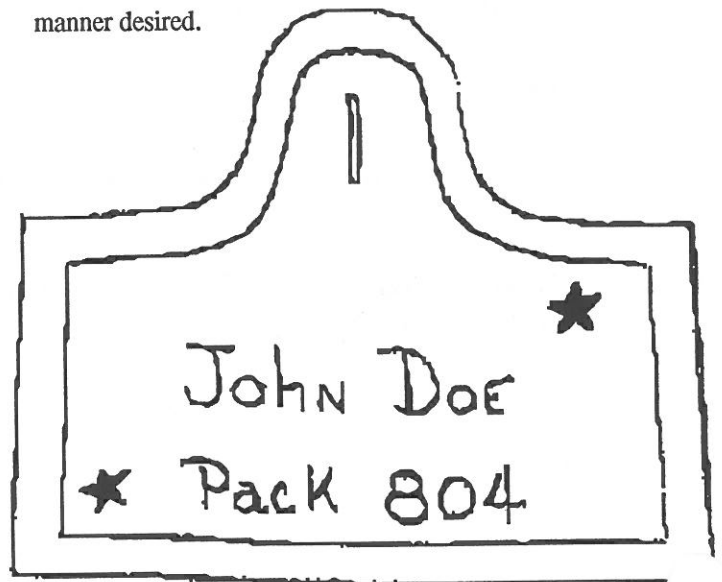
Marble Maze

- Materials:** basic tools
piece of plywood
about as big as a
chair seat
scraps of 3/4"
square molding strips or
other thin sticks of wood
a marble
paint or other finish

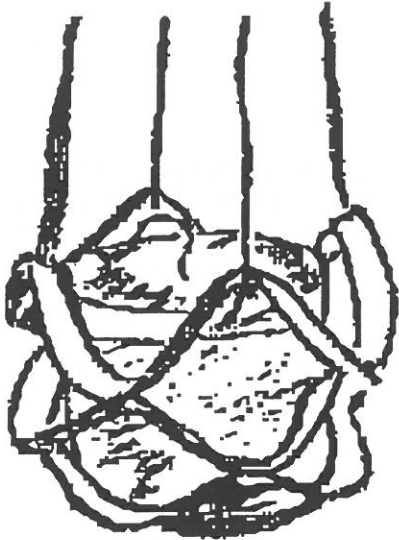
To make the outer walls of the maze, nail or glue strips of wood along the edges of the plywood. Laying out the maze can be difficult. What you want to create is a network of walled pathways leading from a starting point to a finishing point with plenty of dead-end paths along the way and with only one direct route from start to finish.

Name Tag

Use the pattern to cut the leather to the exact size. Cut small slit in tab on the name tag so it can be buttoned on the Scout uniform. Decorate in any manner desired.



Candle Cradle



Make a paper pattern of 1/4 of the project. This candle holder is for a 4" wide candle. Make the pattern to accommodate the candle of your choice.

Trace the pattern onto dampened leather with sharp end of modeling tool, awl or nail. Mark lines and locations of holes to be punched. A compass may be used on leather to assure greater accuracy of concentric lines.

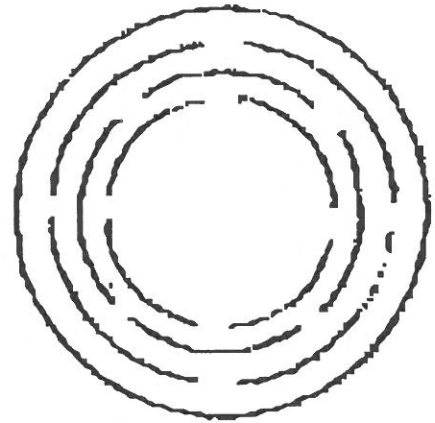
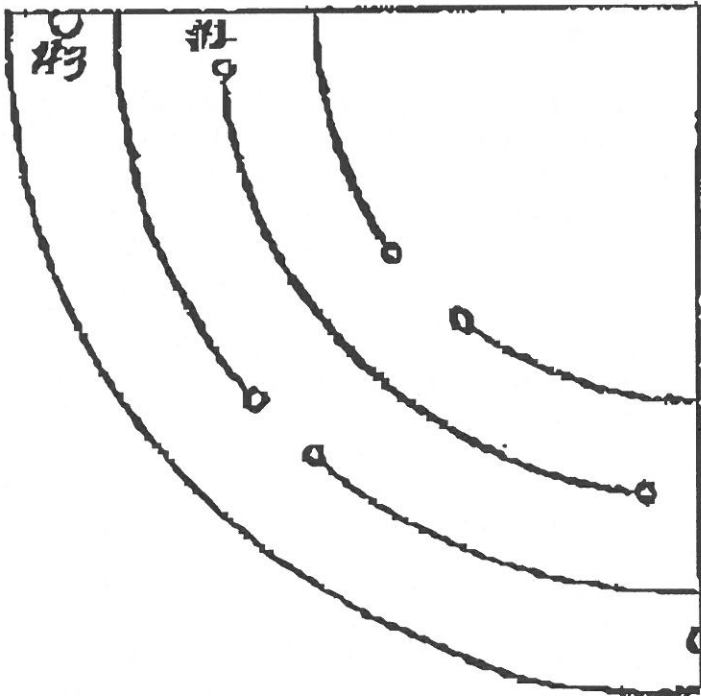
Punch holes at end of lines the a no. 1 punch. This makes the leather less likely to tear at ends of cuts and also assures smoother, more accurate termination of cuts. With a no. 3 punch make holes for leather thongs.

Cut around candle holder carefully. Cut the concentric lines. Be careful not to cut past holes.

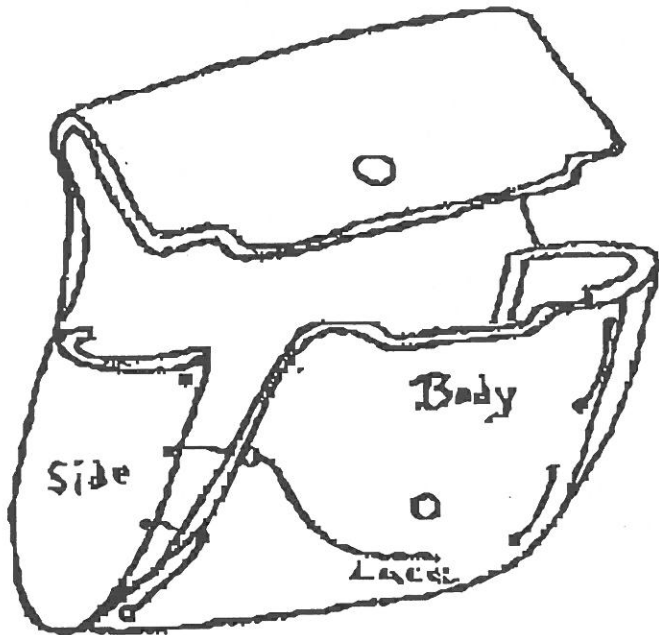
Apply dye or antique finish. After dampening leather, apply finish to flesh side, grain side and edges.

While leather is still damp, form candle holder, grain side up, over can or bottle and let dry.

Two leather thongs each approx. 4" ong, are tied in outer ring. Insert ends of thongs through from flesh side to grain side then tie an overhand knot.



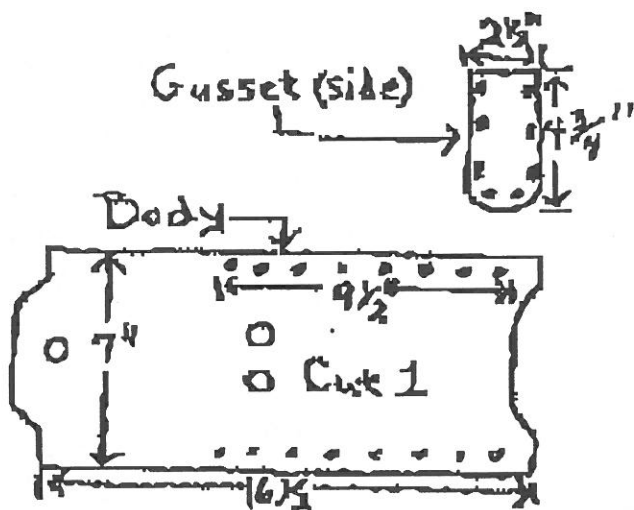
Bicycle Tool Bag



Any Cub Scout would be proud to show off this handy bicycle tool bag that he made himself. The bag ties to the back of the bicycle seat with thongs threaded through holes in the back of the bag. The flap is secured with two more thongs. It is a neat little kit for wrenches, screwdrivers, and tube patches.

Materials: a piece of leather, 7" X 22"
2 yard of lacing
round hole punch
a hammer
No. 2 edge beveler

Start by cutting out the three pieces of leather shown in the drawing; the bag's body and two gussets. Bevel the edges of the pieces of leather.



Punch the lacing holes about 3/4" apart along the edges of the bag's body and the two gussets. Now punch two holes in the back of the bag for lacing it to the back of the bicycle seat and two more holes, one in the front of the bag and one on the flap for tying it closed. If you wish, decorate the leather.

The body and sides are laced together with a single running stitch as shown in the drawing. Start on the inside with one of the top holes in both body and gusset, lacing all the way around the edge. Repeat on the other side of the bag. Tie knots in the ends of the lace to secure them.

Now thread two knotted thongs through the holes in the back of the bag so that it can be tied to the bicycle seat. Knot one end of the thongs for the front and thread them through the holes in the flap and the front of the bag. Tie the ends together to secure the flap.

The Carpenter

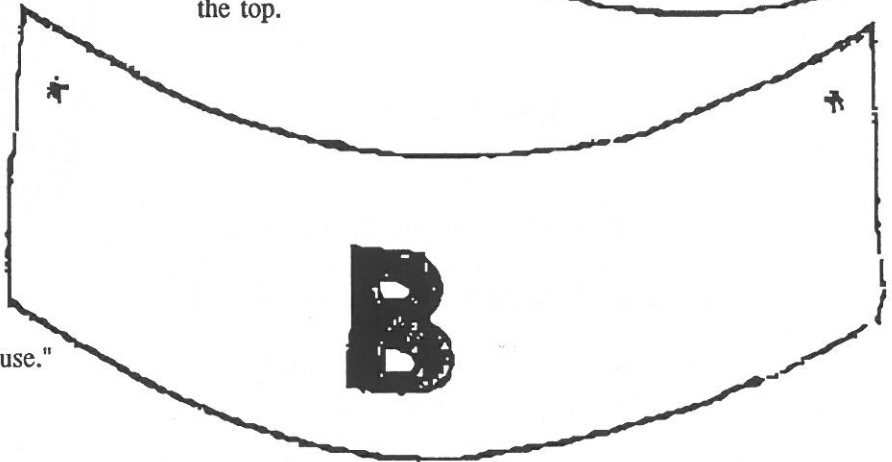
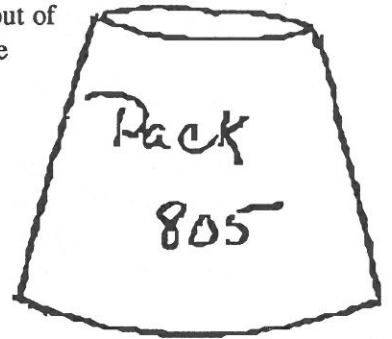
The whole den can give this skit a real boost with some practice and Laurel & Hardy type antics. One guy is carrying a overly long board. Every time he turns to talk the board swings around just missing another guy who is bending over to pick up a dropped nail.

Then there are the two guys who carry an imaginary pane of glass. When they stop for a moment, a third guy walks directly into it and is laid out on the ground.

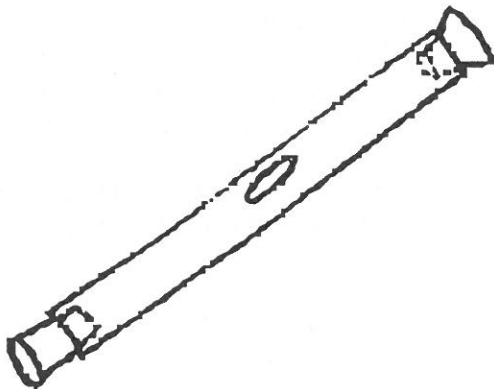
Next, there are two nutty carpenters. One has been constanly taking imaginary nails from his box, using some and throwing others away. "Why are you throwing away perfectly good nails?" "The heads are on the wrong ends of these nails." "You dummy, those nails are for the other side of the house."

Neckerchief Slide

This is a simple slide cut out of one piece of leather. Before brading the back to gether, you can tool or stamp any design on its face. After decorating the front of the slide, brad teh back together adjusting the size of the opening at the top.



Carpenter's Level



You can make a carpenter's level out of a glass tube - like dentists use or the kind of plastic tube a toothbrush comes in.

With the tube from the dentist's office, remove one rubber cork from the end. Rinse the tube out and then fill almost full with water and replace the cork.

Lay the tube on a flat surface. If this surface is perfectly level, the bubble inside the tube will be exactly in the middle. If the surface is not quite level, the bubble will be off center.

The Engineer - Who is He?

The engineer combines experience with theory and provides self test of critical components. He attacks and analyzes increasingly complex systems. Engineers combine art and science by putting scientific knowledge to practical uses. Engineers turn ideas into reality.

Den Activities

Arrange for the boys to visit an engineer or surveyor in a municipal county office. Plan for the boys to look through the surveyor's manual and read a rod.

Visit a construction site and see the plans that are being followed.

Visit the City Water Board, a TV or radio station.

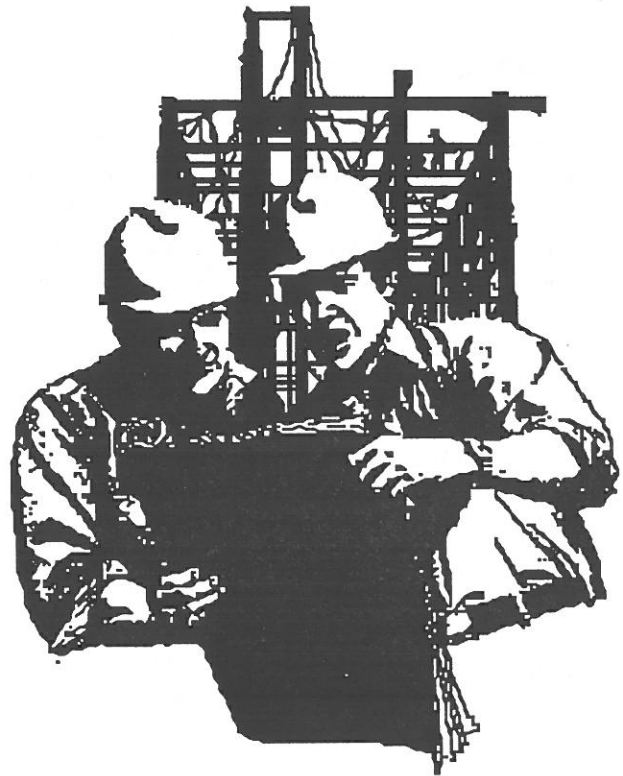
Explain how to read topographic maps.

Have a builder or carpenter show and explain a floor plan of a house.

Make a block and tackle. Explain its purpose.

Make catapults and demonstrate them at the pack meeting, shooting marshmallows into the audience for distance.

Discuss property lines. Have a surveyor show how property lines are determined and measured.



Invite an engineer to your den and have him explain his duties.

Have the boys collect pictures of bridges and note the differences in construction.

Take a field trip to see a large industrial operation involving large cranes or other lifting equipment.

Have each boy list as many jobs that engineers do as they can. This works as a "homework" assignment.

Have each boy draw a floor plan of his house.

Build a simple electric circuit.

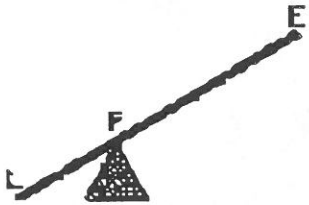
Build a model bridge.

The Five Machines

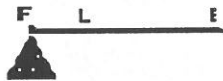
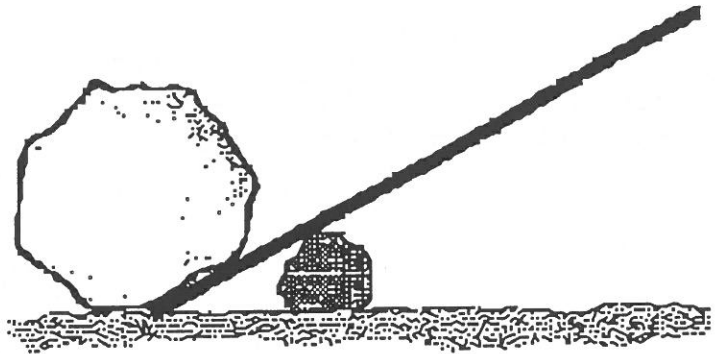
The Lever

Archimedes once said, "Give me a fulcrum on which to rest and I will move the Earth."

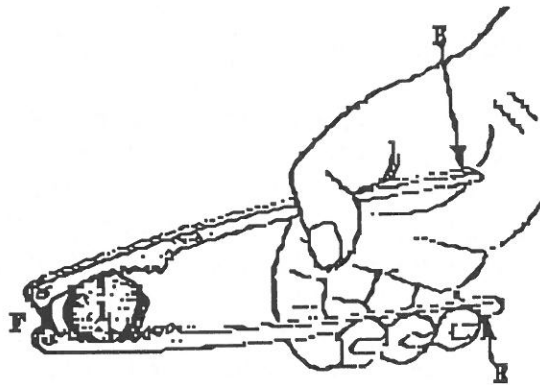
Every lever has one fixed point call the "fulcrum" and is acted upon by two forces - the "effort" and the "weight or load." Levers can be divided into three classes: first, scond and third.



The first class lever has the pivot point or fulcrum placed between the effort and the weight. An example of a first class lever is a crow bar.



Second class levers have the load placed between the fulcrum and the effort. A nut cracker is an example of a second class lever.

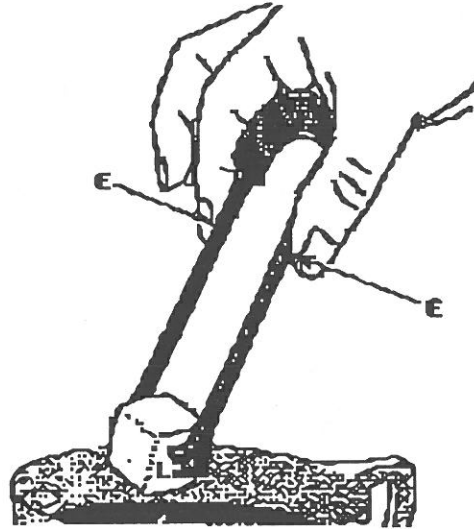


The Lever Continued

A third class lever had the effort applied between the load and fulcrum. A pair of tongs used to grasp a lump of sugar is an example of this type of lever.



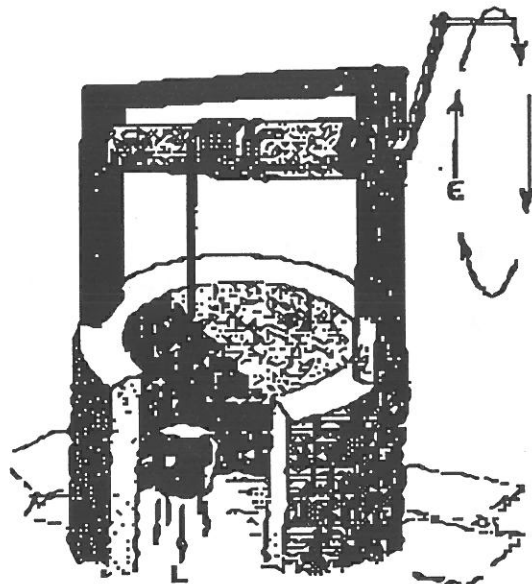
Can you name other types of levers that we use everyday? Experiment with these three type of levers. For example, try moving a heavy object by lifting. Now try with a first class lever. Is it easier?



The Wheel and Axle

The invention of a lever that could be rotated a full 360 degrees is the second of our five basic machines: the Wheel and Axle. One of man's first uses for this elementary machine was a windlass. A windlass has a horizontal barrel supported on vertical posts and turned by a crank so that the hoisting rope is wound around the barrel.

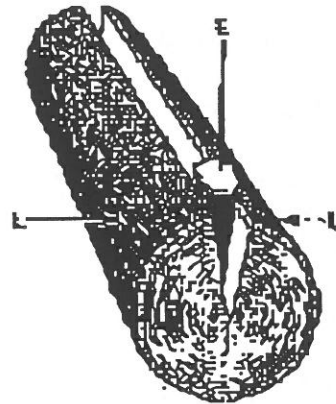
Can you think of other familiar devices which we would never think of as wheels? Experiment with this second machine, the wheel and axle.



The Inclined Plane and Wedge



The third basic machine is the inclined plane and its active twin brother the "wedge." Ramps, sloping roads and chisels are examples of this machine. The inclined plane is nothing more than a wedge cut in half. The wedge does its job by moving. The inclined plane is held stationary while the "wedge material" is moved over it. Experiment with the different type of wedges and inclined planes.

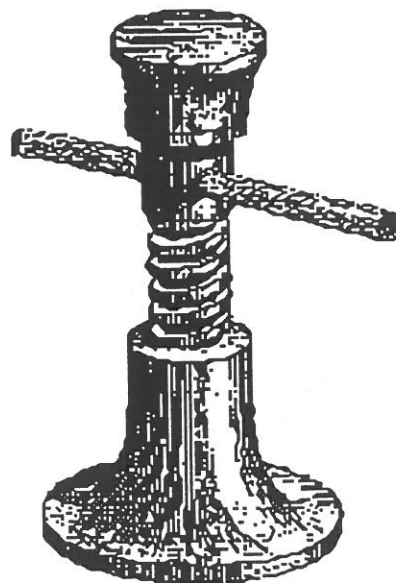


The Pulley

Another simple machine with many applications is the pulley. The pulley can be grouped into different types: the fixed pulley, the moveable pulley and the block and tackle. There is more on pulleys under the section called Pulleys.

The Screw

A Greek mathematician worked out the geometry of the spiral helix around 200 BC and laid the ground work for the fifth and youngest of the simple machines, the screw. The screw can function in two principal ways: it can raise weights or it can press or fasten objects. Experiment with the fifth type of machine.



Great Engineers

Match the engineer with the machine he developed.

- | | |
|-------------------------------|--|
| 1. James Watt | A. Wireless telegraphy |
| 2. Eli Whitney | B. Metal lathe & micrometer |
| 3. Henry Maudslay | C. FM radio |
| 4. George Stephenon | D. Steel and iron frames making skyscrapers a reality. |
| 5. John Roeblin | E. Reaping machine |
| 6. Cyrus McCormick | F. Steam engine |
| 7. Nokolaus Otto | G. Television |
| 8. Thomas Edison | H. Sewing machine |
| 9. Wm. LeBaron Jenny | I. Telegraph |
| 10. Enrico Fermi | J. Steel wire cable (used in the Brooklyn Bridge) |
| 11. Willis Carrier | K. Telephone |
| 12. Leo Baekeland | L. Passenger elevator |
| 13. Orville and Wilber Wright | M. Cotton gin |
| 14. Guglielmo Marconi | N. Four cycle engine |
| 15. Vladmir Zworykin | O. Bicycle |
| 16. Edwin H. Armstrong | P. Nuclear reactor |
| 17. Charles Babbage | Q. Airplane |
| 18. Alexander G. Bell | R. Printing press |
| 19. Chester Carlson | S. Light bulb, photograph |
| 20. Elias Howe | T. Calculating machine |
| 21. Gutenberg | U. Steel plow |
| 22. Samuel Morse | V. Dry process xerography |
| 23. Johne Deere | W. Pioneer in iron bridge construction |
| 24. Kirkpatrick MacMillian | X. Bakelite, first truly synthetic plastic |
| 25. Elisha Otis | Y. Air conditioner |
| 26. Thomas Telford | Z. Steam locomotive |

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

Engineering Terms Seek and Find

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

Find these hidden words in the puzzle



- | | | | | |
|-----------|-------------|-------------|----------|------------|
| analysis | axial | beam | brittle | buckling |
| columns | compression | creep | deadload | deflection |
| ductile | elastic | equilibrium | fatigue | fixed |
| forces | fracture | frame | girts | hinged |
| joint | liveload | moments | pinned | pressure |
| purlins | reaction | rigidity | shear | spandrel |
| stiffness | strain | strength | stress | tension |
| torsion | toughness | trusses | windload | yield |

Engineering Terms Seek and Find Answer Key

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



Pulley Experiments

Materials:

3 large spools
1 small spool
several coat hangers
small rope or nylon string
fixed surface
eyebolt
weights

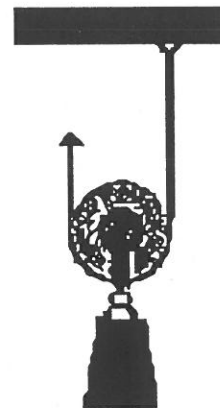
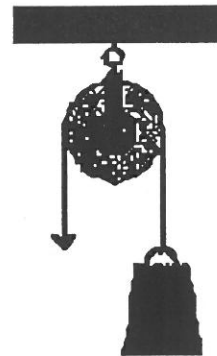
Fixed Pulley

Construct pulley system as described in the Webelos Scout Book, page 143. Hook end of coat hanger through the eyebolt which needs to be fastened to a fixed piece of wood. Tie rope or heavy twine to the weight and loop around the spool. Try pulling the weight up without damaging the pulley system. Experiment with different weights. What type of effort was used in lifting the weight?"

The mechanical advantage is equal to the number of ropes that are supporting the weight. The mechanical advantage of a fixed pulley is 1 because only one segment of the rope supports the weight. This means that 50 lbs of pull will lift a 50 lb. weight.

Movable Pulley

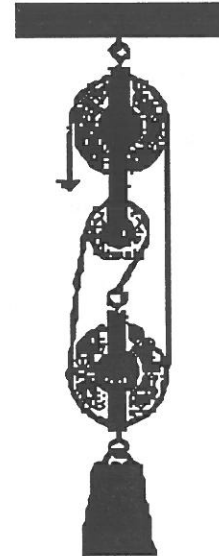
Use the same pulley system as in the last experiment except hook one end of the rope to the eyebolt and loop around the spool. Hook the weight onto the end of the pulley. What type of effort was used in lifting the weight? Was it easier? This type of pulley has two segments of rope supporting the rope. The mechanical advantage of a moveable pulley is 2. That means that 50 lbs of pull will lift a 100 lb. weight.



Block and Tackle

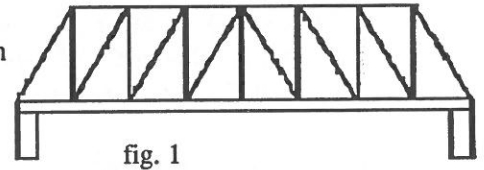
Modify one pulley to have a hook on each side of the spool. Or make a new pulley with a double hook. Construct a new set of pulleys with one large spool and one small spool. Hook the double spool/pulley to the fixed board and eyebolt. Hook the single pulley/spool to the weight. Loop the rope around the pulley system as shown at the right. Again, what is the effort to lift the weight? The block and tackle pulley uses multiple pulleys. The mechanical advantage of the block and tackle is 3. This means that 50 lb. of pull will lift a 150 lb. weight.

Experiment with and construct different types of pulley systems. What type of effort is undertaken with each system.



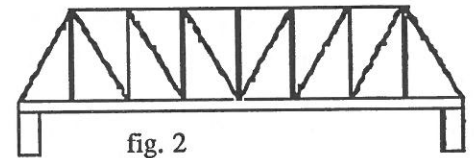
Bridging the Gap

The first bridge was provided by nature. This may have been a fallen log, natural arch cased by erosion or vines hanging from trees. The first known arch bridge was built by the ancient people of Mesopotamia, China or Egypt around 4000 B.C. A good example of an arch bridge made from stone is the Pont du Gard, a Roman aqueduct built around 19 B.C. in southern France.



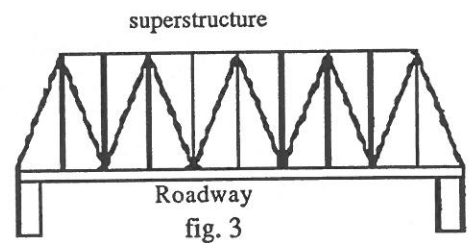
Timber was used to construct bridges. The Romans constructed timber bridges over the Tiber river around 600 B.C. Timber bridges were developed in forested countries.

During the 16th century, the invention of the "truss" bridge brought great advancements in bridge building. During the years that followed, many triangle truss forms were invented such as the Town Lattice Truss, the Howe truss (fig. 1) and the Pratt truss (fig. 2). These trusses use a combination of iron and timber.



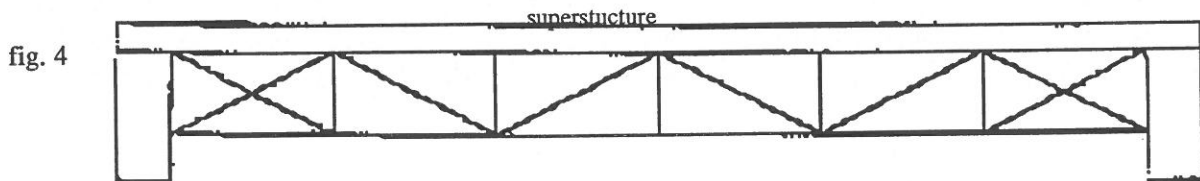
During the 17th century, iron was used in the construction of bridges. Iron was replaced with a more reliable and stronger material, wrought iron, in turn, it gave rise to steel. The first iron bridge was built with a span of 100 feet over the Severn River in England in 1779. The first all-steel bridge was built in 1879 over the Missouri River at Glasgow, South Dakota.

Since the days of the early man-made bridges, materials used in the construction of bridges have also evolved. Starting with stone and timber to iron, to carbon steel and the various steel alloys. Today bridges are made from reinforced concrete with high strength prestressing cables and high strength steel.



The bridges of today show a remarkable variety. Some consist of a single span extending from one end support to another. These end supports are called abutments. In some cases, there are intermediate supports between abutments. Intermediate supports are called piers.

Bridges differ with respect to the location of the roadway and the superstructure. The Through bridge (fig. 3) has the superstructure above the roadway. The Deck bridge (fig. 4) has the superstructure below the roadway.



Bridges fall into three groups: the fixed, moveable and floating. Let's take a look at only the fixed type bridges. Most bridges are the fixed type. As the name implies, fixed bridges are intended to remain permanently in the position in which they were constructed. Fixed bridges are constructed of timber, steel and concrete. The spans of these bridges are limited to what the material can attain. The fixed bridge can be separated into different classes: Beam and Girder, Trusses, Arched and Suspension.

Beam and Girder

These type of trusses consist of a horizontal structural member that spans between two supports. Members may be steel, wood or concrete.

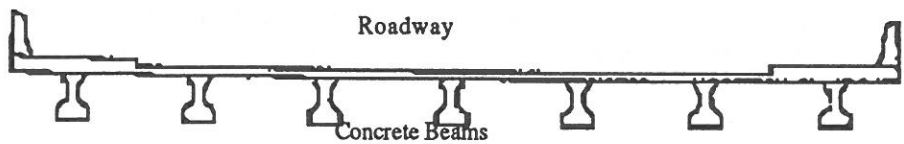


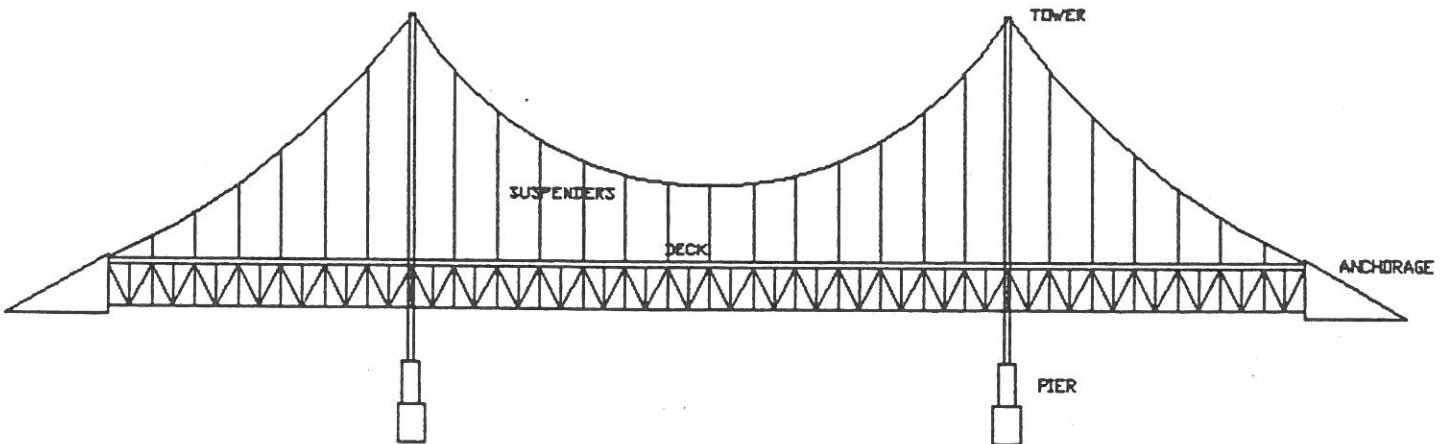
Fig. 5

We can see these types of bridges on turnpikes and interstate highways. The carrying member consists of a number of parallel "I" beams or girders of steel or rectangular beams of reinforced concrete. (fig.5)

Trusses

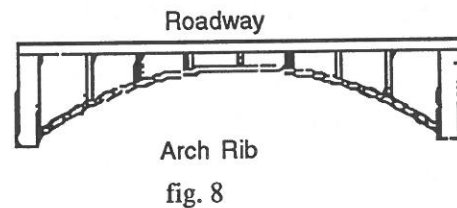
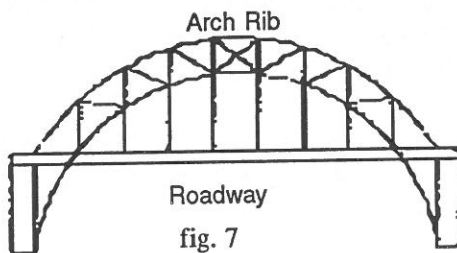
Trusses are framed structures spanning supports. They show a pattern of interlocking triangles. The members can be made of timber or metal. The top member of the truss is called the top chord or upper chord. The bottom members are called the lower chords. The vertical and diagonal members are called the web system. The two parallel trusses forming a truss span are tied together with crosswise members.

Truss bridges lend themselves to the cantilever arrangement. There is an extension or overhang of a truss beyond its supports. The overhang is called a cantilever. The familiar type of cantilever bridge has three spans resting on two anchor piers and two riverward piers. Each end span is attached to an anchor pier and extends beyond the riverward pier. The ends of the bridge are connected by a span know as a suspended span. (fig. 6)



Arch Bridges

The principal load carrying element of this type of bridge is a curved arched rib. The loads are delivered to the foundation by the compression in the arch rib, producing an outward thrust at the end of the span. Steel is a favorite material for this type of construction. In arch bridges, the roadway may be suspended from the arch above or on columns above the arch. (fig. 7 and 8)



Suspension Bridges

The construction of these types of bridges consists of cables of parallel, high strength wire or twisted wire rope anchored at the ends in massive concrete blocks or tunneled into rock. The cables are hung from high towers. The roadway is suspended from cables above with cable called suspenders. Because of the flexibility of the cable, trusses or girders are used to stiffen the roadway. Note that girders are no longer used in new bridges.

Experiments in Truss Building

1. Make up truss kits with different sizes, lengths and shapes of balsa wood.
2. Each kit should have the same type, size and number of members.
3. Let each Scout build a truss of his choice.

Egg Drop

Have each boy design a system to protect an egg from a 10 ft. fall. The boy may use any materials he wishes or provided a variety of "good" stuff at the den meeting. You may want to limit the size of the "protection system" to 12" X 12". This is strictly an arbitrary number. After the systems are built and the eggs are loaded, the den leader drops them from a ladder. The eggs that break get the "Humpty Dumpty" Award and the eggs that survive get the "Safe Egg" Award.

Family Facts

Nothing gives more enjoyment to a family than, "Remember when..."

Boys learn who they are from their parents and grandparents. To play "Family Facts", have each member of the family write out questions, the answers should only be known to his family. The more personal, the better.

Examples:

Who went to Canada on vacation?

What was this family's first pet?

Who broke their arm during the school play?

Who ran into the basketball standard and chipped his front tooth ?

What was the address of our first house?

When is Grandma's birthday?

When did Dad graduate from High School?

Play this game in the car, on a rainy day or at family gatherings.

SPECIAL FAMILY HOLIDAYS TO REMEMBER

Valentines Day	Feb 14
Mother's Day	2nd Sunday in May
Father's Day	2nd Sunday in June
Grandparent's Day	2nd Sunday in September

Activities for Den Meetings

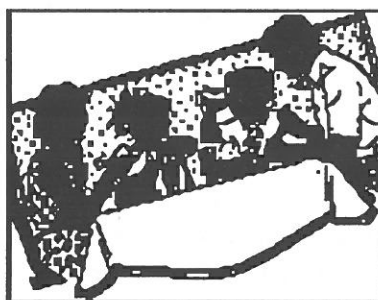
* Have boys bring family favorite recipes from home. Choose one and arrange to cook it at the next meeting, or have a recipe swap.

* It might be fun to have the boys make a recipe book with their recipes. This could be offered as a door prize at a pack meeting.

* If boys are from the local area, visit a library and find birth information in the newspapers. Report on other famous events of the day.

* Have a "Best looking baby" contest using old snapshots the boys bring to the meeting. See if they can tell who is who.

In earning the Family member Activity Badge, the Webelos Scout will discover how to show love for his family and how important his family is.



Family Roots

Most children have very little knowledge of their grandparents' early years, yet

this background offers one of the richest resources of traditon and identity within a family. Gather the whole family together for a time of listening as the older generation talks. A tape recorder or video recorder may be used to capture these priceless memories.

LISTED BELOW ARE SOME WAYS TO BE HELPFUL

A big part of being a member of the family is helping out around the house.

Here are some helpful charts for the boys to use to record their work at home.

- * Take care of your clothes and shoes
- * Help clean the house
- * Practice cleanliness and neatness
- * Save energy. Turn off lights when you leave your room
- * Help take out the trash as needed
- * Help plan family meals



Chores To Do Around the House						
Chore →						
Sunday						
Monday						
Tuesday						
Wednes						
Thursday						
Friday						
Saturday						

There is little danger of North America running out of water. But there is a danger of running short of pure water. You can help prevent this by using only as much water as you need. If you study how much water you use now, you will be able to find ways to use less.

Look at the chart below. Keep a copy of this page with you for a day. Mark it each time you use water. You can use the back for figuring.

Remember this is an estimate, not an exact measure of how much water you use. Therefore you can use the average amount given in the second column when you do your figuring. For example, if you get six drinks of water a day, you estimate $6 \times 1/4 = 1\ 1/2$ gallons. (note: the averages assume you let the water run to get hot or cold. You wouldn't, for example, drink $1/4$ gallon of water each time you get a drink, but that much would run from the faucet if you let it run to get cold.)

how you use it	average amount for one use	put an x for each use	total
taking a shower	30 gallons		
flushing a toilet	20 gallons		
washing hands or face	2 gallons		
getting a drink	1/4 gallon		
brushing teeth	1/4 gallon		
washing dishes for 1 meal	8 gallons		
cooking 1 meal	5 gallons		
using automatic clothes washer	32 gallons		
other	you estimate		

Home Movies

Many families have old home movies of vacations and holidays. Newer movies are probably on VHS. Have the boys bring some tapes from home. You bring the VCR. Make popcorn and have a great time. If you have some tapes yourself, edit some funny moments together for a highlight reel.

Popcorn Neckerchief Slide

Materials:

- 35mm film can
- Pipe cleaner
- Red or white contact paper
- Black marker
- Cotton balls
- Plaster
- Popped Corn
- Clear acrylic spray



Use an empty 35mm film can. Make two small cuts in the back to insert the pipe cleaner and make a ring. Cover the can with contact paper. If using red contact paper, make Popcorn label on masking tape or white tape. If using white contact paper write "Popcorn" on the side of the can.

Put one or two cotton balls in can and pour a small amount of plaster over them for weight. When the plaster is dry, glue popped corn in the top third of the can. Be sure to use enough glue to keep the corn in place. When dry, spray with clear acrylic spray.

Physical Fitness Feats

Balance - Try walking on bricks, stones, or blocks of wood 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. This is a fun relay.



Flex test #2: Have the boys stand and cross their legs with one leg in front of the other. The feet should be parallel more or less. Tell them to bend slowly at the waist and try to touch the floor in front of the toes. **DON'T LET THEM BOUNCE. THIS SHOULD BE ONE SMOOTH MOVEMENT.** Have them hold the position for about 4 or 5 seconds. If they can do this they have good flexibility in the muscles at the back of the thigh.

Stong Man Stunt

Place a sheet of paper on the floor. Have three boys grasp a broom with one hand near the top and hold it a foot over the paper. Have a fourth Cub 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.

 **WARNING!** Drug use can start at ANY AGE! SAY NO!

Flexibility Tests

Flex Test #1: Have the boys sit down on the floor with their feet and legs sticking straight out. Tell them to bend forward and touch their toes. See how far past their toes they can reach. Measure the distance. The boys will probably be more flexible than the den leaders. People begin to lose flexibility at puberty and boys will lose more flexibility than girls.

Flex test #3: Have the boys remove their shoes and stand on their heels with the toes lifted off the ground. Tell them to walk straight ahead 10 paces. If they can do this without losing balance, they have good flexibility in the Achilles' tendon.

Flex test #4: Tell the boys to sit on a table top with their legs hanging over the edge and the backs of their knees touching the edge of the table. Separate the knees by several inches. Then have them tuck in their chin and **SLOWLY** bend forward. They should try to lower their heads all the way between their knees. It might be a good idea to stand **REALLY REALLY** close so one doesn't fall off on his head showing off or acting goofy! Anyone who can do this has good flexibility in their lower back.



You don't have to be a drug addict to die from drug abuse. SAY NO!



Any drug abuse can lead to serious drug dependence. SAY NO!

20 Second Workout

This is an activity to point out the difference between aerobic and anaerobic exercise. You will need a flight of stairs and a stopwatch or watch with a second hand

Run up and down the stairs for 20 seconds. While you are running notice how you are breathing. After a short rest, run around the block at a steady pace. Notice how you are breathing now. Was there any difference between the way you breathed in the two exercises?

"Aerobics" is a Greek word that means "with air." Exercises that require oxygen to produce energy for rapid movement are called aerobic. You probably noticed that you were breathing heavily when you ran around the block. Your body was gulping oxygen because you were doing an aerobic exercise.

"Anaerobics" means "without air." An anaerobic exercise is one that doesn't require oxygen to produce energy. You didn't breathe as deeply running up and down the stairs as you did running around the block because you were doing an anaerobic exercise.

Your body is able to produce energy without oxygen for brief periods of intense activity. The activity never lasts for more than about 2 minutes. Once you pass the 2 minute mark, aerobics takes over! This system is a protection mechanism. If you meet a big grizzly bear and must run for your life, your lungs just can't breathe fast enough to meet your muscle's high demand for oxygen. Anaerobic energy allows you to run without oxygen using up a lot of oxygen until your lungs can catch up.

The Exerciser

As the leader reads the narration the boys do what the narration says.

The exerciser stood up tall
And stretched his arms from wall to wall
He put his hands way up high
Then down again beside each thigh.
He put his chin upon his chest,
Then pulled it far back his neck to rest.
Then he reached down and touched the ground,
And then he turned himself once around.
Then with his hands he touched his feet,
And then quietly, he took his seat.

Dumbbells and Barbells

Fill cans with concrete and embed a broomstick. For dumbbells, use small cans and short sticks. For barbells, use #10 cans and 3 ft. broomsticks.

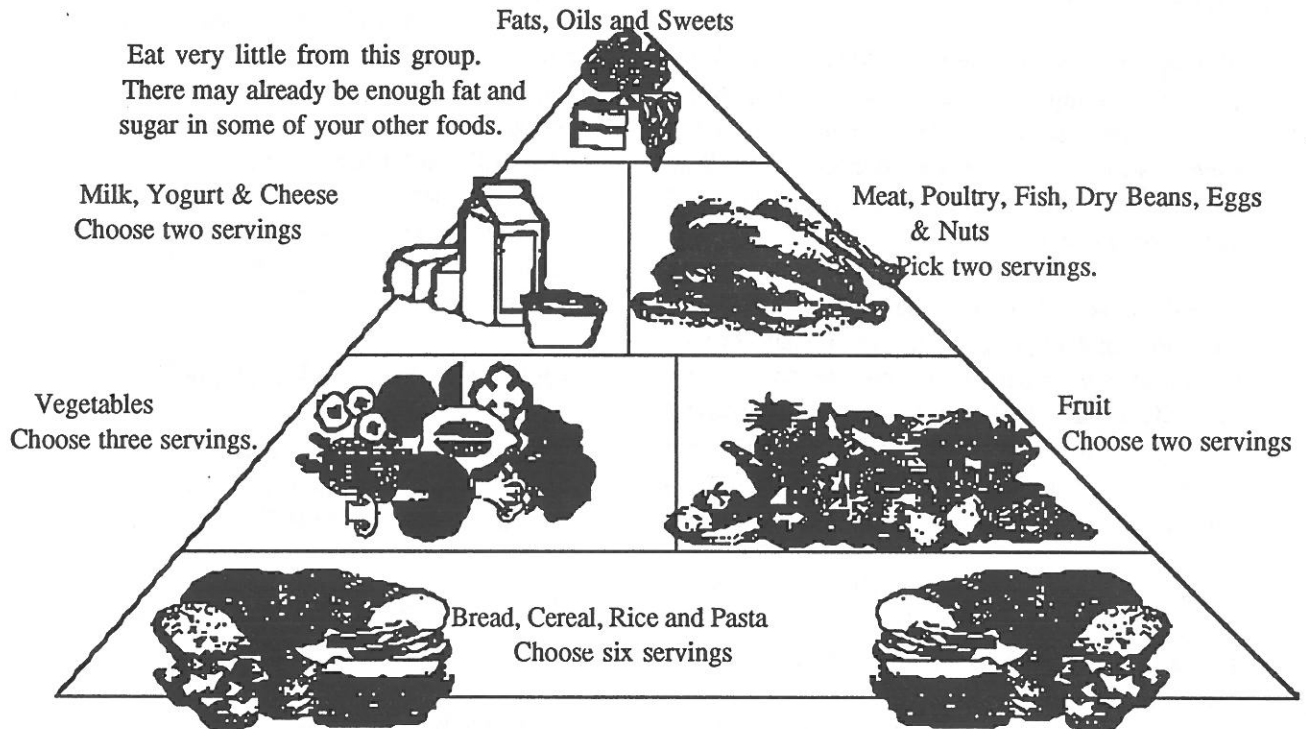
A Stretching We Will Go

(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 your side,
As your muscles you relax.
Now let us stomp our feet
But please don't take your seat
Before you're done
Please turn around
And then you'll take your seat.

Building Blocks

You can't be fit unless you eat the right foods. Eating well helps your body grow healthy and strong. This "Food Pyramid" shows what foods you need to eat each day.



Now, make your own menu by following the pyramid rules. Make sure you get enough fruits and veggies!

Muscle Builders

Words can be found horizontally, vertically or diagonally.

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

AEROBICS
BICYCLING

JUDO

REST
SIT UPS
SPORTS
WALKING
WHEATIES

BARBELLS
DIET
ISOMETRICS
KARATE
PUSH UPS
RUNNING
VITAMINS
WEIGHTS



100 Lb. Weaking

Cast: Dillard
Henry - the weaking
Muscleman
Doctor
Marco

Costumes: Henry wears shorts, long-sleeved t-shirt or sweat suit. Dillard wears street clothes. Muscleman wears shorts and long-sleeved t-shirt with stuffing in arms to simulate muscles. Doctor is in white jacket with large cardboard stethoscope around his neck. Marco wears a black cape, top hat and carries a magic wand.

Setting: Dillard and Henry are in a gym. Henry is laying on a bench trying to bench press weights. Henry wants muscles and Dillard brings Muscleman who feels Henry's muscles and gives up. Doctor comes in and listens to Henry's

What does a jogger say when he leaves?
So long. I've got to run.

Why should everyone run?
We are all in the human race.



muscles with stethoscope and says there is no hope. Finally Marco the magician comes in, puts Henry in a trance. While Henry is in the trance, Marco stuffs rags in panty hose and puts them under Henry's shirt. Marco says magic words over Henry and Henry wakes up. Marco says, "Go ahead and lift that 100 lb weight." Henry lifts it with no problem. Henry is surprised and asks Marco how he did it. Marco pulls the stuffing out of Henry's shirt. Henry can't believe it. Marco tells Henry it was all in his mind and tells him, "You're only as strong as you think you are!"



What is a forester?
A forester is someone who knows how to recognize different types of trees by their bark, shape, and foliage. A forester knows what makes trees live and grow. He understands how

important trees are in that they give off precious oxygen and are used for building materials. When you become a forester you learn to protect, preserve and cherish one of our nation's greatest resources.

Den Activities

Take a tree survey of your neighborhood. Use a map and note the location and type of each tree.

Visit a local lumber yard. Check to see if the dealer will give out samples for the boys' collections.

Invite a forester to explain the importance of our trees and forests.

Tree Tie Slide

Collect different types of tree branches with diameters of 2-3 inches. Make sure the bark is still on the branch. Length will depend on the number of boys in your den. Cut the branches at a 45 degree angle to produce oblong disks about 1/4 inch thick. Sand the face until smooth. Varnish. Hot glue a piece of PVC to the back.

Useful Trees and Plants

Cedar - shingles, fences, moth proofing
Redwood - Weather resistant lumber
Longleaf pine - lumber, turpentine and tar
Pecan, oak, ash - hardwood furniture
White pine - pulpwood for paper, building lumber
Douglas fir - lumber
Ponderosa pine - telephone poles
chestnut trees - food for wild turkeys
hollow trees - bird and small animal nests
Pine trees - home for the red cockaded woodpecker, an endangered species that only nests in pine trees.

Wood Sample Collections

Collect different types of tree branches with diameters of 3 or more inches. Each sample should be about 1 foot long. Cut the top at a 45 degree angle, cut down the middle about half way then cut at a 90 degree angle to expose the interior. This gives a view of the rings and the outer bark.

Tree Planting Activity

Collect acorns or other tree seeds and plant in small styrofoam cups filled with dirt. Water and after the seeds sprout and are a fair size, plant in a suitable place.



Leaf Collections

Leaves may be preserved by ironing between sheets of waxed paper, drying or covering with wide transparent tape.

To dry leaves for a collection:

Place leaves between two sheets of newspaper.

Add several more layers of paper on top and underneath.

Cover with a board or piece of plywood.

Weight down with books, bricks or stones.

Dry for about 10 days, changing inside papers every few days.

Mount the leaves on poster boards, construction paper or index cards. Be sure to label each leaf with the name of the tree it came from.

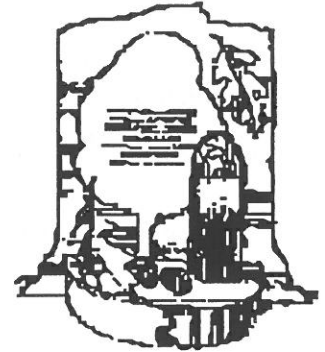


Forester Neckerchief

Make a neckerchief for each boy out of inexpensive cotton fabric in a light color. When a boy can identify a particular forest tree leaf, print the leaf on his neckerchief. Eventually each boy will have a permanent record of the six forest trees he has identified. (See Cub Section Sept - 17 for detailed directions on Leaf Printing.)

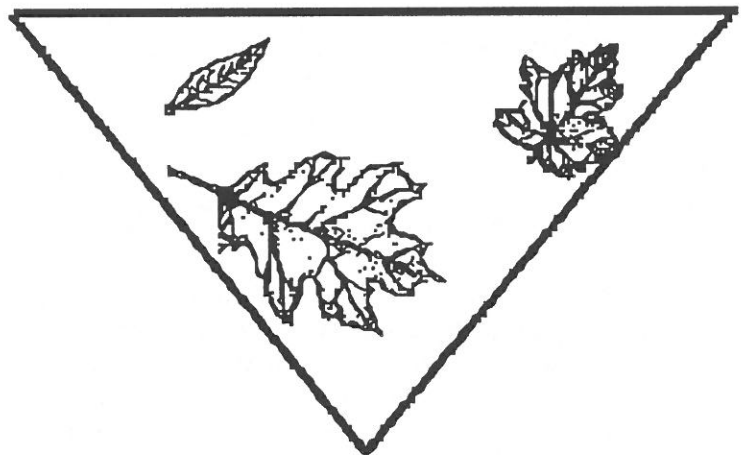
Tree Display

Your Scouts may want to make a tree display for a pack meeting exhibit using leaves and wood samples from their collections.



The back piece is a 16"X20" piece of poster board, light plywood or brown mat cut in the shape of a tree stump. The stand may be posterboard, mat, or a section of a plastic bottle. Glue or staple it to the back.

A silhouette of the tree is cut out and glued to the back. Then add information about the tree - where it grows, its size, uses of its wood and fruit, etc. Mount leaves, seeds, and fruit with invisible tape. Add the appropriate wood sample from your collection.



Forest Fun

For each phrase below, name the tree that it reminds you of:

1. A person that is old (Elder)
2. Something that stretches (Rubber Tree)
3. A bright color (Orange Tree)
4. A nut (Walnut)
5. A small insect (Locust)
6. A nut (walnut or pecan)
7. Another name for cleaning up (Spruce)
8. A present for teacher (apple)
9. The most "Knotty" tree (pine)
10. The sound a slap makes (Sumac)
11. Fire leftovers (ash)
12. A city in west Texas (Mesquite)

How Do Trees Get Food?

The Webelos Book doesn't provide much information about this but a simple demonstration can be done with celery. Use one piece of celery with leaves for each boy. Place three drops of red food coloring in a glass of water and place the celery in the water. Over a couple of days, the veins on the outside of the celery will start changing color showing the how the liquid goes up the stalk. The same type activity takes place in a tree.

Shrubs and Other Plants for Bird Food and Cover

Coral honeysuckle - Good nesting and cover. Flowers will attract hummingbirds. Has berries from fall into early winter.

Virginia creeper - Good cover and for nesting, excellent food.

Yaupon - Cover and good food.

Crape myrtles - Good winter food.

Blackhaw virburnum - Good cover and excellent food.

What is Lumber

Ask these questions if you visit a lumber yard. Find out about the different grades and types of lumber available.

Why is some wood cheaper than others?

What are studs?

How is plywood made?

Why are there different grades of plywood?

Where does most of the wood come from?

How is lumber measured?

What is the best way to fasten wood together?

Leaves of Some Common Texas Trees

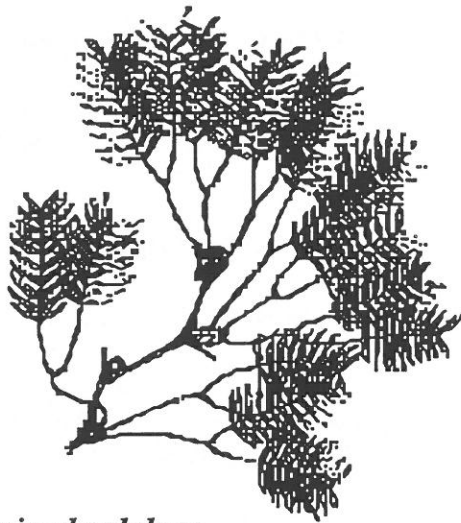


Ulmus Crassifolia
CEDAR ELM
leaf 1 - 2 inches long

Quercus muhlenbergii
CHINQUAPIN OAK
leaf 3 - 5 inches long

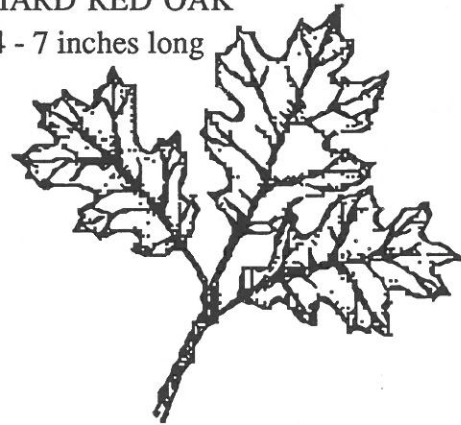


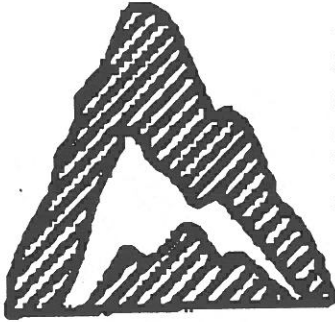
Cercis canadensis
REDBUD
leaf 2 - 3 inches



Prosopis glandulosa
MESQUITE
compound leaf 4 - 8

Quercus shumardii
SHUMARD RED OAK
leaf 4 - 7 inches long





Almost every boy, at one time or another, has a rock collection. This keen interest in rocks makes the Geologist Pin a natural for most boys. The Webelos

Scout Book has information on volcanos, geysers and the formation of mountains so the boys may acquire a fairly good understanding of them with a little assistance.

Den Activities

Visit a museum of natural history.

Go on a rock hunt.

Visit a rock collector and have him speak about rocks and formations.

Make a volcano and demonstrate an eruption at a pack meeting.

Contact the Edwards Underground Water District for information on the geologic formation our water comes from, The Edwards Aquifer.

Start a rock collection.

Demonstrate that a coffee perculator works like a geyser.

Mineral Hardness Test Kit

Give each boy a list of items to bring to a meeting to make a mineral hardness test kit. Supply some items such as pieces of glass but require the boys to collect most themselves. Make a leather bag in which the kit can be kept. Use the kit to help identify the hardness of several mineral samples.

Supply the kit with some of these:

1. Talc. Purchase this in the form of tailor's chalk. Hardness of 1.
2. Your fingernail. Hardness of 2 to 2 1/2.
3. A new copper coin. Hardness of 3.
4. A 12-penny nail. Hardness of 4 to 4 1/2.
5. A knife. Hardness of 5 - 5 1/2.
6. Window glass. Tape the edges to prevent cuts. Hardness of 6.
7. High-speed drill bit (woodworking) Hardness of 6 1/2.
8. Metal file. Hardness of 7 1/2.
7. High speed masonry drill bit Hardness of 8 1/2.
9. Carborundum. This sharpening stone will scratch minerals of hardness about 9.

Crystals

(from Indian Nations Council 1992 Pow Wow Book)

Crystals are formed in many different minerals. Besides being very beautiful, crystals some crystals are useful. Diamonds, carbon crystals, are used not only in jewelry but also to cut and polish hard substances. Quartz is used in clocks. Salt is a very common crystal.

Making Crystals

Materials:

Stove or hot plate

Quart jar

1 quart water

3 oz. powdered alum (at any drug store)

pinch of Tintex or vegetable dye

circle of blotting paper, filter paper or cheesecloth

Procedure:

Heat 1 quart of water to a rolling boil. Add the powdered alum to the boiling water.

Boil for a few minutes, turn off heat.

Stir and add a pinch of color.

Remove from stove. Pour into the jar through the filter.

Allow to stand 24 hours. Tap the jar occasionally while the mixture is cooling to help formation of crystals.

Home Made Salt Crystals

Materials:

glass jar

piece of thread or thin string

approximately 3 tablespoons table salt

pencil or cardboard long enough to rest across mouth of jar

Procedure:

Pour warm water into a jar and add the salt. Stir until the salt dissolves. Tie the string or thread on the pencil and let string hang in the water. Leave the jar in a warm place for about one week. The salt will begin forming crystals within three days.

Supplemental Information. Crystals have different shapes and are formed in many different materials. To study different formations of crystals, put both alum and sugar crystals on a slide under a microscope. The alum crystals are diamond-shaped and the sugar crystals are cube-shaped. Look at salt crystals. What shape are they?

Stream Table Experiment

The purpose of this experiment is to demonstrate, in miniature, the effects of erosion on the topography of the Earth. Erosion is a process caused by rainfall, or even wind, which moves particles of earth, rock, and vegetation to a new location.

The experimenter will be using a "sand table" and a slow, steady stream of water to demonstrate erosion. The effects of erosion can be recorded by sketching, or even by taking a series of "time-lapse" photographs.

Materials: Sand (play sand or even dirt will work)
rocks (assorted sizes and shapes)
flat surface (can be a piece of plywood about 2 ft. by 6 ft.)
plastic sheeting (to protect the plywood)
side rails (can be pieces of 2X4 lumber)
water supply (a gardener's watering can or a garden hose)
wooden blocks to incline the surface

Instructions:

- a. Cover a suitable flat surface with plastic sheeting to protect it from water damage. Use two lengths of lumber as side rails to contain the sand. Use additional lumber rails at the top and bottom at your discretion. These go under the sheeting and can be secured with a few small nails or clamps.
- b. Incline the flat surface slightly. Three (3) to ten (10) degree slopes work well. Don't overdo it! Brace the surface carefully!
- c. "Plant" your rocks on the slope and fill in with sand. Don't use a lot of sand. Remember, wet sand gets heavy pretty fast.
- d. Select a location at the top of the slope and begin to "drizzle" a steady stream of water down the slope. Observe the results at regular intervals.

Questions to ask:

1. What happens to the softer, lighter materials as the water goes by. Where do these materials "settle-out"?
2. What effect does the water have on the rock "mountains"?
3. Do you think that plants would help slow the effect of the water? How?
4. What effect does a dam have on soil erosion both upstream and downstream from the dam? Where does silt accumulate?



A Handyman is capable of maintaining his home, equipment, and vehicles. A good handyman knows which jobs are beyond his capabilities and should be done by a more experienced or specialized person

Demonstrate and insist on safe procedures while working on this activity pin. Do **NOT** allow boys to change car tires by themselves.

Den Activities

Visit a local tire store. Learn about various types of tread and materials.

Visit a bicycle shop.

Repair a flat bicycle tire.

Learn how, when and why to change the filters on heating/air conditioning systems.

Learn how to lubricate door hinges.

LUBRICATION

Lubricants can add years to the lives of household appliances. Emphasize that proper lubrication of moving parts doesn't mean drenching it in oil. Most boys think if a little is good, a lot is much better. Usually a little goes a long way.

Light weight household oil can be used on small appliances, moving parts of hand tools, reels, bicycles, skates and door hinges.

Graphite comes as powdered graphite and graphite-in-oil. The boys will be familiar with powdered graphite since it is used on Pinewood Derby cars. Graphite-in-oil is used to lubricate locks. It penetrates better than the powdered graphite. Powdered graphite is useful for lubricating door latches.



Lubrication Rules

1. Lubricate before it is needed. By the time squeaks or rattles occur, some permanent damage may have been done.
2. Clean before lubricating.
3. Follow manufacturers directions.
4. Use the appropriate lubricant.
5. Do not over lubricate. A couple of drops is usually enough and too much can cause real damage.

Skit: Dad's Workbench

Cast: 4 boys representing tools (hammer, saw, file and screw driver)

Narrator

Dad

Mother

Cub Scout

Narrator: As our scene opens, we find Dad looking for his hammer.

Dad: Has anyone seen my hammer?

Mother: No, dear, did you look on your bench?

Dad: It's not there. No one ever puts anything back where it belongs.

Hammer: No, I'm not on the bench. I'm over here behind the door where he used me to drive the door hinge pins down and just left me.

Dad: Now where in the world is my saw?

Mother: Look on your bench. It should be there.

Dad: It isn't there. No one puts my tools back.

Saw: Here we go again. I'm lost because he didn't clean me and put me back again after I was used on the garage roof to spread the tar because I was bigger than the putty knife.

Dad: Good Grief! Now where is my file?

File: He has forgotten that he left me out in the yard when he sharpened the lawn mower last fall. He'll be sure to find me when I get caught in the lawn mower the next time he mows the grass.

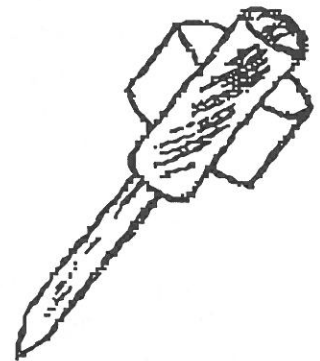
Dad: I can't find my screw driver now. I just had it a little while ago. Did you borrow it, son?

Cub: Yes, Dad, but I gave it back to you.

Screwdriver: Here I am, right in his big pocket where he put me. Why can't people remember to put tools back where they belong?

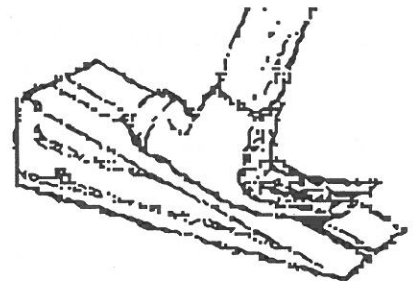
Screwdriver Tie Slide

Make a screwdriver from a dowel. Use a thicker piece of dowel for the handle. Use sandpaper to shape the blade. Paint the handle red or yellow and the shaft silver. Glue to a piece of PVC pipe.



THE WEDGE

This simple wedge shaped block works nicely for pulling nails. It straddles the nail, serving to protect the stock while allowing the hammer to be elevated as needed, a feature that is particularly useful when pulling long nails. The dimensions are not important but keep the angle on the small side.



Measuring Worm Game

Each Cub is measured from shoulder to feet. He assumes a push-up position with elbows and knees straight. He then inches his feet as close to his hands as possible, keeping his knees straight. The original position is returned to by inching forward with his hands. This finds the distance from one point to another depending on how many times he has moved forward. The Cub closest to the actual measurement is the winner.

Twenty Questions

Each team has five minutes to write down twenty things it takes to make or build a house. Not what is in a house after it is built, but what it takes to make it. The team that gets 20 items down first is the winner.

Tool Box Sort Out

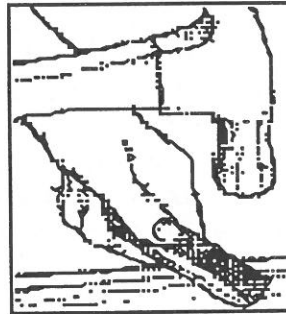
Use an egg carton for the tool box. Have an assortment of nuts, bolts, screws, etc to be sorted. The first boy to sort by size in the proper places in "tool box" wins.

Name the Tool

Give the tools that answer each of these questions:

- | | |
|--|-------|
| 1. King of a country. | Ruler |
| 2. Something you can travel or fly in. | Plane |
| 3. A party snack. | Nuts |
| 4. Part of your toe. | Nail |
| 5. What a pirate buries. | Chest |
| 6. What a dentist uses | Drill |

SHOP TIP



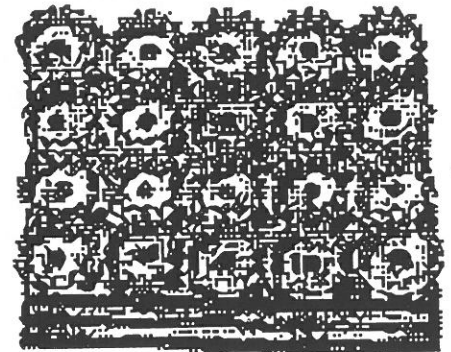
Here's one way to eliminate that all-thumbs feeling when you drive small brads and tiny nails. Use an everyday pocket comb to hold those little fasteners in place while you hammer.

Another way to accomplish this...

Turn a piece of corrugated cardboard into a nail holder by simply cutting a thin strip and pushing nails into the wavy pockets. As each nail is used, rip off the section of cardboard. The strip can also be useful for holding screws, especially when you want to lean into one to get it started, but are afraid the screw driver tip will slip off the screw and stab your fingers.

Bottle Cap Shoe Scraper

Nail rows of bottle caps very closely and tightly to a piece of wood. The wood should be the size that best fits the doorway. When it becomes packed with mud or snow, turn it over and hit it on the ground.

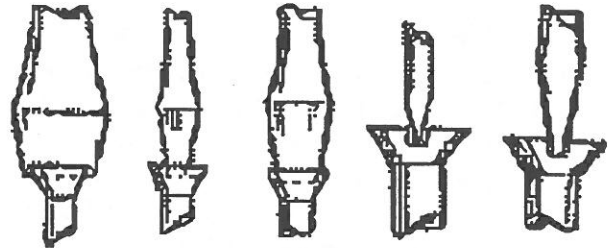


Tools

SCREWDRIVERS - Screwdrivers should fit the screw head slot as shown in the drawings. When the tip is too wide, the wood around the screw will be damaged. A tip that is too narrow will slip out of the screw slot and damage the screw head. If the tip is worn to a sharp or chisel like shape, it is very difficult to keep the screwdriver in the slot.

SAWS - Two important saws in a tool kit are the rip and crosscut saw. Both saws look alike in size and shape. The difference is in the shape and spacing of the teeth and the way the teeth are filed. Rip saw teeth are designed to cut with the grain of the wood and so are straight filed. Crosscut saw teeth are designed to cut across the grain and so are bevel-filed. The most popular size of rip and crosscut saws is 26 inches, with 5 or 5 1/2 teeth (points) to the inch for rip saws and 8 - 10 teeth to the inch for crosscut saws.

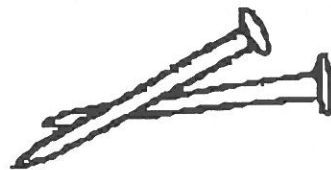
HAMMERS - The primary use of the **CARPENTER'S HAMMER** is to drive or pull nails. The carpenter's hammer has either a curved or straight claw. The face may be either bell-faced or plain-faced and the handle may be made of wood or steel. The **BALL-PEEN** hammer, as its name implies, has a ball which is smaller in diameter than the face. It is, therefore, useful for striking areas that are too small for the face to enter. There is a right and wrong way of using a hammer. Except for light blows, hold the handle close to the end to increase the lever arm and produce a more effective blow. The thumb should rest on the handle and never overlap the fingers. Try to hit the object with the full force of the hammer.



WRENCHES - A wrench is a basic tool that is used to exert a twisting force on bolt heads, nuts, studs and pipes. Solid, non-adjustable wrenches with openings in one or both ends are called open-end wrenches. Box wrenches are safer than open-end wrenches since there is less likelihood they will slip off the work. They completely surround or box a nut or bolt head.

PLIERS- Pliers are made in many styles and sizes and are used to perform many different operations. Pliers are used for cutting purposes as well as holding and gripping small articles in situations where it may be inconvenient or impossible to use hands. Do not make pliers work beyond their capacity. Do not use pliers to turn nuts. Pliers must not be substituted for wrenches.

PUT ALL TOOLS AWAY CORRECTLY WHEN FINISHED WORKING WITH THEM.



Check Your Bike For Safe Operation

Saddle

Adjust frequently for comfort and growth. Tighten saddle and seat post nuts securely, leaving at least 2 1/2 inches of seat post down in the frame.

Coaster Brakes and Hand Brakes

Check before your first ride. Must brake evenly every time, no slippage. The rider should periodically inspect and maintain brakes. The coaster brake arm must be securely fastened to the frame.

Chain

The chain should be checked frequently for damage and stretch, and be readjusted if necessary. It should be lubricated frequently with light oil.

Bell or Horn

Be sure it works properly, loud and clear.

Lights and Reflectors

Bicycles should be equipped with reflectorized pedals and other reflective materials. If these materials are damaged or lost, replace them immediately. Lights and reflectors should be visible at dusk and at night. Headlights should be visible at 500 ft. Rear reflector should be visible from 300 feet.

Handlebars and grips

Handlebars should be adjusted frequently for comfort and growth. Keep at least 2 1/2 inches of the handlebar stem down in the frame. Tighten it securely. Handlebar grips should fit snugly and worn ones replaced.

Tires

Inspect frequently for wear and leaks. Remove imbedded stones, nails, glass, etc. Keep inflated to the correct pressure which is stamped on the sidewall of the tire.

Wheels

Wheels should rotate smoothly without wobbling from side to side. If necessary, they should be realigned. Axle nuts should be kept tight.

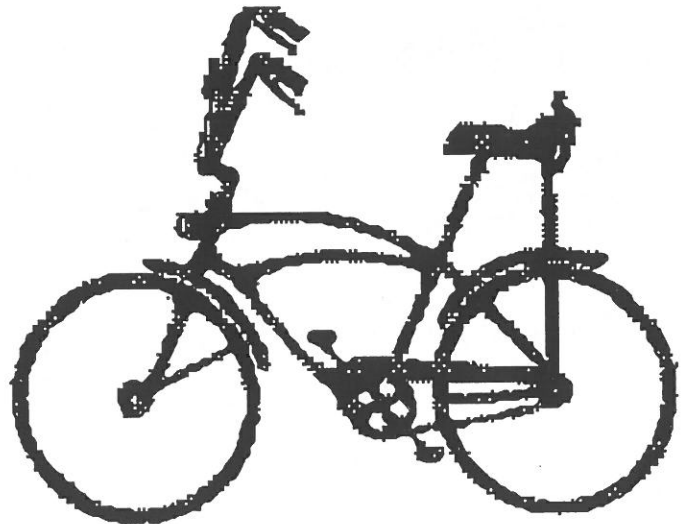
Spokes

Replace broken spokes promptly. Keep them tight.

Pedals

Bicycles should be equipped with reflectorized pedals for added safety in night riding. It is imperative that the shoulder of the pedal axle be securely tightened against the crank arm. If pedals become worn or damaged, replace them with reflectorized pedals.

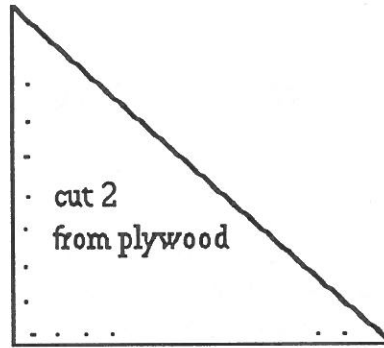
HAVE YOUR BICYCLE INSPECTED TWICE
YEAR BY A COMPETENT PERSON.



Personal Bike Rack

A handyman makes sure his tools and equipment is stored properly. This bike rack will help keep your bike in a safe position.

14"

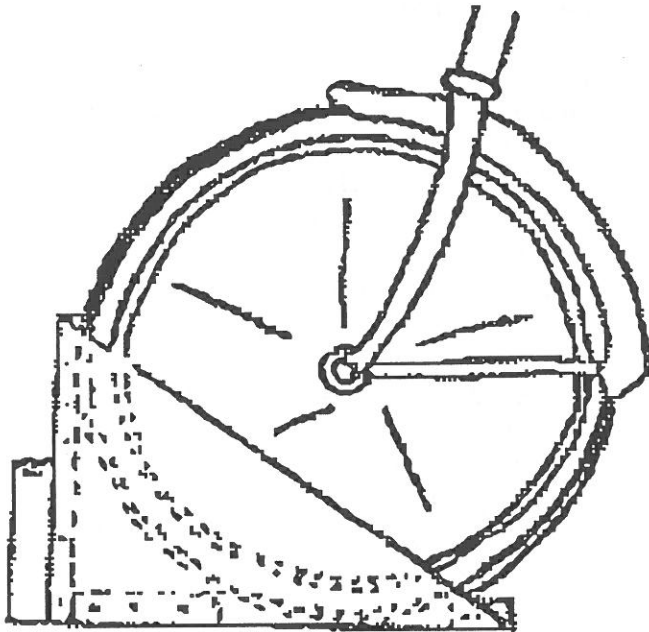


cut 2
from plywood

nail at
right angles

14"

6"



Materials: 1/2" plywood 14" X 18"
a 2 foot length of 1" X 2" wood
an 18 inch length of 2" X 8"
no. 6 flathead screws 1 1/4" long
six-penny nails
white glue or powdered resin glue
varnish or paint

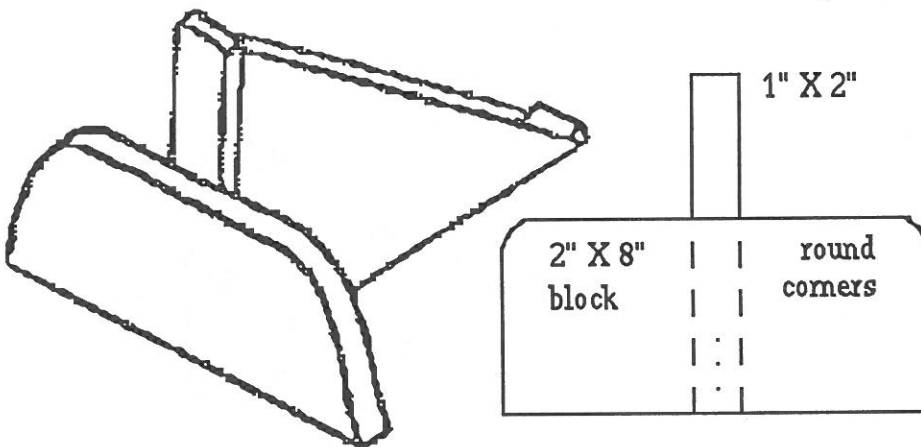
1. Cut the plywood triangles. Drill holes as shown with a 5/32" drill bit. Drill the holes 2 1/4" apart 1/2" from the edge. Paint or varnish the inside of the plywood now.

2. Cut 1" X 2" pieces. One piece is 14" long, another piece is 6" long and the last piece is 4" long. Nail the longest pieces together at right angles.

3. Cut the the 2" X 8" piece to the shape shown in the illustration. Attach the right-angle 1" X 2" sections with screws from the inside. Paint or varnish the 1" X 2" now.

4. Fasten the plywood triangles in place with screws through the predrilled holes. Add the small piece of 1" X 2" to join the front tips of the triangles.

5. Sand and complete the paint or varnish job.

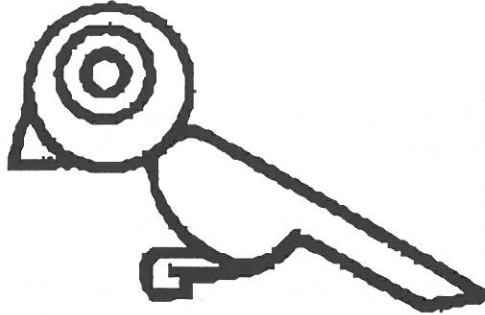


1" X 2"

2" X 8"
block

round
corners

If there is one thing young boys like better than dirt, it is the creatures that inhabit the out of doors. The Naturalist Activity Pin will get the boys outdoors and studying plants and animals. Insects, small animals and fish will be examined up close. They will learn things that nature has kept secret from most people. To learn these secrets, all we need is a sharp eye and an idea of where to look.



Fruit Flies

Because they multiply rapidly, fruit flies are a good exhibit for the Pack meeting. To catch fruit flies, put a piece of ripe fruit in a small glass jar. Make a paper funnel to fit the top of the jar. This makes it harder for the flies to escape. When six to ten have entered, remove the funnel and plug the top with loose cotton. You should have both male and female flies. The males are smaller and have black-tipped abdomens. Soon some eggs will be deposited and the larvae should hatch in two or three days. They will soon pupate. The adult insects come from the pupae.

Air Pollution Tester

Hang a piece of sticky paper from a tree. Use flypaper, a bumper sticker, or a sheet smeared with petroleum jelly. Put a plastic lid over it to keep off the rain. Check it at each den meeting using a magnifying glass. If you have access to a microscope, try the same experiment with a slide.

Smear the slide with petroleum jelly and lay it flat for an hour or so.

Den Activities

Learn how to identify poisonous plants and reptiles in your area.

Make a chart showing the bird migration flyways. Identify birds that would most likely be seen in your area.

Visit the zoo. Emphasize the birds, animals and snakes that are native to your area.

Make an insect zoo.

Take a bird watching hike.

Make a net and go insect hunting.

Build bird feeders. Observe and identify birds that visit your feeders.

Make terrariums. Directions are in the Webelos Book.

Visit a local nature center.

Visit the Witte Museum. They have a wonderful exhibit of Texas plants and animals. Call ahead and find out when the Eco-Lab is opened. Its a great hands-on place.

Make and keep nature notebooks. Jot down discoveries on field trips.

Make a water-scope to observe fish and other aquatic species by cutting off both ends of a plastic soda bottle. Secure clear plastic wrap at one end with rubber bands. There are directions for Underwater Binoculars in the Cub Scout Section (JUN - 19).

Insects

Insects are found everywhere. Making up almost half of all the living things on our planet, insects play a significant part in nature. Many of our song birds eat nothing but insects. Fresh water game fish feed on insects and insects help make our rich plant life possible. Although bugs can be a nuisance, our world would be a pretty pathetic place without them. We would have no apples, grapes or clover. Cotton, oranges and many of our vegetables would have greatly reduce yields. These plants depend on insects for pollination.

Insects are interesting to study because they take so many different forms. In addition, they are easy to capture and examine close up.

Several insects can be captured alive, taken home and kept alive in small cages. Just be sure Mom knows what you have on your dresser!

Collecting Equipment

The minimum equipment necessary to collect insects is your hands and a container. There are certain tools that will make the job easier.

Net - buy or make one from a broom handle, wire and old nylon stocking

Killing bottle - a wide-mouth jar with cotton in the bottom dampened with nail polish remover or ethyl acetate.

Tweezers - for handling insects

Assorted jars and bottles - for storing and carrying.

Notebook - for recording observations and collection points

Magnifying glass - to get up close and personal

Reference books - check your local or school library for "bug books"

Capturing Insects

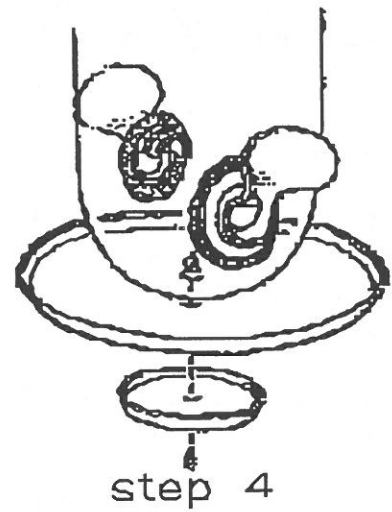
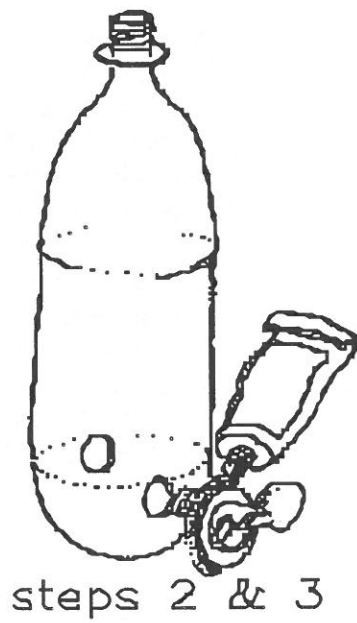
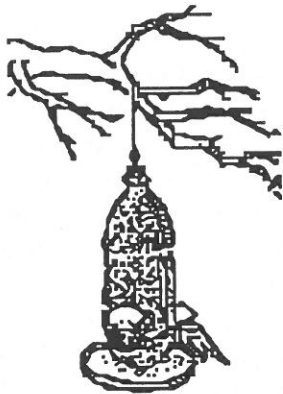
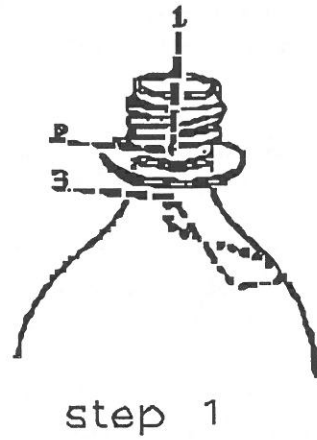
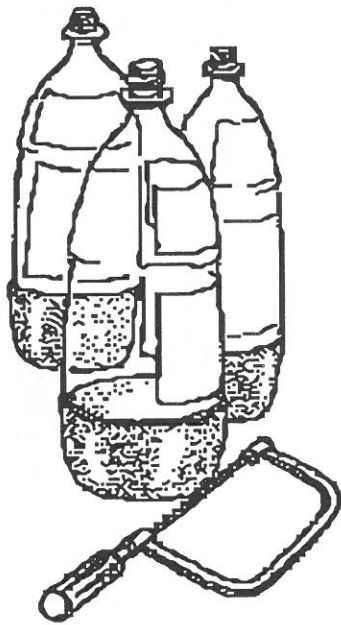
Beetle trap - Beetles can be easily captured by setting a tin can in the ground. Bait it with meat or fish. The beetles fall in and cannot get out.

Beating - Many insects that live on plants will "play dead" and drop off the plant when it is jarred. You can collect these insects by placing a net or sheet under the plant then beating the plant with a stick. Don't beat the plant to pieces, just give it a couple of good raps.

Berlese funnel - Place a circular piece of screen or hardware cloth in a large funnel. Set the funnel in a container. Place leaf litter in the funnel. As the soil or leaf litter dries out, the insects will crawl deeper into the funnel and eventually fall out the bottom. This generally takes a couple of hours. The process can be speeded by placing a light bulb over the funnel to hasten the drying process.



Sunflower Seed Feeder



Natural Plant Hazards

Poison Ivy - grows as a vine on tree trunks or stumps or stone walls. It also trails along the ground forming upright bushes as it trails along.

Poison Oak - usually forms upright bushes. It is found in the southern and Pacific coastal areas.

Poison Sumak - is a coarse scrubby tree five to twenty feet tall. It is found in swampy areas throughout the eastern United states.

In case of contact with poisonous plants, first remove all contaminated clothing; wash the exposed areas throughly with soap and water, followed by rubbing alcohol. If a mild rash appears, apply calamine lotion. If a severe reaction occurs, get medical help.

Ticks

Ticks can be a serious problem for anyone that goes out to enjoy nature because they can spread several diseases. Before hiking, take these precautions:

Cinch pants at the ankle or tuck them into boots or socks.

Wear light colored clothing and check your clothes every so often for ticks. Try to stay in the middle of trails to avoid contact with bushes.

Wear an insect repellent.



Always check your body after coming in from woody or brushy area for ticks. Research shows that you have a grace period of several hours from the time of the bite before a tick will inject germs into you but the sooner you remove a tick the better. Experts say the only good way to remove a tick is to pull it out with tweezers grasping the tick as close as possible to its mouth. Then, without jerking, pull it steadily upward. Avoid squeezing a tick's abdomen. It can act like a syringe if you squeeze it. After removing the tick, disinfect the bite with rubbing alcohol. Don't handle the tick. Dispose of it in alcohol or flush it down the drain.

Nature Scavenger Hunt



Collect as many objects as possible. Be careful not to damage anything while collecting your objects. All should be natural objects (except for the man-made litter), and all, except for the litter, should be returned to nature after the hunt has ended.

1. a feather
2. one seed dispersed by the wind
3. a thorn
4. something round
5. exactly 100 of something
6. a bone
7. something soft
8. 3 different kinds of seeds
9. something that makes a noise
10. a sun trap*
11. one camouflaged animal or insect
12. something fuzzy
13. part of an egg
14. something sharp
15. 5 pieces of man-made litter
16. something perfectly straight
17. a chewed leaf (NOT by YOU!)
18. something beautiful
19. a piece of fur
20. something white

*A sun trap is anything that absorbs the sun's heat.

ABC Hike

Write the letters of the alphabet down the side of a piece of paper then look for natural objects to match the letters.

Mini Nature Trail

Make a mini nature trail using the features of your yard, campsite or picnic area. It should have 5 - 10 stations. At each station, the boys should find something, identify something or show knowledge of nature. Place a written poster at each station with the station number and instructions. Go along with the boys to help and encourage. Don't forget to remove your posters before you go home. Your Webelos might enjoy making a mini-nature trail for the rest of the pack to enjoy at the pack meeting.

- Find an animal home. (spider web, nest, ant hill)
- Find an animal track. (don't forget snail "tracks")
- Identify a tree, plant or flower.
- Find an insect.
- Identify the type of clouds in the sky.
- Determine the wind direction.
- Find something an animal would eat.
(seeds, berries, grass)
- Find a feather.
- Find something a bird could build a nest with.

Juglans nigra
BLACK WALNUT
compound leaf 12 - 18 inches



The Natural Survival Game

Make game cards using the situations below. Assign each boy the roll of a farmer, a bird or an insect. Mix the game cards up in a cap and draw them out one at a time. Play may continue until all the cards are used or until 10 cards are drawn. You may also play for a certain period of time.

After the game, discuss the interaction of the three groups and how these scenarios may actually occur in nature.

FARMER LEAVES GARBAGE PILE UNCOVERED.

Farmer doesn't move.
Bird moves forward 1 step.
Insect moves forward 2 steps.

OVERABUNDANCE OF CHERRIES THIS YEAR.

Farmer doesn't move.
Bird moves forward 1 step.
Insect moves forward 1 space.

NIGHTTIME FALLS - CRICKETS CHIRP.

Farmer doesn't move.
Bird doesn't move.
Insect moves forward 1 step.

FARMER'S WINDOW SCREEN HAS A HOLE IN IT.

Farmer doesn't move.
Bird doesn't move.
Insect moves forward 1 step.

MALARIA-CARRYING MOSQUITO STRIKES.

Farmer moves back 5 steps.
Bird doesn't move.
Insect moves forward 5 spaces.

BEEES POLLINATE THE APPLES.

Farmer moves forward 4 steps.
Bird moves forward 3 steps.
Insect moves forward 4 steps.

WATCH OUT! A HORDE OF LOCUSTS IS ON THE WAY!

Farmer moves forward 4 steps.
Bird moves backward 3 steps.
Insect moves forward 4 steps.

BIRDS EAT SCREWWORMS.

Farmer doesn't move.
Bird moves back 4 steps.
Insect moves back 5 steps.

THUNDER & LIGHTENING - ELECTRICAL STORM!

Farmer doesn't move.
Bird moves back 2 steps.
Insect moves forward 3 steps.

OUCH! MOSQUITOS BITE FARMER.

Farmer moves back 1 step.
Bird moves forward 1 step.
Insect moves forward 3 steps.

HURRAH - A SERIES OF BRIGHT SUMMER DAYS.

Farmer moves forward 3 steps.
Bird moves backward 3 steps.
Insect moves forward 5 steps.

BIRD MIGRATION EXPECTED - THERE GO ALL THE CROPS.

Farmer moves backward 2 steps.
Bird moves backward 5 steps.
Insect moves backward 1 step.

The Natural Survival Game CONT.

WOODPECKERS PECK AWAY THE WORMS IN THE APPLE TREES.

Farmer moves forward 2 steps.
Bird moves forward 4 steps.
Insect moves back 4 steps.

THE CROWS HAVE EATEN ALL THE CORN.

Farmer moves backward 3 steps.
Bird moves forward 5 steps.
Insect moves back 2 steps.

WINTER SNOWS - BIRDS GO SOUTH.

Farmer moves backward 3 steps.
Bird moves forward 5 steps.
Insect doesn't move.

ROBINS EAT THE FARMER'S BEAN SEEDS.

Farmer moves backward 2 steps.
Bird moves forward 5 steps.
Insect moves back 1 step.

HAWKS KILL THE MICE IN THE FARMER'S CORN.

Farmer moves forward 1 steps.
Bird moves forward 4 steps.
Insect moves forward 2 steps.

BLUE SKIES, LOVELY WEATHER - SPRING HAS ARRIVED.

Farmer moves forward 2 steps.
Bird moves forward 2 steps.
Insect moves forward 2 steps.

ROBINS EAT THE TOMATO WORMS.

Farmer moves forward 1 step.
Bird moves forward 3 steps.
Insect moves forward 2 steps.

SPRINGTIME - THE FARMER STARTS TO PLANT CROPS.

Farmer moves forward 4 steps.
Bird moves forward 4 steps.
Insect moves forward 4 steps.

Make 2 FATE CARDS

Drawing player must think of a natural event that will work to his or her advantage.
Drawing player moves forward 4 steps.
Other players move back 2 steps.

SUMMER DOWNPOUR.

Farmer moves forward 5 steps.
Bird moves forward 1 step.
Insect moves forward 4 steps.

FARMER USES INSECT-PROOF SEEDS TO PROTECT THE CROPS.

Farmer moves forward 5 steps.
Bird moves back 1 step.
Insect moves back 3 steps.

FARMER COLLECTS HONEY FROM THE BEEHIVES IN THE WOODS.

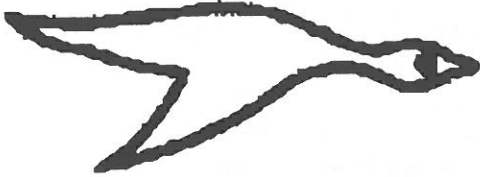
Farmer moves forward 4 steps.
Bird doesn't move.
Insect doesn't move.

FARMER USES SCIENTIFIC PEST-CONTROL METHODS.

Farmer moves forward 5 steps.
Bird moves forward 2 steps.
Insect moves back 4 steps.

FARMER PLANTS PASTURE ON THE HILLSIDE.

Farmer moves forward 5 steps.
Bird moves forward 2 steps.
Insect doesn't move.



What are the first words out of a new Cub Scout? "When do we go camping?" Well, now that they are Webelos Scouts, they need to be trained to get the most out of that great outdoor experience. There are knots to learn, tents to erect, fires to build and meals to cook. These new skills will have to be taught and practiced.

A night in the great outdoors can either be a great and fun experience or it can be a disaster. As Scouts, we need to be prepared. During the den meetings, practice the skills of an outdoorsman. We need to plan our outdoor activities well to make sure the experience will be a great one

Versatile Plastic

Use a big plastic sheet as a ground cloth, rain fly or a two-man tarp tent.

A slit cut in the middle of a big piece of plastic quickly turns it into a poncho. Large leaf bags make excellent ponchos. Cut a hole in the bottom for the head and cut a hole in each side for the arms.

A small square or round piece of plastic can be easily folded into a drinking cup. See the directions in *Shape-Up* (APR - 17) for the square.

The round piece is very simple. Fold the circle in half. Now fold it in half again. Pull the top piece towards you to make a cone. Instant cup!

Den Activities

Cut a 4 ft. length of rope for each boy. Show them how to whip the ends to keep them from fraying. Use these ropes to practice knot tying. Have races to build up the boys' speed at tying the knots.

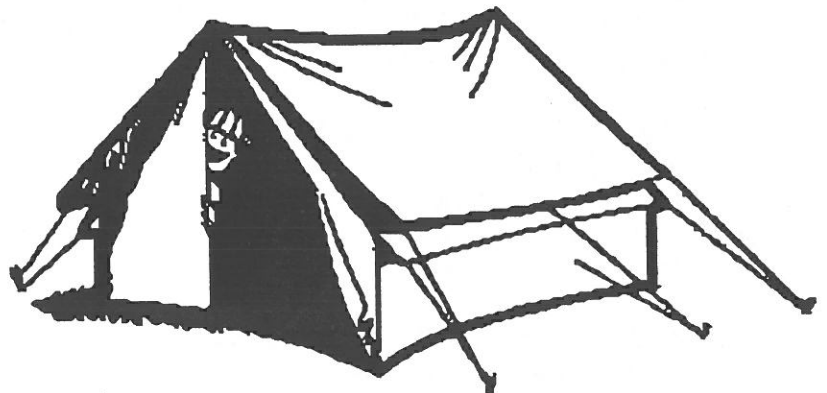
Inventory your Den to find out what camping equipment each family has.

Practice outdoor flag ceremonies. If no flagpole is available, use a tree with a high branch and throw a rope over it.

Make individual First Aid kits for campouts or hikes.

Show the boys the proper way to lay out a campsite. That is, where to put the firepit and the tents.

Learn the Outdoor Code.



Camping in The Rain
(tune: Singing in the Rain)

I'm camping in the rain
Just camping in the rain
The tent and the campfire
Are soggy again.
The clouds in the sky
Are making me cry
My water logged shoes will never get dry.

All the mud in the place
Is stuck to my face
The frogs and the turtles are starting to race.
Oh, what should I do?
I need a canoe
A web-footed weasel
Swam off with my shoe.

I'm camping in the rain
Just camping in the rain.
The good doctor said
I've got water on the brain.
I can't light the fire.
I'm stuck in the mire.
The lightning just knocked down
The telephone wire.

I'm drowning in the rain.
Just drowning in the rain.
Won't it please stop raining,
I hate to complain.
My sleeping bag's wet.
I'm starting to fret.
My life jacket wasn't
the thing to forget.

I'm camping in the rain.
Just camping in the rain.
What a glorious feeling,
Someone just plugged the drain.

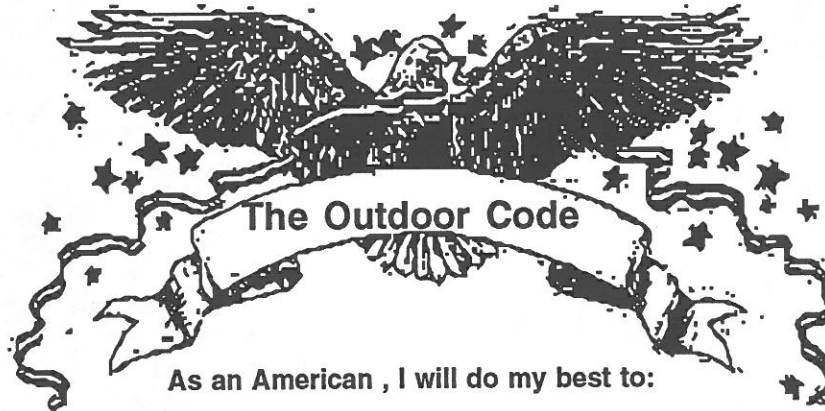


The precipitate
Will now dissipate
The sun will soon dry up
The puddle I hate.
No more camping
No camping in the rain.

Scout Vesper Song

(tune: Tannenbaum)

Softly falls the light of day,
While our campfire fades away.
Silently each Scout should ask:
"Have I done my daily task?
Have I kept my honor bright?
Can I guiltless sleep tonight?
Have I done and have I dared
Everything to be prepared"



As an American , I will do my best to:

Be clean in my outdoor manners

I will treat the outdoors as a heritage. I will try to improve it for myself and others. I will keep my trash and garbage out of America's waters, fields, woods, and roadways.

Be careful with fire

I will prevent wildfire. I will build my fire in a safe place and be sure it is out before I leave.

Be considerate in the outdoors.

I will treat public and private property with respect. I will remember that use of the outdoors is a right that I can lose by abuse.

Be conservation minded.

I will learn how to practice good conservation of soil, waters, minerals, grasslands, wildlife and energy. I will urge others to do the same.

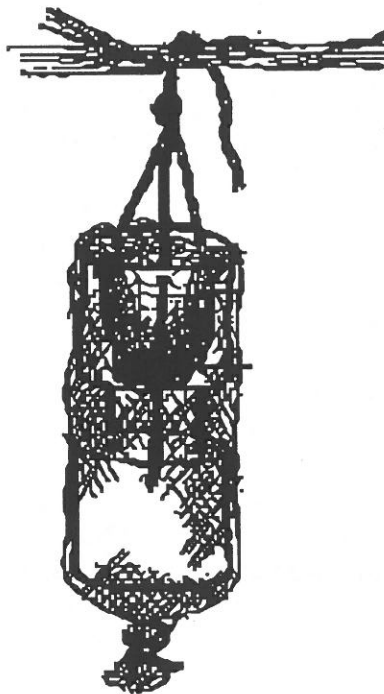
Edible Campfire

Use this for a den activity to teach proper fire building techniques. As each boy is building his fire, explain why each step is important. After the "fire" is built, enjoy eating this special treat.

- 1 napkin to designate a cleared area
- miniature marshmallows to represent the fire circle which surrounds the fire
- 1 small paper cup of water to represent the bucket of water to put the fire out
- shredded coconut for kindling
- fritos and skinny pretzels - tinder
- cheese sticks - fuel
- candy corn to represent the flames

Knot Practice Rope

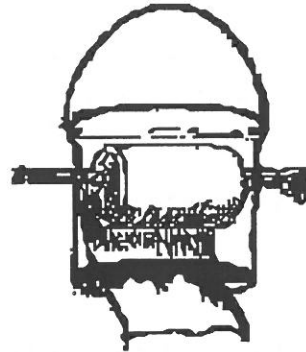
Cut approximately 1 foot of light weight clothesline or rope for each boy. Keep in mind that it should be fairly thin so it will fit in a pocket but not so thin that it is difficult to work with. Dye or paint half of each rope red. Whip the ends. Encourage the boys to carry the practice rope in their pocket at all times. Fun for "pop quizzes" on knots.



Camping Gadgets

Most outdoorsmen have their own pet gadgets, special gimmicks and original ideas for being more comfortable in the outdoors. Here are a few ideas to add pleasure and cut expenses. Remember: this is gadget making - NOT art!

Toilet paper holder



Cut the top off a bleach bottle. Make a hanger out of fairly stiff wire. Punch a hole on both sides toward the top. Insert a stick or dowel. This will keep TP dry.

Cache

You will need two one-gallon bleach bottles or one-gallon milk jugs, some light weight rope, some cheese cloth and a rock. Cut the tops off both bottles. Punch three holes in the tops of both bottles. Tie the bottles together as shown in the illustration. Make a large "tube" from the cheese cloth and tie a knot in one end. Put it in the top bottle with the rock to hold it in place. Put your food in the bottom bottle. Hang in a tree, then fill the top with water. This makes a nice evaporative cooler.

Cub Scout Cooking

Webelos Stew

Fry hamburger meat, stirring frequently. Add your choice of sliced vegetables. Season with salt and pepper. Add 1/2 cup of water, cover and cook 15 minutes.

Foil Dinners

Place 2 tbsp. ketchup on the center of a piece of heavy duty foil. Cover with hamburger. Cover with thin slices of potato, onion, and carrots. Season with butter, salt and pepper. Cook 20 - 30 minutes over hot coals, turning twice.

Variations:

Omit the ketchup and hamburger. Use a pork chop for the meat.

Try slices of ham, canned whole sweet potatoes and green beans.

Campfire Stew

2 lbs. hamburger
1 onion, peeled and cut into small pieces
1 tbsp oil
2 10 3/4 oz. cans condensed vegetable soup

Put the oil in the bottom of a kettle. Add the hamburger and onion. Fry until the hamburger is well browned. Pour off the excess grease. Add the vegetable soup and enough water to keep it from sticking. Cover and cook slowly until the meat is cooked through.



Baked Apple

Core an apple. Stuff with marshmallows, raisins and nuts (optional). Sprinkle generously with cinnamon and sugar, wrap in foil. Bake about 30 minutes on coals.

Fire Starters

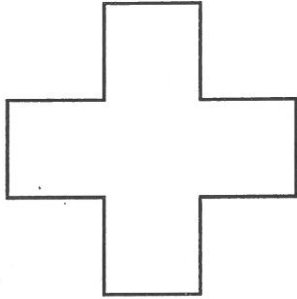
Charcoal placed in cardboard egg cartons and tied tight. Dip in melted paraffin. Cut in half to start a small fire.

Dry corn cobs dipped in melted paraffin are good fire starters.

A half gallon milk carton full of charcoal briquettes is enough to cook a one pot meal. Just light the carton.

Fire Buckets

No campfire should be lighted without a means to extinguish it. Save and paint "red" 3 lb. coffee cans. Fill one with water and one with dirt. Use two per tent and firepit.



Be Prepared! That's the Boy Scout motto. Webelos Scouts are learning to be prepared by completing the Readyman Activity badge. This is a required badge for the Arrow of Light.

Keep in mind that the boys are not being trained to be doctors, nurses, or emergency response personnel. We are teaching them to be aware of potential problems and to practice safe habits in their environment. The boys should be constantly coached to **CALL SOMEONE** in case of emergency. In most cases they do not have the maturity or experience to handle a serious situation. We hear of lifesaving episodes of young people, but we never hear of the deaths occurring during attempted lifesaving.



Point to remember

It's a good idea to have a first aid kit in the house and car. You may want to add a flashlight, safety flares, a 1 gallon jug of water, and an emergency blanket to the kit in the car.

Uses for a Neckerchief

Use your neckerchief as:
a pressure bandage
tourniquet
sling
two or three to tie a splint

Games

This is a serious subject and the boys will need to "blow off steam" occasionally and have a little fun. Here's a couple of games that will do that and still teach them some Readyman skills.

Save the Baby

This game is played by firefighters to keep up their skills in searching a building for people. Use it to teach a simple way to find your way out of a smoke filled building. Always remember that smoke makes a room very dark and it makes people very disoriented. Stress that no one should ever enter a burning building.

A doll and a blindfold are needed for this game. The doll is hidden and the boys are blindfolded. The object of the game is to find the baby and get to the exit the fastest. The best method for searching is to lay on your belly with your arms and legs stretched out. Feel around then creep on. Always maintain contact with a wall with the same hand. That prevents you from back tracking over an area already searched. If playing on teams, the team must maintain physical contact during the game. They must find the exit together.

What Should I Do? - Game

This game is a fun way to practice the skills the boys will learn. Write emergency conditions on cards. A Scout draws a card and then must demonstrate or explain the appropriate actions. The Heimlich maneuver, rescue breathing, and CPR should be explained. Have a phone (disconnected of course) and first aid kit available.

First Aid Match Up

Match the items in the first aid kit with the condition for which that item would be used.

- | | |
|----------------------------------|---|
| 1. Ace bandage wrap _____ | A. 3 inch scrape |
| 2. hydrogen peroxide _____ | B. splinter in finger |
| 3. 4 X 4 sterile gauze pad _____ | C. sprained ankle |
| 4. saline solution _____ | D. secure a bandage over a wound |
| 5. tweezers _____ | E. to clean a shallow cut |
| 6. calamine lotion _____ | F. cover a second degree burn |
| 7. large triangle bandage _____ | G. secure a sling bandage |
| 8. adhesive tape _____ | H. cover a small cut on a finger |
| 9. sterile roller bandage _____ | I. check someone's temperature |
| 10. band-aid _____ | J. Cover a deep, heavily bleeding wound |
| 11. scissors _____ | K. poison ivy rash |
| 12. safety pins _____ | L. Cut roller bandage |
| 13. 30" splints of wood _____ | M. sprained arm |
| 14. pressure bandage _____ | N. clean out dirt in eyes |
| 15. thermometer _____ | O. Immobilize a broken leg |

Bleach Bottle First Aid Kit

Scout outings are lots of fun! They are even more fun if you are prepared for minor emergencies by having your own first aid kit on hand!

For the container, you'll need a large plastic bottle (such as a bleach bottle), kitchen shears, paper fasteners, a rubber band and permanent felt markers.



Cut a door in the side of the plastic bottle underneath the handle, as shown. Insert one paper fastener in the edge

of the door and one in the bottle next to the door. Wrap a rubber band around the two paper fasteners to keep the door shut. Label and decorate the container with permanent felt markers.

Place supplies inside and shut the door tightly. You might include:

- safety pins in a plastic film canister
- calamine lotion
- bandages
- small pair of scissors
- roll of gauze
- 3X3" sterile pads
- roll of 1" adhesive
- 2 quarters to call 911

The handle of the plastic bottle container makes it easy for you to carry your first aid kit with you. You can even attach it over your bicycle handle. There's no excuse for ever leaving your first aid kit behind.



Clementine

In a cavern, in a canyon
Excavating for a mine,
Lived a miner, forty-niner
And his daughter, Clementine.

Chorus:
Oh, my darling. Oh, my darling.
Oh, my darling Clementine.
You are lost and gone forever,
Dreadful sorry, Clementine.

Light she was and like a fairy
And her shoes were number nine.
Herring boxes without topes,
Sandals were for Clementine.

Drove she ducklings to the water
Every morning, just at nine.
Hit her foot against a splinter
Fell into the foaming brine.

Ruby lips above the water
Blowing bubbles soft and fine.
But, alas, I was no swimmer
So I lost my Clementine.

Listen, Webelos, heed the warning
Of this tragic tale of mine.
Artificial respiration
Could have saved my Clementine.

Rescue Breathing Dummy

Actual practice in the techniques of rescue breathing is important in developing a first-aider's skill and confidence. Making and demonstrating a practice dummy can be fun for the boys and most helpful in training all Cub Scouts and their families.

Be sure to provide each boy with a sanitary surface area around the dummy's mouth. Either use mouth piece or plastic wrap over the dummy's mouth.

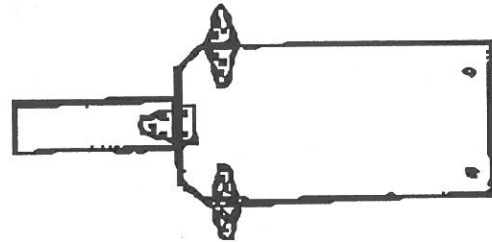
Materials:

- 1 well cleaned plastic bleach bottle, 1/2 gallon size
- 18" length of 1/2" plastic tubing
- rubber band
- 2 strap hinges
- T hinge
- cork
- plastic bag, 8" square
- large 3 lb. book
- rubber finger guard
- 2 pieces of plywood large enough to accommodate the "head" and "lung" (see diagrams)

How to Make The Practice Dummy

On the side of the plastic bleach bottle opposite the handle, paint on facial features such as closed eyes, ears, hair and mouth. Cut a slit 1 1/2" X 1/4" on the bottle to represent the open mouth.

Punch a hole above the mouth and insert a rubber finger guard. Glue it in. This is the nose. Be sure that the ventilation holes are on the lower side to simulate open nostrils.



Cut and remove the portion of the handle as indicated in the illustration. Plug the lower end with shaped cork held in place by rubber adhesive. Attach the rubber tube to the cut end of handle near the neck of the bottle. Replace the bottle cap. Insert the opposite end of the rubber tube into the gathered end of the plastic bag and fasten with a rubber band.

Attach a hinge to each side of the large board, about 2" from one end. Use the third hinge to connect the board with the narrow end of the smaller wood strip. Attach the "head" to the wood strip with a large rubber band looped around the "forehead" and a smaller rubber band over the plugged end of the handle. Spread the plastic bag "lung" evenly over the large board.

See the next page for "How To Use the Practice Dummy"

How to Use the Practice Dummy

See the preceding page for directions to make the practice dummy.

As in actual resuscitation, the dummy's "nose" must be pinched in order that all air blown is directed to the "lung." Also the "head" must be tipped back in order to ensure an open airway.

To simulate mouth-to-mouth resuscitation of an adult, place the large book over the plastic bag. Pinch the "nose." Take a full breath and place mouth over the "mouth" slit in the bottle. Blow into the bottle until the book rises. Then remove mouth from the bottle and allow the book to fall (representing air emptying from the lungs.) Repeat blowing at the rate of 12 breathes per minute.

To simulate the resuscitation of a small child, fold the bag in half and place the book on it. Place the mouth over the slit and over the rubber finger guard. Take relatively shallow breaths at the rate of about 20 per minute.



Fire! Police! Ambulance!

Three "corners" are named "fire station", "police station" and "ambulance." The leader calls out a situation in which a Cub might find himself and the Cubs have to run to the correct "station." The last one to arrive loses a point for his team but is not out of the game.

Suggested situations:

1. Smoke is seen coming from under the door of a house. (fire station)
2. Your window cleaner falls from a ladder while cleaning the bedroom windows. (ambulance)
3. When out fishing you spot some bushes on fire. (fire station)
4. You see some older boys cutting the wire to a telephone in a call box. (police)
5. Your friend falls from his bicycle while you are out for a ride. (ambulance)
6. A cat has been in a tree for a long period of time. (trick question: the cat will eventually come down by itself. After all, how many cat skeletons have you seen hanging in the tree tops?)
7. You find a portable radio on the sidewalk. (police)
8. Your bicycle is stolen. (Police)
9. An older person who has rescued a small girl from a river asks you to telephone for help. (ambulance)

The value of an education has never been higher than it is today. The Scholar activity pin provides the boys with an opportunity to discover this and how our educational system works.

Den Activities

Invite a school board member or teacher to discuss the value of education.

Raise and lower the flag at school for several weeks.

Tour a local high school or college campus.

Visit a library. Find out how it works.

Plant flowers or shrubs on the school grounds.

Discuss other service activities with the school principal.

NIM

Lay fifteen items (candies, pennies, marbles, etc) out in a row. The two players will take turns picking up items. Each must take at least one item but not more than three items. The object is to force the other player to pick up the last item.

It is possible to never lose this game once you know the trick. Just remember these numbers: 13, 9, 5, 1. These are the keys to winning. It doesn't matter if you go first or second but each time you take a turn, leave one of the key numbers. It's very easy and as long as you follow the rule you will always win. If your opponent knows the key numbers then the one to go first will always win.

Action Spelling

Before the game agree on a set of motions to substitute for letters. A jumping jack could substitute for the letter "j", a kick for "k", etc. Don't try to substitute for all 26 letters.

The game begins when the leader gives the first player a word to spell. For example to spell "jack" the player would:

do a jumping jack
say "u"
say "c"
kick.

Action spelling can be played for points or as an elimination game.



Bright Idea: Play "Jeopardy" using the Boy Scout Promise, Law, Motto, flag etiquette, Outdoor Code, etc. as the information pool for questions.



Another Bright Idea: Play "Old Fashioned" school with the boys. You be the Schoolmaster and have them study the "old fashioned" way. You say something and they must repeat it out loud. Have each boy write his notes on a small slate (mini-blackboard) with chalk. Then they must recite. This can be a fun way to refresh the Boy Scout Promise or Law.

The boys must discuss the value of having an education with their teacher or principal to meet requirement #3. Try using this form to ensure each boy meets this requirement.

Date: _____

Dear _____,
(teacher's name)

Please discuss the value of having an education with _____ as a
(Boy's name)

requirement for the scholar activity badge in Webelos.

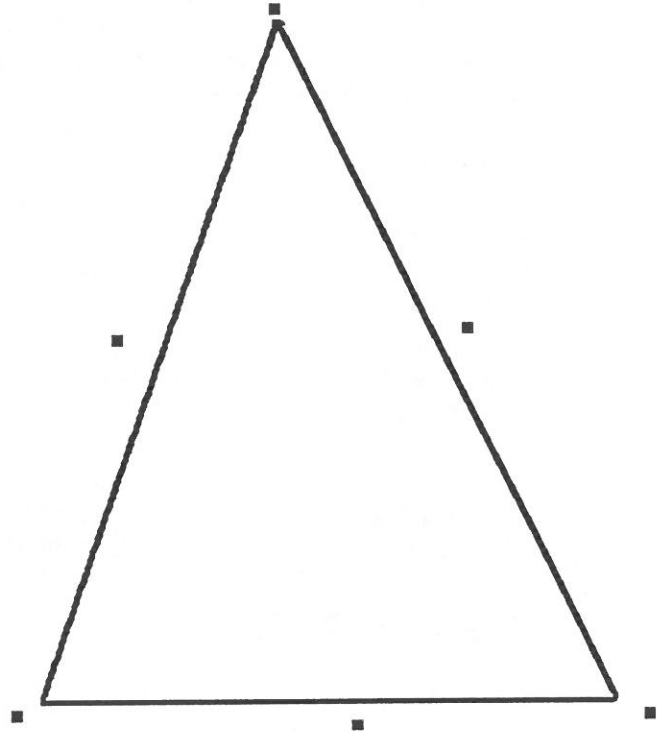
Thank you,

(Den Leader's name)

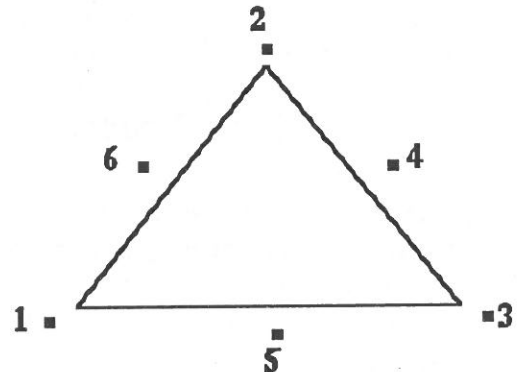
(Den Number)

Brain Puzzler

Put the number 1 through 6 next to each dot on the triangle so that each side of the triangle adds up to nine. You can use each number only once.



answer key



A Logic Problem

A grasshopper fell into a 30 foot well. Fortunately the well was dry. The grasshopper tried to jump out but could only jump up three feet and fell back two feet each day. How many days did it take the grasshopper to get out of the well?

Answer: 30 days. Each day he made it a total of one foot closer to the edge of the well.

Hidden Words

This word game is ideal for Webelos Scholars. It is a good indoor game for a rainy day. The game is to see how many smaller words you can make out of the big ones. Complete answers are not given but the approximate number of small words that you can find are given in each case.

- | | |
|-------------------|-------------------|
| 1. consolidate | at least 59 words |
| 2. adhesive | at least 30 words |
| 3. belligerent | at least 21 words |
| 4. intolerable | at least 37 words |
| 5. emphatic | at least 48 words |
| 6. hieroglyphics | at least 20 words |
| 7. intelligent | at least 27 words |
| 8. captivate | at least 36 words |
| 9. ingredient | at least 17 words |
| 10. tabulate | at least 22 words |
| 11. miscellaneous | at least 53 words |
| 12. sentimental | at least 39 words |

Alphabet Game

Give each Webelos seated at a table a sheet of colored paper, a toothpick and 2 tablespoons of alphabet macaroni. The toothpicks are used to push the macaroni letters quickly into place on the colored paper. On signal, they are to begin making three letter words. The one who makes the most words in a given time is the winner.

Brain Teaser

Take the number of toes on both feet. Multiply by the number of pints in a quart, add the number of months in half a year, subtract the number of thumbs on two hands, divide by a dozen oranges.

Answer: 2.

Another Brain Teaser

Take the number of pennies in a dollar. Multiply by the number of thirds in a circle, divide by the number of inches in a foot of string, subtract the number of nickels in a quarter

Answer: 20.

Fibonacci Numbers

The "wizard" supplies pencil and paper and asks his subjects to do the following (steps one thru four are done in full view of the wizard):

1. List number 1 thru 10 across the top of the page.
2. Choose any two numbers under 100 and put the first under the number 1 and the second under number 2.
3. Add them together and place the sum under number 3.
4. Add columns 2 and 3 to get number 4, 3 and 4 to get 5, and so on until the tenth column has been filled.
5. Add all the answers and secretly write the answer down on a piece of paper.

The "wizard" does a couple of computations on a piece of paper and, without looking at the subject's paper, reveals the same answer. HOW?

The "wizard" takes a shortcut: the only number he is interested in is in column 7. He multiplies that number by 11 and gets the answer.

Rebus

Some lessons in early American Schools were fun! One of the most popular games in early schools was rebus: a representation of words using symbols, pictures, letters, and numbers whose names resemble the intended word. Rebus is still used today to teach some people how to read and is the highlight of the tv game show "Concentration." Each rebus is a riddle or puzzle to be solved.

Here are a couple of rebuses for the boys to try to solve. Once they get the hang of it, let them make their own rebus by cutting pictures and letters from magazines. The key to the process is to choose a well known saying as the base.

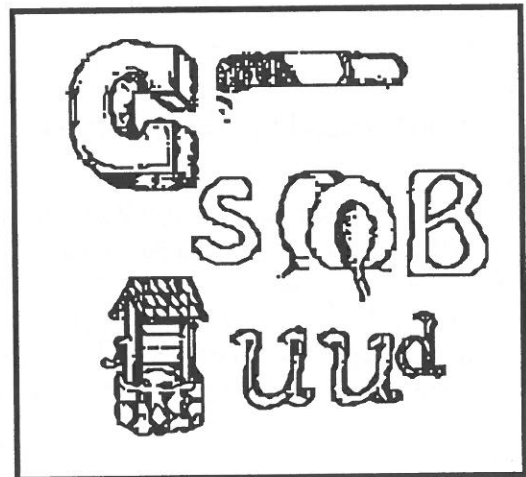
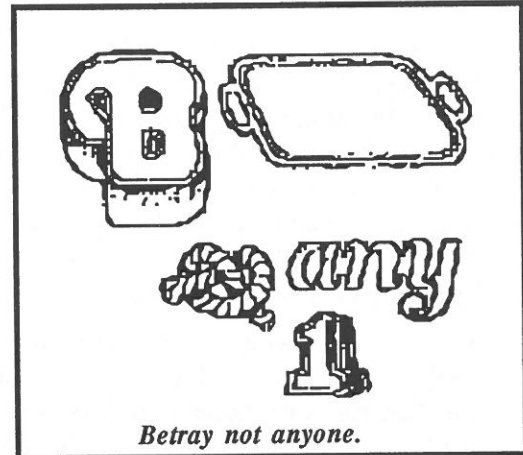
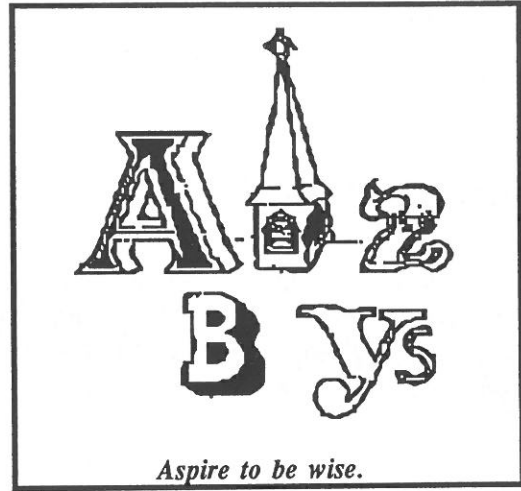
Trick Questions

I walked up the street to the top of the hill and counted 50 windows on my right. I turned around and walked back and counted 50 windows on my left. How many different windows did I count?

Answer: 50, I counted the windows on the same side of the street.

Two cars start from San Antonio to drive to Austin, a distance of about 80 miles. They are the same make of car. They are driven at the same rate of speed. The first car makes the trip in 80 minutes. The second car makes it 1 hour and 20 minutes. Can you explain why?

Answer: 80 minutes and 1 hour and 20 minutes are the same amount of time.



Bernoulli's Law

Daniel Bernoulli, a Swiss scientist, discovered that the pressure of a gas is lower at higher speed. To illustrate this place a postcard bent lengthwise on a table. Blow underneath the card. Instead of turning over, the card clings more firmly to the table top. Blowing harder will not change the outcome. The air stream produces a lower pressure under the card, so that the normal air pressure above presses the card onto the table.

Another Example of Bernoulli's Law

Push three pins or finishing nails into the middle of a piece of wood and lay a quarter on of them. If you blow directly from the side, the quarter will not lift off the pins, instead it force the quarter down more firmly. This is because the coin cannot hold the gust of air on its narrow edge. The gust shoots under the coin and reduces the air pressure. Bernoulli at work again!

If you lay your chin on the wood just in front of the coin and blow with your lower lip pushed forward, the air hits the underside of the coin directly and lifts it off

Bernoulli's Trapped Ball

Place a ping pong ball in a funnel and hold it with the mouth sloping upwards. Now blow as hard as you can. Nobody can manage to blow the ball out. The air does not hit the ball with its full force. Instead it separates and pushes through the places where the ball rests on the funnel. At these points the air pressure is lowered and the external air pressure is pushes the ball back into the mouth of the funnel. Bernoulli did it again!

The Bernoulli's Magic Funnel

Light a candle and blow at it as hard as you can through a funnel held with its mouth a little way from the flame. You can't blow out the flame; on the contrary it moves towards the funnel.

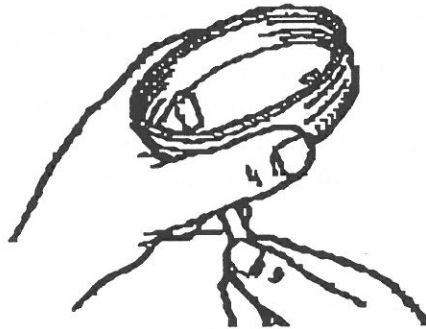
When you blow into the funnel, the air pressure inside decreases. This lets the outside air enter the space through the mouth. The current you created by blowing sweeps along the funnel walls. If you hold the funnel with the edge directly in front of the flame, the flame goes out. If you blow throught the narrow end of the funnel, the air is compressed in the narrow spout and will blow the flame out.

Coin in the Well

Place a coin in a dish of water. How can you get it out without getting your fingers wet or pouring the water out? Put a burning piece of paper in a tumbler and invert it on the dish next to the coin. The water rises into the tumbler and you can pick up the coin. During combustion, the air pressure in the tumbler is reduced by the expansion of the gases on heating and contraction on cooling. The air flowing in from outside pushes the water into the tumbler. Be sure to try this before hand since the size of the plate and the amount of water are critical to getting a "dry" coin. You will see water rise in the glass but maybe not enough to rescue the coin.

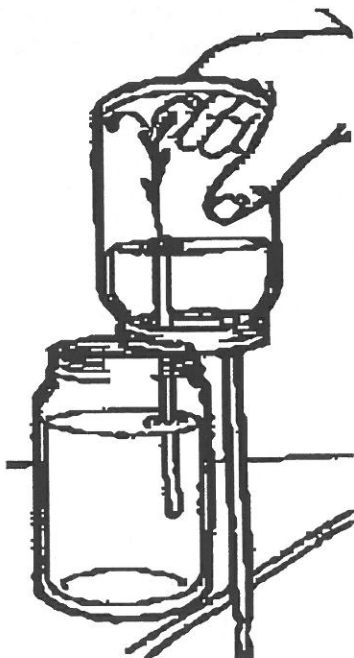
Fountain in a Jar

Materials: 2 jars about the same size
2 plastic straws
modeling clay
large nail - about the size of the straws
hammer to punch holes in lid



Procedure:

1. Punch two holes in the lid of the jar.
The size should be about the diameter of the straws.
2. Push one end of a straw about 1/2" inside the jar lid. Stick the other straw about 2" beyond the inside of the lid.
3. Cut the second straw about 4 inches from the top of the lid.

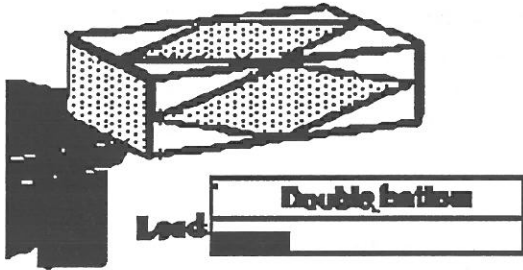


4. Seal the joints with modeling clay.
5. Fill the second jar with water and place it next to the kitchen sink.
6. Turn the jar with the straws upside down and place shorter straw into the jar of water.



Like magic, a fountain appears on the inside of the upper jar. The fountain occurs because the flowing water from the longer straw reduces the air pressure inside the closed jar. The higher pressure of the open jar pushes the water up the shorter straw

Gravity Box



Materials: A small box
a weight (washers, fishing weights, etc)
glue
piece of cardboard that will snugly fit the box

Glue a weight into the bottom of the box at one end. Stick a false bottom over the weight. You can balance the box on the corner in which the weight is lying. Each object has a center of gravity around which is held in balance by the force of gravity. In a regularly shaped object such as a box, the center of gravity is in the middle. This would allow an ordinary box to fall off the table. The weight prevents this by shifting the center of gravity to the end of the box.

Keep a Good Man Down

Bet you can keep a Webelos in a chair with one finger.

Have a Scout sit in a chair chin up, head back. Put your index finger against the forehead and press. Tell your friend to get up. He is now a prisoner at your fingertip. In a resting position the center of gravity of the boy (the point at which all weight seems to be centered) is located over the place where it rests (the base) In a seated position the center of gravity is in the seat. In order to stand, the center of gravity must shift to the feet. The head must move forward to make this shift. The slight pressure against the forehead is just enough to keep your friend sitting tight.

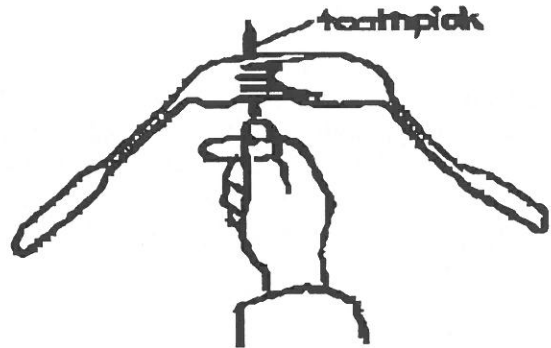
Burning at Both ends

A balancing act that seems to defy gravity, logic and common sense. To perform it you will need:

- 1 kitchen fork
- 1 kitchen teaspoon
- toothpicks (round or flat)
- 1 tall drinking glass (not plastic please)
- matches

Clip the ends of the fork and teaspoon together as shown in fig. A. Now hold a toothpick horizontally and hang the fork and spoon over it to find the center of gravity. This point will be somewhere along the tines of the fork, probably near their base.

Turn the fork and spoon as in fig. B and insert one end of the toothpick between the top two tines at the center of gravity. Next comes the tricky part - don't get upset if you flub it, you'll get it right sooner or later. Place the toothpick on the edge of the glass so



the spoon and fork balance as shown. The point where the toothpick rests will be about 1" from its intersection with the tines of the fork. At first glance this looks precarious but the objects actually balance steadily once you've got them into position.

The long handles of the fork and spoon put the center of balance of the whole structure on a level with the lip of the drinking glass, so that gravity continues to do its job.

Now comes a step that seems to take this demonstration out of the normal gravitational field and into the Twilight Zone. Strike a match and light the end of the toothpick that extends over the glass. The toothpick will burn to a thin ash, and the flame will die as it reaches the lip of the glass. The ash will fall into the glass but the fork and spoon will continue to hang. Now burn the other end of the toothpick. The structure will appear to hang in midair with no visible means of support.

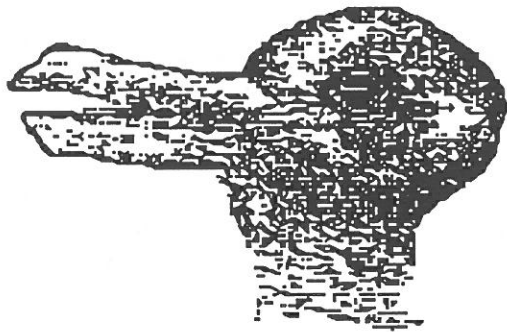


It Can't Be Done

Tell the boys that you can jump backward further 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 even budge when trying to move forward.

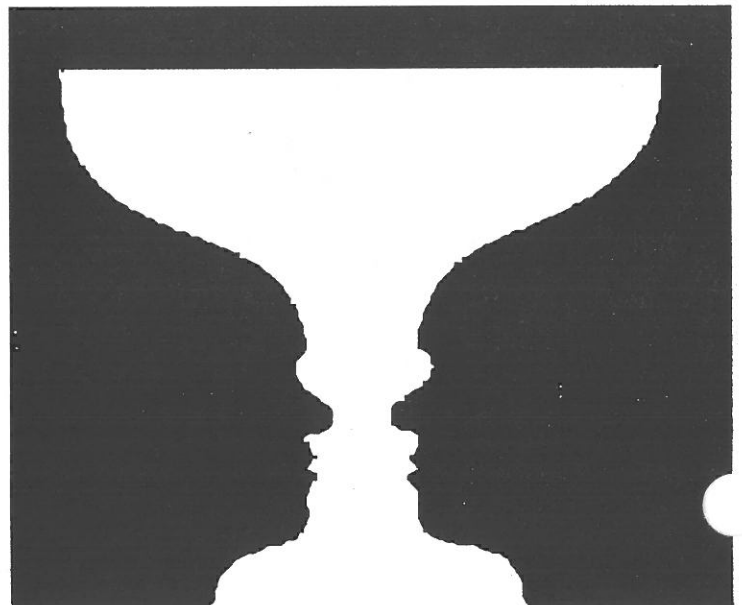
Girl or Witch?

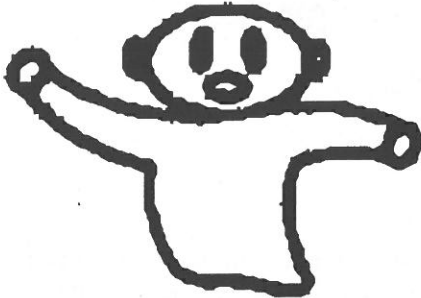
Look at the drawing to the right. Is it a picture of a young girl with a ribbon around her throat? Or is it a picture of an old woman with a very big nose and chin. Look carefully. Can you see both? (Hint: The young girl's ribbon is the old woman's mouth.)



Sometimes extra information in a drawing makes us see it one way or another. Look at the picture above. Do you see a rabbit or a duck?

Look at the figure to the right. Which is the figure and which is the background? Do you see two faces staring at each other? Or do you see a vase?





Showman is one of the most fun activity pins for both the boys and the leaders. Everyone knows that 10 and 11

year old boys are natural showmen and this is their chance to channel some of that natural talent.

Skits

Skits can be very simple to produce. Just remember these rules:

1. Keep it short (3 - 5 minutes)
2. Avoid having a lot of dialog
3. Use simple props
4. Give each boy in the den something to do.

The Cub Scout leader How-To Book has many ideas for costumes and sets. It usually isn't necessary to have elaborate costumes, sets or props. Often just a cowboy hat and a foil star will turn a boy into a sheriff. A sign can turn a group of chairs into a car, boat or spacecraft.

Write your own skits or let the boys write their own. Start with a simple premise and go from there. If you don't have the time or inclination to write a skit, use one of the many included in this book. Every Cub Scout section has several skits and the some of Webelos sections also have skits. There are several included in this section.

Pantomime

Pantomime is expressing a thought, emotion or action without words. Words may be supplied by a narrator, chorus or other means but the actors never speak. Encourage your den to think about how any thought or feeling or action can be shown without using words.

Have a boy express how he would:

- go into a room where a baby was sleeping
- look if he had done something he was ashamed of
- act if he were on skis
- act if he had a nail in his shoe
- show that its very hot
- show that its very cold
- act if he's scared
- act if he's pleased.

How would he lift:

- a very young lady
- something very fragile
- something very hot
- something very big and bulky
- something very heavy

How would he look if

- someone gave you a ferocious lion
- someone gave you a beautiful ring
- you slipped on ice
- your report card was all "A's"
- you smelled something bad

Let your imagination go and think of some situations for the boys to pantomime. Better yet, let their imaginations go and let them come up some real doozies!

The Song Game



One Webelo stands up and sings the first line of a familiar song. He then points to someone who must sing the second line. If this is done correctly, another boy is chosen who must sing the third line, and so on until the verse is completed. The first cub can continue the song or start a new song. If anyone fails to respond with his line, then he must take place of the leader.

Newspaper Magic

Announce that you can perform a strange feat. You can take an ordinary sheet of newspaper, lay it on the floor and have two people stand on it, facing each other. Yet they will be unable to see or touch each other. Make your claim come true by laying the paper in the doorway, with the door closed. One person stands on each side of the door.

The Ugliest Man

Announce that a successful expedition to find the ugliest man on earth has just been completed. The ugliest man is covered with a blanket and standing next to the announcer. Explain that no one can look at him and retain their composure. Women faint, babies cry, and grown men run away at the sight of him. After this introduction, call several "volunteers" from the audience to try to look at the ugly man for a full minute. Each comes up, takes a look, and runs off stage violently ill. Then call up the "guest of honor." When he lifts the blanket, the "ugly" man screams and runs off.

The Magic Saw

Cast: The Great Sharpo
assistants
"volunteers"
boy

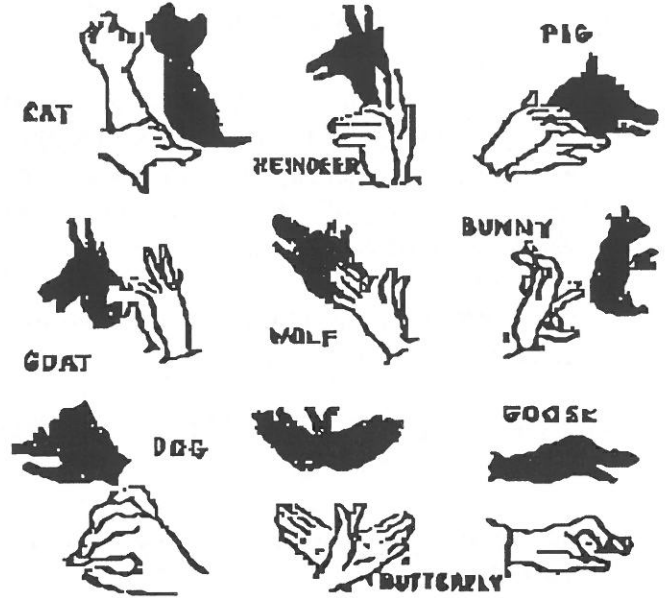
Props: The cabinet is made from two identical cartons, each large enough for a boy to curl up inside. Turn the boxes upside down and cut out bottoms to make hinged lids. Spray paint one end of each box silver. Place them side by side with the silver sides together. Leave about 1/2" between the boxes. Cover the sides facing the audience and the lids with black paper. Cut a hole in the right hand box for the head and two holes in the left hand box for the feet.

Action: Announcer states that Sharpo will saw a person in half and then restore him. When the curtain opens, the box is onstage with Boy in left-hand box. Sharpo enters and asks for "volunteers" Grab one "volunteer" from the audience. A little struggling and loud protesting is greatly enjoyed by the boys and by the audience. Be sure to ask the victim's parent's if they have adequate medical and life insurance for their son.

Volunteer puts his head outside of the right-hand box and boy put his feet through the left hand box. Sharpo saws through the paper covering the boxes with a great deal of "effort" while the volunteer moans and groans. When Sharpo gets to the bottom push in cardboard pieces painted silver to keep the grisley contents of the boxes from spilling out. Then push the boxes apart. Now push the boxes back together, remove the cardboard pieces. Sharpo says a few magic words. At the signal, the volunteer arises from the box and the other boy pulls in his feet

Shadow Pictures

Stand between a lamp and a wall, and you can have fun making all kinds of shadow pictures. Hold you hands as shown to the right to make the animals shown. Try to remember the positions so you can show them to others. Experiment and make your own shadow picture.



Ice Fisherman

Two men are fishing through a hole in the ice, but having no luck. A boy fishing through a nearby hole keeps pulling out one fish after another. The men ask if they might trade places with the boy.

He mumbles an agreement, they trade places but the men still have no luck while the boy continues to catch fish. One man asks the boy what is secret and the boy mumbles an incoherent answer. The man can't understand him, asks the boy to repeat his answer. Finally the boy spits something into his hand and repeats loudly: "You've got to keep the worms warm!"

Ship Wreck Friendship

Webelos from Pack _____ arrive on an island and are knocked unconscious by coconuts (newspaper wads wrapped in brown crepe paper) falling from palm trees. Natives capture and tie them up but release them when they find you they have come on a friendship mission.



Sound Effects

Thunder - Suspend a piece tin or galvanized steel 3' - 4' long and 1' wide Shake it to produce rolling thunder. For single crashes, strike the tin in the center with a rubber hammer or rubber-heeled shoe.

Lighting - Flash white light on and off. A photo flash may also be used.

Rain - Fill a cookie tin one third full of dry peas or beans. Rotate slowly.

Gun Shot - Snap a yard stick or thin board on a hard, flat surface.

Fire - Crumple cellophane into a ball. When released in front of a microphone, it will crackle like a flame.

Sawing wood - Rub a piece of sandpaper across a 6" area on the rim of a large foil pan.

Horses - Two half coconut shells clapped on a wooden board gives the sound of horses walking or galloping on a hard road. For hoof beats on a soft road or turf, use wallboard.

Trains - Place small wire nails or shot inside a flat tobacco tin; move it back and forth to make a chugging train sound. Sandpaper or wire brushes on metal will also give this effect.

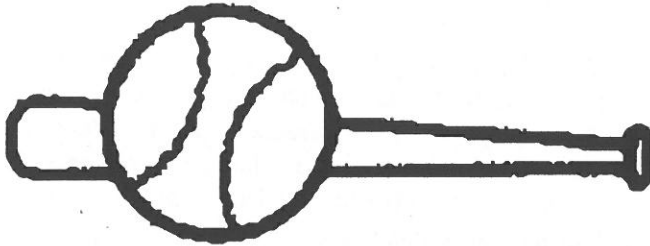
Gongs and Chimes - A Chinese gong is a 4 - 5 foot length of water pipe suspended by a rope. Tubes from an old brass bed or water pipe can be cut in various lengths for chimes. Strike with rubber-soled shoe or rubber hammer.



No Business Like Cub Business

There's no Cub Scouts like our Cub Scouts,
Cause our pack is the best.
Everything we're doing shows we're eager
Working on the skits and games and songs.
Going on the field trips with our leaders,
And having fun as we go on.

There's no Cub Scouts like our Cub Scouts
We smile each time we meet.
Even when we're nervous we will do our best
We hope our parents will do the rest.
So you see in Cub Scouts we have passed the test,
Let's go on, watch us grow!



This was an opening found in the 1984 Alamo Area Pow Wow Book. It is such a wonderful definition of sportsmanship, we included it here for you to share with your den.

"We hear a lot of talk about being a good sport, but just what does it mean? A good sport learns the rules so he will not violate them. He competes with all his heart striving to outclass his competitors. If he wins, he doesn't act smug but instead compliments the losers for the fine showing they made. If he loses, he should accept the fact and find out why. Maybe he can win the next time. A sportsman accepts defeat, congratulates the winners, studies how to improve, and determines to do better the next time."

Den Activities

Tour a bowling alley and play a game.

Invite an umpire to speak about the rules and signals of a particular sport.

Have an athlete explain sportsmanship and fair play.

Have a parent-son baseball, ping-pong, volleyball or badminton tournament.

Go to a high school or college ball game.

Handball Tennis

This is a game for 8 or more that resembles tennis but it is played without rackets.

Establish the boundaries of a court, about fifty feet by twenty five feet with chalk. Draw a dividing line through the center of the court. The team that serves first may serve the ball from any point on its half of the court. The server bounces the ball once, then hits it with the palm into the other side of the court. The other team should attempt to return the ball by bouncing it back over the center line by hitting it with the palm. The ball may bounce more than once before being returned to the other team. The ball is still in play as long as it is bouncing. If the ball stops or goes out of bounds in the receiver's court, a point is scored by the serving team. If it stops or goes out on the server's side, the serve is given over to the receiving team. First team to score 21 wins.

The Cub Scout Fair Play Pledge

This is a good pledge for the Cubs to say before you go outside for sports, games, etc.

I, _____ promise to do my best at work or at play. I will share with my fellow Cub Scouts and always be thoughtful of him and his possessions. I will follow the rules and never cheat, and will help other members of my den and team. I will always try to make my family, my neighborhood, my school, my pack and my friends proud of the things I do.

Signal Game

After reviewing the Official's Signals in the Webelos book, divide the boys into teams to practice the signals for a set period of time. When it is time to start the game, have the 2 teams line up across from each other. Toss a coin. The winner of the coin toss can elect whether to send or receive the first signal. The first player to send then states the name of the sport and gives the signal. The first player on the other team must state what the signal is without help from his team mates. If he gets the signal correct, his team gains 1 point. If he missed, neither team get the point. If someone on his team tries to help him, he automatically misses and the other team gets 1 point. If the boys misses, the sender tells what the signal was. If the sender is incorrect or has help from his teammates, the receiving team gets 1 point. The first person who sent then becomes the receiver and the game continues back and forth until all the boys have a chance to be both sender and receiver.

Lead Up Games

Lead-up games give the boys practice in the skills and techniques of sports. They can be played with fewer players than the rules require. Here are a few lead-up games and more are given in some of the booklets in the Cub Scout Sports series.

Volleyball. Reduce the size of the court depending on the number of players. For two-boy teams, make the court about 15' X 20'. Play by the regular volleyball rules.

Basketball. Play one-on-one, two-on-two, etc., using only one basket. After a score, the other team gets the ball behind the key.

Soccer Triangle. On a large field, mark off a lane about 10 yards wide and 50 yards long. Three players are on offense, one on defense. Starting at one end of the lane, the offensive players try to advance the ball down field by kicking and heading it while the defensive player tries to intercept. The offensive players should stay in a rough triangle formation, not more than 10 yards deep.

Three Grounders or a Fly

Use baseball or softball equipment. One player is batter. All others are fielders and may play where they please. The batter tosses the ball up and hits it. When a fielder catches one fly or three grounders, he becomes the batter. When a ball has been touched by one fielder, another fielder may score on it. Fielders loses all past scores when a new batter takes over.



Riddles

Why is bowling such a quiet sport?
You can hear a pin drop.

Why is a 7 foot basketball player so tall?
Because his head is so far from his feet.

Why couldn't anyone drink soda at the double header?
The home team lost the opener.

Sports Champions - A Skit

Cast: 6 boys in uniform holding the props described in the skit

All Together: We all excel in building muscles
We're champs at that you see;
Just listen to our stories
And I'm sure you will agree.

Cub 1: (Steps forward) I hold the title of strongest in my den. Do you suppose it's because of my friend? (holds up toy skunk. Other boys hold their noses.)

Cub 2: (Steps forward) I'm known as the den's muscle man this year, most of my muscle is between my ears. (pulls out a small hat from behind his back and tries desperately to fit it on his head.)

Cub 3: (Steps forward) I hold the title of fastest of all, I'm first in line for the chow basket call. (Pulls out bag of cookies and begins eating.)

Cub 4: (Steps forward) I'm known as the champion of the high jump. One time I missed and got a big lump. (Rubs head with a pained expression.)

Cub 5: (steps forward) To keep in shape, I exercise each day: I wonder why my muscles turned out this way. (Removes sweatshirt to reveal colorful padding on arms and legs)

Cub 6: (Steps forward) I'm the champ at making things disappear, you see. Watch us all disappear as I count to three. (He counts slowly 1 - 2 - 3, as the curtain closes.)

Golf Approach Shot Practice

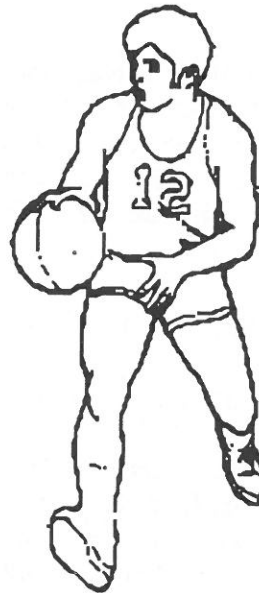
You need a fairly smooth and level field at least 100 feet long. Sink a can for the hole. Let the boys try their skill from 100 feet or so. Score 50 points for a hole in one; 10 for shots within 10 feet, three for shots within 20 feet and one for shots within 30 feet.

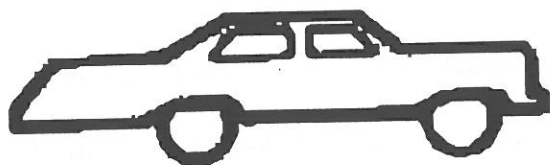
Sports Words

Give each player the front page of a newspaper. The object is to find sports words on the front page. For example: end, base, tackle, guard, pass, foul, kick, center, etc.

Dribble and Circle

Divide the den into two teams. Mark two 18 foot circles on the ground. The players scatter around the perimeter of their team's circle. On signal, the first player on each team dribbles a basketball around his circle. When he gets back to his starting point, the next player repeats the action, and so on until all have run.





The word "traveler" suggests faraway places and long trips. Some of the Webelos Scouts may have enjoyed such travels, but they won't add much to their mileage while working on this activity badge. They will, however, learn something about trip planning and scheduling, and hopefully, they will have a chance for a short trip or two.

Through the badge requirements, Webelos will learn to read maps and timetables of railroads, buses or air lines serving your area. They will learn how to use highway maps and plan trips. Not only does this badge help prepare boys for travel experiences but it also enables them to get the most out of a trip and to learn more about this great country.

Notice that the two trips listed in the requirement are family trips and not Webelos Den activities. You can help the boys secure some of travel items they will need and teach them how to read maps and time tables as they prepare for the family trips.

Travel Information

Tourism bureaus are an endless source from which you can obtain maps and brochures on tourist attractions and motel and hotel directories. When you request this information, let them know the month the den plans to "travel" because some of the attractions are seasonal. Let them know what area of the state you are most interested in. Most of their literature is free or at a minimal price. This will be useful for the map exercise and will make working on the Traveler activity badge a much more colorful and pleasant experience.

Den Activities

Visit a county, state or national park with den families.

Visit an historic site nearby.

Take a bus or train trip. This could be a city bus trip around the city.

Visit a travel agency or automobile club office and find out what they do.

Calculate cost and speed of a plane trip.

Make car first aid kits.

Visit a bus terminal or airport to see the inside operation.

Discuss timetables and how to read them.

Have a speed contest of locating specific destinations and how to get there, using maps and timetables.

Teach proper packing of suitcase. Afterwards, have a speed contest, stressing neatness as well as speed.

Invite a Boy Scout to bring his back pack and show how to pack one.

Locate points of interest on city and state maps. Visit some of them.

Make a list of travel agencies and transportation facilities available in your area.

Webelos Traveler "Possible Kit"

Early trappers had an answer to unexpected emergencies while traveling and they called it a "possible kit" or "possible bag." They figured out the possible emergencies they might meet in the wilderness and prepared for them.

Kit Carson's "possible bag" might have included items for trade with the Indians, emergency rations, extra flints for fire making, and a packet of tinder wrapped in oil cloth against a time of wet and cold when he might need a fire in a hurry. Today's traveler doesn't need emergency rations or rifle fints, but a "possible kit" still has its place.

Every car should have a first aid kit and the "possible bag" is not intended to replace the standard first aid materials.

A needle and thread and a few safety pins can be very useful.

A notepad and pencil has numerous uses, from jotting down a reminder to entertaining small children.

Include a few of those commercially packed paper wash-up tissues.

Finally, there is an item for your "possible kit" that is much like one carried by the trappers of more than a century ago. Wind about 50 ft of fishing line on a small oblong block of wood. Attach a cork bobber about 18 inches from the end of the line, a split shot about a foot below the bobber and tie on a number six hook at the end. Bury the barb of the hook in the cork bobber so it won't accidentally hook anyone. Now you are

ready to take advantage of a rest break near a small stream or lake. Remember, if you are under 14 years of age, you probably don't need a fishing license in most states, but it is a good idea to check the regulations before you fish.

Experience will help you determine other items you may want for you own "possible kit." But, whatever your choice, being ready for the "possibles" will make travel easier and more fun for you and your family.

- Adapted from Boy's Life Magazine

How much Per Mile?

Webelos Woody's dad has offered to take him to the Nature Center to work on his Naturalist Activity Bagde. Woody's father tells him that they could go by bus, taxi cab, or he will drive the family car. The bus cost \$1.50 each for Woody and his dad. The family car costs \$.25 per mile to operate and the trip would require 2 gallons of gas at \$1.00 per gallon. Woody's father says that they can leave as soon as Woody figures out what it would cost per mile to travel to teh Nature Center by bus, by taxi cab and by car. The Nature Center is 20 miles away. Answers: Bus, \$.15/mile; Taxi cab, \$1.10 per mile; Car, \$.35 per mile.

Packing a Suitcase

Provide a medium sized suitcase and bring plenty of items to pack into it. Include necessities of any trip such as extra clothes, toiletries, etc. Be sure tht you deliberately bring too much to fit into the suitcase so the the boys are forced to select only what they cannot do without for the trip. The the boys select items and practice packingthe suitcase.

Traveler

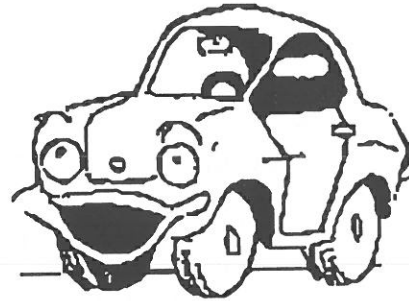
Car Passenger Code

This code tells how car passengers can help make each trip a safe and pleasant one.

1. Help yourself by:
 - *Always wearing your seat belt
 - *Sitting down, so you won't be hurt if there is a sudden stop.
 - *Keeping your hands away from door handles, gear stick, ignition key and the driver
2. Help the driver by:
 - *Sitting down so you don't distract him/her
 - *Looking out for road signs
 - *Keeping the noise down
3. Help other passengers by:
 - *Not teasing younger passengers
 - *Not putting anything on the back ledge
 - *Saving all litter until you can dispose of it properly. Use litter bags.
4. Help other on the road by:
 - *Keeping arms and legs in the car while it is moving
 - *Not throwing things out of the windows
 - *Getting out of the car on the side away from traffic

Find the Mystery City

Divide the den into two teams. Give each team captain a state highway map. Call out the names of various cities in the state and have the teams locate them on the map. The first team to locate the city wins the round. Make sure that both teams locate the town before moving on to the next. The team that locates the most towns first wins.



Safe Driving Tips For Families

Allow enough time so you don't feel rushed. On long trips allow time for frequent stops.

Have your car's tires, brakes, lights, turn signals, and wipers checked to insure proper functioning.

Use seat belts --- They save lives.

Be alert to hazards --- Adjust driving speed accordingly.

Use courtesy abundantly -- everywhere --- at intersections, while being passed or passing, and at night with headlights.

Follow the rules of the road -- signs, signals, and road markings for a safe enjoyable trip.

Have something for children to do while riding on a long trip.

Using Public Transit

The Transit Authority will provide you with a system map and schedules of bus routes that serve your area. Explain to the boys that they can go anywhere that they want on this outing providing that they can get there by bus. This will teach them the use of timetable to plan a trip and they will be taking a trip someplace that interests them.

Guide to Emergency Action

Auto Accident Move the vehicles well off the road, if possible. Turn off the ignition. Help the injured, but don't move them unless they are threatened by bleeding, fire or traffic. Administer first aid only if you are qualified. Place a warning flare 10 feet back of the rear vehicle, another 300 feet behind, and a third 100 feet ahead of the scene. If other people are there, station them with flares to alert traffic. **WARNING: DO NOT LIGHT FLARES NEAR SPILLED GASOLINE!**

Send for police and ambulance, if necessary. Write down the license number of the other car and the name and address of its driver. Get names and addresses of witnesses.

If you are first at the scene of an auto accident, park well away from the accident, ahead of the scene. Account for all occupants of the vehicles.

Car Fires Most fires are the result of a short circuit in the car's electrical system. Don't waste time trying to disconnect the battery. If you don't have a fire extinguisher, rip loose any burning wires with a jack handle and smother with a blanket or coat. Don't grab wires with your bare hands. If the fire burns out of control and endangers the gas tank, get away from the car immediately.

Headlight Failure Brake as quickly as possible without throwing the car into a skid. Ease onto the shoulder well away from any traffic. Set out warning flares. Check battery terminals for loose connection. If this is not the trouble, send for help. Never drive at night without lights.

Car Submersion Don't panic. Tests have proven that a car with doors and windows closed will float 3 - 10 minutes -- enough time to escape if you keep your head. If the car does sink before you can get out, an air bubble will form in that section of the passenger compartment closest to the surface. You can get a breath of air from this bubble before making your exit. Depending on the amount of water in the car, water pressure against the doors may make them difficult to open, but a window can be easily rolled down. If you are forced to break a window, give it a blow with a hard, sharp object.



Motion Sickness

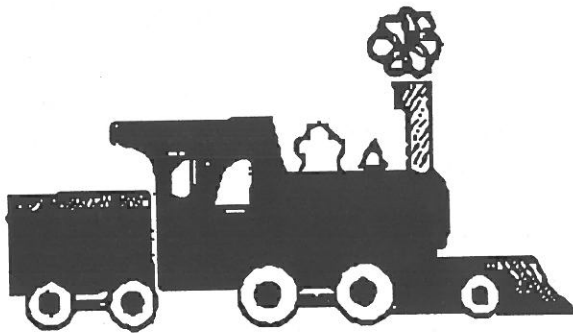
Car Sickness - To prevent motion sickness, try sitting in the front seat. It's less bumpy and you get a better view. Avoid reading in the car or staring at the road out of a side window. Instead, play one of the travel games. Or, if there is room, lie flat in the back seat and go to sleep.

Seasickness - If you start to feel seasick, go on deck in the fresh air and watch the shore, birds, other boats --- anything but the waves.

Do You Know Your Cars?

Each of the definitions below describes a type of car. Can you identify them?

- | | |
|--------------------------------------|------------------|
| 1. Our 14th President | Lincoln |
| 2. River in New York | Hudson |
| 3. First colony in New England | Plymouth |
| 4. Indian Chief | Pontiac |
| 5. Theatre in which Lincoln was shot | Ford |
| 6. Wild animal in cat family | Cougar or Jaguar |
| 7. A young horse | Colt |
| 8. A spotted horse | Pinto |
| 9. A motherless calf | Maverick |
| 10. A stinging insect | Hornet |
| 11. A shooting star | Comet |
| 12. A bull fighter | Matador |
| 13. A French tourist spot | Riviera |
| 14. Prince Ranier's country | Monoco |
| 15. A Roman god | Mercury |
| 16. tall building in New York | Chrysler |
| 17. Deep sea fish | Barracuda |
| 18. a hawk | Falcon |



Guess My Rhyme A Traveling Game

One person thinks of a word and says, "Guess my word. It rhymes with _____(fill in the blank.) Difficulty of words can be varied to suit all ages of players. The number of guesses can be limited or open-ended.

Alliterative Travelers

The leader announces that everyone is going on a trip. They can go to any place they choose, but when they tell what they are going to do there, they may only use words beginning with the first letter of the place to which they are going. The leader says to a player, "Traveler, where are you going?" The player answers, "California." "What are you going to do there?" "Can corn, cucumbers, carrots" or "Capture caged circus cats." If the answer is Boston, it could be "Borrow big boots" or "Bring back Boston baked beans.

Map Symbols Relay

On separate 3X5 cards, paste road map symbols taken from a standard road map or enlarge them on a coping machine. On smaller cards, write the proper meanings. Make two identical sets. Divide the den into two teams. Make a jumbled pile of all the cards and meanings some distance from the first team. On the signal, the first boy on the first team races to the pile and matches any symbol card with the proper meaning card. He may not tag the next player until he has a correct match. He then runs back and touches the second boy who repeats the action. The team that finishes first wins.

Wreck in Rhythm

(tune: She'll Be Coming Round the Mountain)

Once there was a family with a Ford
Who jumped inside and down the highway roared.
They listened to the birds,
The mooing cows in herds
They honked the horn whenever they were bored

*heavy rattle and horn
gentle rattle and drum
your own whistle
blow deep tone on bottle
bicycle horn*

The clock ticked on and the day began to end
The sun went down and darkness did descend
And as the rain came falling
A whistle started calling
T'was the east bound freight a comin' round the bend.

*rhythm sticks
drum
gentle rattle
blow across bottle top
sand blocks*

They heard the ringing of the the crossing chime
The whistling train called out a warning rhyme
They felt it coming closer.
Bit did they stop? Why, no sir!
They were sure that they could get across in time.

*chimes
bottle whistles
sand blocks
rattles and drum
tambourines and chimes*

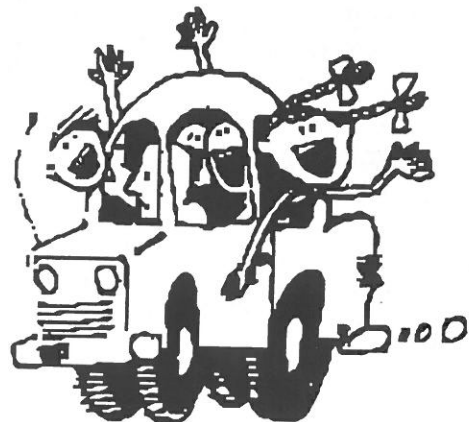
They climbed the hill and on the track did ride.
When suddenly their motor choked and died.
They jumped out . . . it was frightening!
And ran off quick as lightning
The poor old Ford was scattered far and wide.

*tambourines and chimes
descending whistle
rhythm sticks
rhythm sticks, then pause and loud crash
each instrument rattles individually as if parts are
falling
cymbals
bottle whistle
tambourines, cymbals and chimes
all instruments, then pause and loud crash, then
speak slowly.
Horn.*

The moral of the story . . . it is plain.
Don't ever, ever try to beat a train.
"Cause if that speeding choo choo
Should get there just when you do

That's not the way you're 'sposed to meet a train.

How to make the sound effect is on the next page.



Sound Effects for "Wreck in Rhythm"

- Whistle - your own
- Whistle - blow across bottle
- Drum - Plastic lid on can
- Sand Blocks - sandpaper on wooden blocks
- rhythm sticks - wooden spoons, bamboo sticks, or rulers
- heavy rattle - small pebbles in can
- gentle rattle - small pebbles in oatmeal box
- Tambourine - split peas between two foil pans
- Cymbals - two foil pans. Use ribbon for handles
- Chimes - tap a knife against a spoon
- Melody - hum through a comb. (Play through out)
- Loud Crash - Drop heavy rattle
- Horn - bicycle horn

Car First Aid Kit

Prepare an adequate first aid kit for the family car. It only takes one emergency to make its worth appreciated. Suggest contents:

- roll of 2" gauze bandage
- sterile gauze dressings
- sunburn ointment
- bandaides
- insect repellent
- first aid spray
- soap
- baking soda
- tweezers
- small scissors
- jack knife
- pre-moistened towelette

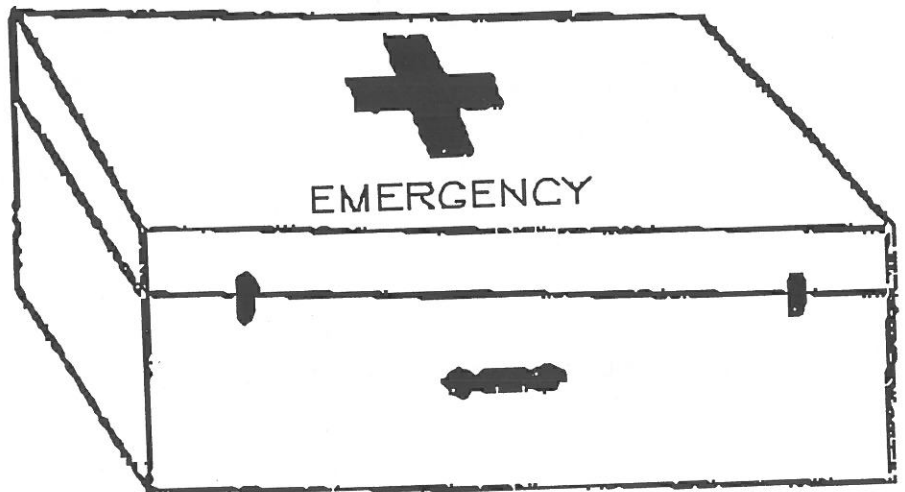
Auto Emergency Kit

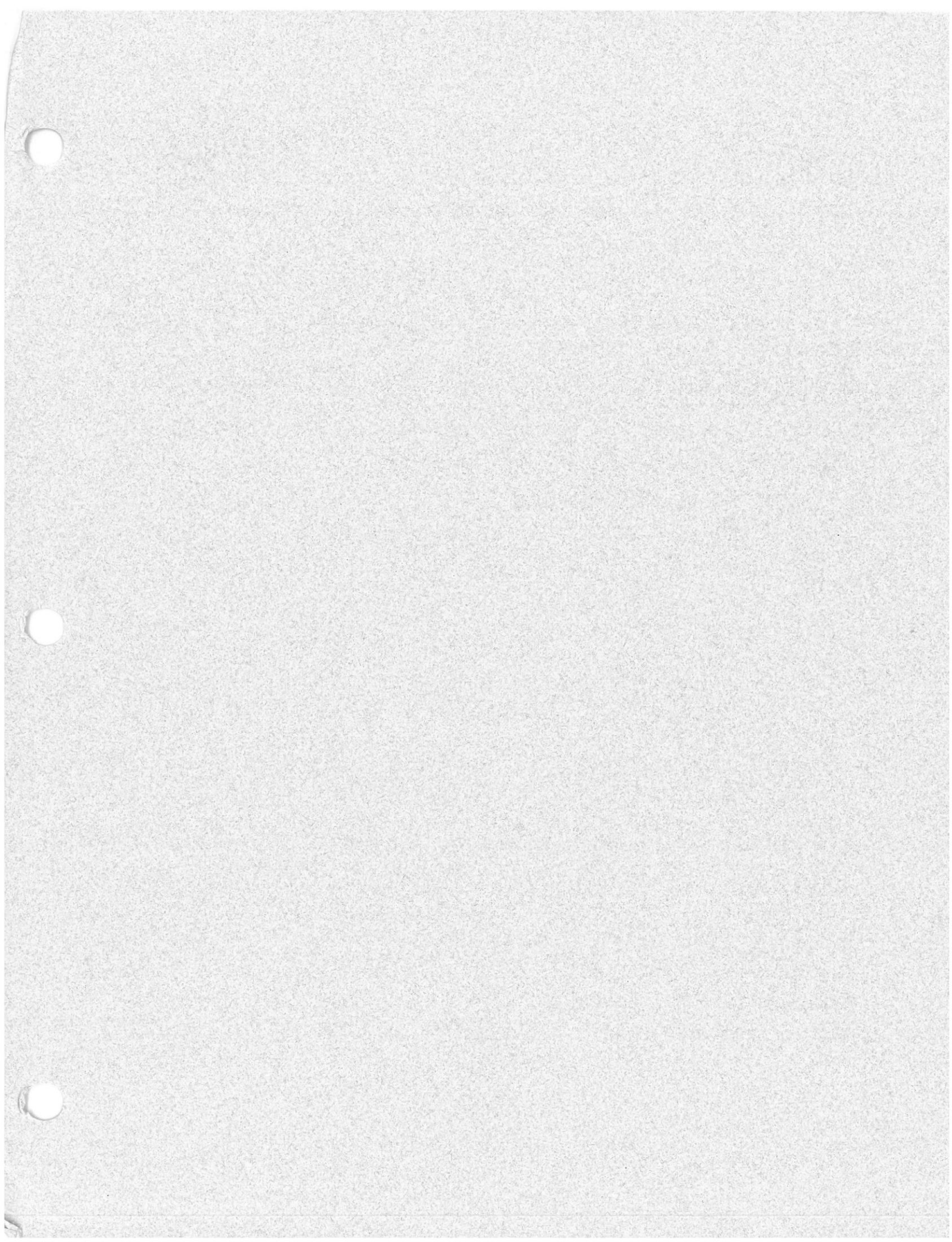
As the Scout motto suggests, "Be Prepared." Why wait for the time when you wished you had this with you. Have it in the trunk of your car at all times.

A box constructed of plywood, similar to a suitcase. If you have an old suitcase, use it.

Suggested contents

- road flares
- flashlight
- first aid kit
- blanket
- road reflectors
- emergency pennant
- fire extinguisher (ABC)
- shovel
- axe or hatchet
- saw
- tire sealer (inflator)
- Tool kit (hand tools)





See Ya !!



Roy Wheeler